

# The Enchanted Forest Chronicles

A Jump set in the lands documented by Patricia C. Wrede.

*Part the first - In which the jumper learns about the world and their place within it.*



The world of the Enchanted Forest Chronicles is a world you are likely familiar with. You see it is the world that all of those fairy tales happened in. Brothers Grimm? Anderson? 1001 Nights? Pretty much any of those tales have happened in the past of this world, and the people remember. Compared to most fantastical settings the average peasant and prince here tend to be rather Genre Savvy. Giants have a distinct dislike for people named Jack, Dragons consider George a curse word, and everyone knows what happens when you fail to invite a local fairy to a christening.

Sixteen years ago into this world Princess Cimorene was born, the youngest daughter of a wealthy and prosperous kingdom, her six older sisters were prim, proper, petite, and blond. She on the other hand was a bit of a tomboy, adventurous, stubborn, and with her raven locks and tall figure was apparently marked for trouble, even her fairy godmother suggested her parents marry her off early before the rumors of her un-princess like behavior began turning away prospective suitors. Our story begins the week Cimorene discovers she is engaged without her input, to a prince that isn't even as good with a blade as she is and decides to run away from home.

You may freely affect the course of events here, prophecy is weak when it does exist, and is extraordinarily vague at the best of times. Should you do nothing in or around the main cast of characters, things will likely play out largely as written, the narrative tropes that insert themselves into this world will see to that. Should you take a background with memories of this world, you will find yourself easily falling into the patterns of fairy tale fiction, while at the same time being quite aware of them, after all it is 'just the way things are done.'

## Location

Roll 1d8 for location or pay 50cp to choose.

**1 The Kingdom of Linderwall** - This larger than average kingdom is prosperous and well managed. The king and his wife have seven lovely daughters. Six petite, blond, perfect princesses, and the youngest Cimorene, tall, with raven hair and a stubborn disposition.

**2 The Mountains of Morning** - These blue-gray mountains are quite sharp looking, composed mostly of granite, they meander across a good chunk of the continent and act as a barrier dividing the Enchanted forest from nearby Linderwall. The many caves north of the pass of silver ice are home to many dragons.

**3 The Caves of Fire and Night** - These caves connect the dragon network of tunnels to the other side of the mountains and let out somewhere in the Enchanted forest, usually. The caves are highly magical and can be quite dangerous to the uninitiated. The entrance to the dragon side of the caves is barred with an enchanted gate; they changed the password so Open Sesame no longer works.

**4 The Enchanted Forest** - The forest is alive, and aware, it has a habit of keeping out those it considered undesirable, wicked uncles, selfish brides, and other undesirables. That you have found your way here is a mark in your favor, but no guarantee you'll reach your destination. Where you want to go may not be where you need to go, and how you choose to treat those you meet along the journey will impact your success. The paths of the forest change, growing longer and shorter at its whim.

**5 Herman's Cabin** - This picturesque cabin is nestled in a lovely mountain valley, the land is peaceful and pleasant, the protective enchantments keep out dangerous wildlife and keep the younger residents from wandering too far unescorted. Almost all the windows of the cabin have interesting, if faded enchantments upon them and the Magician who enchanted it stops by occasionally to check things over. Herman, a dwarf from a long line of Gold Spinners, has quixotically found himself the foster father of dozens of children over the years, despite changing his name to make it easier to guess.

**6 The Great Southern Desert** - This arid waste is largely devoid of ambient magic, whether that is because it is a waste, or it is a waste due to the lack of magic is a matter for debate, and the nearby College of Wizards in the Brown Forest aren't talking. Since they have a habit of absorbing ambient magic to power their spells, they may just be avoiding confessing to anything.

**7 Old MacDonald's Farm** - Old Man MacDonald has a beautiful farm covering many acres of lush fields. He currently focuses on magical plants, and straw for spinning, but is thinking of branching out into magical animals soon. His fertilizer is top notch.

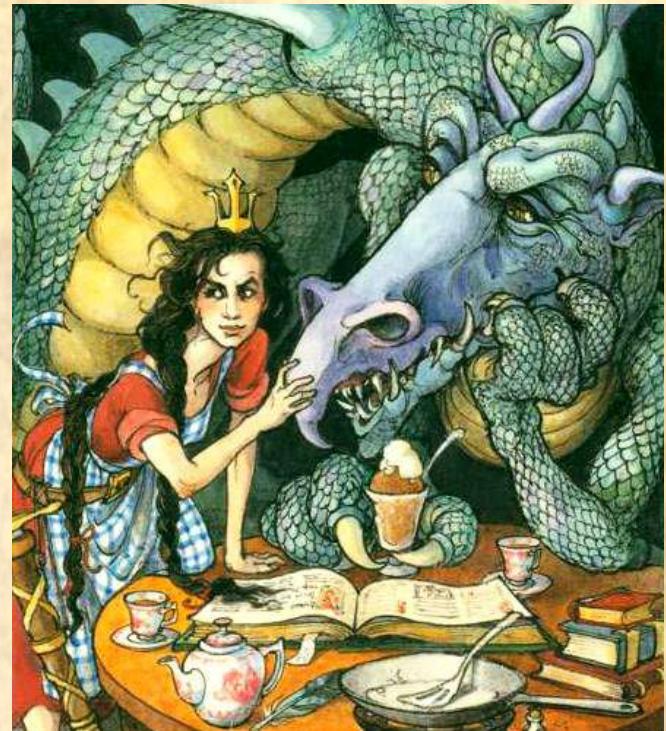
**8 Free Choice** - You appear in any of the above locations, or any outdoor location in any land mentioned in the four novels and two short stories.

## Background

*Your age and gender are determined by your background. All backgrounds are capable of learning the local magic, and will retain the ability to use any magic learned while here in other worlds barring drawbacks.*

**Drop-In** You appear in this world with a simple pop. As magical teleportation is not unknown, you may go unremarked. You have no new memories and may keep your age from the end of your last jump or roll 1d8+15 for your age, you may choose your gender freely.

**Dragon Princess** Whether you are a proper princess or a rebellious feminist you have found yourself the official princess of one of the dragons of the Mountains of Morning. Fortunately for you princesses are a highly prized status symbol among dragons and you will be well treated. You might even make some friends or do some networking among the other dragons' princesses'. Your physical sex is female and you may roll 1d8+15 for your age. There is a reward for your rescue, your hand in marriage, and half your kingdom.



**Witch/Magician** You have spent many years studying the craft of magic, whether it be focusing on the vagaries of witchcraft, or the more broad studies of the Magician, you have a deep understanding of your craft, and the intricacies of creating and foiling spells and enchantments. You may choose your gender freely, but you are likely to be called a Witch, or Magician based on said choice rather than your academic pursuits. Your age is 1d8+25.

**Dragon** Dragons are wellsprings of magic. They generate it simply by existing, and it is fundamental to their makeup. Dragons are born neither male nor female and instead decide at some point in their lives which is for them. Their biology adapts to suit. The ruler of the dragons is always referred to as the King however, whether they be male or female. For your age you may roll 1d8 +100 as dragons tend to come of age at around one hundred years or so...

## *Part the second, in which our jumper acquires skills and abilities most substantial*



### **Perks**

The first purchase of a 100 point perk is free to their origin, subsequent purchases and all other perks are discounted to 50% for their origin.

#### **General**

General perks are undiscounted.

**Local Magic** - Free to all. In this world everyone is capable of learning some magic, it just takes a bit of effort, time and study. Some schools of magic have certain requirements, or traditions, but ultimately magic is magic, and you can learn it. In future worlds you may perform any magic learned here, from a simple invisibility spell, to creating enchanted objects. You may also teach others what you have learned, though it will take longer to learn for those from mundane worlds unless you have another method to grant them a spark of magic.

**Imprecise Terminology - 100cp** While some will wax eloquent about the vagaries of magic, creating euphemisms, attempting to create new words for old spells, and generally making a muck of things, you have the ability to cut through all that. Whenever reading through a treatise containing obscure, unique, outdated or otherwise difficult colloquialisms, you will always know exactly what is being referenced or described. No flowery text or euphemistic rambling can hide the plain truths from your discernment. Does the potion call for mustard seeds, or the literal eyes of a newt? What do they mean Hippo Oil? You will always know. Conversely you are quite adept at creating infuriatingly complex manuscripts that take decades of study to interpret as well as simple instructions for the layperson without formal education.

#### **Being a Spell for the Resisting of Heat and Flames of All Kinds, in Particular Those Which Are the Product of Magical Beasts:**

**Fireproof - Free/100cp** You are completely fireproof, both against mundane and magical fires, even sunburn. The protection is such that while standing in a flame, you have no need to even breathe. This protection extends to anything you are wearing or carrying, though high magical flames may singe the edges of your sleeves and such. You get this for free during the jump and for 100cp, may keep the protection, as well as a set of instructions detailing how to grant the same protection to others.

*Power of water, wind and earth,  
Turn the fire back to its birth.  
Raise the spell to shield the flame  
By the Power that we have tamed.*

## Dropin

**Christening Blessing -100cp** Immediately after arriving you encountered a very inebriated fairy who blessed you with something akin to perfect teeth, or never losing your keys. The exact blessing is up to you but can be no more powerful than a permanent version of a hygiene charm or highly specialized version of a very low level spell. Or an ironic fail like spinning straw into linen thread instead of gold. This may be taken more than once, but if you do so be aware that if they remember you when they get done being hung over, they may take an interest. **If you take this perk more than 3 times, take the Drunken Fairy drawback.**

**No Ontological Inertia -200cp** Sometimes a spell cannot be broken, an enchantment cannot be lifted, a curse can not be overturned. Well, as long as the caster is alive anyway. Whenever you kill or otherwise permanently incapacitate a magic user any and all negative magical effects they were responsible for will immediately end safely, and when necessary, modestly. However, should they be a Load Bearing Boss, who's magical power was the only thing keeping a volcano from erupting, a castle flying in the sky, or a tower from falling, you will know and have enough time to efficiently and calmly evacuate the area or land said fortress safely, you'll even have time to clear out the treasury.

**Knowledge is Bliss -400cp** In a world of magic sometimes you are better off not knowing. Or at least that is what they say. Fortunately for you this is not the case. In cases where knowing too much would be counterproductive or even dangerous, you are unaffected. No matter how much you are informed of secret, forbidden or even cognitohazardous information you will never be harmed or ill affected by it. Magic, or any other hazard that can only be blocked by ignorance will function as if you were, You can stare into the dark without it staring back.

**Fairy Tale Ending -600 cp** *"Journey over, all is mended, And it's not just for today, But tomorrow, and extended, Ever after! All the curses have been ended, The reverses wiped away, All is tenderness and laughter, For forever, After!"* Happily ever after is how all of those stories go, and now that's how your stories can end as well. Should you be directly involved with helping others, to overcome obstacles, challenges, misfortune, or fate, the very fabric of reality will flex to ensure the most positive outcome for those you have aided. Their luck and wellbeing will get a permanent boost, and they will only continue to live in interesting times should they choose to. Things you fix, will stay fixed, people you save, will stay saved, and even societies you change will tend toward being better instead of backsliding.

## Dragon Princess

**Etiquette -100cp** While the lessons may have been boring, they are undoubtedly useful. Knowing not just what to say, but how to say it when dealing with dragons, enchantresses, the fae, and others can keep you from harm in more ways than one. You will never accidentally enter yourself into a binding agreement, or unintentionally offend a being of power. You will always know how to address helpful spirits and creatures so as to keep them helpful and not drive them away. In addition to knowing such tidbits as never thanking the local fae you also have perfect knowledge of mundane etiquette that will serve you in whatever setting you find yourself in. You are also skilled at drawing, knitting, weaving, and needlepoint.

**Improper Princess -200cp** While proper princesses were solely learning Etiquette and needlepoint you felt that there was more to do, so you slyly sought instruction from the castle chef, till your father found out, then from the court magician, till your mother found out, you even sought out instruction from the castle steward in Latin and Law. The Fencing lessons lasted longer than they probably should have due to the whole castle conspiring to keep your parents in the dark, but the juggling lessons didn't get beyond three balls. You have a plethora of skills of moderate usefulness and are quite talented in cajoling teachers into teaching you. You are also adroit at learning from books and translating those instructions into practical lessons and real skills. While you will always learn better with instruction, there is no skill that can be taught you cannot learn, even teaching.

**Escape Clause -400cp** Every curse and baleful enchantment has an escape clause, especially the ones that shouldn't. You are particularly good at finding and exploiting these loopholes. Whether it be true loves kiss, a splash of water from a magical well of healing, or being a person who meets certain very stringent requirements, you can find the key to break the curse and restore the victim, upon encountering such cursed souls, or being cursed yourself, you are sure to quickly determine how the curse can be broken, or exploited. This ability will carry forward into other worlds who's curses will now also have such loopholes.

**Chief Cook and Librarian -600cp** You may have been kidnapped, or perhaps you volunteered, but you have managed to go from a simple status symbol to a treasured confidant. You have the skills and mindset to successfully manage a dragon's lair, hoard and all, to keep up their social calendar, and host, successfully, any events that need hosting. These skills would make you a Perfect personal assistant to the most demanding draconic, even devilish executives. They also make you a fine ruler, capable of managing vast companies, kingdoms, estates, or even empires, logistics, politics, organization, timing, presentation, you have a knack for all of them and when you find yourself beholden to another can quickly ascend in their eyes to being their right hand.

## Witch/Magician

**None of this nonsense please. -100cp** You have something that many who dedicate themselves to lives of magic seem to have lost. Common sense. You remain practical and sensible in the face of the ridiculous, and are quite good at calming down others and getting them to see sense. Your no nonsense manner and island of calm in the face of storms of chaos ensure that even kings and queens will listen when you speak. Regular contact with you, even just stopping by for tea once a week or so helps others also think critically and temper their reactions with a cautious bit of skepticism. You, and those who you share this benefit with are also very good at spotting deceptions of all kinds. Your practicality and common sense also ensure you take steps to shore up personal weaknesses. You are



entirely too clean to melt with a bucket of water, even with soap and lemon. You are similarly immune to other obscure weaknesses of race or occupation unless being affected by an explicit drawback.

**Arglefraster! - 200cp** You can create rituals and spells to grant potion-like effects to those that cast them. Whether it be dousing wizards with soapy water with a hint of lemon by pointing and saying a trigger word, or embueing or empowering yourself or others with alchemical effects via pure spellcraft, You may take any magical liquid, cream, paste, powder or other solution and create a small ritual which imbues those that partake of it with the ability to cast the effects as a spell. This is particularly useful for potions that can be addictive, or toxic if overused. Each effect must have a unique key word that is usually spoken aloud to trigger it.

**Jack of All Trades -400cp** The various schools of magic have their own strengths and weaknesses, Witches need their gardens, Magicians need their books, Wizards need their staffs, and Enchanters need a whole passel of magic items. You have discovered however that while dedicating your life to a magical tradition has its benefits, it really isn't for you. You instead have sampled the buffet of knowledge and with a bit of effort can pull off magic the likes of the best of them. Any time you encounter a specialist magic user, you will easily be able to learn from them, either via observation, or by directly seeking advice, they will find themselves much more likely to share arcane secrets, techniques, and even their favorite staff polish recipe with just a bit of effort. You no longer need to meet any prerequisites to learn or cast any type of magic, and not being a member of a specific tradition or school will never be brought up when seeking tutelage.

**Fire Witch -600cp** You aren't just a student of magic, you have a unique talent for it. Any time you encounter a spell ward, jinx, curse, charm or enchantment, you can perceive how it was constructed, to the point of knowing the details of forbidden rituals and recreating unique magical items. Your ability to pick up and easily learn such secrets is enhanced by a near photographic memory where such things are concerned. Once you learn how a magical effect was created, you will never forget unless you choose to. You are also proficient with a unique type of magical fire that consumes magic and can easily destroy items enchanted to be indestructible and fireproof, by first burning the protections. If you get angry enough, you can have your hair burst into flames as a warning to others.

## Dragon

**Gender Fluid -100cp** Dragons of this land are born without a physical sex, once they reach an appropriate age, usually around a hundred years old or so, they decide which they would prefer to be. Now you have this ability, irrespective of your form. Every time you take on a new alt-form you may decide to change it to male or female if the species has at least two sexes. If your species has three or more you may freely change between them. Any perks or abilities that are determined by your sex will always treat you as if you were the sex they were designed for. You may also choose how a variable perk with different effects for males and females expresses irrespective of your physical form. The perspective filter on this ability ensures that everyone always knows your gender instantly, and everyone always knows you were always the gender you currently are, you may toggle this filter off if you wish.

**Dragon's Eye View -200cp** Flying is a wonderful ability, and flying under the power of your own wings has a distinctly different feel than flying under the power of another. But flying has a slight complication for those raised upon the surface of the earth. Navigating in three dimensions is considerably more complex than following a simple map. You have an uncanny ability to be able to easily navigate in three dimensional space. Even while performing aerial acrobatics, stunt flying and dog fighting, you have a precise sense of your location in relation to the planet closest to you, others flying around you, and even the movement of the heavens. You can fly, or even swim with ease and also have that uncanny sense of direction that many birds are known to have. You also can unerringly find your way back to anywhere you've ever been. Even if you didn't fly there, you can take to the skies and rapidly home in on any location you have been.

**Wellspring of Magic -400cp** Dragons are a source of magic to the world, and as such you constantly radiate mystical energies. You are a source of power and empower the lands and creatures around you. This aura will quickly encompass any lands you own and begin to saturate them with your power and will slowly spread to adjacent areas increasing the background energy of whatever world you find yourself in. The stronger you are, the faster the spread, the more the energy the land contains the more magical plants and animals will begin to spawn. You can direct this spread, focus it, empowering places and things directly, and even restrain the aura preventing the effect completely. Items that absorb magical or other esoteric energies will be empowered by this effect, and depending on their absorption can cause discomfort for you. Items that may only work, or exist in magical environments always work around you whether your aura is restrained or not. Areas of nullified or dead magic can be quickly erased by your presence, healed, and restored to whatever pattern or weave the magic of the world has taken.

**For The Hoard -600cp** This sounds like it should be an item, or collection of items, and that technically is true, but this isn't a collection of items, it's a Hoard. What is a Hoard? A Hoard is the spoils of war, items taken from fallen foes. A Hoard is tribute, the hand crafted labors of those kept safe under your wings. A Hoard is power, a tangible, and manipulable aspect of your strength; grow the hoard, and your powers, all of them, grow with it. Add items to the Hoard through receiving tribute, not trade, add items to the Hoard through claiming spoils, not 'drops', and your strength will continue to increase. Only that which is crafted is of value to a Hoard, ores, raw gems, aromatic woods and plants may be pleasing to have, and useful for a crafter, but they are not Hoard. Nor is anything crafted by yourself, your companions, or Jump-assigned followers. The Hoard is not and cannot be infinite, but as it is not the totality of your power, does not limit you, its effects are additive and multiplicative in nature.

*Part the third, in which our Jumper acquires supplies for their journey, and perhaps even a destination?*



## Items

Items purchased here will return to your warehouse if lost or destroyed. Properties purchased here may be imported into subsequent settings or kept as warehouse attachments. 50 CP Items are free to their backgrounds for initial purchase, but full price for subsequent purchases. 100 CP items are free to their backgrounds and discounted for subsequent purchases. All other price tiers are discounted for their respective backgrounds. Similar items already owned by the jumper, or companions may be imported to gain a new form. Unique named items are Perfect Copies of the originals you find in your possession.

**Wizard's Staff - 600cp** Really? You want one of these? It won't make you too popular around here. Well, don't say I didn't warn you. **Take the Wizard Drawback.** This Wizard's Staff is hand crafted from the finest wood from the Brown Forest, in the corner of the great southern desert. It is heavily enchanted and largely indestructible. Though it might give way to an irresistible force. It is also vulnerable to dragon fire if not being wielded. If it is destroyed, it will reappear in your warehouse after one week. To anyone else, the staff is merely a curiosity, it absorbs ambient magic and the magic of any objects it comes into contact with. This can kill magical plants and make magical creatures ill. But for you, it acts as a battery, capacitor, and amplifier. You can absorb magic at a far greater rate by activating the staff. When you do so, your personal magical energy recovery will skyrocket, and you might even create areas of null magic around yourself. Loose magic, spells, spell effects, auras, zones, etc. can all be absorbed when you activate the staff. The amount of magic you can absorb is limited to your capacity. The staff can contain three times your personal magical power before self-destructing, likely causing a zone of chaotic magic to form in its wake. You will always know exactly where your staff is unless it is obscured using dimensional shenanigans. Then you will have a fair idea of where it was, and get good impressions of how to retrieve it. Your staff, if bearing a charge of at least 75% of your personal magic reserves will act as a one up, restoring you to life and health in a week to ten days even if your body should be destroyed by magical means. However this effect will not restore you from being eaten by a dragon or other highly magical creature such as a Grue.

## Dropin



**Membership Card - 50cp** The Right Honorable Wicked Stepmother's Traveling Drinking Debating Society, or its Men's Auxiliary requires you to be a Stepmother, Stepfather, or Wicked Uncle, to join. But here you are, without a single relation they know of and they happily handed you their exclusive card. Perhaps it was a mistake? Well regardless, this card allows you entrance into

exclusive membership only clubs, events, parties, and trips. Any social gathering, society function or even semi-secret society event will welcome you when presented with this proof of membership. It sadly won't let you get into military bases, or the secret bases of spy organizations and evil corporations...Unless they are hosting a party there. But you might meet someone at a soiree that could sneak you in with the proper motivation.

**Golden Goose - 100cp** This is a perfectly normal goose in most respects, however its feathers appear to be gold rather than white. They are not in fact made of gold, and have no intrinsic value other than as a curiosity, but it does molt and shed rather a lot, and its downy quills are quite soft, they make some of the best pillows you've ever slept on. This oddity has resulted in people trying to make off with your golden goose, so a helpful enchanter placed a spell on it. No one may pick up your goose without your permission without getting stuck to it. Anyone that touches them while they are holding the goose will likewise be stuck. This can, and has resulted in dozens of people being magically glued together until you come along and pluck the goose from the thief's hands. The sight is quite comical as they are obliged to follow along wherever you lead them until freed. It could bring a smile or laugh to the most sour and pessimistic of souls. The soft golden feathers breed true, and are hypo-alergenic. The spell somehow does as well. The goose molts enough down to fill a pillow about once a week during the spring and summer, in the fall and winter it does not molt.



**Enchanted Sword - 200cp**, Free with Enchanted Forest. This fancy sword is quite well made, has excellent balance, and can be used as a spell focus, it unstops clogged drains, and even does the dishes. You've been told that it is rather flashy, and perhaps it emanates a bit of magic, but it's just so useful, why would you ever want to use another? When wielding the sword, you can perceive the weave of magic even without mage sight, and can see the knots of spellwork, with experience you might be able to discern what each type of knot does, but you have a sword, and the Alexandrian solution works wonderfully to untie Gordian spells left laying about. Any excess magic from disrupting such spells is channeled into the sword. If you also have purchased the Enchanted forest, Drawing strongly on its magic through the sword may cause patches of the forest to spring up in the local area if it is otherwise undirected. This can be used to expand the borders, repair deadened areas of magic, or create islands of magical land in an otherwise mundane landscape.

**Enchanted Forest - 400cp**, This magical forest is a near replica of the eponymous forest here. It is filled with groves, caves, fields, dells, springs, cottages, and even a fancy castle. It is difficult to navigate without the aid of friendly talking animals, and its internal geography will change to help or hinder those within. Rudeness is punished, good manners are rewarded, third sons, orphans, seventh sons, and step children can most easily find their way here. It can spring up upon any land you own, no matter the climate.

The plants and trees are sustained by thick ropes of invisible, intangible magical energy that crisscross the forest itself. As the ruler of this little demesne, you, and those you choose may see and manipulate these densely packed ley lines. Literally weaving the fabric of reality with strings of magic. Extending the lines away from the forest will take energy, but also cause it to grow. Tying a source of magic directly into the net will cause it to expand slowly. The magical output of a single average dragon might increase your diameter by a few inches in every direction each year, whereas the magical power of a deity could see it rapidly spreading across continents. If kept as a warehouse attachment, the forest is endless and looping. You can walk in a straight line and find yourself treading over your own footprints, while never seeming to get too close to anyone else unless you want to.



## Dragon Princess

**Powdered Hens Teeth -50/200cp** This thirty two ounce glass jar has a latching lid and when sealed is completely waterproof. There is a hand printed label in a fine script declaring it Powdered Hens Teeth. For fifty choice points, within is a fine white powder that will serve as powdered hens teeth, whether the powder was actually made from chickens, or some sort of mutant lizard is up for debate... But any magical test will confirm magically and alchemically it is what it claims to be. For 200 choice points, the contents will be whatever alchemical or magical reagent you need that is normally as rare as hens teeth. Jar refills upon use.

**Dragon Magic -100cp** This book details many varied spells created by, for and because of dragons. They usually call upon elemental energies in some way and many include potions that amplify ritualistic effects. Some of the ingredients are somewhat hard to come by, but dragon hoards are notorious for being cluttered full of unusual things. Perhaps your dragon might have a few of the more interesting ingredients? In future jumps, this book will be updated to include similar spells in the local magic system if possible, or spells for creatures similar to dragons if actual dragons are not on offer.

There is room to add your own spells as well, should you craft them, and the book always seems to flip to the page you need if you aren't reading it to be reading it.

**Magical Wardrobe -100cp** This enchanted piece of furniture is always brimming with an assortment of beautiful dresses that fit you perfectly. It can produce more practical clothing on demand, but seems to almost pout when doing so. It can also be used to provide clothing for others, but, being a largely inanimate object it may take a few tries before it understands what you are asking for.

**Frying Pan of Doom -200cp** This magically enhanced and enchanted frying pan is the result of an enchanter attempting to make a Sword of Doom, and tripping over his pet pig and enchanting his wife's prize frying pan instead. It can be used to cook, quite well, and also serves as a marvelous blunt weapon. Those struck with the Frying Pan of Doom are transfigured into various food items. The transformation is instant, permanent, and ignores magical resistance, though not immunity. It can be reversed by the pan but only until the food is eaten or goes bad. One villain was sadly turned into a massive poached egg. The onlookers quite lost their appetites. Without an oven mitt, the pan can only be safely held by its owner, as it burns anyone else attempting to hold it, and it can only ever be wielded by its owner, which is now you and those you designate.

**Ballimore's Cauldron of Plenty -300cp** This replica magical cauldron will produce near endless soups, stews, porridge, and other various dishes cooked to perfection to order. It easily serves a thousand people at once, though producing for even larger crowds may take a bit of time. It merely needs to be tapped firmly with a wooden spoon and commanded to produce said dish. Once done, usually a matter of a few minutes, it can be ladled out or poured out near endlessly. It does have a nice safety feature that turns it off if it tips over unattended or is submerged. It sadly cannot do dessert well, unless you like burnt mint custard or sour-cream-and-onion ice cream?



## Witch/Magician



you don't already have. The growing instructions will be quite simple, and the care and feeding of the plant will be within your means.

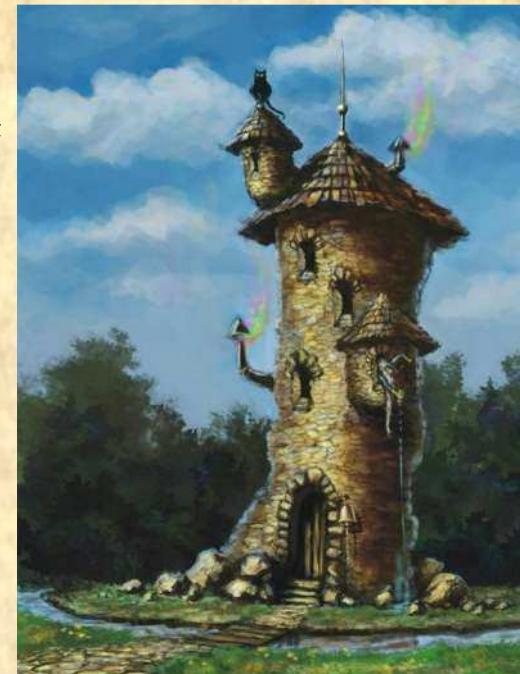
## Deadly Nightshade Gardening Club -100cp

This is a combination subscription club and society sheet. You will get monthly newsletters with articles on magical horticulture and its uses, recipes, tips, and even the occasional personal ad. Each month you will also receive a seed, root, cutting or other growing sample of a magical or exotic plant useful to a witch or wizard with the proper training. The featured plant will be either new to you, or a rare variant

**Witches Garden -200cp** This beautiful garden is very well maintained, and contains plants both magical and mundane. An interesting combination of a kitchen garden and potioner's dream. Parsley, peppers, cabbages, celery, asparagus, watercress, fiddle fern lettuce, rutabaga, arugula rampion, beans. Fruit trees, nectarines, apples, pears, and other more exotic plants. Any plant grown here will be healthy and fruitful, appearing quite delectable to any that observe them. Despite its preferred climate, the season in the garden will always be warm and soothing like early summer no matter the season or weather beyond its walls.

**Magician's Tower/Witches Cottage -400cp** This magical home is picturesque and blends into the landscape perfectly or stands out starkly, depending on how it is placed and your preferences. It is larger than its exterior would suggest and is immune to any nullification effect that would try to force its geometry to be euclidean. It can be a tower with stairs that only go up, or down, (a set of each if you please, otherwise you'd never get anywhere) or a one room cottage with two doors. The back door leads to multiple other rooms, each the size of the cottage itself. Regardless of the aesthetics and magical quirks, it will contain living and working areas suitable to a solitary maggal

practitioner who occasionally has guests. A well stocked library containing books on a variety of magical and scientific knowledge as well as local history. Lab equipment in finest brass, glass, silver and slate. Though the slate countertop appears far

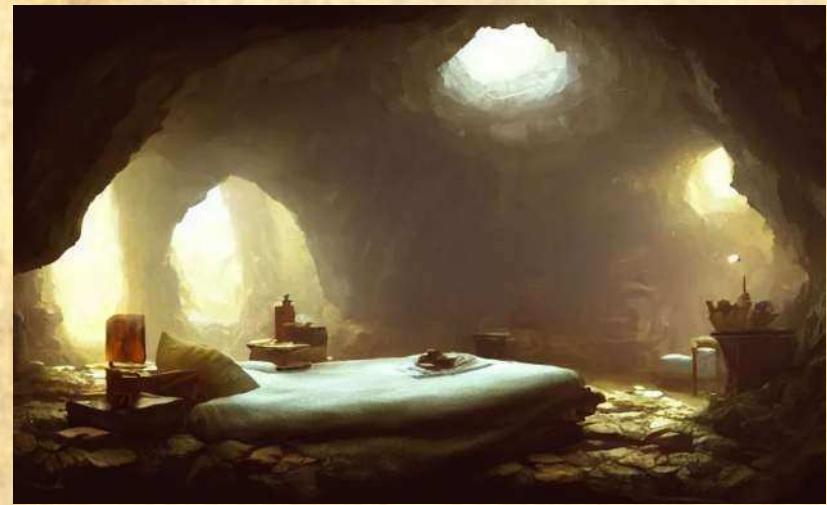


too smooth and shiny to be natural, almost like modern epoxy resin chemical tables? And a set of sealed cabinets containing preserved specimens and samples of commonly found magical reagents, nothing unique, or highly valuable, but if a traveling merchant has any chance of stocking it, you likely have a supply.

## Dragon

**King's Crystal -100cp** This irregularly shaped oblong crystal is quite clear and free from defects, it is nearly completely flat on the top and bottom and polished smooth. A little over an inch thick, it is a little larger than a dinner plate. It is also a heavily enchanted scrying focus. Far more accurate than a crystal ball, and less moody than a magic mirror, it will freely show its user whatever is asked of it, though it does draw on the power of the user to do so and can be quite draining to use for long periods of time. It is best used to get snapshots of far off places than try to watch videos. It freely pierces through protections against scrying that are not enforced by deity level magic. Even those can be overcome if you are powerful enough. Scrying through the king's crystal does not leave a path through which you may be observed yourself.

**Starter Lair -200cp** You are still a young dragon by most respects, and the size of your lair reflects that. It has several rooms which you may have carved out yourself over the years. A sleeping chamber for yourself, a treasure room, a library, and an attached princess suite, with a bedroom, bathroom, kitchen and wardrobe appropriately sized for a human. There may be one or two other rooms with dedicated purposes other than the entry chamber. All of this is carved out of some of the most durable granite and can be rough hewn or polished as you desire. If you're feeling artistic, you may even use your claws to inscribe intricate relief carvings here and there. Or perhaps you hired a group of artisan craftsmen to install fancy woodwork in places? Your lair can be expanded by you and will always have its main rooms large enough for your full draconic splendor, the princess suite does not expand as such. As you age, and grow in wealth and power expanding our lair can be a show of status. Why, some dragons are known to have six or more rooms full of treasure.



**A Brass Bottle -400cp** This appears to be a jar made of beaten copper with two handles, its mouth closed with a leaden stopper, bearing upon it the seal of King Solomon. Inside is a Djinn that has sworn an oath as to how it will respond to being freed.

Released within 100 years, the person to release them becomes ruler of the world.

Released within 200 years, the person to release them becomes rich beyond the wildest dreams of men.

Released within 300 years, the person to release them gets three wishes.

Released after 300 years, the person must die by the hand of the Jinn.

He has been imprisoned for 290 years, and will be quite upset if he is freed before the 300 year mark. It will take some fast talking to convince him to grant wishes rather than simply try to kill whoever opens the jar. He won't twist the wishes he does grant, but also won't go out of his way to be helpful. All granted wishes must be made within a standard earth day of his gaining freedom. Each Jump after this one you will find in your warehouse a similarly sealed lamp with a different Jinn inside, some will be easier to convince than others.

**Caves of Fire and Night -600cp** These caves are quite mysterious and magical. They contain caverns of blue and green fire, liquid primordial darkness, (just three drops sprinkled on the ground cause a cloud of darkness to cover the land for twenty miles) powerful healing wells, terrible curses, vibratory resonance crystals that multiply sounds a thousand fold, caves of endless molten silver, sulfurous hot springs,(good for arthritis) geode like rooms of precious gemstones and a magically shifting maze. All of the minerals, stone, metal, and gemstone are excellent conductors of magic, both for making enchanted items, and using them as ritual reagents. However they are also highly susceptible to thaumaturgy. Items from any given section of the caves can very easily be used to magically influence other items from the same sections. The caves themselves act as a passage, one entrance will be hidden in a property of yours, or your warehouse, the other might be found anywhere. If you need to travel to some specific far off place, navigate the caverns and you may find yourself there.

*Part the fourth, in which our jumper recruits allies for their journey.*



**Companions:** Purchased local companions may not choose perks during the jump, but are assumed to have all the perks of their background. Imported companions get all discounts as normal and may take drawbacks that only directly affect themselves.

**A Faire -200cp** Import all your existing companions, they each get a background of their choice, as well as **600cp**.

**Cannon Companion -0cp** This option lets you invite anyone you meet in this magical world to come along, and guarantees they will be convinced by you that you are telling the truth. This does not mean they will choose to come along, but they might.

**The below options are for recruiting more generic and conceptual companions that will come along if invited.**

**A Dragon - Free Dragon Princess -200cp** - During your time here you will be guaranteed to meet, and very likely befriend a dragon. The dragon will be an adult by the end of your jump, (if they weren't already) and have access to all the Dragon Perks. Their Hoard will be packed into a nice traveling trunk with legs that follow them around. If you are a Dragon Princess, ~~this will be your dragon~~, you will be their princess.

**A Princess - Free Dragon -100cp** During your time here you will encounter at least one princess who is a bit more than the shallow stereotype. Her wit and humor only add to her beauty. While she is willing to Jump with you, that does not mean you are her true love or anything. She has access to all of the dragon princess perks, as well as a nifty wardrobe. If you are a Dragon, she is of course your princess, whether she has been rescued or not.

**A Professional Magic User -100cp** This person, man or woman, is a consummate professional, intelligent, resourceful, dedicated to their field of study, and most importantly of all, not willing to let tradition blind them to opportunity. They would love the idea of traveling to strange new worlds and uncovering new secrets of magic unknown to all.

**A Familiar - Free Witch/Wizard -50cp** This small animal seems to be a mundane creature of some sort, a cat or bird or some such, however it has intelligence on par with a human and can communicate with you intelligibly. It can also channel magic, and when aiding you in spellcasting increases the power you can bring to bear. You may import any animal companions you already have as familiars to gain magic, intelligence and speech.

*Part the fifth, in which the plot thickens.*



## Drawbacks

**Companions may only take drawbacks that affect themselves, not the world, or the Jumper.**

**S.A.E. Character<sup>1</sup> 0** Uh oh, you have chosen to replace one of the named characters from the books. You will be the same age, and gender as the character you are replacing, as you are now running about in their body. You may only use this to take the place of a character that can be said to have the background you have chosen. If you have somehow chosen this drawback without yet having chosen a background, congratulations your background now matches the one closest to the character you are replacing. Post Jump, this counts as an alt form.

**Daystar's Big Day - 0** If you take this toggle, rather than staying for a decade, you will be staying until Daystar turns sixteen. Should you somehow prevent said person from existing, you will instead simply be staying for twenty years. Either way, the date of your departure shall be one week after the end of the book Talking to Dragons, where in the normal course of events, Daystar will pass the tests for heirship to the throne of the Enchanted Forest, and release his father from being ensorcelled for the last sixteen years.

**Into the Woods 0** - A surprise crossover? Well it would seem that at some point during your stay here one of the princes of the local kingdom will be seeking a bride and hosting a ball. During the three nights of the ball, various villagers will go poking about the enchanted forest looking for their happy endings. Perhaps you could help them out?

**Curse of the Stone Prince +100cp** - You might not be a prince, in fact it's rather unlikely considering the background options available here, but you do share the same curse as said prince. You are a living statue. Capable of movement, speech and reason, you are as durable as the stone you are composed of, and just as fragile. This curse will keep you ageless and without need to sleep, eat, drink, have calls of nature, or breathe. Which is good, as your clothes have also been turned to stone and are part of your body at the moment. Only by being doused in water from a healing well retrieved by a virtuous third son on a quest to heal his ailing father may your curse be lifted.

**Fresh Produce +200cp** - You find yourself with an unusual appetite, an insatiable need to eat fresh picked produce and herbs. But only when you happen across them. This is particularly troubling as many of the plants in this world are magical in some way and as a result, you will likely be transformed many times. Should your transformations be compounded by eating more magical plants while already transformed, turning back will become increasingly complex and difficult. Any outside context ability to transform, or shapeshift will be locked out while under the effects of the magical

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<sup>1</sup> Self As Existing Character.

plants. Winding up as a seven-foot, eleven-inch (counting the ears) – floating blue donkey with wings... isn't off the table.

**Curse of Politeness +200cp** - Your magical powers, and even perk granted abilities only function properly when you are polite to those around you. Moments of rude behavior or speech will result in spells gone awry, powers sputtering, and perks blinking out briefly. Only by maintaining an even and polite demeanor in the face of adversity will you be able to bring your full powers to bear. Losing your temper and throwing a tantrum might just be the death of you. As this curse is drawback induced, no cure will be found for the duration of the jump.

**Drunken Fairy +200cp** - Oh dear, it would seem that a Fairy Godmother, or perhaps even a Wicked Fairy has noticed you, perhaps they blessed you or perhaps you broke one of their spells. Either way they will be watching and might nudge things around to make your life more interesting, for them. Expect an increase in magical shenanigans of all sorts. They are likely not to be directly malicious, even the wicked ones, but with the classic Wine Aunt mentality, may drop in with surprise "gifts" and unsolicited advice.

**Curse of the Pink +300cp** - You have been transformed into a Pink, that is a pink carnation. While you remain a flower, you will be unable to speak, move, or even be aware of the passage of time except in a general sense. As it is a magical transformation, you will be a magical pink, and will not wilt or fade if plucked, though if you are destroyed, while in this form, it counts as a jump fail barring 1-ups. If the curse is not broken, and you do revive from death, you will still be an inanimate flower. In the normal course of events you will be restored to normal on the day of Cimorene's wedding, two years after the jump begins unless other events have interfered. If your particular flower is found early, the curse may be lifted with a simple widely known countercurse as it was created to preserve rather than punish.

**Wrong Genre Savvy +300cp** - The people of this world are well aware of fairy tale tropes, you however seem to have missed the memo. While not everything runs according to the logic of the brothers Grimm, you will inevitably come to the wrong conclusions when faced with magical conundrums. Is it a knight who would never attack anyone whom he had broken bread with? Or a wicked fae who abducts all who eat his food? You are going to guess wrong over half the time. While you will not be flat out killed due to this, you might find yourself enchanted and in need of a prince or princess, or even a third son to get you out of your predicament.

**Wizard +400cp** - While you, like everyone else in this world have the capacity to use magic, somehow you have become a Wizard. You do not have a personal well of magic that refills naturally, instead you must actively drain magic from the world to power your spells, in addition, despite any perks you have to the contrary, you *will* melt into a brown puddle should you ever be doused with soapy water with a hint of lemon juice. Dragons will dislike you on sight, and Cimmerone, should you encounter her will be quite likely to melt first and ask questions never. So long as your staff exists you will eventually re-constitute from being melted, but it is not a pleasant experience.

*Part the sixth, in which our tale comes to a conclusion and a sequel is teased.*



Your decade is up, now you must make a choice, no matter your choice, all your drawbacks end.

**Stay** - This land might be crazy, but it's your kind of crazy, you've found your forever home.

**Go Home** - This is it, you've reached the end of not just the decade, but the journey, you go home, to your first reality with all you've gathered along your way.

**Continue Jumping** - The wild geese are calling, the road beckons, there are more misadventures to be had!

*Part the seventh, In which the author drones on about inconsequential things ad nauseam.*

## Notes

The Enchanted Sword can be used to channel the entirety of the magic of the enchanted forests into singular spell effects that will of course 'kill' that iteration of the forest as it no longer has magic to sustain it. Repairing it would be a massive undertaking. It can also be used to tap into the network, or even drain it completely when outside the forest. Draining the forest's magic will result in a barren wasteland strongly reminiscent of the Great Southern Deserts Brown Forest.

Cursed forms, such as the Stone Prince Drawback, revert to normal should the curse not be lifted by the end of the Jump. Any such forms, whether drawbacks, curses or self-inflicted transformations (I warned you not to eat that) may be considered alt forms for perks and abilities that use them whether they are cured during the jump or not.

To be clear, the Into the Woods Toggle ensures that the events of the Stephen Sondheim Musical *Into the Woods* will take place during your stay here. Cinderella, Jack and the Beanstalk, Rapunzel, and Little Red Riding Hood all have their stories interact during an eventful three days in the woods. A year later, the resolution of the tales of Snow White and Sleeping Beauty interact with the others as well.