***Verse 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.”, Zev stated cooly.

“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 for yourself.”

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.

Zoctor 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. He needed food. He needed water. He needed a map.

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.

## 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

[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.

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.

[UNIFY CHARACTER SHEET ABOVE]

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.

“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.