



The Dragon Prince Jumpchain

Once, Xadia was one land, rich in magic and wonder. In the old times there were only the six Primal Sources of magic; the Sun, the Moon, the Stars, the Earth, the Sky, and the Ocean. But a thousand years ago, a human mage discovered new magic, the Seventh Source, Dark Magic. It used the essence within magical creatures themselves to unleash dark power.

Horried by what they saw, the Elves and the Dragons put a stop to the madness. They drove every last human to the West, and so the continent was divided in two. In the East, the magical lands of Xadia, and to the West, the Human Kingdoms. For centuries, the King of the Dragons himself defended the border. The Humans called him Thunder, for when he spoke, his voice shook the earth and the sky. But, on the eve of last Winter's turn, the Humans used unspeakable Dark Magic to slay Thunder. Then, without mercy, they destroyed his only egg, his heir, the Dragon Prince.

Now the world stands on the edge of outright war.

Well, maybe not entirely. Thunder's egg was *not* destroyed, but secreted away by a Dark Mage for his own purposes. Three weeks after you insert into this world, on the night of the full moon, Moonshadow Elves will infiltrate the Kingdom of Katolis to assassinate King Harrow in revenge for the deaths of Thunder and his son, leading the two princes to discover the egg and undertake a quest to return it to its mother and avert the coming war. It's a longshot, as both sides prepare for all-out war, but peace may yet be won. It would certainly help if an unknown third party were to tip the scales.



Age and Gender: Presumably the same gender as your last Jump, but if you want to explore the other side, you don't have to pay points for it. Roll 2d12+3 for age.

Location: Roll 1d8 for randomness, a d9 if you like, or pay 100 cp to choose.

1. Xadia, land of magic and wonder, home to Elves, Dragons, and countless magical creatures. Most of whom will cheerfully kill off any human trespassers. Say, you wouldn't be a human, now would you?
2. The Breach, a river of lava separates the human Kingdoms from Xadia, but both sides have fortified the border and launch raids over it. Humans for magical reagents, Elves in revenge for human raids. Because Jump-chan is feeling generous, you may choose which side of the border you end up on.
3. Katolis, largest and most powerful of the Human Kingdoms, and nearest the Breach. Katolis is militant, with a long history of conflict with Xadia, and regards itself as humanity's shield. The kingdom's colors are red and gold, and their symbol the uneven towers of Katolis Castle.
4. Neolandia, the harsh desert kingdom of the far North. Neolandians are tough and resourceful, but also strict in their hierarchy and their rigid belief in customs and manners. Think Confucist and you're not far off. Neolandia's colors are white, black and gold, and their symbol the mighty elephant.
5. Evenere, a dreary place, the swamps and marshlands of the river that gives the Kingdom its name are accessible only by boat. Evenerans are fiercely independent, and skilled sailors. The Kingdom's colors are black and green, their symbol the dragonfly.
6. Duren, the fertile soil of Duren provides rich fields of crops, and in most circumstances they are exporters of food to the other Human Kingdoms. Several years ago, a famine led to terrible suffering and the two queens of Duren gave their lives in ending it. The kingdom is now ruled by their young daughter. Duren's colors are white and blue, their symbol is a flower.
7. Del Bar, located in the freezing West, among tall mountains, Del Bar is home to the greatest hunters and smiths in Human lands. The people of Del Bar are simple and

practical folk who prefer plain dealing. Their colors are green and brown, and their symbol is the Serpent.

8. The Cursed Caldera, before the separation of Xadia, the lake inside this dormant volcano was a sacred place to Moonshadow Elves for how perfectly it reflected the moon. Despite being on the wrong side of the border, it is protected and maintained by the Moon Mage Lujanne, a hermit who uses her skill at illusions to frighten off human trespassers.
9. Free Choice! Your little reward for using a nontraditional dice roller, pick any of the above.

Origins: Who you are can have a great impact on your journey, deciding where you begin. It does not, however, determine where you will end.

Commoner: (free) Perhaps you fell from the sky one day, or were raised out in the woods. Either way, you don't have deep ties to important people or a lot of money, but you do have a can do attitude.

Royal: (free) You grew up in a position of wealth and privilege, perhaps groomed to lead, perhaps merely a part of the court. But never forget that you have responsibilities most grave. Uneasy lies the head that wears the crown, in times of hardship and struggle.

Mage: (-100 cp) You have a rare gift, to touch the powers of the world and make them obey you. And with this comes a most serious choice. Will you dedicate yourself to the difficult path of mastering primal magic, aware that you may risk much and may not succeed or will you take the quick and easy path to power, and let others pay the price in your stead?

Soldier: (free) You were trained to protect your people, and that's what you'll do. For you, the clamor of battle and the harsh discipline of your army. For you, courage and honor and loyalty are held in high regard. May you survive the battles to come.

Assassin: (free) The last argument of kings is not the tramping feet of their armies, it is the swift and silent blade in the night. A blade like you. Sure, others may call you dishonorable, funny how killing someone in their front and sacrificing hundreds of people is noble, but quick and easy with minimal collateral isn't. Ah well, your honor is in a job well done.

Races:

Human (free) Poor creatures, fragile and lacking an innate connection to magic. But humans can be surprisingly resourceful, and determined to overcome any limitations. Which, come to think of it, is why they went meddling in dark magic and got themselves banished.

Elf (-100 cp) Not so dissimilar from humans, if you ignore the pointy ears, horns, four-fingered hands, and how some elves have starry skin or functioning wings. Elves are incredibly graceful and agile, and each is born with an Arcanum, an innate connection to and understanding of a Primal Source.

Dragon (-800 cp) Always be yourself, unless you can be a dragon. Then always be a dragon. Dragons are, as is to be expected, large flying reptiles. They have powerful ties to magic, most Primal Magic spells being in the draconic language, and a breath weapon themed on their element. A dragon can be wounded by spear and sword, and ballistae, but with powerful Primal Magic, high mobility and resilience, and ranged attack, it is folly to attack a dragon with anything less than overwhelming numbers. And even that will rarely suffice.



Magic: All magic comes, at least initially, from the six Primal Sources. Mages tap strong sources of magic for energy, and perform spells by sketching a draconic rune in the air and uttering a brief incantation in Draconic (basically Latin).

Sky: The power of the sky is felt in strong winds, and is strongest in thunderstorms. Beings connected to the sky are quick and clever, and value freedom highly.

Ocean: The power of the ocean originates with the sea, and flows upstream through rivers. Those associated with the ocean make connections easily and have hidden depths.

Earth: The earth is present not just in soil, metals and stone, but in plants and animals as well, making it abundant and easily found. Those associated with the Earth are patient and stubborn, and care deeply for the balance of nature.

Sun: All magics of this type originate from the sun, and are strongest when the day is brightest and hottest. The sun contains dual power, easily able to provide light and nurture growth, but also to bring fire and death. Sun-aligned beings are intense and charismatic.

Moon: Lunar magic is strongest during the full moon, and is associated with illusions, concealment and communion with spirits. Those tied to the moon are private and secretive, and very aware of the power of appearances.

Stars: Rarest and least understood of the Primal Sources, the stars are associated with divination, prescience and cosmic understanding.

All Elves and Dragons and magical creatures are born with an innate connection to one source, an understanding, called an Arcanum, which enhances their magic and allows them to use it without necessarily wading into the Ocean at high tide or such. Humans can learn Primal Magic, but it takes many years of apprenticeship, can be dangerous, and they are forever dependent on proximity to a Primal Source unless they can somehow develop an Arcanum, which has never happened before.

Of course, we are all here because there is a Seventh Source, Dark Magic. Dark Mages kill magical creatures and use their essence to perform spells. Sometimes, this is direct, like harvesting life-force to enable healing, or crushing a Sun-aligned insect to allow a fire spell. Sometimes, subtler applications like using the blood of a beast to conjure a debased spirit version, or a serpent's tail to animate chains. Dark Mages must always be on the hunt for new ingredients and reagents to work their craft. Dark Magic is performed by chanting backwards.

Perks:

Magic (-200, free Mage) Not only Mages can perform magic. Well, okay, only mages can, because a mage is a magic-wielder. Point is, even if you didn't take the origin, you're now a part of the club! Now you too can wield the forces of the universe. Dark Magic is available to all, Primal Magic is difficult for humans to learn, but rewarding.

An Uncommon Talent (-100 cp, free Commoner) You have a skill, perhaps carpentry or hunting, farming, fishing, smithing, cooking, that you are absolutely top-tier at. Can be taken multiple times, discount applies only to the first purchase.

Speak Truth to Power (-200 cp, discount Commoner) The ancient privilege of the jester or fool is being the only one who can tell the king to his face that he's wrong. Well, now you too can speak your mind to powerful figures and while this will not excuse deceit or attempts at manipulation, you will not be punished for saying what you honestly know or believe.

Believe in Others (-400 cp, discount Commoner) Faith, trust, difficult things to give and terrifying to receive. Less so for you, though, for when you truly believe in someone, they are motivated not to let you down, and far less likely to betray you.

Empathy (-600 cp, discount Commoner) Perhaps the greatest gift of all is the ability to understand another, who they are, their hopes and dreams and fears. Compassion, the ability to feel sorrow for their losses, and share in their joys. You can understand even the most alien and inhuman of beings, sympathize with them, and share this understanding with others. You could inspire a kingdom to weep for the monster they destroyed.

Command Respect (-100 cp, free Royal) The wise man shows respect and deference to the crown, even if the person wearing it is a child. You inspire this respect in others and if that doesn't work, you can dish out some sick burns to those who defy you.

Working Together (-200 cp, discount Royal) A monarch provides protection to his people, yes, but also direction. Much of their day is consumed with getting various difficult people to get along and work together, both at home and abroad. You take to this part of royal duties like a fish to water, easily inspiring people to set aside their differences and immediate interests to serve the big picture.

I Talk to Animals (-400 cp, discount Royal) You can talk to animals. A lot of what they have to say concerns their immediate needs for food and safety, and some, like raccoons, are liars. But other animals might tell you of secrets, or you may be able to enlist their cooperation.

A Lie, a Wish, and a Secret (-600 cp, discount Royal) The lie of history is that it is a narrative of power, of battles won and not a story of love, the wish is for freedom from history. You know history, understand its lessons, but you are not bound to the mistakes of your ancestors. You can forge your own path, and be understood by all to be doing so. You know it is the quiet, vulnerable moments that create bonds of love and loyalty, and if you show your people your heart, they will love you for it.

What's that? You want a secret? Okay... umm... glow toads.. love belly rubs?

More Than Words (-100 cp, free Soldier) Sometimes you just can't make yourself heard by yelling. Possibly because you're sneaking into an enemy stronghold or being watched prior to ambush. Or there's too much noise. Fortunately, you know sign language and can make yourself understood over any distance people can see your arms. Even people who have no clue as to Sign will at least get the gist of your messages, and o

Chained Up! (-200 cp, discount Soldier) A soldier knows they might die any day, and not to waste time. You make the most of living, and nothing can keep you down for very long. Even chained in a dungeon and facing an uncertain fate, you will keep your spirits high. Why let yourself be chained down, when you can be chained up!

Frightfully Observant (-400 cp, discount Soldier) Noticing small clues can make all the difference between someone who escapes and ambush, and a corpse, and nothing gets by you! Small noises, objects out of place, cracked windows, people hesitating, all may as well be highlighted for you when enemy action is the cause.

Master of War (-600 cp, discount Soldier) They don't just hand out commissions to important people's family, you know. Well, okay, they kinda do. You, at least, have earned your rank the hard way. You're a skilled fighter, easily capable of holding your own when surprised and outnumbered four-to-one by opponents wielding vastly superior gear. More, you can easily balance personal combat and squad-level tactics, keeping track of who is where and what they're doing even while crossing blades. Your competence is greatly inspiring to the men and women you lead into battle.

Artist's Eye (-100 cp, free Mage) Part of Primal Magic is being able to sketch runes in the air. You, fortunately, have a great eye and memory for detail, and can replicate a rune after seeing it once. Of course, this also helps you be better at drawing in general.

Speaks Draconic (-200 cp, free Dragon, discount Mage) The other part of Primal Magic is speaking an incantation in the Draconic tongue. Fortunately, you are now fluent, and as a bonus, you can now easily speak backwards as Dark Mages do when casting.

Arcanum (-400 cp, discount Mage, first free Elf/Dragon) Each Primal Source has a secret meaning, an Arcanum. Elves and Dragons are born with this secret, which allows them to empower Primal Magic themselves and refines their ability a lot, and can learn more. These can be hard to explain though, the Moon Arcanum for instance is that appearance is largely the same as reality. By taking this, you possess an Arcanum and increased fluency and independence in magic.

As an Elf, this determines which of the six tribes you belong to. Moonshadow Elves are strengthened by the Lunar cycle and can turn nearly invisible during the full moon. Skywing Elves are born with functional wings and are quicker than other Elves. Sunfire Elves are martial, Earthblood Elves the closest to classic Elves, and Startouch Elves are mysterious, and so on.

Creative Solutions (-600 cp, discount Mage) Whether you choose the path of Dark or Primal Magic, or both, a great wizard is not one who bludgeons the world with his power, but one who has the perfect tool for any situation, and failing that can adapt their spells to match. Your creativity in using spells for new things, and setting up situations where they can be used to greatest effect, is outstanding.

Sneaky-Sneak (-100 cp, free Assassin) What kind of assassin can't evade notice? A very dead one. You are a master of stealth, easily noticing the best hiding places, and utilizing distraction

to dart between them. And in a pinch, just remember, people never look up. Knowing where to hide has also made you a somewhat better tracker.

Human Rayla! (-200 cp, discount Assassin) There are three kinds of invisibility: Can't see, don't see, and won't see. Most people think of stealth purely in terms of the former, skulking in shadows or climbing up where people never look, but you know better. You are a master of disguise, easily able to pass yourself off as a member of another culture and race, and best of all, if you make some small slip-up, people are far less likely to notice. After all, it doesn't fit their very clear notions of who and what you are.

Tree-Running (-400 cp, discount Assassin) Your agility is incredible, not only can you hop between rooftops and tree branches like it was nothing, you can scale high cliffs with ease and balance on a wooden pole.

Nothing I Fear (-600 cp, discount Assassin) What is a killer's greatest asset? Sheer will. The ability to keep going when all is lost, ignoring pain and loss and all other irrelevant distractions. There is an old saying in another world "the bombers always get through, at least a couple" and you embody this concept. As long as you draw breath, your target will never be safe.

Innovate (-200 cp, discount Human) Humans are not the quickest, the strongest, the most magically powerful, but they are by gum the cleverest beings in this world. You have a positive gift for finding practical, technical solutions to the greatest problems, from AA weapons that can drown a dragon with a skilled operator, to using a forgotten ritual to cancel winter and avoid starvation. Just be careful your ideas don't lead you astray.

Skill Beyond Belief (-200 cp, discount Elf) An elf is perfection, at least according to Elves. Everything they do or make is just a little better. By taking this, your blows land more precisely, your handicrafts are more elegant, your designs more refined, and magic, above all else, becomes precise and flexible for each spell to encompass a wide variety of functions, from snuffing a single candle to bowling people over in a gale.

Power Overwhelming (free and exclusive Dragon) If one thing above all else defines a dragon, it is POWER! You contain within you the might of an entire raging storm, a torrent to drown any insects who try and match their magic to yours, and the physical strength to snap steel chains as if they were a minor irritant.

Items: Things to help you along. Each can be taken multiple times unless otherwise specified.

Weapons Grade Baguette (-100 cp) a bludgeoning weapon that can block a steel blade, yet with time and effort is technically edible. A fresh one appears in your pack or somewhere else convenient nearby the morning after you finish one.

Jelly Tarts (-100 cp) a limitless supply of Ezran and Sarai's favorite treat. Somehow, you always seem to find one more in your pack or pockets, though it may take a little digging around.

Ship (-200 cp) A small sailing craft for getting around, only fifty feet but that holds enough cargo to make a trip worth your while, while still being able to navigate rivers.

Banther Lodge (-200 cp) A large house in the wilderness, decorated with hunting trophies.

Bow (-100 cp, free Commoner) A steady weapon, well suited to hunting or driving off the odd raider. Yours is unusually sturdy and has the benefit of arrows that seem to home in on the target if you can get it appreciably close.

Wolf (-200, discount Commoner) Man's best friend! Or was that the other one? You have a loyal wolf companion that will follow you around, help you hunt and track and fight, and alert you to intruders in your camp.

Royal Seal (-100 cp, free Royal) a ring bearing the seal of your kingdom, proof of your membership in the royal family. In this and future jumps, your seal cannot be duplicated or faked.

Glow Toad (-200 cp, discount Royal) Your new best friend! A large toad that glows to show his mood, handy for a nightlight. More, if you hold him up and say "Say hello to my little friend" he will emit a blinding flash. Can be grumpy, but loves cuddles and belly rubs.

Key of Aaravos (-100 cp, free Mage) a cube with the icons of the six primal sources, one on each face. The relevant symbol glows when in proximity to a source, or magic of that type. It is also said to unlock something very special in Xadia. May have other features yet unknown.

Primal Stone (-200 cp, discount Mage) An orb containing a powerful source of Primal Magic, a mighty storm, the warmth of a summer day, a vast quantity of water. This allows mages to cast spells without hanging out near a Primal Source, for that Source, anyways. It can also be used to empower such elemental magic without the caster using their own energy.

Weapon(s) (-100 cp, free Soldier) A melee weapon, two weapons, or a weapon and shield of good steel. Your best friend in a hostile world.

Sunforged Blade (-200 cp, discount Soldier) A knife or sword made by Sunfire Elves, this blades retains the heat of its forging for a thousand years and can easily cut through mundane steel and even stone. Comes with free enchanted scabbard to reduce your chances of burning yourself, can be applied to any bladed weapon you wish to import instead.

Exotic Weapon (-100 cp, free Assassin) Giant switchblades that double as hooks for climbing and disarms? Bows that come apart into twin scimitars?

Shadow Hawk (-200 cp, discount Assassin) You've got mail! Six magic arrows, tie a letter to one and give it a name, then loose. The arrow will transform into a magic hawk that will home in on the intended recipient, delivering your note.

Drawbacks: For those unsatisfied, more points can be had, for a price. +600 cp Drawback Limit.

Let Me Tell You A Story... (+0 cp) The Dragon Prince is a tale of generations. So, you may choose to insert not shortly before the show's beginning, but nine years ago when King Harrow's reign was just beginning, before the hunt for the Magma Titan.

Sweet Tooth (+100 cp) You have an absolute addiction to a common desert, and are prepared to go to extreme lengths to acquire your next hit.

I Used Both Blades (+100 cp) You are, frankly, an utterly terrible liar. So how do you keep falling into situations where you have to keep a secret?

Belowdecks Privacy (+200 cp) Hope you're an extrovert, because any time you try and get a little time to yourself, to think and feel or process, someone will interrupt you.

Mute (+200 cp) You cannot speak. A living nightmare for some, daily living for others.

Delicious (+200 cp) In a world teeming with sea serpents, wolves, bears, dragons, one learns to step carefully in the wild. You, however, smell and taste absolutely delicious to any carnivore. Best to be careful.

My Life For Xadia (+300) You have sworn to carry out a difficult, dangerous and perhaps morally objectionable task. On the wrist of your dominant hand is an irremovable band that will tighten a little every day that you do not complete your task, until your hand is removed.

Traitor (+300 cp) Whether your origin lives in Xadia or the Human Kingdoms, you are considered a traitor to your side. At best, you will be shunned, at worst, actively hunted for execution.

Human's Can't Learn Magic (+300 cp) This is a falsehood, but one which now applies to you. You cannot use Primal Magic in this Jump, only Dark Magic. If you purchased an Arcanum, it takes effect only after your decade is up.

Sorcery Most Foul (+400 cp) All your perks and powers from before are converted into dark magic, requiring the blood of magical creatures to activate, or other, more esoteric body parts. Will you learn to live without, or give in to temptation?

Harvest Time (+400 cp) The blood of a Jumper pulses with strange and powerful magics. The hide of a Jumper has been kissed by the sun and wind of a thousand worlds. It is rumored eating some of a Jumper's brain can grant psychic abilities. Dragon snot? Powerful goo. And a Jumper's heart.... Ohohohoh! According to ancient scrolls, the Jumper's heart could enable one to leave this world behind. In short, a Jumper is a plethora of reagents for dark magic, a prize beyond price. And unfortunately for you, this is well known as well as at least the generalities of your powers.

The End



Ten years gone, now what do you want to do?

Go Home: It's been a long journey, and now it's done.

Stay: It is a world of magic and wonder, after all. Ten years is hardly enough time to explore.

Continue: To the next Jump then, but don't forget the friends you made or lessons learned here.