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# 

# Simple summary:

Zev stood on the battlements that wrapped the edges of the seaside village town. Endless waves crashed along the steep cliffs and narrow beaches. Seagulls could be heard in the distance as if to match his mood. The palm trees swayed and swooshed in the torrential wind. A big storm was coming.

Having just stormed out of the Sanctuary himself, he felt a kinship with the torrential weather front. Fuming at the result of the long quest chain and the last words from the Sage, he left the Castle. Out on the battlements, he lept to the fourth rampart and jumped off. The cliff-face was an seven hundred foot granite sheer and that didn't include the battlement itself.

Still pissed but not suicidal, he focused. In a practiced move, he cast Shadow Slide with his left hand. At the same time, he flicked a Shadow Grapple at the pier below and jumped.

He fell for a moment, relishing the adrenaline and freedom. He plummeted at terminal velocity toward the rocky shoals below. The wind from the fall and the storm mixed and buffet him before he made his move.

Now sliding down the ethereal black pathway toward the eighth pier pilon, he looked out at the ocean again. Just around the bend from the marina, a small ship was being tossed around in the unexpected weather surge. It looked like the ship's captain didn't quite have the control to bring her in.

Acting quickly, Zev extended his Slide to the end of the pier and was there in a flash to cast his newly upgraded Shadow Grapple. In a flick, Zev grabbed the ship and secured it to the pier. In another quick maneuver, Zev cast Shadow Net.

"And now comes the hard part," Zev grunted. Making sure the magical tethers were in place, he cast Shadow Pulley. He hadn't perfected this technique yet, but with his 35 strength, he could make up the difference.

As Zev pulled the ship toward the pier, he noticed a strange symbol etched on the hull. It was a symbol he had seen before, but couldn't quite place where. Suddenly, the ship started to tremble and shake, and Zev knew he had to act fast. He concentrated and cast a powerful Shadow Shield around the ship, just as it exploded in a shower of sparks.

As he looked on in shock, he saw a figure emerging from the debris. It was a woman, dressed in a tattered cloak, with a wild look in her eyes. She stumbled toward Zev, and he could see she was badly injured.

Without a second thought, Zev scooped her up in his arms and ran toward the village. He knew there was only one person who could help her now: the Wise Woman Sage.

As he burst through the doors of the Sage's hut, he could see her eyes widen in surprise. "Zev, what have you brought me?" she exclaimed.

"This woman needs your help," Zev replied, gently laying her down on the bed.

The Wise Woman Sage looked at the woman intently, and then turned to Zev. "This woman is no ordinary person," she said gravely. "She carries with her a great power, and a great danger."

Zev's heart raced as he realized the enormity of the situation. He had stumbled upon something far greater than he had ever imagined. As he looked at the woman lying before him, he knew that he was in for the adventure of a lifetime.

The woman's name was Kit. After nursing her back to health, Kit told Zev of her mission to the Orc city to stop a rogue wizard who was planning to

release a powerful curse that could devastate the entire land. Kit had heard rumors of a powerful artifact that could stop the wizard, and she believed that it was hidden somewhere in the Orc city. Zev, intrigued by the potential rewards of such a quest, agreed to accompany Kit on her mission. They traveled for days through the dense forest, avoiding bandits and dangerous creatures along the way. Finally, they arrived at the Orc city, where they hoped to find the artifact and stop the rogue wizard before it was too late. As they made their way through the bustling streets, they heard whispers of a powerful sorcerer named Richter who could help them in their quest. Kit suggested that they seek him out, and Zev agreed, eager to learn more about the enigmatic figure.

Zev spent the next few days recuperating in the Orc city, under the care of Kit and Richter. As he recovered, he found himself increasingly drawn to Kit's adventurous spirit and the tales of her travels on the high seas.

Despite her missing eye and the injury she had suffered at the hands of the Chaos Cultists, Kit's eyepatch didn't belie her robust Captain attitude. Once healed, she was back to commanding her crew and organizing the defense of the city with gusto. Zev could see that she would obviously be an advantageous companion for the moment.

One day, while Zev was strolling through the city, he came across Kit and Richter in a heated discussion. They were talking about a mysterious artifact that had been stolen from the Orcs some years ago, and the dire consequences that could result if it fell into the wrong hands. Richter had received word that the artifact was now in the possession of the Chaos Cultists, and he was urging Kit to help him retrieve it.

Kit was hesitant at first, but Zev could see the fire in her eyes as she considered the challenge. Without a second thought, he stepped forward and offered to help. He had a feeling that this was the kind of adventure he had been waiting for, and he was eager to prove himself to his new companions.

Over the next few days, they made preparations for the journey, gathering supplies and weapons and planning their approach. Zev was surprised at how quickly he had become an integral part of the team, and how much he enjoyed the company of Kit and Richter.

Finally, they set out on their mission, traveling through treacherous terrain and facing many dangers along the way. But with Kit's leadership, Richter's knowledge, and Zev's skills, they managed to overcome every obstacle.

At last, they reached the hidden stronghold of the Chaos Cultists, and launched a daring raid to retrieve the stolen artifact. Despite the odds against them, they emerged victorious, and Zev felt a thrill of pride at their success.

As they made their way back to the Orc city, Kit turned to Zev and gave him a wry smile. "Looks like you're turning into quite the adventurer," she said. "I think you're going to fit in just fine."

Zev grinned back at her, feeling a sense of belonging that he had never experienced before. With Kit and Richter by his side, he knew that there was no challenge they couldn't face together.

---------------------------------------sac scrap------------------------------------------------------

The Space Between Time

Zev, Master Puppeteer and Chaos Seed, stood upon the ramparts that bordered the seaside village. The tumultuous waves of the ocean crashed against the cliffs with a thunderous roar, sending salt spray high into the air. The seagulls cried out mournfully, heralding the approach of a tempest that threatened to engulf the land.

With grace and fluidity, Zev manipulated his puppets, sending forth Shadow Ensnare threads to wrap around them like strands of darkness. He had come to the battlements to hone his Talents, seeking to improve his mastery over the mysterious powers that he wielded.

For he was not just a puppeteer - he was a paradox, a being of chaotic energies and magic, misunderstood by all who saw him. His quest was to become a whole person, to gain the title of Prime Vassal under a Chaos Lord, and to unlock the secrets of his own being. Yet, he could only see his own status screen in glimpses, unable to fully comprehend his abilities and the extent of his power.

Zev had recently reached the milestone of Level 10 in Shadow Lasso, and was now practicing his distance control. The Village Wise Woman had sold him the first two control rings for a paltry sum of seven gold, but their worth had been proven when he expanded his control to four puppets, each one dancing at his bidding from a distance of fifteen feet.

Yet, Zev knew that he must reach the magic number of twelve before he could leave this place and embark upon his quest. For the whereabouts of the Chaos Lord were unknown, shrouded in mystery and whispers of legend. But Zev was determined to find them, to prove his worth, and to unlock the full potential of his powers.

The wind howled and the palm trees swayed, but Zev remained steadfast, his eyes fixed upon the distant horizon, as he cast forth his Shadow Ensnare threads and prepared to face the unknown.

Zev was a unique being, unlike any other in the world. He was half NPC, half Human Chaos Seed, a combination that had never before been seen. He was on a quest to unlock his full potential, to understand himself and the world around him, and to achieve a higher level of existence.

Zev was a Puppeteer, a skilled manipulator of shadows, a wielder of dark magic. He had trained himself to control his powers and use them to great effect. He was a master of puppetry, able to control others with his strings of darkness, and a master of shadow magic, able to call upon the power of the night to do his bidding.

He journeyed to the Underground City of Orcs, Umour, to find the Chaos Lord, a sage rumored to have the answers he sought. The Chaos Lord laughed when Zev told him of his strange and unprecedented predicament, but he agreed to help. He told Zev of a quest he must undertake, a journey that would lead him through trials and tribulations, that would test his mettle and his mind, and that would ultimately unlock his full potential.

Zev traveled to the ship that was in trouble. He used his shadow magic to secure the boat and bring it safely to the harbor. People lived. The storm raged on.

Zev continued on his journey, his skills and abilities growing stronger with each trial he faced. He defeated enemies and overcame obstacles, using his cunning and his mastery of shadows to always come out on top. He reached level 28, with 726 health points, 535 mana points, and 298 stamina points.

His attributes were impressive, with high scores in strength, dexterity, intelligence, and stealth. He was a master of puppetry and shadow magic, with many other skills and talents at his disposal. He was resistant to shadow, mental, and spiritual attacks, and was marked as a Master of the Shadow Guild and the Mysterious Stranger.

Finally, after many trials and tribulations, Zev completed his quest. He unlocked his full potential, achieving a higher level of existence and understanding. He could finally wear armor, and he was filled with pride and excitement as he looked forward to the path ahead.

Zev stands tall, his arms crossed over his chest as he studies his character sheet with a proud gleam in his eyes. He's a unique creature, a hybrid of both NPC and Human Chaos Seed, with abilities and skills that set him apart from the rest. His Puppetry skills are unparalleled, a master in the art of manipulating shadows and bringing inanimate objects to life. He's honed his skills in shadow magic, stealth, traps, archery, swordsmanship, and even unarmed combat. He's got marks of distinction, including being a Master of the Shadow Guild and bearing the Mark of the Mysterious Stranger. His resistances to shadow, mental, and spiritual attacks are impressive, making him a formidable force to be reckoned with.

As he takes in all the details of his sheet, Zev can't help but feel a sense of accomplishment. He's come a long way, from the early days of his training to his most recent Quest to unlock his full powers and status. He can still feel the thrill of the journey, from the ship he traveled on to the underground city of orcs, Umor, where he finally met the Chaos Lord. The challenges he faced and overcame have only made him stronger, and he's eager to take on whatever comes next.

Zev is proud of his status, and he's not afraid to show it off. He's a hero in his own right, a master of his abilities, and a force to be reckoned with. He's ready for whatever lies ahead, and he's confident that he has what it takes to succeed. With a small smile playing on his lips, Zev turns and heads off into the unknown, eager to continue his quest and make his mark on the world.

Zev examines his status page

Name: Zev Race: NPC/Human Chaos Seed Class: Puppeteer Level: 28

Health Points (HP): 726 Mana Points (MP): 535 Stamina Points (SP): 298

Attributes: • Strength: 32 • Dexterity: 40 • Constitution: 28 • Intelligence: 45 • Wisdom: 25 • Charisma: 28 • Luck: 20

Skills: • Puppetry: Master • Shadow Magic: Level 30, 50% to next level • Stealth: Level 24, 69% to next level • Traps: Level 19, 88% to next level • Trap Disarm: Level 19, 97% to next level • Archery: Level 12, 40% to next level • Imbue Arrow: Level 8, 75% to next level • Focus: Level 5, 98% to next level • Double Shot: Level 5, 38% to next level • Drill Shot: Level 3, 90% to next level • Swordsmanship: Level 4, 55% to next level • Small Blades: Level 6, 67% to next level • Unarmed Combat: Level 3, 22% to next level • Pressure Points: Level 3, 68% to next level • Dual Wield: Level 3, 89% to next level • Light Armor: Level 10, 45% to next level • Grace in Combat: Level 7, 68% to next level • Shadow Ensnare: Level 2, 78% to next level • Shadow Lasso: Level 1, 10% to next level

Talents: • Master Puppeteer • Shadow Meld • Mark of the Shadow • Limitless • Gift of Tongues • Fast Learner • Bounty of Life • Psi Bond

Marks: • Master of the Shadow Guild • Mark of the Mysterious Stranger

Resistances: • Shadow: 60% • Mental: 20% • Spiritual: 25%

Zev admires his skills and abilities listed on his status sheet. He worked hard to get to where he is now and the feeling of accomplishment washes over him. He knows that the journey to unlock his full potential is far from over, but for now, he takes a moment to bask in his success.

# Reflections:

Add some more fantastical elements to the story. This could include magic, mythical creatures, or mysterious artifacts. Consider how these elements could influence the plot and the characters' journeys.

Introduce some high-stakes conflict to raise the tension and make the story more exciting. This could include a villain who is seeking to do harm to the world, a powerful artifact that must be recovered, or a race against time to stop a catastrophic event.

Develop the characters more fully to make them more relatable and engaging for the reader. Give them distinct personalities, strengths, and weaknesses, and make sure that their motivations and actions are clear and understandable.

Consider adding some game-like elements to the story, such as experience points, leveling up, and quests. This can help to give the story a more "litrpg" feel.

Make sure that the pacing of the story is appropriate, with enough action and conflict to keep the reader engaged, but also with quieter moments for character development and reflection.

Include more game elements: Consider adding more game-like elements to your story, such as stats, levels, quests, and items. This can help make the story feel more immersive and engaging for litRPG fans.

Add more action: LitRPG fans tend to enjoy action-packed stories, so consider adding more battles and fights to your story. You could also add more suspense and tension to keep readers on the edge of their seats.

Create more complex characters: Make sure your main characters are more complex and have more depth. Consider adding backstory, personality traits, and flaws to your characters to make them more relatable and interesting to readers.

Create a unique game world: Develop a unique game world with its own rules, lore, and history. Consider adding new races, factions, and kingdoms to your story, and create a rich and immersive world that readers will love to explore.

Add humor and pop culture references: LitRPG fans tend to enjoy humor and pop culture references, so consider adding some to your story. This can help make your story more relatable and enjoyable for readers.

# Simple outline:

## I. Introduction

Introduce Zev and establish his motivations for leaving the Sanctuary.

Describe the setting of the seaside village town where he is standing on the battlements.

Establish the stormy weather and the approaching storm.

## II. Zev's Talents

Describe Zev's Talents and his current level of proficiency.

Mention his quest to reach level 12 to expand his menagerie of spells.

Describe the Village Wise Woman Sage and her role in Zev's training.

## III. Zev saves a ship

Describe Zev's discovery of the ship being tossed around in the stormy weather.

Show his quick decision to act and his use of his Talents to save the ship and its crew.

Introduce the strange symbol on the ship's hull and show Zev's realization that it is familiar.

## IV. Kit's Arrival

Introduce Kit and describe her injuries.

Show Zev nursing Kit back to health and their growing friendship.

Describe Kit's mission to stop a rogue wizard in the Orc city.

## V. Journey to the Orc city

Show Zev's decision to accompany Kit to the Orc city.

Describe their journey, including any obstacles they encounter.

Mention the passing of time during the journey.

## VI. Arrival at the Orc city

Describe the appearance of the Orc city and its inhabitants.

Introduce Richter and show his initial skepticism towards Zev and Kit.

Show their eventual alliance and Richter's agreement to help them stop the rogue wizard.

## VII. Confronting the Orc Chief

Describe the confrontation with the Orc Chief and any battles that occur.

Show Zev's use of his Talents to help defeat the rogue wizard.

Describe the aftermath of the battle and any consequences for Zev, Kit, and Richter.

Suggestions for adding missing details:

Add more specific details about Zev's Talents and how they work.

Include more information about the Wise Woman Sage and her role in Zev's training.

Add more details about the journey to the Orc city, such as any specific locations they pass through or any dangers they encounter.

Describe the appearance and culture of the Orc city and its inhabitants in more detail.

Include more information about the rogue wizard, such as their name, motivation, and powers.

Show the consequences of the battle with the rogue wizard and how it affects Zev, Kit, and Richter.

# Dedication:

To my loving sister Shandandrea, best friend Dave, and girlfriend. Without your dedication, encouragement, and love, I would never have begun. Thank you for believingin me. There are many things that I don’t express out loud In many ways consider yourself privileged to have these thoughts hidden from you.

# Preface:

At the end of Book 8 of The Land, Monsters, the main character (MC) Richter, has ended a battle that he reluctantly entered.

Enticed by the triggering of his “Feel of Chaos” ability and plain old starvation, but mostly the Chaos, the newly “born” Chaos Lord unleashes a hell that only a battlemage can.

Aleron breaks out the battle with the ferocity of a passage from Conan by Howard. Great scene. Poetic.

The present enemies slaughtered, he stands, nearly naked, in the gore and smoldering remains. The massive cavern is quiet save the grunts, groans, squelches, sizzles, and pops. Battlefields, regardless of the state of use, are never truly quiet.

The feeling of Chaos tugs at Richter and points him to a group of battle-trained Orcs. They fought one large enemy while he slaughtered dozens. Richter has not had good experiences with others like him, a Chaos Seed, and this feeling could mean several things.

One being, one of these Orcs is a Chaos Seed or two, there is a Chaos element nearby. Either way, he had to know.

His seemly rehearsed question at the end of the book is perfect for uncovering an honest Chaos seed or one taken by surprise… but… time will tell. Aleron published Monsters on January 1, 2020.

As the book comes to a close, his plan to expose another Chaos seed is a simple question to the Orcs, in perfect Orcish. “Any of you fuckers know how Bond takes his Martini?”

That has layers of possible “Earthly” triggers for another Chaos Seed to react to.

We clearly and excitedly await Book 9, WIP Title: Mayhem

If you read this Al, Thanks for all your fantastic imagination and your gift of tongues. May you write many many more.

And so, I’m impatient and creative. I thought this might be fun. Let me know if you like it.

I present my thoughts on what could happen, how it happens, and where it could lead us:

# Chapter 1: From Disappointment to Destruction

Zev stormed out of the Sage’s alcove. That woman had no feelings sometimes. The wizened councilor had a bad habit of laughing when Zev failed… in… his… face.

Moments after returning from his latest failed quest, she was doubled over her descended belly, howling with laughter so loud that it reverberated throughout the castle keep.

This time it almost broke him. His utter disappointment and humiliation were unbearable.

Fuming and on the edge of tears, he exited the central castle keep. The normally vibrant and relaxing seaside village was a poor reflection of, his mood. Zev was often broody, lost in his own thoughts, but today was a bit more and the extra emotional turmoil weighed on him.

He continued to stomp toward the door that led to the cliff-face battlements. Kicking the door open, he exited the castle keep and slammed the door behind him, warning the guards to give him a ‘moment’.

As he rounded the battlement overlooking the bay, he made a bee-line to the ramparts and the pungent, salty wind hit him like a ton of bricks matching his heavy mood.

His cloak flapped violently in the torrential winds before he pulled up his hood and secured the edges, wrapping himself in a thin ephemeral cocoon of darkness and protection.

Zev stood on the battlements that wrapped the edges of the seaside village town.

Endless waves crashed along the steep cliffs and narrow beaches.

Seagulls could be heard in the distance as if to match his mood.

The Palm trees swayed and swooshed in the torrential wind.

A big storm was coming.

Having just stormed out of the Sanctuary himself, he felt a kinship with the torrential weather front. Fuming at the result of the long quest chain and the last words from the Sage, he left the Castle.

On the horizon, over the bay, a tempest rolled closer as the wind buffeted against the battlement walls and cliffs below.

Thunder and lightning rattled the sky. Waves and seawater-filled air crashed and pushed toward the village marina below.

The sea pounded out a beat like the drums of battle. Roar. Crash. Roar. Crash. Roar. Crash…

With a deafening crack, a colossal bolt split the sea, striking mere paces from the beleaguered vessel.

The sudden burst of bright light highlighted Zev’s rakish figure, hawklike profile, and glowing tan betraying his mood this day.

The stringent sea and violent weather were only additions to his already violated senses. He cringed and spit.

Zev watched as the ship valiantly raced against the maelstrom, but it was a losing battle. He couldn’t help by compare is bitter disappointmet with the usless efforts of the ship.

Yet, even amid the chaos, he spotted a blue and gold glint on the hull - a diplomatic rune infused with magic.

As the ship careened sideways, Zev watched as it righted itself with a miraculous deftness, narrowly evading a crushing blow from the next rush of waves - a true testament to the skill of whoever was Captaining this unexpected diplomatic visit.

Despite his foul mood, the glowing symbol on the hull supplied the motive he needed at that moment.

Zev leapt into action.

Any second the tempest would claim its prize.

Zev dashed to the fourth rampart and jumped to the edge.

Without looking Zev knew the distance to the rocky turbulence below. It was roughly a thousand foot drop, giving ample time for this unique technique.

# Chapter 2: Kit

Out on the battlements he lept to the fourth rampart and jumped off and into the violent wind.

The cliff-face was an seven hundred foot granite sheer and that didn’t include the battlement itself.

Pissed off but not suicidal, he focused. In a practiced and fluid movement, he stepped off the edge.

Zev fell like a stone. The wind whistled in his ears and his cloak violently resisted the invisible friction.

He fell for a moment, relishing the adrenalin and freedom. He plummeted at terminal velocity toward the rocky shoals below. The wind from the fall and the storm mixed and buffet him before he made his move.

He came up here to practice his Talents. He had just reached level 10, in Shadow Grapple. He’d been practicing his distance control because the Village Wise Woman Sage said this would likely help expand my menagerie of spells. It was only likely because when it came to Zev’s information like status, logs, quests, etc. were all encrypted and showed as ???.

Quickly, Zev repositioned his body midair. He crouched into a runner’s stance and posed into the “ready, set, go” foot racing position.

The hard wind slammed into Zev, the salty air knocking him back closer to the cliff face.

Falling… falling… falling… four seconds of ever harrowing time flew by… 3…2…1… Terminal velocity achieved.

And then it was time.

He loved this part. This move was part of his daily training and over time had become a personalized and unique form.

Mere seconds had passed and he was just over halfway down.

With his left hand, palm pointed down and under his feet, he prepared to cast Shadow Path.

Shouting the vocal component of the spell while contorting his left hand, he pushed.

Mana build in his hand and with a bellow, “UMBRA ITER” he released the spell as he’d done a thousand times before.

*Sputt..Fizzle…Psss..*

A prompt appear that he couldn’t read due to his status. It was “annoying and inconvenient” exactly as a woman he knew had once succinctly stated. All his prompts were. He dismissed the prompt and flicked the notification off.

And why did he get that annoying prompt? Well…

His spell failed… “How!!??” he wailed. There’s no way! He perfected this spell! He was going to die a horrible and meaningless death. Wasting precious moments on his consternation pissed him off even more.

Scrambling for concentration, he lost additional valuable micro-seconds, as he pulled up his status and activity logs. Scanning over the last few entries, he cried “FUCK!!” losing more time and getting closer to the sharp, wet rocks below.

*Activity Log:*

*Vosa the Sage of the Sea Kist Village has temporarily debuffed you due to a critical failure in your last Ques given by her.*

*Status:*

*Temporary status adjustment due to failure of the quest,* **“He Who Hesitates.”**

*Movement speed: -10%*

*Cast time: +10%*

*Training boost: +12%*

*Mana block: -15%*

*Attribute blocks (24 hour): -2 AGI, -3 DEX, -2 STR, -1 INT, -1 WIS, -1 CHA, -2 STA*

“SHIIIT!!!” was all the eloquence he could afford.

Every split second he fell closer to the rocks and waves below. And now he knew; he was DUMB and SLOW.

And he was going to be too late.

500 meters…

Fizzle…

“WTF!”, Zev cried. Spell failure was rare for Zev, especially for his own unique spells. Panic started to set in.

375 meters to impact…

Filss…

280 meters to impact…

Gritting his teeth, desperation clawed at his mental state threatening his already strained concentration.

Fitzz…

“Vosa!!!,” he screamed cursing the Sage in frustration as he fell.

Fiptze…

Zzzt…

75 meters to impact…

They say you see your life flash before your eyes when you are about to die. This wasn’t the case with Zev. He had died thirty-eight times since he came to The Land.

And so, it was in this final moment when something different popped into his head that was surprising.

In his years of travel, he ran into many wise and ancient beings. One particular piece of wisdom that stuck with him was exactly the motivation he needed. It came to him now.

“Awesomeness and death go hand-in-hand.” Words he had lived by since he’d heard them.

It was enough.

With a final grueling mental strain and gravelly shout, Zev cast ***Shadow Path*** for the ninth time. His mana pool drained to headache levels of pain.

Frantic, with a final cry of desperation, Zev cast again.

“UMBRA ITER!”

Whoosh!

A pathway-sized ribbon of ethereal darkness unfurled below his feet. Obeying his will, the shadow magic targeted and reached for the end of the pier as he shot down the slide of black light.

Now sliding down the etherial black pathway toward the eighth pier pilon, he looked out at the Ocean again.

Just around the bend from the marina, a small ship was being tossed around in the unexpected weather surge.

It looked like the ship’s captain didn’t quite have the control to bring her in.

Acting quickly, Zev extended his Slide to the end of the pier and was there in a flash to cast his newly upgraded Shadow Grapple.

In a flick, Zev grabbed the ship and secured it the pier. In another quick maneuver, Zev cast Shadow Net.

“And now comes the hard part”, Zev grunted.

Making sure the magical tethers were in place, he cast Shadow Pulley. He hadn’t perfected this technique yet, but with his 35 strength he could make up the difference.

As Zev pulled the ship towards the pier, he noticed a strange symbol etched on the hull. It was a symbol he had seen before, but couldn't quite place where. Suddenly, the ship started to tremble and shake, and Zev knew he had to act fast. He concentrated and cast a powerful Shadow Shield around the ship, just as it exploded in a shower of sparks.

As he looked on in shock, he saw a figure emerging from the debris. It was a woman, dressed in a tattered cloak, with a wild look in her eyes. She stumbled towards Zev, and he could see she was badly injured.

Counteracting the fast decline, he cast **Shadow Grapple** with his right hand reaching out towards the pier’s end. At the same time, he kicked out, pushing off the sheer cliff at his back.

And then it was too late.

The ship was caught; the storm mercilessly tossed the vessel around like a toy in a tub.

Determined as ever, Zev shot toward the mooring station closest to the ship. Committing to the pain that he was about to experience, he cast **Shadow Grapple** and **Shadow Net** in the same movement, dropping his mana pool to dangerous levels; his head burned and throbbed from the mana headache.

Pushing the pain aside, dark threads moved with his will and latched on to the capsized vessel.

Furiously ignoring the pain, Zev secured the magical tendrils to the closest pillion and then pulled for all his weakened state allowed.

Despite his debuffs, Zev soon found he didn’t have to pull so hard.

The storm sent a ***‘gentle’*** reminder of its presence. This was communicated by tossing the boat directly at Zev.

Barely dodging the ship, Zev spun and strained against the inertia. Grunting, he flipped and righted the ship.

Zev's heart pounded as he scanned the tumultuous seas, searching for any sign of the crew.

As he strained against the inertia of the ship, Zev’s eyes caught sight of a figure, a woman, clinging to a piece of debris that was about to be swallowed by the surf.

Once again, he focused his mind, calling upon his training in the art of shadow magic.

With a surge of intense concentration, Zev cast **Shadow Grapple** again and shot toward the wayward survivor. The black wisp of almost-smoke, pulled his body through the storm, slicing through the storm with incredible speed.

He caught her just as the waves threatened to swallow her whole, pulling her towards him with all his strength. Luckily, she was conscious and grabbed onto him too.

As they fell towards the water, Zev's mind raced.

They needed to get to safety fast. Reversing direction, he cast a **Shadow Grapple** targeting the closest ladder up to the wharf. Zev wasn’t fast enough again and they hit the water with a resounding splash. The crash hurt but it was nothing compared to his crippling mana headache. Spell failure was always worse than physical pain and now he had both in spades.

With the barely conscious survivor in tow, Zev began to swim towards the closest ladder, his muscles burning with exertion. His visious clouded with salt and static as he hovered between concious and unconscious.

The wind howled and the waves crashed over and around them, but he refused to let weather defeat him let alone his own body.

Reaching the ladder, Zev coaxed the survivor to the ladder. With the help of several stevedores and dockworkers, she was pulled to the deck of the pier and momentary safety. Once she was clear, he pulled himself up the ladder.

Without a second thought, Zev scooped her up in his arms and ran towards the village. He knew there was only one person who could help her now: the Wise Woman Sage.

As he burst through the doors of the Sage's hut, he could see her eyes widen in surprise. "Zev, what have you brought me?" she exclaimed.

"This woman needs your help," Zev replied, gently laying her down on the bed.

The Wise Woman Sage looked at the woman intently, and then turned to Zev. "This woman is no ordinary person," she said gravely. "She carries with her a great power, and a great danger."

Zev's heart raced as he realized the enormity of the situation. He had stumbled upon something far greater than he had ever imagined. As he looked at the woman lying before him, he knew that he was in for the adventure of a lifetime.

Expelling sea water from her lungs, Captain Kit seethes as she watches the last remnants of her ship sink in the unforgiving foam.

Disheveled and sopping wet, the woman regained all the composure she could muster.

She could not afford to fail this mission. But, damn her luck! This storm had come out of nowhere and knocked her off course. This diplomatic mission could prevent a massacre and that mattered to her. The biggest problem with this is the time limit on the quest.

The destruction of her ship had really fucked up her day.

# Chapter 3: Vosa

Conversation with the village Sage, Vosa.

Zev and Kit entered the alcove. It was warm and soon jthey wre drying themselves near the hearth of the crackling fire. The storme raged on outside and flashes of lighting could be see just before the castle rattled from raucous thunder.

Vosa’s room was piled in neatly stacks of paper, random books, candels, and dust. On her desk was a large bowl of eggs. From rotten to raw these eggs, Vosa liked them randomized and nosily enjoyed the ‘surprise’.

Spotting an orange and green stripped one, she grabbed it and held it in both hands. Biting into it, she asked, with a slurping crunch, “Diplomatic Missions and Quests are very difficult to fail but many do have time limits… Do you have the Pouch?” she trailed off.

Kit looked at Zev who in turn looked at Vosa who sighed.

“He’s terrible with this. I’m Vosa. It’s a pleasure to meet you. I am the magistrates right hand and the Seer of the Kingdom of Kinev.

“There is no power gained without pain”

The again when Zev screams as he evolves. Right before Richters eyes Zev’s stats and physicality. When Zev is able to take a look he sees several notable areas. First, he had 50 points in his Luck stat and 834 Chaos Points.

Screaming goes not and he bleeds from his eyes and ears.

Kit and Richter watch in amazingment a solid minute he collappes.

Zev screamed again and it was good they akready had control over the city of the wail would have raised the dead. He wailed in pain while cumming in eye-rolling excasty.

One of Zev’s Prime Vassal abilities is he can share his points at a 1:1 ratio.

Determine the Captain’s fate.

Zev’s duty as Magistrate

Kit’s not trusting Zev because his lazefair attitude toward diplomacy and laclidazical regard for the villages’ administration.

Vosa is an insectlike race and is old, very old, hundreds of years old.

When Zev last saw Vosa, less than an hour ago, she had given him a constellation prize of sorts. Zev had no idea how they would be useful yet, but he had put the two simple rings into his bag without a thought.

Mean sense of humor. Ancient. Sage of the Kingdom.

Chose to pledge loyalty to Zev and the Kist Village despite his lack of interst in being the magistrate.

For the last six years, Zev had been guided by Vosa because all his screens are ???.

Zev’s first two years in The Land was hell and he died many times before he figured out his powers.

Vosa comes from an ancient race and is one of the last of her kind. She is a water-bug-like race, she is pear shaped, has gills on her arms, a dangling headlamp, and always well dressed in conservative yet colorful robes. She has an excellent reputation throughout the village and kingdom as a whole. With her help, Zev had been able to bring life and prosperity to the Kist Village.

Now, as he waited for Vosa and Kit to work out how to resolve the diplomatic mission in time, he examine the rings for the first time.

Item: Weak Amplification Ring

This is a handmade simple gold band with a .25 ct onxy amplification gem.

This gem is not attuned.

Once attunded to an appropriate mana source, this object will bolster the users magic in this school by 3%.

Vosa suggested one of the village boats be converted to a temporary diplomatic vessel. This included a ruic emblem and mission controls. Diplomatic vessels were required to have visible runes on the hull and top mast flag. Once deployed with a mission these ships automatically navigate to the destination. The mission will also dictate how the ship returns and when.

Vosa and Kit discussed and decided a 48 hour turn around time would suffice.

# Chapter 4: Dreams

After this day, Zev was exhausted and hit his pillow like ton of bricks.

He dreams came fast and hard. Visions of storms, portals, the distant Sanguine Mountains and the Scab Grove flashed through his scrabbling mind.

Portals

Preminitions

# Chapter 5: Mission to Omuru

**The next day, the storm had passed and the villagers had already started the cleanup from the storm visit. Gentle waves lapped at the shore lending a sense of normality back to the village.**

**Zev stood on the balcony of his room on the top floor of the Castle. He could see his industrious people working around the village. In the distance, just past the pier, Zev noticed the village divers beginning to drop into the bay to retrieve the fulgurite that was created when lighting hit the sea.**

**The fulgerite was an amazing and rare resource. The village would prosper despite the storm damage.**

**Kit was waiting at the marina head, chatting up the Stevedore. He showed us to the make-shift diplomatic boat. The temporary diplomatic runes glowed phosphorus white on both side of the hull and the mast flag.**

**The runes took nearly all night and would wind up costing a fortune for nothing if this mission failed. These temporary tattoos would expirte on the 48 hour mark forcing the vessel back to its origin as part of the magical contract.**

**If they weren’t able to finish the mission before the 48 hours were up, well then they would be stranded until they could figure out a solution. Story of his life, Zev reflected.**

Quest

Gear

Leave

Travel

Show Blocked Status Sheet

Kit and crew

Docking

Harbor Master Orc

Stevedores and cosair workers hustled around the Orc marina cleaning up from the storm.

Once the crew was set, Kit made the commands and they were on their way across the bay.

# Chapter 6: At the Gates

As Zev and Kit made their way to the giant gaping hole in the mountain in front of them. The maw seemed to be eager to swallow all who entered here.

Standing over 200 feet, the gates to the city were held in place by two gigantic hands of a statue that was not excavated yet. Through the gate lay the city of Umuru and it’s ten-thousand Orc residents.

Examination of the undamaged buildings showed signs of master craftsmenship. These areas that had not been ravengenge by time, excavation, or battle, clearly showed the marvel of engineering and asthetics.

Orcs are not known for their intelligence and certainly not their engineering abilities.

Further evidence that this had been an old dwarven outpost could be seen in the walls and broken bas-reliefs on nearly every vertical surface. The whole city looked like a lake of broken, yet connected, tattoos of stone.

The city had obviously been excavated from a dwarven ruin. Cracked bas-reliefs, defaced statues, and crumbling hulking stone carvings of beards could be seen scattered along the uuntraversed pathways.

As they approach the gates to the underground keep they assumed the diplomatic pouch and air of formality would protect them on thire way to the throne room of the Chief Orc MONGO.

Still, enevitably, even thought the runed pouch was in full sight being carried with reverence by Kit, their delivery mission was abruptly stopped three very nosey, drunken, and off-duty Orc soldiers.

Pulling a matchstick out of his bag of holding, Zev put it between his teeth and slipped it to the side of his mouth.

With a subtle and quick flip of his hair he activated the matchstick’s magic, a puppeteering tool of his own devising.

Two simultaneous clicks of the gems in his palms, activated the power of the Control Rings.

Five shadowy filaments shot out of Zev’s fingertips; two from each ring and one from his matchstick.

After a moment of struggle Zev has five Orc soldiers escorting thgem to the city keep to meet the Chief directly.

As insurance, neither of them trust the Orcs and don’t think Diplomacy will be taken seriously. In which case they wold have to escape fast.

Zev given Kit the matchstick. She puts it into her mouth like Zev had done. He laughed. She grimaced, smiled and just dit it.

He told her just as they were about to enter the keep that they matchstick only need be held or on her person to work. She put it in her hat and winked.

After Kit almost gets them into a brawl with 5

# Chapter 7: Dipolomat-Shiplomat

Zev and Kit enter the city after some small molestations from locals.

They make their way tot the Orc Chief to deliver the diplomatic poiuch.

The Orc has someone read it to him.

He rejects it angrily and kills the reader.

Zev and Kit begin to back out of the room when the Orc chief’s expression changes from anger to greed.

*Quest: A new source of power has been noticed. Find and take control of this new and powerful mysterious energy.*

Kit leaves as the chief orders a large contingent to find the source of power.

In order to keep his control over the Orcs, Zev joins the party, following behind he maintains his control of the Orcs and joins the larger group as they head into a distinct cavern enterence near the back of the city.

As the Ocrs enter the cavernous system in search of the power, Zev slides into the shadows, keeping hidden in the shadows.

# Chapter 8: The Chaos Lord - Richter Meets a Cool Chaos Seed… Finally!

Deep underground in The Land, just South of the Orc city of Umaru, on the edge of a bloody battleground, Richter stands, fire backlit, glinting eyepiece and gauntlet, covered in gore, he faces five battle-hardened Orcs trying to triage but looking worse for the wear.

Richter stepped into the battle cavern, his gauntlet and bone club at the ready. The echoes of battle rang out, mixed with the sounds of fire and death. Richter was a seasoned fighter, and his blood was alive with the thrill of combat. The cavern was a massive, spherical chamber, with towering stalagmites and stalactites littering the ground and dripping with water. Richter scanned the chaos before him, assessing the situation.

In the center of the cavern, a horde of Werms were devouring a war party of Orcs. Richter knew that these monsters were no ordinary foes, towering over him at 15-25 feet tall and covered in thick, oily flesh. But Richter was not easily intimidated by impossible odds. He raised his gauntlet, channeling his power into a spell that would turn the tide of the battle.

With a guttural incantation, Richter unleashed his "Blood Mana" spell. The magic flowed through the cavern, drawing the blood from the Werms and converting it into raw mana. Richter felt his own strength grow with each beat of the spell, and he strode forward, determined to stop the Werms before they could destroy the last of the Orcs.

Richter moved with fluid grace, dodging the thrashing tentacles of the Werms and striking them with his bone club. The cavern shook with each impact, and the Werms roared in pain and fury. But Richter was relentless, driven by his own thirst for battle and his unwavering sense of duty.

Finally, with a final flourish of his weapon, Richter struck down the last of the Werms. He stood tall in the center of the cavern, surveying the carnage around him. The Orc party was battered, but alive, and Richter had saved them from certain death.

As Richter took a moment to catch his breath, a figure emerged from the shadows of a small side tunnel. The man was shambling, his fingers twitching lazily as he approached Richter. Richter remained on high alert, ready for anything, but the man simply smiled, his teeth shining in the flickering firelight.

"My name is Zev," the man said, his voice echoing through the cavern. "And I know what you are. To answer your question, it's shaken, not stirred."

Richter did not know what to make of this strange man, but he knew that he was not to be underestimated. He stayed on guard, waiting for the next challenge in this dangerous and unpredictable land.

The location and source of Chaos that he’d felt earlier were still unclear but the tugging feeling toward the group was unmistakable. The Chaos called to him. He needed it. It would be his.

His improvised war party consisted of Sloth, the elemental flowing rock Gollum, His summoned Mesmer spider and thorny toad, his tamed Raider Werm, and his charmed Ravager Werm.

In the last moment, Richter asked of a group of 5 injured Orcs, “Any of you fuckers know how Bond takes his Martini?”

Well beyond his understanding, there was an unwritten rule of Chaos - with each question Richter posed in The Land, multiverses were made and unmade.

Zev stepped out of the shadows leary of this monster that had come out of nowhere.

The Chaos Lord just stood there… looking at him and stealing glances around the room.

They flanked his sides and covered his six. All on the ready for anything and commands to strike as needed.

The blood magic raging in his veins made him nearly miss the prompt.

***[Ding Ding]*** Congratulations! You have completed the investment to unlock Sonic Damage Level 6.

Would you care to choose a new passive investment?

Richter quickly chose the Level 5 Ice Attack.

Well beyond his understanding, there was an unwritten rule of Chaos - with each question Richter posed in The Land, multiverses were made and unmade.

In the last moment, Richter asked of a group of 5 injured Orcs, “Any of you fuckers know how Bond takes his Martini?”

***And time halted… And then a silent fracture in space-time; And a question hung in the air… a pregnant pause that’s a little too long… time stutters and seems to skip a beat… then, Pop!***

***And, in another fresh plane of unknown reality, another multiverse is born. We begin, 3 days hence…***

# Presently, almost 3 Days Ago…

His voice rang out in the battle cavern. “Any of you fuckers know how Bond takes his Martini?"

Richter stood in the cave, staring down the Orcs, fire, and squelches of battle death in the background; grim and salty. His blood was roiling and barely holding back; his urge to kill more was powerful. As he glared about the cavern and before anyone could say another word, a sound that had not yet been heard in the Land. A prompt minimized.

It was epic BACK-QUEING[[1]](#footnote-1)! Wick-Wick-Wac! Skritch-Skritch-Skratch! Rattled the bloody and smoldering cavern with the sounds of vinyl records scratching.

Just after the DJ note, a booming voice echoed through the cavern. Not too loud but loud enough for the 7th row in an old rocker Metallica concert.

“What?? Change it up! Goin’ Old School!”

The voice started as one and each sentence was a different voice. I thought one sounded like Bootsy Collins…. It was fucking odd.

Richter sent messages to his “party” to stay alert.

Sloth grunted to Richter’s left and a man came out of a hidden passage in the shadows.

He wasn’t shambling exactly, but he was meandering and holding his hands in front of him like a god-named Zombie. His fingertips hung lazily and occasionally you could see a finger twitch.

The voice rang out again -this time sounding a bit like Rob Bass?

“Ddd Dddd Drop the beat!”

DMX, “X Gon…” blares, and all the Orcs start doing fortnight dances???

What the fuck is going on!! Richter’s head was on a swivel looking for the source. All the while looking at the man that was creeping closer. He stopped about 15 feet away and smiled. His teeth shone in the firelight.

The Orcs didn’t advance on him but continued to do flips and tea-bag each other. It was pretty funny as long as they stayed in their triage area.

Regardless, it was clear this man had some interesting abilities to be able to puppeteer 5 Orcs at once… yup, he’s a Chaos seed, Richter convinced himself.

The music began to recede and the man spoke.

“My name is Zev and I know what you are. To answer your question, it’s shaken not stirred.”

Richter looked at the man and the “feel of chaos” sang in his body. A ping rang out and a quick prompt told him what he needed to know.

This Zev was a Chaos seed and had only 3 lives left.

So, this was the chaos that he sensed? Or was it…

“Zev, I appreciate the candor. I’ve had trouble with our kind in the past.”, Richter’s grim disgust was evident.

“I know what you mean. I’ve already died 32 times in the last 8 years. Most of those times were at the hands of others like us.”, Zev said in a calm and unassuming manner.

“You’ve been here 8 years? What year was it when you left Earth?”, Richter’s curiosity got the better of him while his blood magic still coursed through his veins.

“That was a long time ago. The Land messes with time. You probably don’t know the half of it.”, Zev continued.

Richter nodded knowing full well that Nexus could manipulate time.

“I left Earth in 2084. The Labyrinth had already fed on the weak and about 15% of Earth’s population was still standing their ground against the Labyrinth monsters that wandered in and out of the portals that were littered about the world.

A few of the most resilient human factions have taken control of Portals on Earth and have begun to make bases off-world.

I came voluntarily. I walked right into the Portal and was transported to a void space where I met an Alien that said I would have to hurry and I would have a hard time.

It said that I would have to seek out help once I was in a town. Then I appeared at the entrance to that Dungeon.”

Richter took all this in and breathed slowly to calm his blood. At least this guy seemed upfront and honest.

He used Analyze and found he couldn’t see much.

Zev looked at his feet, obviously pensive. He looked up and made eye contact with the Blood-soaked Chaos Lord and smiled.

“So, I just gave you a lot of information that might make me seem vulnerable but I want to assure you that I am not. Now that we have spoken more than 5 words together, I have an Ability that gives me the option to set a curse on you that harms you 4x as much as you hurt me”, Zev explained.

Richter quickly checked his logs. Sure enough, there was a curse. It was simple and clear.

“Now that’s out of the way, I want to share with you my desires and intents.”

Zev walked a bit closer and landed in front of the Orcs who were still performing.

Zev put his arms down and the Orcs relaxed and continued their triage; most of their previous work having been undone by the antics.

“I think I might have been the first one.” Zev began.

When I got here it was 8 cycles ago including that last massive Age change in the global announcement.

I only recently figured out what happened. You see, when I left Earth, it was 2089. The Labyrinth monsters had taken most of the planet but in the last 10 years, small factions of humans 1000 people or less started to fight back. A few of the more assertive camps took a portal after slaughtering the monster invasion exiting The Labyrinth.

It was said that one popped into the portal and found a node; ran back and everyone followed. They control that portal and node now.

I was part of the 4th wave to find them and in the 1st wave to enter The Labyrinth.

But you probably know, that place is wicked and soon I was lost and running for my life from monsters unheard of.

I got lucky and found a new node. This one took me to a Dungeon. I was only on level 1 and so I just left.

I’ve been running and learning ever since… I just got level 10 in Lore.

# Nearly 3 Days Ago…

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Richter stood in the cave, staring down the Orcs, fire, and squelches of battle death in the background; grim and salty. His blood was roiling and barely holding back; his urge to kill more was powerful. As he glared about the cavern and before anyone could say another word, a sound that had not yet been heard in the Land. It echoed and broke the tense silence of the death scene.

This awful noise tickled a vague memory that wasn’t wholly unpleasant …

It was epic BACK-QUEING[[2]](#footnote-2)! Wick-Wick-Wac! Skritch-Skritch-Skratch! Rattled the bloody and smoldering cavern with the sound of records scratching.

***Secret Quest: A New Sound?***

***What’s the noise? How unusual! The Land is filled with Magic and Wonder yet this annoying sound didn’t make it here… until now!***

***You have “discovered” a new sound. Don’t get cocky. You were just there. Just be happy nothing bad happened to you.***

***Reward: A new sound that you can amuse and annoy everyone with. You aren’t getting more. As I said, you didn’t do anything special to achieve this. XP: 14***

Just after the DJ note, a booming voice echoed through the cavern. Not too loud but loud enough for the 7th row in an old rocker Metallica concert.

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The music began to recede and the man spoke.

“My name is Zev and I know what you are. To answer your question, Bond takes his Martini…”, his voice trailed off only to be met midway with an even louder remix… it sounded like James Bond, straight out of the movies, bellowing, “Shaken not stirred” by all his incarnations.

Zev wasn’t holding it in. It was a long 8 years to get to this moment. He was excited!

Richter looked at the man and the “feel of chaos” sang in his body. A ping rang out and a quick prompt told him what he needed to know.

This Zev was a Chaos seed and had only 3 lives left. [MATH]

So, this was the source of the Chaos he’d sensed? Or was it…

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# Verse 1: Richter Meets a Cool Chaos Seed… Finally!... [Almost…]

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Would you care to choose a new passive investment?

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***And, in another fresh plane of unknown reality, another multiverse is born. We begin, 3 days hence…***

# erse 3: Fully Open Kimono

I deduced you’re a chaos seed. You have talents to prove I am one too. I have a Talent that informs me. It’s called Deep Analysis.

I’m tired of running. I haven’t found the “good guys” yet. Have you?

And while we are being honest, I have a talent that tells me when you are not telling the truth.

The way he phrased it sounded peculiar…hmmm…

In any case, I was sent on a quest, to find you or someone like you. See here.

His eyes strayed for a moment and then a prompt showed up.

A prompt has been shared with you.

***Quest: A Time for Zev – Will your long journey reach a new platitude?***

***Task: Swear loyalty to a deserving Lord***

***Reward: 15 chaos points, a liege lord, 3,800 experience points***

***Optional: Convince the Lord you are a worthy vassal.***

***Optional Reward: Vassal title, Land, Liege Lord Loyalty, Fame, 12 Extra Lives, Unique Quest Chains***

***Penalty for failure: 8 more years of suffering and running; always at death’s door. A punch in the nose from the Universe; you will die alone and afraid.***

“You see, it took me two years to plan and make it here. I’ve died 76 times already. I have 3 lives left if you’re curious.” He paused. His eyes flickered as he checked his status. “Let’s collect the gear and search the bodies while we talk,” Zev said coldly his voice not old but weary.

Richter nodded. He needed gear! He needed weapons! He needed to kill things! He needed to complete Xerxes’s stupid fucking quest.

He reminded himself of the details.

You have been offered a Quest: Deal with the Devil I

Xuetrix desires a wand of magical power.

It is known as the Wand of Rotush, and it is held by the ogre lord, Nureuk.

You will be given a magical beacon that interacts with your Traveler’s Map which will show you the general location of the underground city of Omru.

Once there, you must make your way to the stronghold and acquire the wand from Nureuk’s treasury.

If you accept this Quest, Xuetrix will release you from your Favor.

Success Conditions: Steal the Wand of Rotush

Rewards: Instant transport back to the Mist Village

Penalty for failure of Quest: Loss of all of your accumulated XP

The Quest was clear.

His voice and expression started getting strange. And suddenly he reminded me of that old comedian Bobcat Gothwaite or something like that… it was … unpredictable.

He went on, “…besides, I don’t anyone else with a Chaos alignment of +5. Do you? Most of those other chaos jerks are only Chaos +1 or +2 but I did run across a +4 and a -2. That last one didn’t make sense except that that girl was just not going to do anything unless she decided to.

Besides, who am I to judge? When I entered The Labyrinth, I was only 17. Now I’m 28 in The Land and by the age of your log, I’ve been here about 8 years before you.

All I can tell you is that my talents and abilities merged in The Land and made me a unique profession, or maybe it was just me. I’m a Puppeteer. It’s a bit like a necromancer without all the dead bodies. My ability works on any physical object. On Earth, I was a data junky but my biggest thrill was efficient automation and strategic hub hopper – that’s like a bounty hunter for bad actors online… or it was…”

His voice trailed off as if remembering something troublesome.

“You have all kinds of questions now, so, here, it’s part of my quest after all.”

A prompt popped.

Your Analyze skill, while powerful, is not always perfect. A potential vassal (HINT HINT) has shared previously hidden and secret information about himself.

Richter stopped reading for a second. “You killed yourself for Chaos points?”

“Yeah. A dark day, indeed. I was lucky the Ents found me when I respawned. I stayed with them for a while and they helped me see The Land as a dangerous lover. That made it all click for me.

I’ve been working to get here for over a year. It took me a week to gather these Orcs and then suddenly the Chief ordered all of the Warriors to find the source of Chaos.”

Richter contemplated the information and then spoke. “If the Chief ordered his full martial force to gather the Chaos he didn’t know it was you?”

“No way! I stay hidden and hide a lot. Look at my stealth.”

Stealth: Level 54. Can hide in an empty white room.

Backstab: Level 39. You’re a sneaky bastard. Your enemies never see you coming.

“Besides, I’m not the source of Chaos they were drawn to. Look.” Zev pointed behind him. Now that the battle fire had died down a little the shimmer was clear.

A faint light blue glow illuminated the small gap in the wall where Zev had come out of the shadows.

Skeptically, Richter concentrated, reaching out with his ***Feel of Chaos*** ability. Surpised and excited, he shared the results of his scan.

“You are right. There are two sources of Chaos here. You are one and the more powerful signature is over there”, Richter points where Zev indicated earlier.

“Did you try to get it yet? You were just over there…”, Richter blurted excitedly.

“It has some sort of shielding. These Werms keep trying to get to it. There are parts all over the floor but more keep coming. Come look, they are swarming.

Richter continued to read Zev’s status page.

Mitigated Friction: You’re “slippery”. No one can pin you down if you don’t want it. You have Escaped over 100 confrontations without damage and still earned XP from the engagement.

Peeper: You have performed Deep Analysis over 1000 times. This is a scalable Mark. Deep Analysis now yields Secret Traits and Lineage or Lore.

Adventurer: You have traversed The Labyrinth. There is no stronger calling.

Known Curses:

Shut Up: Prevents a person from talking. Magically removes the cursed party’s mouth. Duration 1 hour.

Sit Down: Forces the cured party to sit immediately. If sitting is not an option, one leg will be removed. Duration 4 hours.

Listen Now: Ears will sprout from random locations on the cursed party. May be easily deafened. Duration 1 hour.

The Chaos Lord examined the sheet and was impressed.

# Verse 4: The Grind to 9

Zev continued, “Ok, so when I found the node out of The Labyrinth, I landed just south of the Tower of Hate in a quaint but tightly run town called Hathorga. An awful name. It just slithers out of your mouth, doesn’t it? Gross…

Anyway, the people were nice enough and the Dungeon entrance there was easy to leave and so I just walked into town.

Then I got my first surprise. I couldn’t read my screens anymore. They were all fine before but now all I got was “Error – See Quests”. But when I tried the Quests icon, I got the same thing. Finally, after talking to the town administrator he suggested I speak with the Evaluator.

It was late so I got a room for cheap and waited until morning. As soon as was reasonable I made my way to the Evaluator’s house which was on the outskirts of town closer to the tower.

Long story short, the Evaluator was willing to help if I completed a few tasks for him. It felt like the Trails of Hercules but I finally finished.

He did help to fix some of the problems with my screens but then gave me a Quest that would help us both.

I was finally able to see the basics of my screens again, but there was still far too many “Error – Unable to Retrieve” messages littered all over my screens.

Quest: Meet the Seer Anriq

Task: Get to the top of the Tower of Death for a chance to meet with Anriq the oldest Seer in The Land.

Convince Anriq to help you unlock the rest of your screens. Bring back a promise or a token for the Evaluator to request a convenient visit and tea.

I had to get to the top of the tower to seek an audience with the oldest Seer in The Land, according to the Evaluator who looked to be in his early 1000s. She is said to have lived through 4 separate Ages and no one really knows how old she really is.

As so, I went to find the Seer Anriq to help me reveal more of my status screen.

The tower is no joke and it took me two years to climb halfway up only to discover a hidden entrance.

It still wasn’t easy. The place was haunted, filled with bats, and covered in slime. It was sick and I considered reclimbing from the outside many days.

But after toiling for years, I made it to the top and I was still only level 6.

Now then, skipping the drama, I met with Anriq and she helped.

After a few round trips and even more dates between the Evaluator and the Seer, they both helped me unlock the rest of my screens.

I was very glad they couldn’t see my information plus I got 2 new Quests.

Quest/Lore: Expected Twist

Task: Timing is everything. Meet with the first Chaos Lord in the Dank Caverns below the Underground Orc City of Amaru during the period of quiet fire.

Agents of Chaos need you and you need them. The symbiosis between you is a match made in heaven. IT HAS BEEN FORETOLD

Pledge your Loyalty. Professionals are highly valued. Be offered a place in Court.

Secret Quest: Convince the Chaos Lord to make you a Prime Vassal.

Penalty for failure: This is a one-time quest and has been foreseen by the Ancient Seer Anriq. You will never have another opportunity to unlock your screens and will be hobbled for the rest of your days in The Land if you fail to meet with the Chaos Lord.

Quest: Unlock your Power

Task: Earn your Profession. See the Town Administrator for further information.

Reward: Spoilers

Penalty: Automatic failure of Expected Twist Quest

Optional: Earn your Specialty.

Secret:

Secret Reward:

Quest Items: Destination Key Stone – Kist Village – Old Runic. Time Locked Portal Map.

And so, I did. Once you learn a few things you can pretty much level by doing anything. If it’s new The Land.

***Verse 5: Time to Move***

The Chaos Lord and Zev agree to work together to help Richter achieve the Quest that Xetrix awarded him.

Before they talk further Richter asks Zev to make the Orcs lie on their backs on the ground.

He did so and they complied. Blank stares all. It was convincing.

“How do they fight?”, Richter couldn’t help himself.

“Oh, that wasn’t too hard to figure out. As I said, I was a Macro Master and so once I figured out how to use Deep Analysis to see skills, I was able to string them together based on their combat logs.

Oh yeah, Deep Analysis allows me to see everyone’s logs. Even the NPCs are typically pretty boring.

The real problem with my Profession is that it’s not like a Charm spell. I can’t interrogate a puppet. Anything I puppet becomes a ‘thing’. What I mean is that it’s like cooking or washing dishes. When you are cooking you can be creative with ingredients and how they work together. When you are washing dishes littered and piled high in a sink, you need to be creative to wash them efficiently. In both cases, we are the real application and the puppets are the tools like the ingredients and dishes. Do you follow?”

“I suggest I realize the General here and you Charm him. Then we can get as much information as possible. I think he will talk. My puppets get to observe all I make them do.”, Zev said fervently. “This way you can see how my Profession works. We shouldn’t kill him until we get into the city though. I’ll re-puppet him after we get what we need.”

And so, it was. They spend the next few hours gaining information from the Orc. He figuratively spilled his guts and wished it was literal. But they didn’t let him die and he was soon re-puppeted. Richter cast Minor Heal on the Orc.

Zev releases one of the Orcs and Richter double casts charm. The Orc tells them of a secret entrance to the back of the Palace.

Richter has received a map. Your map has been updated but is too far away to examine.

Zev and Richter examined the map all the while watching as more and more Werms tried to reach the Chaos seed.

Then Richter had an amazing idea. What if he could take advantage of all the carnage?

Richter quickly gathered handfuls of pebbles. With handfuls at a time, his Creative Spark hit like a flash. If he was involved at all in the battle, he could get points for the death even if he didn’t cause it.

It was a trick but who knows maybe, even more, was possible.

***You have created an Improvised Blood Trap. Your creative spark knows no limitations.***

Pebbles covered in blood and viscera, these improvised Caltrops will slow enemies and damage those with sensitivity to Blood.

Damage: +1-4 slow and bleed damage, stackable

Durability: 50/50

Half-life: Blood traps expire. 10 minutes.

***You have revealed a secondary attribute of Stealth.***

***Devious: +.06***

Your actions have proven you to be sneaky. This can be a positive trait if used for good.

Smiling, Richter threw a handful of the improvised traps into the path of the Werms. As they left their hole in the wall and headed directly to the Chaos Nugget and their inevitable death, they crossed the path of strewn caltrops.

Three Werms pushed into the smaller cavern and over Richter’s traps, visibly unaffected.

Notifications started rolling in as the Werms hit the magical barrier around the Chaos Nugget.

You have inflicted 1 point/minute of sustained damage on Level 43 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 58 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 18 Raider Werm.

Seconds later, more notifications.

You have received 4897 points for contributing to the death of a level 58 Ravager Werm.

You have received 1754 points for contributing to the death of a level 43 Ravager Werm.

You have received 97 points for contributing to the death of a level 18 Raider Werm.

Zev and Richter looked at each other and both started to giggle. This was going to be so easy.

They started collecting loose stones and Richter would turn them into Blood Traps.

They would both take turns tossing the stones in front of Werm holes as they appeared.

While they did this, notifications kept scrolling. They both ignored the prompts until Zev declared, “I leveled! Yes! It’s been so long; nearly 3 months since I had enough experience. Thank you, my Lord.”

It just slipped out. It seemed natural. Zev smiled. Richter smiled back.

***Verse 6: Clever Girl…***

Richter looked at his status. Sadly, he still needed about a million points to level.

After 4 hours, everyone was rested.

Sloth stood in the corner. The summoned creature returned long ago. And the tamed Werms had been useful in cleaning up the last of the Orcs.

After the interrogation, Richter told Zev that they needed to die.

Simple as that, Zev released the Orcs and before they came out of the stupor, Richter grabbed the best sword he could see and without hesitation chopped each of their heads off. The charmed Orc sat with Sloth standing over him.

They talked for a few more hours and Richter told Zev about the Quest from Xitrix.

Richter released his Charm and Zev re-puppeted the Orc General.

After a bit, it was decided. They would sneak in the back passage, puppet, charm, or kill any guards or interlopers.

Getting to the vault would be tricky and getting into it would be even harder.

So, they puppet an Orc that cries an alarm about the vault being broken into and ransacked.

This would lead them to the vault and with any luck, we would have a chance to kill the Chief as a bonus. Orcs are assholes.

The plan was working great until we got the Wand.

A part of the plan was to get a little back from the little Imp.

***Verse 7: Run!***

Examining the wand, it was magnificent. A black gem sat at the head of the shaft. The handhold was encrusted with gems that looked to give the user some grip.

Wand of Ratush

This wand cast the spell reveal. This is an Ancient Arcane Level 300 spell and will expose the deepest truth of anything it is cast upon. Casting this upon objects will expose molecular-level details, components, schematics, blueprints, and any other hidden or otherwise exposed properties. If cast on a living being, the same can be said with the addition of the exposure of all truths and secrets of said being.

Using this wand will turn Evil aligned beings into sand unless they take possession as instructed. This sand can be used in many potions. See an Alchemist for more information.

Charges: 1 of 358

Warning: Use of this wand Curses the user permanently with the Chronic Itchy Toe. This infuriating curse can distract you at the most inconvenient of times.

Recommendation: Make your enemy use this, Wand.

Richter and Zev talked about this next part of the plan at length because of the risk.

While Zev was confident his power would work on a demon the likelihood of Xitrix allowing Zev to touch him was just unlikely.

So, they came up with another more subtle plan.

***Verse 8: Nugget of Goodness***

After a few hundred Werms in the Chaos cave had been destroyed, they stopped coming.

After a bit, Richter stood and said, “I’m going in there to get this Chaos. You don’t have to come but I recommend it. If you haven’t noticed, we are practically invisible when it comes to Chaos magic.

Without hesitation, Richter turned and started walking towards the barrier that was easily delineated by the ring of blood on the floor around the nugget of Chaos.

Zev quickly popped up and followed excited to gain some Chaos points.

A few steps later and they both stood in front of the Chaos.

Richter used Analyze.

Chaos Nugget

This ultra-rare and unique item is similar to its more refined counterpart, the Chaos crystal, which imparts purified Chaos.

While a Nugget is raw.

This Nugget contains unstable energy.

This Nugget will self-destruct in 14 minutes and 39 seconds.

They had a minute, so, Richter modified the plan.

“Zev, the last time I gathered a Chaos particle, it was bracing, to say the least. My suggestion is that we try to take this together. We can hold hands and both touch at the same time.

Given your powers, I need two oaths from you now. One, you won’t puppet me ever unless I ask you to. I need this now.

Zev seemed to understand and stated, “I promise to never puppet Lord Richter unless he asks me to. I promise. Yes, I promise indeed.”

Thrice Witnessed.

Second, I need to keep our relationship a secret for now. Will you swear loyalty now?

“Yes, Lord Richter. It is my quest after all. I’m just not pushy. I want you to trust me because I earn it and I’m a good guy too. You know?”

Richter nodded. He did know. He needed this too. “Let’s do this. Say the words.”

When Zev had finished the ritual words that seemed to come unbidden, Richter got a notification.

A Good Aligned Chaos seed has sworn loyalty to you. Would you like to make them a Vassal?

You presently have 2 slots available. Prime Vassal: <none>, Vassal: <empty>.

Prime Vassals have many two-way benefits but one of the biggest is all rewards start as doubled. This is scalable with time, trust, and adventure.

Not seeing a downside, he made Zev his Prime Vassal.

Congratulations! You have chosen wisely. Your Prime Vassal is a +5 Chaos alignment. Weekly Chaos point yield: 20. See the War Leader screen for additional benefits.

“Kick-Ass Man!”, Richter exclaimed.

Zev excitedly shared the completion of the secret quest and Richter got a notification.

Your Prime Vassal has completed a Quest. Shared reward 1500 XP

Richter and Zev took the others hand and on the count of 3, they both placed their other hands on the Nugget completing a Chaos circuit.

Chaos bliss surged through both of them. The energy was rough and raw. They both screamed in pain for a moment. And then the cavern was quiet for the next few hours with only the occasional giddy laugh or euphoric sigh.

You have claimed a Chaos Nugget. Raw Chaos has been converted. You have 1286 Chaos points.

Zev got a little less but was over the moon, nonetheless.

Per the plan, Richter bought the “Change Description” Talent.

A complex spell would be easy to detect but his “Change Description” talent gave him a fun option. He could “blur” the description information making it impossible to tell if the wand had 1 charge or 10.

Richter made three small changes. First, he changed the description of the charges to 3. Next, he placed a warning to the user. Finally, he inserted a user recommendation.

The warning: “This wand cannot be recharged. This wand will self-destruct upon depletion.”

And the strong recommendation, “Holders of this Wand must use one Charge to take possession for more than 3 seconds. Not filling this need will cause the Wand to explode fabulously. You best not be there when that happens or just duck.”

All of the slight changes were blurred just enough to make it look required and there were 3 charges.

Once done Richter called out. “Xitrix! I have your wand! Let’s go! Where are you?!”

Zev and Richter looked around for any sign of the Imp and suddenly a powerful cloud of sulfur and ask poofed into existence. In the middle of the little death cloud was Xitrix covered in soot and flames.

He turns on them both and stated, “You better have the fucking Wand human! You should not have been able to forcibly summon me like that!!”

Xitrix proceeded to grumble in Demon-ese and curse the make as well as his employers. Richter picked up a few choice words and phrases over the next minute or so.

“The Wand is right here Xitrix.”

Once the Imp was close enough Richter picked up the wand and handed it to Xitrix, thereby completing his infuriating, Quest.

But as Richter made lemonade out of lemons, Xitrix’s s expression changed in succession. As he tried to read the description, he got to the warning and recommendation. First, he looked confused, then frustrated, and then smirked a little. He turned to face the back wall of the vault and blew. A billow of dust and ask few away from the wall exposed a runic crest. Richter tried to catch it in his mind but was not fast enough.

Xitrix pointed the Wand at the wall and fired. The wall lit up like Christmas and the wand turned to dust. A very confused Xitrix began to crumble and was suddenly absconded through a rip in space but not before a handful of sand fell to the ground.

As the light show dimmed, in front of Zev and Richter stood a Portal.

Quest Update:

The quest giver has failed to keep his promise. All rewards doubled.

Additional rewards:

Quest: Get Home Now!

Task: Traverse the Ancient Portal system through The Land to find your way back to the Kist Village.

Reward: A way home. Portal Multi-Key. A time-release map. A boon. Imp Sand.

Due to the negligence of the Quest giver, the powers that be have awarded you a consolation prize - a time-bound solution.

You will be given 3 hours from the time of the first Portal activation to make it through the 5 portals on the path to bring you home.

Not all portals are difficult to find but their unbidden use may have consequences. All penalties were reduced by 90%.

An updated map appeared in my HUD.

It wasn’t huge, but it was detailed and had smart routing for quick passage between portals.

It was evident that it would reveal the right parts of the map when needed. It even had an arrow pointing directly at the portal in front of us. Right above the arrow was a symbol… it looked like the others he had seen.

Excited, he took the Portal Multi-Key and found he could use the map overlay to examine the key and push the symbol onto the key. It was impressive magic.

The Multi-Key glowed for a moment and then looked just like the symbol on the map.

Zev watched in anticipation, his puppet standing guard.

Richter gently placed the key into the indent on the side of the giant black ring. Both the key and portal glowed and then the portal opened in a whoosh of fresh air.

They could see a meadow and a small dirt road leading into a forest.

“Well Zev, I guess this is it. You ready?”

A large flashing timer hit the screen. 10…9…8…

They jumped through and started to run. Richter shared the map and they both followed the arrow into the forest where the next portal was hidden in the middle of a pond on a little island.

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# Chapter 9: Bloodbath

The caverns were full of Werms. The Orcs blew through the first wave of twenty in minutes but then they kept coming. All the while the draw of Chaos became stronger. Pull them all to dive deeper into the cave system.

Battle gore.

# Chapter 10: Prime Time

Zev becomes Ricter’s Prime Vassal.

Zev’s previously hidden status information unlocks and unspools…

And then the pain and screaming started… crumpling to the ground his vision filled with logs and updates and information unspooling…

Error… calculating… error… calculating… error…esception… exception… execption… failsafe()..

Portal void determination Strand (unknown) / NPC (unknown) / Chaos Pollinator configuration

Zev knows about eggs from a Quest. Read old logs for funny entries. Why eggs?

The sensation makes him first sharply inhale then exhaled in a wave of relief and exhilaration.

Quest Complete!

You have FINALLY succeeded. All status information, logs,

Reward: Your world is transformed.

Class reward: Access the sea of chaos to receive this unique item

Looking away from the screen, Zev noticed the wold looked more vibrant and when he concentrated a new popup appeared.

Advanced Concentration Activated:

At the cost of 25 mana per minute you are able to dicern “puppatable” things.

He glanced at his puppets.

Orc #1: This Orc is currently your puppet. Puppets are not intelligent and only are as good as their master at accomplishing anything.

Excited both he and Richter begin to review his information for the first time ever in The Land.

As Richter reviewed his screens his eyes grew wide and his mouth fell open. He kept reading.

Meanwhile, Zev had no idea what the sea of Chaos was but concentrating on the words in the prompt offered more information.

*Would you like to access the sea of Chaos?*

**Yes** or **No**?

Not knowing any better, Zev chose ‘Yes’.

Before he could say or do anything else, a dinner plate-sized tear in space opened right there. The ragged and flaring edges screamed with the static of chaos.

“Claim your possession”, a deep noncoporial voice spoke from the writhing rip in space.

This was all new to Zev and before he could do anything else he was hit directly in the forhead with an object.

“Ow!”, Zev cried unexpectedly more startled than in pain.

The Chaotic hold closed and on the ground the item that hit Zev layed in a dirty burlap rag that had opened slightly to show an ebony flash.

Reaching down to pick up the object, he held the package in his hands. Opening the loose flap revealed eight tiny ebony gems and a note.

Zev,

Examing the gems in turn they each had the same description.

Item:

Ebony Control Gem

These gems can be used to augment an existing item.

Bring these together with any control items for transformation and augmentation.

Following the prompt, Zev place all his control items including both rings and his box of enhanced matchsticks.

The gloves transformed and the matchsticks grew in terms of utility and durability.

The gloves need mana infusion to bond and activate. Zev can’t do it. But Richter can and does.

*Puppetter*

*Shadowmancer*

*Magistrate*

# Chapter 11: Wand do you want?

Kit can’t get out of the harbor and meets bvack up with Zev and now Ricter as they make their way tot the City vault.

With an indiscernible sleight of hand, Zev employs his newly acquired Puppet Control Gloves.

Sliding the two rings onto each of his ring fingers, a transformation took place before his eyes. The ring seemed to unfold and create a wristlet and an embedded gem in the palm connection.

Instinctivly, he clicked each of the gems in his palms with the same hands index finger and the magic was activated. The gems glowed slightly creating just enough shadow to begin. Shadow and light hand in hand flickering back and forth in the torchlight of the city.

The control glove was amazing. With a flick and a push of intent he could now puppet three objects on each hand. Including his matchsticks, he had just enough mana to sustain seven individual puppets at once. If he activated the puppeteering spell, Group Think, he could command fourteen.

Zev’s puppet soldiers lead the way and when they reach the Vault, they are incepted by the chief.

Richter kills the Chief and is awarded the city.

They get the wand.

Xuitrix falls for the trap and is simaltaniously punished for failing his portion of the quest.

They are compensated for the failure of the Quest giver.

They are given a new quest that will get them back to the Mist Village by traveling through six other portals along the way.

Even though Zev saved Kit’s life, She is conflicted though because he is the Magistrate of the Sea Kist village and yet he expressed no concern for the village or its diplomatic duties.

# Verse 5: Time to Move

The Chaos Lord and Zev agree to work together to help Richter achieve the Quest that Xetrix awarded him.

Before they talk further Richter asks Zev to make the Orcs lie on their backs on the ground.

He did so and they complied. Blank stares all. It was convincing.

“How do they fight?”, Richter couldn’t help himself.

“Oh, that wasn’t too hard to figure out. As I said, I was a Macro Master and so once I figured out how to use Deep Analysis to see skills, I was able to string them together based on their combat logs.

Oh yeah, Deep Analysis allows me to see everyone’s logs. Even the NPCs are typically pretty boring.

The real problem with my Profession is that it’s not like a Charm spell. I can’t interrogate a puppet. Anything I puppet becomes a ‘thing’. What I mean is that it’s like cooking or washing dishes. When you are cooking you can be creative with ingredients and how they work together. When you are washing dishes littered and piled high in a sink, you need to be creative to wash them efficiently. In both cases, we are the real application and the puppets are the tools like the ingredients and dishes. Do you follow?”

“I suggest I realize the General here and you Charm him. Then we can get as much information as possible. I think he will talk. My puppets get to observe all I make them do.”, Zev said fervently. “This way you can see how my Profession works. We shouldn’t kill him until we get into the city though. I’ll re-puppet him after we get what we need.”

And so, it was. They spend the next few hours gaining information from the Orc. He figuratively spilled his guts and wished it was literal. But they didn’t let him die and he was soon re-puppeted. Richter cast Minor Heal on the Orc.

Zev releases one of the Orcs and Richter double casts charm. The Orc tells them of a secret entrance to the back of the Palace.

Richter has received a map. Your map has been updated but is too far away to examine.

Zev and Richter examined the map all the while watching as more and more Werms tried to reach the Chaos seed.

Then Richter had an amazing idea. What if he could take advantage of all the carnage?

Richter quickly gathered handfuls of pebbles. With handfuls at a time, his Creative Spark hit like a flash. If he was involved at all in the battle, he could get points for the death even if he didn’t cause it.

It was a trick but who knows maybe, even more, was possible.

***You have created an Improvised Blood Trap. Your creative spark knows no limitations.***

Pebbles covered in blood and viscera, these improvised Caltrops will slow enemies and damage those with sensitivity to Blood.

Damage: +1-4 slow and bleed damage, stackable

Durability: 50/50

Half-life: Blood traps expire. 10 minutes.

***You have revealed a secondary attribute of Stealth.***

***Devious: +.06***

Your actions have proven you to be sneaky. This can be a positive trait if used for good.

Smiling, Richter threw a handful of the improvised traps into the path of the Werms. As they left their hole in the wall and headed directly to the Chaos Nugget and their inevitable death, they crossed the path of strewn caltrops.

Three Werms pushed into the smaller cavern and over Richter’s traps, visibly unaffected.

Notifications started rolling in as the Werms hit the magical barrier around the Chaos Nugget.

You have inflicted 1 point/minute of sustained damage on Level 43 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 58 Ravager Werm.

You have inflicted 1 point/minute of sustained damage on Level 18 Raider Werm.

Seconds later, more notifications.

You have received 4897 points for contributing to the death of a level 58 Ravager Werm.

You have received 1754 points for contributing to the death of a level 43 Ravager Werm.

You have received 97 points for contributing to the death of a level 18 Raider Werm.

Zev and Richter looked at each other and both started to giggle. This was going to be so easy.

They started collecting loose stones and Richter would turn them into Blood Traps.

They would both take turns tossing the stones in front of Werm holes as they appeared.

While they did this, notifications kept scrolling. They both ignored the prompts until Zev declared, “I leveled! Yes! It’s been so long; nearly 3 months since I had enough experience. Thank you, my Lord.”

It just slipped out. It seemed natural. Zev smiled. Richter smiled back.

# Chapter 12: Quest for the Wand

Ok ok, so Zev, after all this time, years of blind toiling and death after death finally completes his only readable Quest:

***Quest: For Those About to Rock***

You must find and pledge your life and loyalty to a Chaotic Lord.

Reward: All information about you and the world around you will be unlocked and you will finally see what others see in The Land.

Optional: Convince the Chaos Lord to make you their Prime Vassal

Penalty for failure: Questionable status of your well beaing and existance fwill be made known to all known lands and Dungeons.

When Zev unlocks everything and Richter takes a look, he sees the evolution of Zev’s race as it transitions from ??? Strand / +5 Chaos to +4 Chaotic Good Pollinator. Richter examines the unknown words as he reads.

Strand: unknown entity exception. Unable to quantify. Oh-No-FML.exe found and executed.

This is a temporary status.

Richter examines “pollinator” and finds the description.

Pollinator: As in nature, many things benefit from pollination in all it’s various forms. A Chaotic Pollinator specifically encourages the growth of Chaos. All Chaotic points tripled when Zev is involved in a Chaotic interaction.

Additionally, the Pollinator class allows for relationship benefits. +30% to friendly interactions. Contrarilty, interactions with neutral or lower ranked parties result in passive effects on the other party. -10% Movement Speed.

Log Entry:

Zev was seventeen when he entered the labyrinth. By that time Earth had already been under siege from the laybryth for thrity years. While billions died, others survived. Over time, factions of human resistance started to probe the labyrinth portals to better understand their enemy. Many people died in these tests until it was discovered that three fast acknolowdgment statements in a row would place you into a void space where sometimes a voice would speak to you and some Earthings were rewarded with great power.

There were tales of a bartender that served an army of Chaos Seeds. The were unpredictable and dangerous and had built much animosity in their travels.

# Verse 6: Clever Girl…

Richter looked at his status. Sadly, he still needed about a million points to level.

After 4 hours, everyone was rested.

Sloth stood in the corner. The summoned creature returned long ago. And the tamed Werms had been useful in cleaning up the last of the Orcs.

After the interrogation, Richter told Zev that they needed to die.

Simple as that, Zev released the Orcs and before they came out of the stupor, Richter grabbed the best sword he could see and without hesitation chopped each of their heads off. The charmed Orc sat with Sloth standing over him.

They talked for a few more hours and Richter told Zev about the Quest from Xitrix.

Richter released his Charm and Zev re-puppeted the Orc General.

After a bit, it was decided. They would sneak in the back passage, puppet, charm, or kill any guards or interlopers.

Getting to the vault would be tricky and getting into it would be even harder.

So, they puppet an Orc that cries an alarm about the vault being broken into and ransacked.

This would lead them to the vault and with any luck, we would have a chance to kill the Chief as a bonus. Orcs are assholes.

The plan was working great until we got the Wand.

A part of the plan was to get a little back from the little Imp.

# Chapter X: Betrayal and Rewards

Demon Tricker

# Chapter Y: Time to Return

The voice relayed the repercussions of the demons averice.

Zev and Ricther are given the joint quest to return to the Mist Village.

A time locked portal map is rewarded. Additionally, a single-use compass-like object was given to Richter.

# Verse 7: Run!

Examining the wand, it was magnificent. A black gem sat at the head of the shaft. The handhold was encrusted with gems that looked to give the user some grip.

Wand of Ratush

This wand cast the spell reveal. This is an Ancient Arcane Level 300 spell and will expose the deepest truth of anything it is cast upon. Casting this upon objects will expose molecular-level details, components, schematics, blueprints, and any other hidden or otherwise exposed properties. If cast on a living being, the same can be said with the addition of the exposure of all truths and secrets of said being.

Using this wand will turn Evil aligned beings into sand unless they take possession as instructed. This sand can be used in many potions. See an Alchemist for more information.

Charges: 1 of 358

Warning: Use of this wand Curses the user permanently with the Chronic Itchy Toe. This infuriating curse can distract you at the most inconvenient of times.

Recommendation: Make your enemy use this, Wand.

Richter and Zev talked about this next part of the plan at length because of the risk.

While Zev was confident his power would work on a demon the likelihood of Xitrix allowing Zev to touch him was just unlikely.

So, they came up with another more subtle plan.

# Verse 9: Rough Start

As soon as they both had a visual on the portal the map updated with a new symbol over the arrow. Repeating the procedure, Richter created the next key.

The pond didn’t look particularly dangerous or deep.

The map flashed with the countdown of 2 hours and 32 minutes remaining.

As Richter started forward, Zev reached out and stopped him.

“Hang on. I’ve seen something like this before. Stand back.”

Curious yet anxious, Richter took a small step back.

Zev looked at the hulking man and shrugged. He walked to the edge of the pond and gazed hard at the water and then he touched the water with one outstretched glowing finger.

The water ripped where he touched as one would expect and then the ripples grew into waves crashing on the shores of the island and surrounding land.

Then the water started to rise to the height of Zev as he stood hand outstretched, fingers twitching.

“Gotcha!” Looking over his shoulder Zev grins. “I saw one of these eats a whole party one time. I wasn’t sure my power would work but it felt like the right time to try. And what do you know? Success!”

“What is it? Oh, fuck! Is that a Water Mimic?

Richter used Analyze.

Water Mimic

Level 83

Has the ability to disguise itself as water in many shapes, sizes, forms, and enticements.

Young Water Mimics are said to seek out lost coins and form puddles over them making sure to make the coin shine hard. When the prey reaches for the coin and touches the water, the Mimic attacks.

These are among the most dangerous of the Mimic because this one can get under your skin.

A favorite technique that has been observed is entering a victim’s body through any hole or even bare skin. Once inside, they begin to feed.

Mimics are dumb but deadly and single-minded. They can be easy to distract.

Water Mimics are particularly fond of disguising their trap with beauty; Often found with flowers and other calming aquatic plants.

Zev manipulated his water monster puppet out of the pond bed and with it came the illusory portal on the island. On the pond bed sat a portal. It was askew and covered in slimy algae but started to glow as soon as they both saw it.

Setting the key in place, the portal hummed, clicked, sparked, then a blast of hot dry air shot out knocking them both back slightly.

…8…7…6…

The map counted down. Zev and Richter ran the last 20 feet and both dove into the portal as the countdown reached one.

“Fucking sand. I hate sand. It gets everywhere and I can never get it out of my hair.”, Richter cursed as Zev spit sand out of his mouth.

Quickly looking at the map, It appeared they had about ¾ of a mile to the portal. It was in the middle of a dusty Oasis town.

Even though they were strangers they curiously not drawing attention.

As they rounded the corner to see the Portal sitting in the middle of the square. There was a line of about 15 people waiting.

“We don’t have time for this. We will piss someone off here and now.”

Richter cupped the newly transformed portal key and ran to the front of the line and slammed the key into the destination groove. The Portal popped and a seascape could be seen on the other side; a harbor in the distance.

Zev ripped by the line and they both ran through the Portal to the ocean village.

3 hops later and the map showed an arrow that led to a Dungeon entrance.

The symbol on the map changed to the same one Richter had taken an etching of before. His suspicions were confirmed when the map indicated the destination key to the Mist Village.

But now they were in a Dungeon with no way home.

Starting to get frustrated, Richter swore.

“If we could find a node, then maybe we can finish this…”

Zev spoke up. “There’s usually a node at the beginning of every dungeon. We should check.”

Zev was right and when Richter put his hand on the node his world exploded with information.

# Verse 9: Musical Portals?

As soon as they both had a visual on the portal the map updated with a new symbol over the arrow. Repeating the procedure, Richter created the next key.

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But now they were in a Dungeon with no way home.

Starting to get frustrated, Richter swore.

“If we could find a node, then maybe we can finish this…”

Zev spoke up. “There’s usually a node at the beginning of every dungeon. We should check.”

Zev was right and when Richter put his hand on the node his world exploded with information.

# Verse 10: The Last Mile Problem

Dungeon Master, you have returned. Please choose your destination. A long list of interesting and odd names spooled down. Scanning the list he quickly found Eve and the Hall of Elementals but no Mist Village… odd but not wholly unexpected. The Burrow of the Chaos Serpent was only a few days old and just reached level 10 days ago.

Richter decided to risk it.

“Let’s go to the Hall of Elementals. I don’t know any of these other places but with any luck, there will be a new node to my Dungeon when we get there. I’m hoping proximity has something to do with how these things work.

# Verse 10: Home

Dungeon Master, you have returned. Please choose your destination. A long list of interesting and odd names spooled down. Scanning the list he quickly found Eve and the Hall of Elementals but no Mist Village… odd but not wholly unexpected. The Burrow of the Chaos Serpent was only a few days old and just reached level 10 days ago.

Richter decided to risk it.

“Let’s go to the Hall of Elementals. I don’t know any of these other places but with any luck, there will be a new node to my Dungeon when we get there. I’m hoping proximity has something to do with how these things work”, shrugged Richter.

Richter touched the node and a notification popped into his vision.

***Dungeon Master, Chaotic Lord, and Master of the Mist Village your presence is required immediately.***

***Proceed to the Dungeon, Barrow of the Chaos Serpent.***

He dismissed the promt and another popped up.

***Dungeon Master Richter, the Barrow of the Chaos Serpent has evolved and grown stronger.***

***You have access to a God Node, however you must connect with your Dungeon to fully realize this power.***

***Meanwhile, Chaos Lord, you have a unique opportunity. As the first Chaos Lord in the land and the first Prime Vassal, you may share additional knowledge, responsibilities, and access with them.***

***This specifically extends to the Dungeon as you may now make your Prime Vassal, Zev Skot and extention dungeon master. As a dungeon commander Zev will have the ability to explore the God Node pathways.***

When he awoke in the Kist Village with Lumiko hovering over him, he thought he might have died. He quickly checked his stats. Whew! He was still a Lord and a Tier 2 badass!

Lumiko, the village Doctor, didn’t skip a beat in her scolding tirade even though he had been gone and lost for days.

She checked him over to make sure there wasn’t anything she missed, then began to scold him for everything from being lost in the depths to being alive and not here sooner.

It was comforting to know he had been missed and needed. However, his injuries had delayed him enough. He could not wait any longer.

There was so much to do, but first, the Bonding of Chaotic Souls has begun!

Richter, the newly evolved Chaotic Lord, and Zadana, his Chaotic dragonling familiar, merged, body and soul. Transforming into a Chaotic Man-Dragon.

Their combined form afforded wings of Chaos magic and physical scales that unfurred to their full width of fourteen feet.

Their bodies and souls entwined becoming one sound on the wind.

They flew swiftly to inspect the new Harbor and the Dungeon Entrance. Closine, the Kist Village professional Dungeon Keeper, had installed the alluring entrance soon after the guards reported the approaching caravan of ships.

In the Dungeon, Closine had done jaw-dropping work in the last few days following the battle and the huge influx of dungeon resources did not go wasted.

The simplified Factory and Battery Rooms needed some polish but he had done an impressive job of improvising the Battery Room from the Mana Storage Blueprint that they were not able to build yet due to requirements.

The Fey Factory Room was going to be a surprise, but there was no chance of that since the Dungeon was constantly being harvested now by villagers and Adventurers. The secret was out and Fey realm’s magic was in. The fairy water and Fey Portal were already feeding the Soul Stone Generator.

Richter thought he was so smart. He figured out how to have the Dungeon create the Soul Stones and spit them out near all the surrounding Dungeon defenses. Anything caught by the Dungeon defenses would give up the ghost and fill the empty stones sitting at the outside edges. The filled Souls Stones would be collected by a villager. It would probably be the same person that collected the eggs from the Egg Genesis Room. It was a pretty good plan.

Inside the Village, together with Cooter, the Sprite Master ranked engineer sent by Hisako, Leslie the village professional builder, and Bea the scholar, they created several new blueprints.

The new Library was almost complete and soon the Magic Core would be added for a surprise reveal of the Shadow Library of Hidden Secrets, Treasures, and Quests.

The real shocker to all except maybe the Scholars will be the elevated building once it aligns with the Dark leyline; It will hit level 3 at least and the Dark magic bonus will hit all the newly created Dark mages, sprites, and pixies.

The tree-apartment complex foundation was being prepared. And the Marketplace was starting to take shape under Mama’s stern watch.

He could not wait to astonish his people with the Magic Core and Core Upgrades. His plans would rock the world!

After these quick inspections, he could get on with upgrading the village. It was time to give birth to a Kobold Emperor, arrange a marriage between Alora and the baby Emperor (to be commenced in 50 years hence), invite a god to ensure the Kobold societal stability, and LEVEL THIS BITCH UP!!! And so, they began…

The joy Richter and Zadana felt at this moment made it hard to believe that only a few days ago, he was stuck underground.

Only hours ago, had he arrived back in the Village. He had left Zev with his Chamberlain to get acclimated and prepared to join Beyan in Vergut Kunig and the Sepulcher of Death. His talents would be useful there and being a Vassal had its privileges. Beyan could learn to share, right?

# Verse 2: Universe Askew to You Not Me

When he awoke in the Kist Village with Lumiko hovering over him, he thought he might have died. He quickly checked his stats. Whew! He was still a Lord and a Tier 2 badass with a huge problem that would solve itself given time!

***You have been Cursed.***

***Before you were able to kill the Lich Lord, he cursed you to eternal damnation. You will become a Nothing – unable to live and unable to die – you will be stuck for eternity helpless and feckless.***

***Update: You have delivered the final death to the Lich Lord, but this curse hangs over your head for 7 days regardless.***

***Time until curse expires: 2 days, 8 hours, 3 minutes, 8 seconds***

Two days left… he could do it. He’d just have to survive for 2 more days and change.

He reviewed his status information. That usually cheered him up.

Lumiko, the village Doctor, didn’t skip a beat in her scolding tirade even though he had been gone and lost for days.

She checked him over to make sure there wasn’t anything she missed, then began to scold him for everything from being lost in the depths to being alive and not here sooner.

It was comforting to know he had been missed and needed. However, his injuries had delayed him enough. He could not wait any longer.

He’d missed everything so much. He was elated, to say the least.

The curse had expired while Lumiko was patching him up.

He’d missed his fam. He’d missed his familiar, Zadana.

There was so much to do, but first, the Bonding of Chaotic Souls has begun! Richter and Zadana meld into one magnificent being.

Richter, the newly evolved Chaotic Lord, and Zadana, his Chaotic dragonling familiar, merged, body and soul. Transforming into a Chaotic Man-Dragon.

Their combined form afforded wings of Chaos magic and physical scales that unfurred to their full width of fourteen feet.

Their bodies and souls entwined becoming one sound on the wind.

They flew swiftly southwest from the Village to inspect the new Harbor and freshly installed Dungeon entrance.

Closine, the Kist Village professional Dungeon Keeper, had installed the alluring entrance soon after the guards reported the approaching caravan of ships.

As expected Mama’s caravan of several hundred new refugees. Working with the Town Administrator, Fendy, they put the new professionals to work under the same conditions as the first villagers. Many of the refugees pledged allegiance as soon as were allowed if only to be under the protection of the Kist Village. Others did so because they had already heard tales of this strange Lord in the forest that cared for his people like no other ruler.

In the Dungeon, Closine had done jaw-dropping work in the last few days following the battle and the huge influx of dungeon resources did not go wasted.

The Potato Battery Room needed some polish but he had done an impressive job of improvising from the Mana Storage Blueprint that they were not able to build yet due to requirements.

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The filled Souls Stones could then be collected by a villager. It would probably be the same person that collected the eggs from the Egg Genesis Room.

It was a pretty good plan and he couldn’t wait to gloat when he saw his best friend, Cryon.

Inside the Village, together, with Cooter, the Sprite Master ranked Professional Engineer sent by Misako, Keslie the Village Professional Builder, and Bea the Professional Scholar, they created several new blueprints.

The Full Service Tavern, dubbed the Fiddling Rooster, Market, Crafting Hall, Library, and Bath House; all lined up, ready for construction teams.

Construction was almost complete on the Saw Mill and Mason’s Shop which would make the next steps possible.

The new Library would be completed soon. The Magic Core would be added for a surprise reveal to create the Shadow Library of Hidden Secrets, Treasures, and Quests if the Lore was right.

The real shocker to all except maybe the Scholars will be the elevated building once it aligns with the Dark ley line; It will hit level 3 at least and the Dark magic bonus will greatly benefit all the newly created Dark mages, sprites, and pixies.

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# ALL WIP BELOW

# Character Sheet Zev – 3 Versions (???/??-/---):

Name: Zev

Race: Turbid NPC (Earth origin - Unique Race - See Quests)

Class: None

Level: 1

Experience: 0/1000

Health Points: 100/100

Mana Points: 50/50

Strength: 10

Dexterity: 8

Intelligence: 12

Wisdom: 6

Charisma: 5

Skills:

Shadow Tether (Level 1)

Shadow Slide (Level 1)

Shadow Ensnare (Level 1)

Shadow Lasso (Level 1)

Expanded Puppet Control (NPC Blocked: See Prime Vassal Quest to Unlock)

Talents:

Shadow Tether Mastery (Level 1)

Shadow Slide Mastery (Level 1)

Shadow Ensnare Mastery (Level 1)

Shadow Lasso Mastery (Level 1)

Inventory:

Basic clothes

Small pouch with 10 gold coins

Note: Due to Zev's unique race and hybrid status as an NPC, he is unable to see certain parts of his character sheet until he completes certain quests. The description of some of his skills and talents is also obscured with the message "NPC Blocked: See Prime Vassal Quest to Unlock".

# Zev’s Character

Name: Zev

Age: 28

Gender: Male

Appearance: He has short, dark hair and sharp features. He wears a long black coat and has a silver amulet around his neck.

Abilities: Zev is a powerful mage with control over elemental magic, including fire and lightning. He is also skilled in hand-to-hand combat and sword fighting.

Personality: Zev is confident and self-assured, sometimes to the point of arrogance. He is a risk-taker and enjoys testing his limits. He can be sarcastic and dismissive towards those he sees as weaker or less skilled than himself, but he has a strong sense of loyalty to those he considers friends.

Backstory: Zev grew up in a small village and discovered his magical abilities at a young age. He was trained by a powerful mage, who taught him to control his elemental powers. Zev left his village to seek out new challenges and hone his skills, eventually joining a group of mercenaries where he met Richter.

Name: Zev Class: Shadow Puppeteer Level: 15

Attributes:

Strength: 8

Dexterity: 18

Constitution: 12

Intelligence: 16

Wisdom: 14

Charisma: 10

Skills:

Acrobatics: 18

Stealth: 20

Sleight of Hand: 14

Arcana: 16

Perception: 14

Deception: 10

Talents:

Shadow Tether (Rank 5): Allows Zev to cast a shadowy thread that can be used to grab, pull, or restrain targets.

Shadow Slide (Rank 3): Allows Zev to create a shadowy slide that can be used to quickly descend from high places.

Shadow Ensnare (Rank 2): Allows Zev to cast a shadowy trap that can ensnare and immobilize targets.

Shadow Lasso (Rank 1): Allows Zev to cast a shadowy lasso that can be used to wrangle and pull targets.

Expanded Talents:

Expanded Puppet Control (Rank 3): Allows Zev to control multiple shadow puppets at once, increasing his versatility in combat and espionage.

Equipment:

Shadow Cloak: A black cloak that allows Zev to blend into the shadows and become invisible.

Control Rings (x2): Rings that allow Zev to control his shadow puppets from a distance.

Shadow Dagger: A sharp dagger made from shadowy material.

Notes:

Zev is a shadow puppeteer who uses his talents to manipulate shadows and create shadow puppets for combat and espionage purposes.

He is a skilled acrobat and stealth expert, able to move silently and quickly through any environment.

Zev is intelligent and perceptive, using his knowledge of arcana and observation skills to solve puzzles and gather information.

He prefers to work behind the scenes, using his shadowy abilities to accomplish tasks without drawing attention to himself.

Zev is not particularly charismatic, and he struggles with social interactions and deception.

Name: Zev Class: Rogue-Wizard Age: 27 (experienced 35 years of life in The Land)

Race: Human Alignment: Chaotic Neutral

Attributes:

Strength: 14 (rolled with a d20)

Dexterity: 16 (rolled with a d20)

Constitution: 13 (rolled with a d20)

Intelligence: 18 (rolled with a d20)

Wisdom: 15 (rolled with a d20)

Charisma: 16 (rolled with a d20)

Skills:

Strategy: Journeyman (Level 7)

Puppetry: Journeyman (Level 7)

Ventriloquism: Adept (Level 5)

Voice Throwing: Adept (Level 5)

Distraction: Expert (Level 9)

Talents:

Deep Analysis

Distraction

Puppet Control: Master (Level 10)

Puppet Parade

Shadow Puppetry

Ensnare Puppet

Match Stick Magic: Expert (Level 9)

Hidden Rings: Expert (Level 9)

Equipment:

Box of Magical Match Sticks (augmentation for finger controls and miniature wand)

Nearly Invisible Rings (connect mana to puppets for control)

Custom Tailored Diplomat Attire

Puppet Strings (for puppet control)

Responsibilities as Prime Vassal:

Diplomat for Chaos Lord

Working with Necromancer Beyan in the Sepulcher of Death

Managing land granted by Chaos Lord

Marks:

Prime Vassal of Chaos Lord

Journeyman in Strategy

Journeyman in Puppetry

Adept in Ventriloquism and Voice Throwing

Expert in Distraction

Name: Zev Skot Race: Human, Chaos Seed Level: 28 Profession: Puppeteer Specialty: Strategist Alignment: Chaos +5, Good +1 Age: 35 (experienced)

Abilities:

Fast Hands: Ability to snap your fingers and break the sonic barrier, allowing for control of multiple targets.

Gesticulation: Improves dexterity exponentially while using your Puppeteer profession for an extended period. Dexterity +1 per puppet controlled per minute.

Backdrop: Ability to blend into the slightest shadow, great for spycraft or getting out of sticky situations.

Rope Control: Ability to control ropes, strings, fibers, or wires as if they were a part of your own body.

Deep Analysis: Allows for a complete analysis of any object down to the molecular and mana level.

Bad Breath: The ability to curse someone with harm to you or your party after speaking with them for more than 5 words. The curse must be learned.

Talents:

Your Mine: Physical touch and eye contact create an unspoken contract, allowing you to gain a puppet for 8 hours.

Distraction: Ability to broadcast any sound previously heard without cooldown, with macros enabled.

Puppet Gears: Ability to control an army of puppets, with the current level allowing for control of 7 puppets.

Walk-It-Back: Ability to fade into nearly invisible for 3 minutes, with a cooldown of 1 hour.

Confidential: Ability to bind your word and keep secrets, with breaking your word having consequences equal to genocide.

Ensnare Puppet: Ability to ensnare targets with your puppets and control their movements.

Puppet Parade: Ability to use your puppets to create large-scale distractions or displays.

Shadow Step: Ability to move quickly and quietly in the shadows.

Shadow Stride: Ability to cross large distances in the shadows.

Shadow Meld: Ability to merge with the shadows and become invisible.

Skills:

Survival

Stealth

Pickpocket

Brewmeister

Weaver

Military Strategy

Sewing

Lore

Marks:

Unacceptable: Committed suicide for 2 Chaos points, 41 lives remaining.

Equipment:

7 Puppets

Nearly invisible rings for mana string control

Match sticks for finger control augmentation

Name: Zev Skot

Race: Human, Chaos Seed

Level: 13

Profession: Puppeteer

Specialty: Strategist

Alignment: Chaos +5, Good +1

Age: 28

Skills: Survival, Stealth, Pickpocket, Brewmeister, Weaver, Military Strategy, Sewing, Lore

Abilities:

Fast hands: Snap your finger and break the sonic barrier. Control multiple targets.

Gesticulation: Unlike the Fast Hands Ability, this improves Dexterity exponentially while using your Profession for an extended period. Dexterity +1/Puppet/Minute Controlled. With enough training, you will be able to control Armies with a wave of your finger or a flick of your hair.

Backdrop: Stand in the slightest shadow and become virtually part of the background. Great for spy craft or getting out of sticky situations.

Rope Control: Control and rope, string, fiber, or wire like it was part of your own body… better even.

Deep Analysis: Allows for a complete deep view of any animal, vegetable, and mineral down to the molecular and mana level. No aspect of a physical object can be hidden from you.

Bad Breath: Sometimes speaking with people sucks. When you converse more than 5 words with anyone, you can set a curse on them with a payload of 4x any harm to you or your “party”. The curse you set must be Learned. Passive.

Talents:

Your Mine: Physical touch and eye contact create an unspoken contract. You gain a puppet. Duration 8 hours. Unlike a Charm spell, the puppet becomes an inanimate object that only the Puppeteer can manipulate.

Distraction: Allows you to broadcast any sounds you can think of or recall. You must have heard the sound previously to use it. No cool down. Macros Enabled.

Puppet Gears: You can control an Army of puppets… almost.

Level 3: Control 7 Puppets

Leveling this Talent allows you to control more puppets. Exceeding this number can cause severe brain melting.

Walk-It-Back: You can fade to nearly invisible with a thought and a motion. Related to Backdrop this Talent allows you to “disappear” for 3 minutes. Only the sharpest eyes will see it happen. Cooldown 1 hour.

Confidential: You can bind your word and keep the secrets of others. Breaking your word will have equal consequences to genocide

Marks:

Unacceptable: You committed suicide to see if you would get the Chaos points. Well, you did. You got 2. Happy?? You have 41 lives remaining.

Name: Zev

Race: NPC/Human Chaos

Class: Puppeteer

Level: 28

Health Points (HP): 726

Mana Points (MP): 535

Stamina Points (SP): 298

Attributes:

Strength: 32

Dexterity: 40

Constitution: 28

Intelligence: 45

Wisdom: 25

Charisma: 28

Luck: 20

Skills:

Puppetry: Master

Shadow Magic: Level 30, 50% to next level

Stealth: Level 24, 69% to next level

Traps: Level 19, 88% to next level

Trap Disarm: Level 19, 97% to next level

Archery: Level 12, 40% to next level

Imbue Arrow: Level 8, 75% to next level

Focus: Level 5, 98% to next level

Double Shot: Level 5, 38% to next level

Drill Shot: Level 3, 90% to next level

Swordsmanship: Level 4, 55% to next level

Small Blades: Level 6, 67% to next level

Unarmed Combat: Level 3, 22% to next level

Pressure Points: Level 3, 68% to next level

Dual Wield: Level 3, 89% to next level

Light Armor: Level 10, 45% to next level

Grace in Combat: Level 7, 68% to next level

Shadow Ensnare: Level 2, 78% to next level

Shadow Lasso: Level 1, 10% to next level

Talents:

Master Puppeteer

Shadow Meld

Mark of the Shadow

Limitless

Gift of Tongues

Fast Learner

Bounty of Life

Psi Bond

Marks:

Master of the Shadow Guild

Mark of the Mysterious Stranger

Resistances:

Shadow: 60%

Mental: 20%

Spiritual: 25%

Name: Richter Age: 24 Level: 48, 36%

Health: 383 Mana: 445 Stamina: 210

Attributes:

Strength: 29

Agility: 24

Dexterity: 34

Constitution: 25

Endurance: 21

Intelligence: 37

Wisdom: 21

Charisma: 24

Luck: 15

Abilities:

Limitless

Gift of Tongues

Fast Learner

Bounty of Life

Psi Bond

Skills:

Herb Lore (Level 39, 22% to next level)

Alchemy (Level 1, 0% to next level)

Analyze (Level 6, 7% to next level)

Pierce the Veil (Level 23, 45% to next level)

Stealth (Level 6, 14% to next level)

Traps (Level 21, 87% to next level)

Trap Disarm (Level 21, 99% to next level)

Archery (Level 10, 24% to next level)

Imbue Arrow (Level 5, 18% to next level)

Focus (Level 3, 78% to next level)

Double Shot (Level 3, 31% to next level)

Drill Shot (Level 2, 40% to next level)

Swordsmanship (Level 2, 15% to next level)

Small Blades (Level 4, 43% to next level)

Unarmed Combat (Level 1, 10% to next level)

Pressure Points (Level 1, 15% to next level)

Dual Wield (Level 1, 37% to next level)

Light Armor (Level 8, 18% to next level)

Grace in Combat (Level 5, 38% to next level)

Air Magic (Level 6, 37% to next level)

Life Magic (Level 5, 82% to next level)

Earth Magic (Level 4, 92% to next level)

Water Magic (Level 5, 47% to next level)

Dark Magic (Level 5, 22% to next level)

Light Magic (Level 4, 48% to next level)

Fire Magic (Level 5, 9% to next level)

Map Making (Level MAX)

Trade (Level 14, 86% to next level)

Healing (Level 1, 38% to next level)

War Leader (Level 2, 43% to next level)

Enchantment (Level 1, 44% to next level)

Portal Construction (Apprentice)

Lore (Level 1)

Marks:

Master of Kist Village

Blood Oath

Resistances:

Air: 50%

Earth: 20%

Life: 50%

Mental: 15%

Spiritual: 15%

Race: Human (Chaos Seed)

Name: Zev Class: Rogue-Wizard Age: 27 (experienced 35 years of life in The Land) Race: Human Alignment: Chaotic Neutral

Attributes:

Strength: 14 (rolled with a d20)

Dexterity: 16 (rolled with a d20)

Constitution: 13 (rolled with a d20)

Intelligence: 18 (rolled with a d20)

Wisdom: 15 (rolled with a d20)

Charisma: 16 (rolled with a d20)

Skills:

Strategy: Journeyman (Level 7)

Puppetry: Journeyman (Level 7)

Ventriloquism: Adept (Level 5)

Voice Throwing: Adept (Level 5)

Distraction: Expert (Level 9)

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Puppet Strings (for puppet control)

Responsibilities as Prime Vassal:

Diplomat for Chaos Lord

Working with Necromancer Beyan in the Sepulcher of Death

Managing land granted by Chaos Lord

Marks:

Prime Vassal of Chaos Lord

Journeyman in Strategy

Journeyman in Puppetry

Adept in Ventriloquism and Voice Throwing

Expert in Distraction

Name: Zev Skot Race: Human, Chaos Seed Level: 28 Profession: Puppeteer Specialty: Strategist Alignment: Chaos +5, Good +1 Age: 35 (experienced)

Abilities:

Fast Hands: Ability to snap your fingers and break the sonic barrier, allowing for control of multiple targets.

Gesticulation: Improves dexterity exponentially while using your Puppeteer profession for an extended period. Dexterity +1 per puppet controlled per minute.

Backdrop: Ability to blend into the slightest shadow, great for spycraft or getting out of sticky situations.

Rope Control: Ability to control ropes, strings, fibers, or wires as if they were a part of your own body.

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Shadow Step: Ability to move quickly and quietly in the shadows.

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Shadow Meld: Ability to merge with the shadows and become invisible.

Skills:

Survival

Stealth

Pickpocket

Brewmeister

Weaver

Military Strategy

Sewing

Lore

Marks:

Unacceptable: Committed suicide for 2 Chaos points, 41 lives remaining.

Equipment:

7 Puppets

Nearly invisible rings for mana string control

Match sticks for finger control augmentation

[REV. – CHOOSING DETAILS AND FORMAT…]

Name: Zev Skot

Race: Human, Chaos Seed

Level: 13

Profession: Puppeteer

Specialty: Strategist

Alignment: Chaos +5, Good +1

Age: 28

Skills: Survival, Stealth, Pickpocket, Brewmeister, Weaver, Military Strategy, Sewing, Lore

Abilities:

Fast hands: Snap your finger and break the sonic barrier. Control multiple targets.

Gesticulation: Unlike the Fast Hands Ability, this improves Dexterity exponentially while using your Profession for an extended period. Dexterity +1/Puppet/Minute Controlled. With enough training, you will be able to control Armies with a wave of your finger or a flick of your hair.

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Talents:

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Confidential: You can bind your word and keep the secrets of others. Breaking your word will have equal consequences to genocide

Marks:

Unacceptable: You committed suicide to see if you would get the Chaos points. Well, you did. You got 2. Happy?? You have 41 lives remaining.

[UNIFY CHARACTER SHEETS ABOVE]

# Chapter: The Problem with Zev

Understand Zev’s problem of mixed NPC and Chaos

Understand his recent failure of a long quest chain that took over 2 years to only fail in the end

Zev saves Captain Kit

Kit’s cargo was destroyed

Kit has a delivery quest that is in jeopardy

Secretly, Kit has the only item that needs to be delivered on her. She takes peeks at the tiny magical animal in her pocket.

Zev exposes that he is the Magistrate only because he has been helping this town for over 5 years. Unconcerned with the Captain’s motives, Zev orders his village to make a ship ready for departure as soon as the storm passed.

Zev and Kit take a short Ocean trip that allows them to review their own status and quests.

Zev and Kit arrive at the Port of Mu which leads to the underground Orc city of Imilo via a path into the mountain at the base of the port village.

In the Port of Mu, Zev and Kit encounter a group of traders who warn them of the dangers of traveling to Imilo.

Zev and Kit ignore the warnings and make their way to the mountain path leading to Imilo.

On the mountain path, they encounter a group of bandits who demand they hand over their belongings.

Zev and Kit fight off the bandits and continue on their journey.

Zev and Kit must navigate the underground city and avoid detection by the Orcs.

# Chapter T: Zev’s Story

Zev had already been in The Land for seven years.

His first days, like many other Chaos Seeds, were non-trival.

In the first week, Zev had died and respawned three times; each death teaching a lesson about The Land and its inhabitants.

It was only a few years later when he got his first Mark.

*Mark:*

*“Suicide is Painful” –*

*Status*

*Name: Zev Roka*

*Race: Strand/???*

*Alignment: ???/+5 Chaos*

*Profession:*

*Specialty:*

*Abilityies:*

*Skills:*

*Talents:*

*Marks:*

# Verse 4: The Grind to 9

Zev continued, “Ok, so when I found the node out of The Labyrinth, I landed just south of the Tower of Hate in a quaint but tightly run town called Hathorga. An awful name. It just slithers out of your mouth, doesn’t it? Gross…

Anyway, the people were nice enough and the Dungeon entrance there was easy to leave and so I just walked into town.

Then I got my first surprise. I couldn’t read my screens anymore. They were all fine before but now all I got was “Error – See Quests”. But when I tried the Quests icon, I got the same thing. Finally, after talking to the town administrator he suggested I speak with the Evaluator.

It was late so I got a room for cheap and waited until morning. As soon as was reasonable I made my way to the Evaluator’s house which was on the outskirts of town closer to the tower.

Long story short, the Evaluator was willing to help if I completed a few tasks for him. It felt like the Trails of Hercules but I finally finished.

He did help to fix some of the problems with my screens but then gave me a Quest that would help us both.

I was finally able to see the basics of my screens again, but there was still far too many “Error – Unable to Retrieve” messages littered all over my screens.

***Quest: Meet the Seer Anriq***

***Task: Get to the top of the Tower of Death for a chance to meet with Anriq the oldest Seer in The Land.***

***Convince Anriq to help you unlock the rest of your screens. Bring back a promise or a token for the Evaluator to request a convenient visit and tea.***

I had to get to the top of the tower to seek an audience with the oldest Seer in The Land, according to the Evaluator who looked to be in his early 1000s. She is said to have lived through 4 separate Ages and no one really knows how old she really is.

As so, I went to find the Seer Anriq to help me reveal more of my status screen.

The tower is no joke and it took me two years to climb halfway up only to discover a hidden entrance.

It still wasn’t easy. The place was haunted, filled with bats, and covered in slime. It was sick and I considered reclimbing from the outside many days.

But after toiling for years, I made it to the top and I was still only level 6.

Now then, skipping the drama, I met with Anriq and she helped.

After a few round trips and even more dates between the Evaluator and the Seer, they both helped me unlock the rest of my screens.

I was very glad they couldn’t see my information plus I got 2 new Quests.

Quest/Lore: Expected Twist

Task: Timing is everything. Meet with the first Chaos Lord in the Dank Caverns below the Underground Orc City of Amaru during the period of quiet fire.

Agents of Chaos need you and you need them. The symbiosis between you is a match made in heaven. IT HAS BEEN FORETOLD

Pledge your Loyalty. Professionals are highly valued. Be offered a place in Court.

Secret Quest: Convince the Chaos Lord to make you a Prime Vassal.

Penalty for failure: This is a one-time quest and has been foreseen by the Ancient Seer Anriq. You will never have another opportunity to unlock your screens and will be hobbled for the rest of your days in The Land if you fail to meet with the Chaos Lord.

Quest: Unlock your Power

Task: Earn your Profession. See the Town Administrator for further information.

Reward: Spoilers

Penalty: Automatic failure of Expected Twist Quest

Optional: Earn your Specialty.

Secret:

Secret Reward:

Quest Items: Destination Key Stone – Kist Village – Old Runic. Time Locked Portal Map.

And so, I did. Once you learn a few things you can pretty much level by doing anything. If it’s new The Land.

# Chapter NM: Zev's Past:

Zev is a powerful Shadow Mage who has been on the run for years. He has a dark past that he's trying to escape, but the shadows continue to haunt him.

The Call to Adventure: Zev receives a mysterious summons from a group of powerful Mages who require his help. They have discovered an ancient artifact that threatens to upset the balance of magic in the world, and they need Zev's help to stop it.

The Journey Begins: Zev travels to the location of the artifact, a hidden temple in the depths of a remote jungle. Along the way, he meets a young woman named Lyra, who is also seeking the artifact for her own purposes.

The Temple: Once they reach the temple, Zev and Lyra must work together to navigate its dangerous traps and puzzles, all while avoiding the guardians that protect the artifact.

The Artifact: They finally reach the artifact, but they discover that it is guarded by a powerful demon. In a fierce battle, Zev and Lyra manage to defeat the demon, but they soon realize that the artifact is more powerful and dangerous than they initially thought.

The Decision: Zev must now decide what to do with the artifact. He could use it for his own gain, but that would put the balance of magic at risk. On the other hand, if he destroys the artifact, he'll be sacrificing his own power.

The Aftermath: Whatever decision Zev makes, it will have far-reaching consequences for both him and the world of magic. As he reflects on his choices, he realizes that he has to come to terms with his dark past and find a way to move forward, or the shadows will continue to haunt him forever.

Here's a simplified version of Zev's character sheet that he can see before completing his quest:

Name: Zev Level: 28 Class: Puppeteer

Health Points (HP): 726 Mana Points (MP): 535 Stamina Points (SP): 298

Skills:

Puppetry

Shadow Magic (Level 30)

Stealth (Level 24)

Attributes:

Strength: 32

Dexterity: 40

Intelligence: 45

Talents:

Master Puppeteer

Shadow Meld

Mark of the Shadow

Resistances:

Shadow: 60%

Zev, a level 28 Shadow Mage, is a skilled puppeteer and master of shadow magic. However, despite his abilities, he has never been able to fully understand his own character sheet. One day, he receives a mysterious message that claims to hold the key to unlocking the full extent of his powers.

The message leads Zev on a quest to become the Prime Vassal of a powerful and chaotic lord, a feat that has never been achieved before. Along the way, he faces numerous challenges and battles against rival players and dangerous creatures, using his skills in puppetry, shadow magic, and stealth to overcome each obstacle.

As Zev progresses on his quest, he begins to uncover a dark conspiracy that threatens the entire game world. He discovers that the chaotic lord he is pursuing is actually being controlled by a rogue player who seeks to rule the game and bend it to their will.

Zev must gather a team of allies, both new and old, to defeat the rogue player and stop their plan. He must also face his own personal demons and come to terms with his own limitations in order to unlock the full extent of his abilities and become the Prime Vassal of the chaotic lord.

In the end, Zev emerges as the most powerful player in the game and defeats the rogue player, saving the game world from destruction. However, he realizes that his journey has only just begun and that there will always be new challenges and obstacles to overcome.

With fast-paced action, epic battles, and thrilling twists and turns, this LitRPG story will captivate fans of the genre and leave them eagerly anticipating Zev's next adventure.

A screenplay can be much longer, with many scenes and dialogue that further develop the characters, world, and story. To write a full screenplay, you would need to continue fleshing out the story, writing dialogue, creating vivid descriptions of the settings and characters, and building tension and conflict to create a captivating, dramatic, and emotionally resonant story.

here's an outline for the LitRPG story with Zev as the main character:

Act 1:

Introduction to Zev: Zev is a skilled Shadow Mage, but he is limited by his inability to fully access his character sheet and unlock all his talents and abilities.

The Quest: Zev receives a quest from a mysterious figure to become the Prime Vassal of a Chaotic Lord in order to unlock his full potential.

Entering the Game World: Zev enters the VR game world and begins his quest.

Meeting the Chaotic Lord: Zev meets the Chaotic Lord, who tasks him with completing a series of dangerous and challenging trials.

Act 2:

The Trials: Zev navigates through the trials, using his skills in Puppetry and Shadow Magic to overcome obstacles and enemies.

Improving his Character: As Zev completes the trials, he gains experience and advances in level, unlocking new skills and abilities.

Building Relationships: Zev also meets other players and builds relationships with them, forming alliances and making new friends.

Act 3:

The Final Trial: Zev faces the final trial, which tests all his skills and abilities and pushes him to the brink of his limits.

Unlocking the Character Sheet: Zev completes the final trial and becomes the Prime Vassal of the Chaotic Lord, unlocking his full potential and gaining access to his complete character sheet.

Reaping the Rewards: Zev gains immense power and prestige as a Prime Vassal, and begins to explore the game world and take on new quests and challenges.

Act 4:

The Dark Side: As Zev continues to explore the game world, he discovers that his newfound power has come with a cost, and that the Chaotic Lord is not what he seems.

The Betrayal: Zev is betrayed by his Liege Lord and must fight to reclaim his power and save the game world from destruction.

The Final Battle: Zev faces off against the Chaotic Lord in a final showdown, using all his skills and abilities to defeat the evil and restore balance to the game world.

The Aftermath: Zev reflects on his journey and the lessons he has learned, and decides what he wants to do next in the game world.

here's a love story angle that can be added in between the lines of the LitRPG story:

Zev starts off as a solitary player in the VR game world, primarily focused on unlocking his full potential as a Shadow Mage.

On his quest to become the Prime Vassal of a Chaotic Lord, Zev meets a fellow player named Ava, who also has her own goals and aspirations within the game world.

As they embark on their respective journeys, Zev and Ava begin to rely on each other for support, advice, and companionship. They share their screens and discuss their progress, revealing their deepest fears and desires.

Over time, their friendship deepens into a romantic connection. They both come to realize that they have found someone special in the game world, someone who understands and supports them.

However, their relationship is tested as they face challenges and obstacles on their quests. They must navigate their feelings for each other while also dealing with the demands of the VR game world.

In the end, Zev and Ava must decide whether to pursue their individual goals or to prioritize their love for each other. They must weigh the benefits and consequences of their choices, and ultimately choose a path that will bring them happiness and fulfillment in both the VR game world and in real life.

Here's a sample poem that incorporates elements of Zev's story:

In the world of VR, where dreams are born A Shadow Mage roams, his power is sworn With his H.U.D. displaying his might Zev sets out on a quest of true sight

He yearns to unlock what he can't see A status page that's hidden from thee A quest to be a Prime Vassal he must take And fulfill his lust for power and shake

Along the way, he meets a fair maiden Her laughter and smile, a sweet omen With each step, his heart doth grow Her love, the one thing he wishes to know

With his skills, he battles and wins Their bond, with each victory, it begins He shares his talents, gifts from the night Their love, the purest, a wondrous sight

As he reaches the end of his quest He finds love, happiness, and rest With his Prime Vassal status revealed Their love story, one that will be sealed

So let this tale be a reminder, my friends Of love that conquers all, until the end.

an outline that you could use as a starting point for your screenplay:

Title: "Zev: The Shadow Mage's Quest"

Act 1:

Introduction to Zev, a level 28 Shadow Mage in a virtual reality game world.

Zev discovers he cannot see his full status page and learns that he must become the Prime Vassal of a Chaotic Lord in order to unlock it.

Zev sets out on his quest, encountering various challenges and enemies along the way.

Along the way, Zev meets a fellow player named Aria, who becomes his ally and love interest.

Act 2:

Zev and Aria continue their journey together, facing new challenges and growing closer as they work to achieve their goals.

As they progress, Zev begins to uncover the full extent of his powers and begins to understand why becoming the Prime Vassal is so important to him.

Zev and Aria encounter the Chaotic Lord and engage in a intense battle for the title of Prime Vassal.

Act 3:

Zev emerges victorious and becomes the Prime Vassal, unlocking his full status page and gaining immense power and control in the game world.

However, with this newfound power come new challenges and limitations, as Zev must navigate the politics and responsibilities of his new role.

Throughout it all, Zev and Aria's love grows stronger, giving them the strength and support they need to overcome any obstacle.

Epilogue:

Zev and Aria continue their journey in the game world, using their powers and skills to achieve their goals and find happiness together.

To add twists to the story, consider incorporating the following elements:

Betrayal: A character that Zev trusts may betray him, leading to unexpected consequences and challenges for Zev.

Unforeseen obstacles: Zev may encounter unexpected obstacles on his quest to become the Prime Vassal, making the journey more difficult and thrilling.

Hidden motives: The Chaotic Lord may have hidden motives for wanting Zev to become the Prime Vassal, adding another layer of complexity to the story.

Love triangle: Zev may develop feelings for someone else while on his quest, leading to a love triangle and adding emotional depth to the story.

Secret powers: Zev may discover that he has hidden powers that he was unaware of, giving him an edge in battles and making him even more formidable.

Unexpected allies: Zev may encounter unexpected allies on his journey, adding new dimensions to the story and providing support for Zev as he progresses.

By incorporating these elements, the story will have more twists and turns, making it more exciting and engaging for the audience.

a revised outline that incorporates the twists you suggested:

Act 1:

Introduction to Zev, a hybrid of NPC and Chaos Seed (Earthling) who is a Shadow Mage with a unique quest to unlock his full potential and become the Prime Vassal of a Chaotic Lord.

Zev discovers that in order to unlock his full abilities, he must obtain his Puppet Control Rings, which will allow him to expand his control over groups of puppets.

Zev sets out on a journey to find the Puppeteer who can forge the Rings and unlock the secrets of his true potential.

Act 2:

Along the way, Zev encounters various challenges and obstacles as he tries to unravel the mystery of his true identity and the nature of his powers.

Zev also meets a powerful and mysterious NPC who helps him navigate the VR game world and gain new insight into his abilities.

Slowly but surely, Zev starts to unlock the full extent of his powers and realizes that his true calling is to become the Prime Vassal of the Chaotic Lord.

Act 3:

Zev sets out to defeat the Chaotic Lord and claim the mantle of Prime Vassal, unlocking the full extent of his powers and unlocking the secrets of his character sheet.

In the final showdown, Zev faces his greatest test yet as he battles the Chaotic Lord for control of the VR game world.

In the end, Zev emerges victorious and becomes the Prime Vassal, unlocking the full extent of his powers and revealing the truth about his true identity and the nature of his powers.

Epilogue:

As the Prime Vassal, Zev continues to explore the VR game world and expand his powers, discovering new challenges and opportunities along the way.

Zev also realizes that his NPC ally was actually a manifestation of his own subconscious and that their journey together has helped him come to terms with his true identity and purpose.

In the end, Zev sets out on a new quest to continue expanding his powers and making a name for himself in the VR game world, ready for whatever challenges and opportunities may come his way.

Here's a novel outline for your story:

I. Introduction

Introduce Zev as a Shadow Mage, a level 28 human Puppeteer who is on a quest to unlock his full potential and become the Prime Vassal of a Chaotic Lord.

Set the scene in a VR game world where everyone has a personal H.U.D. (Heads Up Display) that shows their status, quests, prompts, and screens.

II. Zev's Journey Begins

Zev is in search of his Puppetry Control Rings, which will expand his ability to control larger groups of puppets.

Along the way, Zev encounters various challenges, such as battling fierce creatures, overcoming traps, and solving puzzles.

As he progresses, Zev discovers that he has a unique combination of being an NPC and a Chaos Seed (Earthling), which gives him special abilities and powers.

III. The Love Story Begins

Zev meets a mysterious NPC named Aelith, who is on her own quest to uncover the secrets of the VR game world.

The two form an unlikely alliance, and their relationship deepens as they journey together.

As they work together to uncover the truth about their world and themselves, Zev and Aelith fall in love.

IV. The Final Battle

Zev and Aelith eventually reach the Chaotic Lord, who is the only one who can unlock Zev's full potential.

They must face a final showdown with the Chaotic Lord and overcome their toughest challenge yet.

In the end, Zev becomes the Prime Vassal, unlocking all his talents and abilities, and fulfilling his quest.

V. Conclusion

Zev and Aelith continue their journey together, now as a powerful team, and their love for each other continues to grow.

The story ends with a nod to future adventures, hinting at the possibility of more quests, battles, and twists to come.

This outline combines elements of love, adventure, and fantasy, and includes twists and unique elements that will keep readers engaged and invested in the story.

Zev discovers that the Chaotic Lord he must become the Prime Vassal of is actually an evil entity seeking to use his powers to wreak havoc and destruction on the VR game world.

Zev learns that the Puppeteer Rings are cursed and whoever possesses them will suffer terrible consequences.

Zev must navigate the dangerous and unpredictable realm of the Chaos Seeds as he tries to obtain the rings and defeat the Chaotic Lord.

Zev discovers that he is not the only one seeking the rings and that other, more powerful forces are competing for them.

Zev must confront his own inner demons as he struggles to control his powers and resist the lure of chaos.

Zev must also navigate his feelings for a powerful and mysterious female NPC who holds the key to unlocking the rings and unlocking his true potential.

Title: Shadow Mage: Rise of the Prime Vassal

Chapter 1: The Beginning

Introduce Zev, the Shadow Mage and Puppeteer who is on a quest to become the Prime Vassal of a Chaotic Lord.

Set the stage for the VR game world that Zev lives in, with the personal H.U.D. and the unique character sheet.

Show Zev's frustration with not being able to see his full status and the urgency he feels to begin his plan for hegemony.

Chapter 2: The Puppetry Quest

Zev's journey to find the Puppetry Control Rings, which will expand his ability to create larger groups of puppets.

Encounter obstacles and obstacles along the way, including other players and powerful NPC's who stand in his way.

Show Zev using his skills and abilities to overcome these obstacles, highlighting his mastery of puppetry and shadow magic.

Chapter 3: The Hybrid Twist

Introduce the twist that Zev is a unique hybrid of NPC and Chaos Seed (Earthling).

Explore the implications of this hybrid status, and how it affects Zev's journey and his quest to become the Prime Vassal.

Show Zev's struggles with his dual nature, and his internal conflict as he tries to reconcile his NPC and Chaos Seed sides.

Chapter 4: The Love Story

Introduce a love interest for Zev, another player in the VR game world who is also on a quest.

Show the development of their relationship, and the challenges they face as they both strive for their own goals.

Explore the theme of love and its ability to transcend boundaries, even in a virtual world.

Chapter 5: The Final Battle

Zev's final showdown with the Chaotic Lord, and his quest to become the Prime Vassal.

Show Zev using his full range of skills and abilities, including his mastery of puppetry, shadow magic, and hybrid status.

The resolution of the story, with Zev achieving his goal and unlocking his full status.

Epilogue: The Future

Show Zev's future as the Prime Vassal, and the rewards and restrictions that come with it.

Touch on the themes of ambition, love, and personal growth, and how Zev's journey has changed him.

End with the promise of future adventures for Zev in the VR game world.

FADE IN:

EXT. VIRTUAL REALITY WORLD - DAY

A young man, ZEV, steps into the virtual reality world, with the excitement and nerves evident on his face. He reaches for his personal H.U.D. and activates it.

ZEV: (whispering to himself) This is it, the moment I've been waiting for. Time to unlock my true potential and become the Prime Vassal.

CUT TO:

INT. VIRTUAL REALITY CAFETERIA - DAY

Zev is sitting at a table, surrounded by his friends, who are eagerly waiting for him to show them his character sheet.

FRIEND 1: Come on, Zev, show us your status page!

ZEV: (sighs) Unfortunately, I can't do that just yet. I have a unique quest to unlock all my abilities and talents. I must become the Prime Vassal of a Chaotic Lord.

FRIEND 2: (excited) That's so cool! What do you need to do to become a Prime Vassal?

ZEV: (serious) I need to obtain my Puppeteer Control Rings and expand my control over larger groups of puppets. I also have to prove my worth as a hybrid of NPC and Chaos Seed.

CUT TO:

EXT. VIRTUAL REALITY FOREST - DAY

Zev is on a journey through the virtual reality forest, facing various challenges and obstacles as he strives to obtain his control rings. He meets an NPC, who becomes a crucial part of his journey.

NPC: You have a rare gift, Zev. You're a hybrid of NPC and Chaos Seed. It's a rare combination, and it makes you special.

ZEV: (smiling) Thanks. I've always felt different from the others, but I never knew why.

NPC: Your powers are unique, and your quest will be filled with twists and turns. But I believe in you, Zev. You'll make it to the end.

CUT TO:

INT. VIRTUAL REALITY CAVERN - DAY

Zev is deep inside the virtual reality cavern, where he must defeat the final boss and obtain his Puppeteer Control Rings.

BOSS: (laughing) You think you have what it takes to become a Prime Vassal, do you?

ZEV: (determined) I have to. I won't stop until I unlock my full potential and become the Prime Vassal.

The boss and Zev engage in a fierce battle, with Zev using all of his skills and abilities to defeat the boss.

ZEV: (excited) I did it! I got the control rings!

CUT TO:

INT. VIRTUAL REALITY CASTLE - DAY

Zev presents himself to the Chaotic Lord, who is impressed with his skills and determination.

CHAOTIC LORD: (impressed) Well done, Zev. You have proven yourself worthy to become the Prime Vassal.

ZEV: (excited) Thank you, Lord. I won't let you down.

The Chaotic Lord gives Zev the final upgrade to his character sheet, revealing all his abilities and talents to the world.

ZEV: (excited)

As Zev successfully becomes the Prime Vassal of the Chaotic Lord, he realizes that the power he has gained comes at a great cost. He has lost control of himself and his puppets, becoming more like the chaotic lord with each passing moment. He is plagued with visions of his former life on Earth, and of the love he left behind.

In a desperate attempt to reclaim himself, Zev seeks out the source of the chaos and destruction that the Chaotic Lord has wreaked upon the land. With the help of his allies and his newfound strength, Zev finally faces the Chaotic Lord in a fierce battle.

As the final blow is struck, Zev realizes that the source of the chaos was not the Chaotic Lord, but himself. The puppet control rings were a manifestation of his own insecurities and desire for control. The love he had left behind was his only hope for redemption.

With his newfound understanding, Zev returns to the woman he loves and begins the journey of redemption and self-discovery. He sets out to become a better person, and to bring peace to the VR world, hoping that one day, he can return to his own world, a changed man.

In the middle of the story, Zev faces various challenges and obstacles in his quest to obtain his Puppet Control Rings and expand his ability to control multiple puppets.

One of the main arcs in the story is Zev's personal journey of self-discovery and growth as he grapples with his identity as a unique hybrid of NPC and Chaos Seed (Earthling). He must navigate the complex and often conflicting dynamics of these two different elements of his being as he strives to find his place in the VR game world.

Another arc in the story is the conflict between Zev and the Shadow Guild. The Shadow Guild sees Zev's unique abilities as a threat and seeks to eliminate him. Zev must use all his cunning, skills, and powers to outwit the Shadow Guild and protect himself.

As Zev strives to achieve his goal of becoming a Prime Vassal, he also faces challenges related to his newfound powers and responsibilities. He must balance his personal desires and ambitions with the restrictions and expectations that come with his newfound status.

These various arcs flow together and sometimes clash as Zev strives to overcome the challenges that stand between him and his goal. Along the way, he faces unexpected twists and turns that keep the reader on the edge of their seat and offer a range of emotional experiences.

Title: "Chaos Quest"

Fade In:

INT. VR GAME LOBBY - DAY

Zev, a hybrid of NPC and Earthling, enters the VR Game Lobby. He checks his H.U.D. and sees a new quest has been added.

ZEV (excited) Finally! A new quest!

Zev opens the quest and reads the details.

ZEV (V.O) (reading) Quest: Obtain the Puppet Control Rings and secure your Prime Vassal position by finding the Chaos Lord.

Zev eagerly accepts the quest and is teleported to a new area in the game world.

CUT TO:

INT. CHAOS REALM - DAY

Zev finds himself in a dark and chaotic world. He encounters a mysterious figure who hands him the Puppet Control Rings.

MYSTERIOUS FIGURE (warning) Beware, Zev. The Chaos Lord is not to be underestimated. You must use your skills and cunning to find him and secure your Prime Vassal position.

Zev nods and sets off on his quest, using his puppet control abilities to navigate through the dangerous realm. He battles monsters and overcomes obstacles, honing his skills and expanding his army of puppets.

CUT TO:

INT. PALACE OF THE CHAOS LORD - DAY

Zev finally reaches the palace of the Chaos Lord. He engages in an epic battle with the powerful being, using his cunning and puppets to defeat him.

ZEV (triumphant) I have done it! I am now a Prime Vassal, with the ability to expand my motivations and achieve my goals.

Zev shares his talents and abilities with his Liege Lord, and together they set off on new adventures in the game world.

Fade Out.

THE END.

This screenplay highlights the journey of Zev as he strives to obtain the Puppet Control Rings and secure his Prime Vassal position in the VR game world. The lesson for children is the importance of perseverance and determination, as well as the power of friendship and teamwork.

1. A DJ record scratching technique commonly used in beat intros or transitions [↑](#footnote-ref-1)
2. A DJ record scratching technique commonly used in beat intros or transitions [↑](#footnote-ref-2)