

## Conquest of the Crystal Palace

A Jumpchain Document by:



Many years ago, the evil King Zaras and his army of demons swarmed down from the Infernal Plateau, putting the once-mighty Kingdom of the Crystal Palace to fire and sword. Despite seizing the crown, however, Zaras' victory was incomplete: During the invasion, the Kingdom's three sacred crystals and the royal infants were spirited to safety.

Raised and trained in seclusion by one of the Palace's keepers, the spirit guardian Zap, Prince Farron has grown from a boy to a young man, and prepares to inherit his birthright: To defeat Zaras and restore his kingdom.

## **+1000 Conquest Points**



### **Origins:**

Choose one; if you're unsatisfied with your roll, you may change your age for 50 CP.

**-Hero (Choose, 12+1d8):**

It is the lot of the mortal man to be slain by demons and slay them in return. A survivor of the Crystal Palace, you must gird yourself now for the reconquest of your homeland (you may take the place of Prince Farron himself if you like; this is a OCP toggle).

**-Maiden (Female, 12+1d8):**

Unlike a Hero, you lack the raw physical prowess needed to drive out Zaras' hordes by force— instead, you possess cunning, wisdom, or magical prowess that could prove invaluable to aiding the prince's quest.

**-Infernal (Male, Choose):**

You hail from the barren wastes of the Infernal Plateau, one of several Hell Realms, where might makes right and one owns only what they can keep. You are a de-facto conscript or officer in King Zaras' army, though, like the pernicious Fire Demon, you may not be an entirely loyal subject.

## **Location:**

Roll 1d6; if you're unsatisfied with your roll, you may change your location for 50 CP.

**1: Mount Crystal:**

A huge mountain at the periphery of Zaras' conquered lands. Crawling with hostile flora and fauna and prone to avalanches, it would take even a superhuman climber two whole days to reach the peak. Overseen by the infernal brothers Kentar and Kellix, squatting in an ancient temple at the summit that now serves as a demonic lookout.

Humans may choose to start at the foot of Mount Crystal for free.

**2: Realm of the Guardian:**

A magical fortress laden with a dizzying variety of traps, illusions, and bound spirits, and protected by the ogre Guardian, this Realm serves as gateway into the Kingdom of

the Crystal Palace proper— rumor has it that the Crystal Princess, recently abducted by one of Zaras' henchmen, is held somewhere here.

### **3: Lair of Hungry Ghosts:**

One of three Hell Realms that now occupies Crystal lands. A dark, cavernous, fetid realm of writhing flesh and gasping almost-faces. Unspeakable fleshy horrors reside here, reduced to forms less than human, and foul vapors spill from vents that pockmark the land, condensing into acidic rain that settles in digestive lakes.

### **4: The Gateway of Flame:**

One of three Hell Realms that now occupies Crystal lands. Flesh gives way to stone here, and small floating platforms and ruins delineate a thin and treacherous path through a roiling maelstrom of elemental fire— the floor is fire, the ceiling is fire, gouts of flame scorch everything they reach, and creatures of living flame assault those foolish enough to set foot here. Utterly inimical to organic life.

### **5: Realm of Jealous Ghosts:**

The Crystal Palace itself, corrupted into a labyrinthine Hell Realm to serve as King Zaras' new capitol. Even if one can endure its legions of traps and defenders to challenge Zaras himself, evil pools beneath its foundations— a vast demonic corpse waiting to be animated by an enterprising usurper should the King fall.

### **6: Free Choice:**

A lucky roll! You may choose any of the above, or, if you wish, appear in the uninhabited mountains surrounding the Kingdom or the barren and demon-infested wasteland that is the Infernal Plateau.



## **Perks:**

Perks and Items are 50% off for their respective Origin (100 CP is free).

## **Hero:**

### **-Hidden Heir (100 CP):**

Fate may have portended it, but from the perspective of an ordinary child growing up in the middle of nowhere with their dog, how astronomically unlikely is it that you, of all people, are a secret royal of a fallen kingdom, set to inherit its wealth, power, and magic if only you can reclaim it?

In future Jumps, you may choose to be a lost member of a significant bloodline in that setting; irrefutable evidence of your station or claim will always manifest itself if questioned (be it a seal, physical feature, obscure record, etc.). If a bloodline has special abilities that would normally be locked behind a Perk, you must still purchase that Perk to gain those abilities.

### **-Stern Stuff (200 CP):**

Fighting your way through armies of monsters and hellscape hand-crafted to maim the living is insanity, and any reasonable person would understandably balk at the death-defying leaps, horrific demons, and hundreds of other forms of agonizing, gruesome death that lie between them and their destiny.

You, however, have steel in your heart that clamps down on the animal instinct to panic and flee, allowing you to rationally assess risks and strategies in the face of the obscene and horrific— only supernatural fear can find any purchase on your mind.

### **-Man Of The Mountains (400 CP):**

Soft city folk just aren't cut out for saving the world. A rough upbringing in rougher conditions has gifted you with a physique far more powerful than your age and stature would suggest: You can march and fight for days on end without tiring, and blows that wound you would kill lesser men. Of course, even a human of peak fitness wouldn't be able to leap three times his height from a standstill or drive a sword through a solid stone golem—feats you can achieve thanks to physical and spiritual conditioning to fortify your body with Qi.

### **-Spirit Guardian (600 CP):**

A sacred divine beast has been assigned to be your mentor, guide, and protector, and been bound to you spiritually. It resembles an Earth animal about the size of a large dog, bedecked in plate armor, but can magically disguise itself as an ordinary animal, and can be summoned from or dismissed to the spirit world with a simple gesture.

Though not specialized for combat or armed with anything more than its natural weapons, the Guardian will defend you unquestioningly, is capable of human speech, possesses centuries of wisdom, and can interface with similarly divine objects, such as to activate, seal, or unseal them. Though not invulnerable, it's incredibly resilient for an animal, can easily evade bottomless pits (by climbing or flying out of them) and can't be slain by mundane means— if it suffers too much damage, it will dissolve into a formless spirit, functionally unconscious, until it can be healed.

The Spirit Guardian does not count as a Companion unless and until you choose to import it as one. If you are a Hero and choose to replace Prince Farron in the story, your Spirit Guardian is Zap, a hound that serves as one of the custodians of the Crystal Palace and protector of the sacred crystals.

### **Maiden:**

### **-Costume Change (100 CP):**

I'm a shopkeeper— and voila, I'm a news reporter! One part sleight of hand, one part actual magic, this trick allows you to instantly switch between sets of clothes on your person or that you own and are within the same room (a few meters), so long as nobody is looking directly at you when you do so. Unlike a simple stage magician, you can even switch back!

### **-Peddler (200 CP):**

You have a knack for procuring resources and crafting simple enchantments for sale, such as healing poultices and magical scrolls. You may or may not be able to use such things yourself, but know intuitively *how* to use anything you intend to sell, to be able to inform your customers.

### **-Curseform (400 CP):**

You spent a brief stint transformed into an animal as part of an Infernal scheme to keep you imprisoned— although you're free now, the magic clung to you, and you can use it to transform back and forth (into an ordinary Earth animal no larger than a dog) with only a few moments of concentration.

In future Jumps, if you are involuntarily shapechanged into an animal or object, such as by a polymorphing spell or curse trap, you may, if and when the effect is reversed, choose to integrate that magic to your repertoire of curseforms.

### **-Just A Girl, After All (600 CP):**

Kim sure does pop up in some absurdly dangerous places, doesn't she? Whether it's through your cute charm, innocent purity, or feminine wiles, you've cultivated a technique to appear utterly harmless: As long as you're visibly unarmed, obviously female, make no threatening actions, and use no hostile abilities, monsters, potential enemies, and even dangerous environments will register you as a complete nonentity to their threat assessment, allowing you to pass by unmolested.

Any activity more aggressive than a stern telling-off will break this glamour; hazardous areas will reset after a day outside of them, but intelligent beings become immune to this effect, remaining aware that you're more dangerous than you seem.

## **Infernal:**

### **-Demon (Special, Infernal Only):**

You are no mere human, but a denizen of one of many Hell Realms. Choose one (no discount):

-For **0 CP**, you are roughly of human size and shape, but unusual strength and durability, like Kentar or a Demon Warrior.

-For **50 CP**, you have one notable supernatural feature to your physiology, such as Kellix's wings.

-For **100 CP**, you are ogre-blooded, like Kentar and Kellix's father: You stand around 7 to 8 feet tall, and are able to vault small structures in a single bound.

-For **200 CP**, you are a full-blooded Demon Ogre, like the Guardian or Zaras himself: Easily over 20 feet tall, the earth shakes when you jump and with the raw force of your blows. Additionally, you have the ability to spit balls of demonfire from your mouth that seek out enemies and are hot enough to melt stone. Your skin can be any color of the rainbow, and will change color as you're injured; this can be useful information to an opponent who knows what to look for, but is a handy indicator for yourself as well.

-For **300 CP**, you are a demonic orb, similar to the Fire Demon, a torso-sized writhing mass of congealed unholy power that radiates evil. What you lack in limbs or identifiable anatomy, you make up for in perfectly maneuverable flight, a form that sears what it touches with hellish energies, and a vast well of magical power; the *Summoner* and *Desecration* Perks (below) cost only 100 CP for you.

Regardless of your choice, if you've also taken the *Spirit Guardian* Perk (above), the spirit is an evil and demonic-looking (but otherwise functionally identical) Demon Beast, instead.

### **-Unholy Vitality (200 CP):**

You are filled with a fiendish vigor that prevents you from being worn down by attrition; when given a moment to rest from combat, your stamina rapidly recovers and injuries



knit themselves back together at astonishing speed. Be careful not to overcommit: This power ceases to be effective if you suffer truly grievous wounds.

**-Summoner (400 CP):**

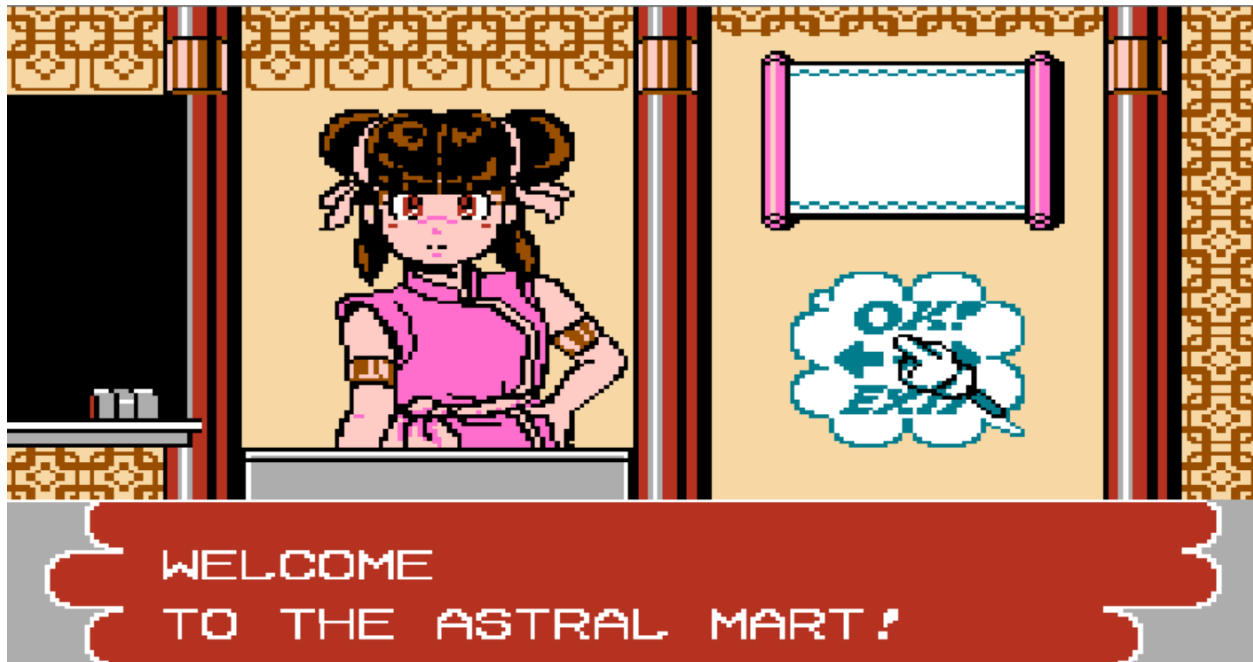
Your understanding of demonic magic allows you can summon and command lesser monsters and demonic creatures. Simple concentration on summoning allows you to summon a few at a time continuously (as long as there remain enough creatures willing to answer the call or weak enough to be summoned forcibly), while a prolonged ritual could permit the conjuration of entire legions.

**-Infernal Desecration (600 CP):**

Demonic energy naturally destroys and corrupts all that it touches, and it seeps from you like blood from a wound. If you remain in one place for an extended period of time, it will accumulate, darkening the skies, draining color from the world, blighting all good life, and degrading and warping the barriers between the physical and the spiritual, gradually corrupting the region into a Hell Realm.

With your demonic powers, this process can be controlled, allowing you to sculpt and form this passive formation, creating a Hell Realm of your specifications, or, with continuous and active commitment, even greatly accelerate the process—a country that might take a decade to corrupt and putrefy might only take a single year. The sacred abhors the demonic, however: The presence of holy powers and relics will slow the process considerably.

This ability may be consciously restricted, if you're visiting somewhere you don't want to corrupt.



### **Items:**

If an Item is lost, destroyed, or expended, it will automatically be restored after one week (unless otherwise specified).

### **General:**

#### **-A Sturdy Blade (50 CP):**

In a world like this, it never hurts to have a sword by your side. This dao, jian, or guandao (your choice), while an ordinary weapon, is at home in your hands and as close to indestructible as mortal hands are capable.

#### **-Armor (50+ CP):**

For 50 CP, this is a suit of boiled leather plate, light and supple, but tough and rugged, perfect for long quests.

For 100 CP, this is a suit of heavy, thick metal plates. While cumbersome and marginally useful against magic, it's virtually impervious to ordinary weapons.

Both suits are self-cleaning so they can be worn indefinitely, and slowly self-repair.

For an *additional* 50 CP, you also receive a scroll of Magic Armor. When used, it renders you completely invulnerable to damage for a period of about ten seconds (provided you're wearing armor for it to enchant).

**-Sound (Test) Of Adventure (50 CP):**

The soundtrack for Conquest of the Crystal Palace for the NES, in your preferred format. Drown out the horrors of battle with jaunty chiptunes!

**Hero:**

**-Whistle (100 CP):**

A small wooden whistle, used for signaling or antagonizing animals. Animal companions, such as Spirit Guardians, can be ordered to attack or defend you, and are briefly empowered while doing so.

**-Elixir (200 CP):**

A winged flask that bolsters the drinker's vitality, allowing them to absorb significantly more punishment. Cheaply imitates the effects of the Life Crystal, though it will need re-applied if you suffer a mortal wound.

**-Jumping Shoes (200 CP):**

Shoes with big ol' springs in them! When worn, they allow you to jump twice as high. Cheaply imitates the effects of the Flight Crystal, but the springs wear out quickly, meaning they're only good for about an hour of use.

**-Scroll of Fire (200 CP):**

A parchment inscribed with a spell of flame, allowing anyone to wield simple magic by way of shooting small firebolts out of their hands. Great for pelting things out of sword's reach or that are immune to physical damage, but completely ineffective against creatures of fire. Cheaply imitates the effects of the Spirit Crystal, but the scroll has limited charge, and will eventually crumble to dust when its magic is exhausted.

**Figurine (400 CP):**

A small wooden figurine carved in your image and imbued with powerful life magic. Should you be fatally injured while it's on your person, it will disintegrate, restoring your body and transporting you to a nearby safe location in so doing.

You receive one Figurine per year (Unlike 1UP perks, Figurines may be lost, stolen, destroyed, or disenchanting).

**Maiden:****-Wardrobe (100+ CP):**

An outfit belonging to a profession of your choice, and in a style of your choice (Cute, professional, sheik, sexy, etc.). Tailored from fine materials to your exact specifications, and cleans themselves. For an additional 50 CP each (no discount), you may buy any number of additional outfits.

**-Coinpurse (100+ CP):**

A seemingly-bottomless money pouch. For 50 CP, it starts laden with 20,000 coins.

**-Raiment (200 CP):**

This semitransparent silken shawl, when worn about the shoulders, allows the user to fly by thought alone, albeit quite slowly.

**-Moon Mirror (200 CP):**

A sacred relic kept by the Crystal Princess, that, when used, emits a flash of divine light that destroys weak monsters, lesser demons, and magical projectiles in a wide area around the wielder. Slightly clumsy to use, and has two charges, after which it needs to recharge for an entire day.

**-Astral Mart (400+ CP):**

A small but intricately carved wooden cube the size of a teacup. When activated, it unfolds and envelops the user and up to two other individuals in a bedroom-sized space, pre-furnished with lacquered wooden pillars, paper walls, a few shelves, a chalkboard, and two counters. Though any damage to the Astral Mart (in either form) will cause it to collapse and render it inoperable for a full day, any nonliving, inanimate objects stocked on its shelves will remain stored magically within it when it returns to its cube form without affecting its weight.

For an additional 50 CP, the Astral Mart contains a door that leads to your Warehouse while in its expanded form.

### **Infernal:**

#### **-Guards And Wards (100+ CP):**

A variety of trap kits and spell scrolls for fortifying a stronghold or discouraging door-to-door salesmen. This Item may be purchased multiple times (100 CP options are discounted to 50 CP after the first):

-Unhallowed Ground (100): Curses an area the size of a large room to continuously raise skeletons from the ground to attack intruders when detected.

-Invisible Archer (100): When summoned at the top of a staircase to be defended, this ephemeral spirit will rain arrows down upon anyone trying to climb it. Has unlimited ammunition, but the arrows it conjures from its own essence are weak and frail; it can be supplied with alternative ammunition if desired.

-Trap Hands (100): Huge, grasping hands that slide through the enchanted floor as if it were water. If an intruder is grabbed, it will attempt to smash them into other defenders or drop them down a pit, if available. Immune to conventional attack, but highly vulnerable to magic. Comes in a 2-pack.

-False Bottomless Pit (100): Want the appearance of bottomless pits, but worried about the mess, maintenance, and/or physical impossibilities of non-Euclidean spaces? These pits don't kill, but act as teleportation gates, ejecting intruders back in a specified area so they can leave or be killed by something else somewhere where you can clean the floor. Can even be used to hide secret rooms! Comes in a 3-pack.

-Magma Masks (100): Part of the classic trap collection, these masks, when mounted on a wall, will spew globs of magma out of their mouths if they detect intruders nearby. Comes in a 4-pack.

-Crushers (100): Part of the classic trap collection, these spiked iron weights will hover in a designated location, crashing down and slowly raising themselves back up in a continuous cycle. Comes in a 3-pack.

-Evil Snow (200): Enchants a room (of any size, as long as it's continuous) with a summoning portal from a Hell Realm of ice, such that tiny fluffy least demons drift down from the ceiling like snowflakes to constantly harass intruders—though skilled invaders may use them to farm coins instead.

-Drop Ceiling (200): Perhaps the most classic trap of all: Replaces the ceiling of a room with a giant multi-ton spiked iron plate. Unlike Crushers, the Drop Ceiling lowers slowly and resets on chain winches quickly, ensuring victims are fully cognizant of their doom before being crushed and impaled trying either to flee in vain or breach the heavily fortified door at the other end.

#### **-Chain Hand (200 CP):**

A heavy bronze prosthetic hand. Though lacking in dexterity, it makes up for it as a ranged weapon, reaching out and touching a 15-foot range with enough striking power to crush stone.

#### **-Thunder Helms (200 CP):**

These single-horned helms operate as a pair, with one helmet as the transmitter and one as the receiver. By concentrating, the transmitter can be charged for several seconds, before sending a pulse of electrical magic that the wearer of the receiver can then project as a huge beam of lightning.

#### **-Gale Stone (200 CP):**

A demonic stone possessed of a rudimentary intelligence. When held or socketed in an item, the user can control air by concentrating, though its duration, intensity, and fidelity of control is dependent on the magical ability of the user. If the user is incapacitated or killed, the Stone will flee under its own power in a straight line away from its attackers in order to attempt to evade capture.

#### **-Vajra (400 CP):**

A magical tool imitating the sacred, used by Demon Ogres such as Zaras to identify themselves with the irresistibility and indestructibility of gods. Though this giant scepter is primarily a ritual device and a potent focus for magical and demonic energies, it can control lightning as a weapon, primarily in the form of spheres of energy that it casts to circle the target of ire and harry them with shocking bolts, leaving the wielder free to pursue other forms of attack.

### **Special:**

#### **-Sacred Crystals (200 CP):**

The figurative keys to the Crystal Palace that ensure its rule, these three sacred orbs are sought after to be either controlled, corrupted, or destroyed.

While the Life, Flight, and Spirit Crystals have similar effects to the Elixir, Jumping Boots, and Scroll of Fire, respectively, their effects are passive and indefinite while carried.

Any Origin may purchase them, and they may be purchased up to three times (once for each crystal), but they are unique objects, and their powers are sealed by Zap, a Guardian Spirit who is duty-bound to protect them from misuse.

A Hero will be granted temporary use of one of the three for the mission to overthrow Zaras, even if they don't purchase this option (if they don't replace Farron, Zap will unseal two, with Farron getting first pick), while keeping the other(s) bound for safekeeping to prevent them from falling into the hands of the enemy. In order to keep the purchased Crystal(s), Zaras must be destroyed.

Maidens must significantly and materially assist Farron with Zaras' overthrow, and convince Zap that they are a sworn ally of the Kingdom who can be trusted with their power, in order to keep their purchased Crystal(s).

Infernals must kill Farron, incapacitate Zap, seize the Crystals, and either coerce Zap into breaking the seal or figure out how to break it themselves before the end of the Jump in order to keep their purchased Crystal(s).

#### **-Magic Weapons (100 CP, Requires Scroll of Fire or Spirit Crystal):**

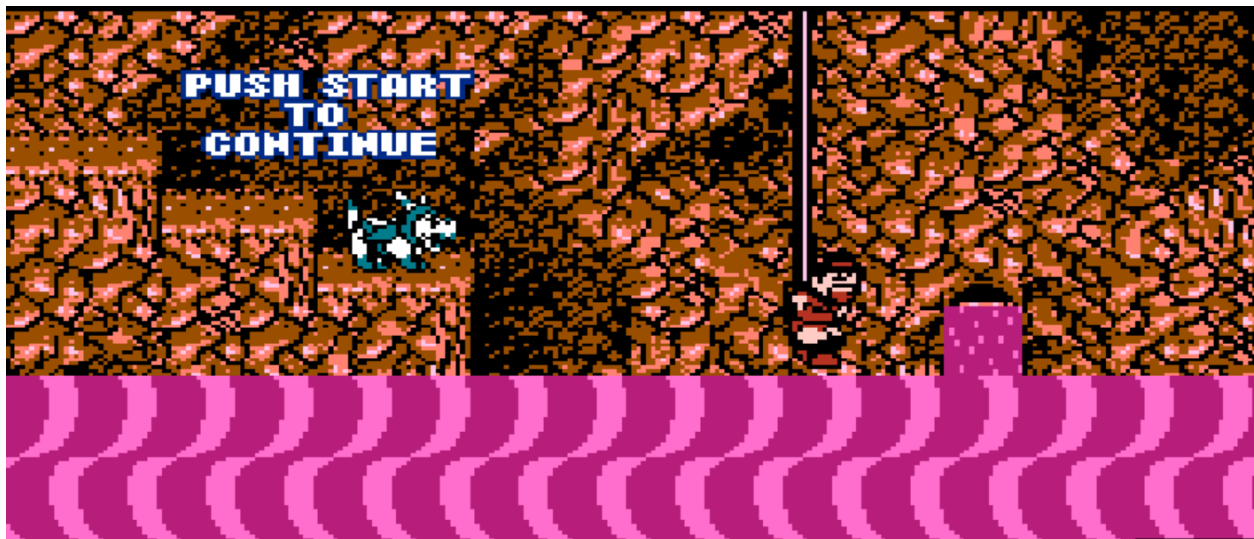
These scrolls enhance the Scroll of Fire or the Spirit Crystal, modifying the firebolts they project. Otherwise, they have the same limitations as the Scroll, eventually being expended. May be purchased multiple times.

-Double Death: Splits the firebolt in two, spinning around each other in a helical pattern to cover a wider area.

-Boomerang: Causes the firebolt to arc up and back towards the caster after reaching its maximum range, perhaps hitting evasive enemies.

-Nuker: Causes the firebolt to adopt a looping motion, while also homing in on enemies.

-Fuego: A mistranslated spell: Despite being named 'fire' in another language, fire is what it destroys; this weapon temporarily replaces the standard firebolt with a star that extinguishes the fire-based monsters that would previously have been immune. Fuego can be used concurrently with, and modified by, the three spells above.



## **Drawbacks:**

### **-Greed (+100 CP):**

You have a distracting and unhealthy obsession with gold. Heroes are compelled to collect as much as they can from enemies, even at risk to life and limb, Infernals may be tempted to accept bribes or stab allies in the back for it, and Maiden will be infatuated with those who can sling it their way in large quantities.



**-Coward (+200 CP, Hero Only):**

Saving a kingdom from a demon king is a big as for a small boy that's maybe not quite yet ready to be a man. You may be pushed to action, but you're slow and methodical in your approach, minimizing risk wherever possible and looking for excuses to stall or give up when the going gets tough.

**-Cursed (+200 CP, Maiden Only):**

All of the downsides of the *Curseform* Perk (above), with none of the upsides. Like the Crystal Princess, you've been transformed into a harmless ordinary animal, stripped of your items and powers, and locked in a cage (roll on the Location table to determine where). Unless Farron can find and rescue you (breaking the curse), that's where you'll be staying unless and until he can strike down Zaras and restore the Kingdom.

**-Exile (+200 CP, Infernal Only):**

You've been cast out of Zaras' legions as a traitor, a story few will care to hear and fewer still will sympathize with, making you an enemy of both man and demon alike, and hunted to the far ends of the realm.

**-A Pretty Rock (+200 CP, Requires Hero or at least one Sacred Crystal):**

For some reason, the Sacred Crystal you chose kind of just... doesn't work. The Flight Crystal doesn't let you jump any higher, the Life Crystal causes you to take extra damage that makes the bigger life bar meaningless, and the Spirit Crystal fires harmless illusions unless and until you find a scroll that can (temporarily) imbue it with real punch.

You won't know that this is a problem until after you've chosen and tried to use it, at which point it's too late for take-backsies, and everyone will assume it's a problem with you rather than with the crystal.

**-A Fresh Start (+300 CP):**

Upon entering this world, you lose both your memories of your prior Jumps and access to your previously accumulated Perks for the duration.

If this is your first Jump (meaning that you have no prior Perks), you instead lose your memories of your pre-Chain life, and this Drawback is only worth 100 CP.

**-A Sword Is All A Man Needs (+300 CP):**

Upon entering this world, you lose all of your previous Items and access to your Warehouse (or equivalent) for the duration.

If this is your first Jump (meaning that you have no prior Items) and you don't have a Warehouse, you instead become incapable of all forms of magic use for the duration.

**-Ehhhh?! EZ MODO?! (+300 CP):**

In the US, Conquest of the Crystal Palace was actually censored and made a fair bit easier: This is not the case for you. Most enemies have twice as much health, many jumps have become more treacherous, and the Lair of Hungry Ghosts has become even more grotesque, constructed almost entirely out of moaning heads and howling faces of damned souls, populated by leaping and vomiting baby-shaped demons. Also, the Crystal Princess is the Moon Princess, meaning she's definitely not ambiguously Farron's sister.

Infernals can't take this Drawback unless they also take the *Exile* Drawback (above).



## **The End:**

Did you Conquer the Crystal Palace, or leave it in ruins? Perhaps you ran away, leaving all and sundry to their own fates. Regardless, after ten years, all Drawbacks affecting you end, and you've got a decision to make:

### **Plant Your Flag:**

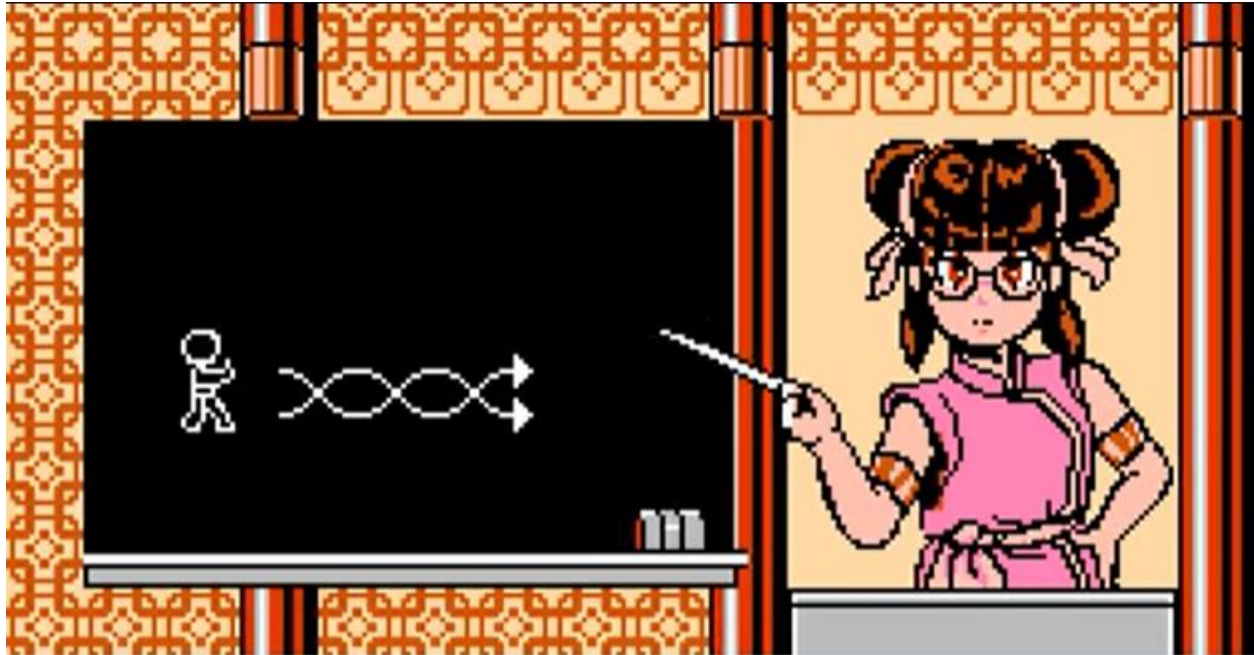
You may or may not have a kingdom here now, in a land of peril, magic, and adventure. What more could a man ask for? Should you choose to remain here, time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

### **Onward To Glory:**

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

### **Hang Up Your Sword:**

Demon kings, death around every corner, and the goddamn Horrid Pulsating Screaming Baby Head Dimension? Yeah, maybe the 9-to-5 wasn't so bad after all. If you return to your original home world, time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump), you take this option by default.



## Notes & Changelog:

### >Kentar & Kellix

I'm assuming these guys are named by the order you defeat them. Their father swears revenge for their deaths, but is never named; I'm assuming he's the glaive guy guarding the Princess and that pops up (potentially several times) in Stage 5.

### >Moon Mirror

This is usable twice per life/stage, so its cooldown is abstracted a bit. Same with the duration of the Jumping Shoes which last about a minute normally; if you take the day/night cycle on Stage 1 literally, two entire days elapse before you beat it.

Changelog:

Vo.1: Initial Draft. Happy New Year, /jc/!