

#### **West of House**

You are standing in an open field west of a white house, with a boarded front door.

There is a small mailbox here.

*>open mailbox*

Opening the small mailbox reveals a leaflet.

*>get leaflet*

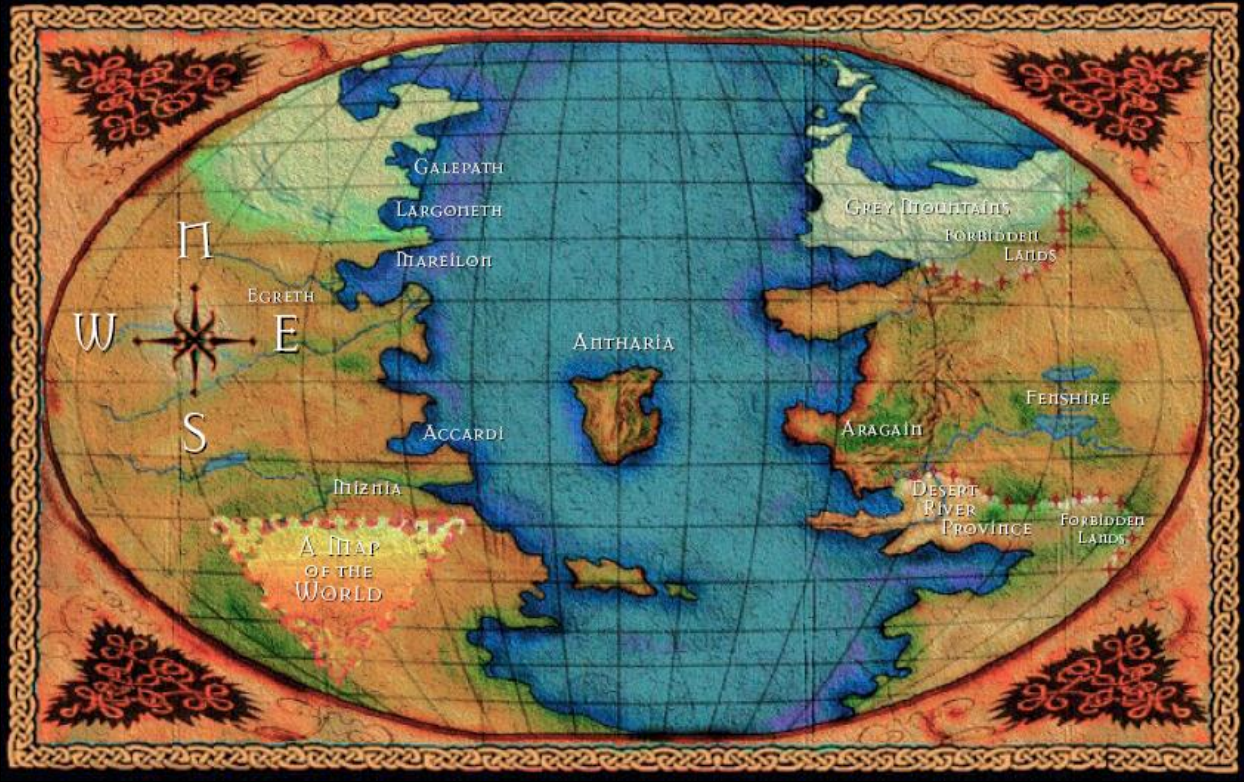
Taken.

*>read leaflet*

WELCOME TO ZORK! ZORK is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortals. No computer – or, in this case, Jumpchain – should be without one!

You will be in this world for the next 10 years. Here's something to get you started with.

+1000 CP.



Locations: Roll a 1d8 to determine your starting location, or pay 50 CP to pick.

1. Aragain: Located in the Eastlands, this formerly main province of the Great Underground Empire now contains its last visible remnants. Underneath lies is an intricate network of tunnels that connects the land, from the pinkish-white beaches of Qullbozza to the rushing waters of Aragain Falls. Notable locations also include the giant Flood Control Dam, a distinct white house with a mailbox outside, the bustling seaport of Port Foozle, and the former capital of the GUE, Flatheadia, which once held 90% of the Empire's population.
2. Frobozz: Located in the Westlands, this is the largest province of the region. In the waning years of the Flatheadian Dynasty, the evil warlock Krill laid siege to the province with his dark army, but was defeated by the heroes Bivotar the Brave and Juranda the Dauntless. Today, Frobozz houses the headquarters of the still-operating conglomerate FrobozzCo in the city of Borphee, as well as other mysteries yet to be solved.

3. Gurth City: The capital of Gurth province, the other province in the west, this popular vacation spot is nestled between a forest, a mountain range, and the Fields of Frotzen, alternatively named the "Breadbasket of Quendor". Gurth City is known for its massive markets and reputation for a center of artisans, as well as the chocolate truffles that can be found in the nearby forest, and connects to the industrial city of Borphee via the Coast Road. The forest nearby is infested with hellhounds and shapeshifting Cruel Puppets, but those willing to brave those dangers may be able to answer one riddle, and with it discover the Pool of Eternal Youth.
4. Island of Antharia: In the middle of the Great Sea is the Island Province of Quendor, a splendid summer spot where the weather is perfect except for the occasional summer hurricane. Another popular tourist spot, the island is known for its shark-wrestling competitions (and perfect hospital service), its granola mines, and its exemplary postal service. Other spots of interest include Festeron, a village that once came under the control of an evil witch who was then overthrown by the local postman with the help of sentient platypuses; Misty Island, found in a lake on its eastern side and inhabited by the aforementioned platypuses with their own kingdom; and the local Video Arcade and 3D Movie Theater.
5. Gray Mountains: A mountain range and province in the far northern part of the Eastlands, this incredibly cold and yet beautiful place is ruled from the city of Frostham by a tyrannical governor who is chosen monthly by lottery. Despite this, visitors still flock regularly to enjoy its many touristic attractions. Within its borders lies the mysterious Mirror Lake, which possesses the ability to reveal the true magical nature of certain objects, and the famous ski resort called Grayslopes, which has temporarily closed its slopes due to attacks from nearby trolls. Natives also recommend the local tavern The Rotgut.
6. Egreth Castle: A massive castle in the Westlands, Egreth served as the seat of royal power from the reign of Duncanthrax until that of Dimwit Flathead, who moved the capital to Flatheadia. After its abandonment, Egreth became home to many creatures and wizards of the foulest kinds, such that it quickly became one of

the most dangerous locations in the kingdom. Eventually, Duncanthrax's descendant, Dirinthrax, reclaimed the castle in the mid-900s GUE after lifting a curse that had beset it, restoring it in the process.

7. Kovalli Desert: An uncrossable wasteland believed to stretch to the edge of the world, this desert lies far to the west, beyond the mountain ranges that signify the boundary of ancient Quendor. Despite its isolation, its populace is notable for having developed insect-extermination spells that were highly sought after by the rest of the world, notably by Antharia due to their locust problems.
8. Free choice: You get to pick.

Settings: You may also pick what era you wish to spawn in, or roll a 1d4 if you're feeling chancy. If you don't have a 1d4, then use a 1d8 and assign two numbers to each option (e.g. 1 and 2 for Option 1, 3 and 4 for Option 2, and so on and so forth).

- 1) 680 GUE – The Reign of Duncanthrax the Bellicose: A long time ago, the great monarch Entharion the Wise united the warring city-states of Galepath and Mareilon, founding the Kingdom of Quendor in hopes of achieving an everlasting peace. However, many years later, his fifteenth descendant Duncanthrax the Bellicose, notorious for his cruelty and bloodthirstiness, waged a war of conquest and forcefully united the world under the Quendorian banner, founding what would become known as the Flathead Dynasty. As well as establishing the Frobozz Magic Construction Company (the forerunner of the modern industrial giant FrobozzCo International), he discovered the great underground caverns of the Eastlands, and laid the foundation for what his great-great-great-great-grandson, Lord Dimwit Flathead, would rename the empire to: the Great Underground Empire. You start in the midst of his reign, eight years before he passes away and leaves the throne to his heir, Belwit the Flat.
- 2) 780 GUE – The Reign of Dimwit Flathead: This is the height of the infamous reign of King Dimwit Flathead the Excessive, the man generally considered responsible for the fall of the Great Underground Empire due to his reckless leadership, as well as other members of his family collectively known as the Twelve Flatheads. Their ego and excesses know no bounds, with some of their antics defying any manner of logic. Other notable members of this troupe include T.J. "Stonewall" Flathead, famous for losing 75% of his soldiers assaulting an empty fortress; Lucrezia Flathead, notorious for having seventeen husbands, none of whom made it to their first anniversary; and J. Pierpont Flathead, who increased the Bank of Zork's market share to 100% (and later to 131% by encouraging customers to deposit their money several times). You start in this time nine years before the wizard Megaboz unleashes his curse on the Flatheadian Dynasty for building a tower so high it blocked the sun from his unassuming shack. Maybe you'll get to avert this scenario. Maybe not. It's up to you.
- 3) 948 GUE – Era of the Dungeon Masters. The Curse of Megabox culminated in the death of the last Flatheadian ruler, Wurb Flathead, leading to the collapse of the Empire in 883 GUE. Decades have passed since then, and the Flatheadian dynasty has

practically ended, with only scant distant relatives still around. Quendor and the Great Underground Empire are now in disarray, with looters, creatures, and magicians run amok. Just as it is a time for chaos, however, so is it also a time for adventure and heroics. The Second Dungeon Master searches for a successor, the First Inquisition makes its presence known in Port Foozle, and the Wizard of Frobozz starts his campaign of harassment and pestering of passerbys. In a land beset by trolls, cyclops, grues, and more, adventures and treasure await.

- 4) 1056 GUE – The Reign of Inquisitor Mir Yannick: Hundreds of years after the fall, the former lands of the Great Underground Empire remain divided and in ruin. Citizens continue their former lives, always on the lookout for danger. The Guild of Enchanters work to preserve and restore their magical capabilities after the end of the Age of Magic in 966 GUE, while the Inquisitors, led by the tyrannical Archbishop and eventual Vice President of Unreasoning Zeal Mir Yannick (later also CEO of Frobozz Electric), relentlessly pursue them to preserve the new Age of Science. His leadership is marked by oppression, persecuting magical beings such as elves and dwarves into hiding and stamping down on any magical activities. You start seven years before events are set in motion that culminate in the Inquisition being overthrown with the aid of a traveling vacuum salesperson.

Origins: Keep the age and gender of your previous Jump. If you want to pick a different gender, pay 50 CP (except for the AFGNCAAP origin).

- AFGNCAAP (Ageless-Faceless-Gender-Neutral-Culturally-Ambiguous-Adventure-Person):
  - o As evident by the name, this is the drop-in option. You're just the average joe/jane making your way through the universe. But at least you get to pick your own adventure here. If you pick this option, you can change your gender for free (hence the name).
- Enchanter:
  - o Yer a wizard/witch, Jumper! Well-versed in the talents of magic and spells, and affiliated with what is known as the Enchanter's Guild, it can be quite the boon. Or it would be, if your kind wasn't relentlessly persecuted by paranoid inquisitors and beset by mad monsters or rogue wizards. Stay on your toes.
- Inquisitor:
  - o An elite member of the remnants of the aptly named Inquisition, tasked with hunting down magical users or beings wherever they manifest themselves. The new generation was founded by Mir Yannick, but there have always been Inquisitors throughout the ages. You have a sworn duty to protect the lands from the terrifying influences of magic gone wrong. Or right. Or just magic in general, it doesn't matter. If you find sorcery, you put it down. Easy enough job description.
- Dungeon Master:
  - o The Dungeon Masters began with the wizard Megaboz after the fall of the Great Underground Empire, who was intent on ensuring that any future kingdom to arise from the ashes would be a benevolent one. They watch over the land in secret, waiting for the perfect opportunity to help any aspiring adventurers or leaders seize their role as a future monarch, eventually passing on their mantles to worthy successors. You're the fabled hero all adventurers aspire to be, the one who's explored the world and witnessed all that could be witnessed, and you've got the experience and wits to back it up. There will be people seeking to take your place, but you're not one to shy away from a challenge, now, are you?

Perks and Skills: Discounted for corresponding origin, otherwise full price. Cheapest perk is free for matching origin. General perks are not discounted.

General:

- Space-Aware: You are very well organized, and know exactly how to keep your space in order. With this skill, you'll be able to fit more into your baggage, as well as keep the items within more accessible, and can quickly sort through your goods with unmatched efficiency. (-100 CP)
- Expert combat skills: You are now more than adept with hand-to-hand and armed combat, and can slowly improve these skills with practice and experience. Your reflexes are increased to accommodate for this (although they aren't by any means absolutely super), and your durability has also been increased so that you can absorb more hits, as long as they aren't instant death hits, or blows so powerful they may as well qualify as one. (-200 CP).
- Resourcefulness: With this perk, you are much more capable of knowing what to do with what you've got on hand, and can skillfully make the most of what you have by crafting lower-tier equipment out of what you can find, ranging from minor tools such as hammers to more lethal weaponry like sharpened blades. While this doesn't mean you'll be crafting space rockets out of twigs, you'll be adept enough that you can improvise in accordance with the situation at hand. (-400 CP)
- Second Chance: The world of Zork is a deadly one, and dying isn't as uncommon as you think. But let's take a look here... you probably deserve another chance at the action. With this ability, upon your death, you get a single-time respawn at a random location, not too far from where you died the first time, but a fair distance away regardless. This ability recharges upon the completion of a Jump, but does not stack: you only get one shot per Jump. As if that weren't enough, you will drop your currently carried items wherever you died, where they will remain until you acquire them again. I can't quite fix you up completely, but you can't have everything. (-600 CP)

## Origin:

### - AFGNCAAP:

- Treasure Hunter: The aftermath of the Flatheadian collapse left a lot of valuables in its wake, and it seems that you can't go two steps without finding something to loot. With this perk, you can detect treasure easily; more specifically, you can determine whether something is valuable or not, and how much. It could mean the difference between you looting a priceless fountain pen, or a run-of-the-mill ink tube that just so happens to look like one. (-100 CP)
- Hello, Sailor!: You are now an expert swimmer, gifted with underwater talents and acrobatics that would make even Olympic swimmers simmer with jealousy. You may not have infinite oxygen in those lungs, but with the capabilities granted by this perk, you need not worry too much about that, either. (-200 CP)
- Adventure, Danger, and Low Cunning: Quendor is a vast world, such that it can almost feel overwhelming and confusing. With this perk, you have a sixth sense that directs you to where the action awaits to help you with this. The path may not be obvious, but you'll know with certainty that when you take a step in the right direction, what lies in wait will have been worth it. (-200 CP)
- Friendly Face: The inhabitants of Quendor have been through a lot, from demons to crazed kings to monstrous...things lurking in the dark. Despite all this, there's something about you, something they can't pin down, but it seems to put them at ease. Strangers will seem a lot more receptive to you, and are more likely to put their trust in you, even if it's your first meeting. (-400 CP)
- Slippery Fingers: With this perk, you are now an expert at escaping traps and captivity situations using minimum effort. Stuck in a chair with steel bindings? You know how

to wiggle just the right amount in order to loosen the screws and set yourself free. Locked in a jail cell with patrolling guards in an underground dungeon? You can ascertain exactly what shifts these guards operate in, and precisely what is needed to unlock the door and make your escape. This perk won't negate getting captured entirely, but it will guarantee that you will somehow manage to escape using your wits and experience. (-400 CP)

- What Goes Around...: With this perk, you have a powerful aura of Karma that guarantees that, in helping others, you will have that generosity repaid in kind in the future, sometimes in the most unexpected of ways. (-600 CP)
- Skin of the Teeth: Sometimes, skill isn't enough. Sometimes, all one needs is a bit of luck. With this, you are granted that bit, one that you can call on at any given moment. It's not much, only enough to save you from certain disaster once per Jump, but sometimes, that can be more than enough. (-600 CP)

- Enchanter:

- Magical Know-How: With this perk, you gain an innate knowledge of basic magics, with the capacity to learn more. While you won't be creating thunderstorms or twisting reality anytime soon, you've still got the core spells down, which also include various combat spells. (-100 CP)
- Sixth Sense: Enchanters are among the most persecuted of peoples in this world, in no small part due to their potential for greatness, both fair and foul. No Enchanter got to where they were without constant vigilance, and this perk helps you with this by giving you an acute sense for incoming danger. You may not be able to identify exactly what this danger could be, but it'll help you be prepared for any nasty surprises. (-200 CP)
- Memorizer: You are now very adept at learning new magics and spells, as well as magical concepts and ideas of all

kinds. Your capacity of understanding these aspects is such that your learning time is exponentially cut whenever you explore a new field of magic or spell. (-200 CP)

- Man's Best Friend: This perk grants you the ability to seamlessly communicate with animals, regardless of size or species. You will also be able to fluently understand what they're saying without having to speak to them, and can even tell what they're implying based on their body language. This doesn't grant you automatic friendship with every animal you speak, however. (-400 CP)
- Technomagic Wizz: Magic and technology tend to be at odds in settings such as these, and the world of Zork is no exception. However, a few gifted individuals have managed to accomplish what can be perceived as either heretical or impossible: merging the two opposing concepts together to expand each of their horizons beyond anybody's capacity to imagine. With this perk, you now have an inherent ability to do this, and can craft incredible mixes of sorcery and tech to create new wonders. This can also be utilized in future Jumps with newer technologies and discovered magics, although you'll need some time to understand exactly how to accomplish synergy between them, and to be careful of the unintended consequences of merging two occasionally contradicting aspects together. (-400 CP)
- The Challenger: Powerful beings prowl the lands of Zork, from rogue demons to maddened wizards capable of upending entire landscapes. In rare circumstances, some of these entities were sealed off by enchanter's in order to keep the world safe, or for their own benefit. Now, you have a similar capacity to attain knowledge on how to take on creatures of immense power and lock them away or bind them to your will. This perk will only grant you the knowledge and the appropriate power to neutralize them: for any added equipment or spells/rituals or what have you, you'll have to make do. Furthermore, this may not be 100% effective against god-like beings, seeing as they're on an entirely different level. (-600 CP)

- Taking It to The Next Level: Magic is a taught art, transferred from master to student, generation after generation. There are only exceptional circumstances where one can, given time and experience, create new magical spells and fields of knowledge. You, of course, happen to be an exceptional person, and so you are granted this exceptional talent. You'd still need to devote time and energy to create these new magics, and you'll definitely be needing to derive on earlier knowledge. After all, magic is heavily based on what is previously known. (-600 CP)

- Inquisitor:

- I am in Charge!: Inquisitors are natural leaders, and I doubt you've heard of a leader who commanded with a timid tone. You now have a powerful commanding voice, capable of assuming control of any given situation and guaranteeing you the center of both attention and authority. Let them know who's boss. (-100 CP)
- Cluebreaker: The whole point of inquisiting is to track down people of interest and solve potentially dangerous mysteries, and in these venues, every little bit helps. You are now an expert at deciphering clues and discovering information hidden in plain sight, to the point that unraveling entire threads from a seemingly innocuous piece of junk isn't so far-fetched. (-200 CP)
- Iron Nerves: Leadership is a tough job. Hunting down vagrants, keeping idiotic minions in line, trying to keep track of it all; it's a headache. This perk is designed to alleviate some of that pressure, however. With this, you now know how to keep cool under pressure, no matter how overwhelming it can be. Multitasking becomes easier, setbacks become manageable, and even tremendous tasks become psychologically bearable. You'll still need to tackle those obstacles, but at least you won't lose your mind while doing so. (-200 CP)
- Battles of Wit: In warfare, there are weaknesses of the body, and then there are weaknesses of the mind: an enemy

off their game, no matter how strong, is much easier to bring down. You are a master of psychological warfare, with the capabilities to get under your enemies' skins and influence them. You can throw them off the game in the middle of a battle with a well-executed sentence, or you can even set them off on wild goose-chases with a mere gesture. (-400 CP)

- I Can Tell You're Lying: Despite their reputation as enforcers of the Great Underground Empire and hunters of magical beings and sorcerers, Inquisitors aren't all knowing, and there are plenty of occasions where their prey can deceive to escape their grasp. Well, no more. With this perk, you become a walking lie detector, capable of seeing who's telling the truth, and who is fibbing through their teeth. No matter how blatant or subtle, miniscule or earth-shattering the falsehood is, you'll immediately pick it up, and the liar would be none the wiser for it. (-400 CP)
- The Commander: Being in charge isn't all about boisterous noise and dramatic hand waving. Thankfully, with this perk, you can balance out your reputation with a knack for actual accomplishments. Running an empire, let alone an inquisitorial squad, is now second-nature to you, with the talents for such petty distractions as logistics, efficiency, and public relations ensuring you can now lead without worry. This applies to almost any level of leadership you find yourself in, be it a low-level office or the mightiest of kingdoms. The skills to run are not the same as keeping yourself in check when the power inevitably gets to you, so try not to lose yourself in the process. (-600 CP)
- Magic Hunter: The Inquisitor's most common prey, those who practice magic, are notorious for being very slippery targets, and for every enchanter or creature that's been captured by Inquisitors, another dozen managed to escape unscathed. It takes a particular set of skills to truly track down and neutralize wielders of magic, and with this perk, you will have that skillset. Finding them is now of no issue, with a powerful intuition that points you to where you need to go. Finding traces of magic, and knowing exactly what kind of magic it is, now becomes a trivial

matter, and knowing how to take down these beings comes to you easy as breathing. Of course, it doesn't make you invincible, and some enemies may be too powerful to take on, but it far from diminishes your capacity to do so, provided you have the right equipment and approach. (-600 CP)

- Dungeon Master:

- The Storyteller: Dungeon Masters are the stuff of legends, legends they themselves impart occasionally to other wanderers and compatriots. Each story carries its own lessons and sources of inspiration, and this perk allows you to excel at imparting wisdom and courage via the art of storytelling. We're talking real Aesop levels of inspiration, creativity, and literary abilities, such that you'll leave a mark on whoever stumbles upon you on their journey. (-100 CP)
- Riddle Master: With this perk, you have an incredible talent for solving riddles that even sphinxes would have issues with, and are capable of crafting your own. (-200 CP)
- Digging Up the Past: Quendor is filled to the brim with artifacts and treasures left over from the centuries, remnants of fallen empires and kingdoms. Each one tells its own story, and this perk allows you to see just that. You've become a certified archaeologist, capable of telling the significance of items and treasures held in your hand, as well as its influences and history. (-200 CP)
- Master Reflexes: In a world of danger such as Quendor, violent encounters often demand nothing less but perfection. The slightest mistake could mean the difference between life and death. With this perk, you are endowed with excellent acrobatic skills and reflexes, capable of avoiding attacks as fast as lightning, and striking with just as much speed. You can instantly react to unexpected situations and counter accordingly, thus ensuring your survival in even the most unpredictable environments. This

may not grant you combat skills, but the reflexes here are high-supernatural. (-400 CP)

- True Senses: This perk grants you near-perfect sight, smell, and hearing, your senses attuned to the best of their capacity, allowing you to become an apex adventurer like your Dungeon Master forerunners. (-400 CP)
- The Mentor: In the history of Quendor, following the fall of the Great Underground Empire, there have been many Dungeon Masters, each following in the footsteps of the previous. These Dungeon Masters prime the next inheritor of the title with tests of mind, power, and honor, which has given them an innate flair of charisma and the capacity to motivate people to the best of their potential and to rise to even greater heights than they ever did. And this perk will grant you just that ability to motivate and inspire. (-600 CP)
- Unbreakable: The clue is in the name: Master. They've stared down terrifying monstrosities and ventured into devastating wastelands, and with their wits and skills come out on top. The secret ingredient to all this, of course, is tenacity. You now have an unbreakable willpower, dedicated to your goals with absolutely nothing that can deter it. Even when put in the darkest of situations, you won't back down: You'll somehow find a way to overcome the odds and beat the day, thus ensuring your title is well-deserved. (-600 CP)

Items: Items are discounted for corresponding origins, the cheapest item(s) being free for its matching origin. General items are not discounted.

General Items:

- Brass Lamp: In the world of Zork lurks a particularly nasty enemy, that of the Grue. They are blindingly fast, very durable, and almost impossible to kill, and feed on hapless travelers and wanderers that dare to tread too close to their territory. Their only glaring weakness is light: all grues operate in total darkness. As such, you'll need a light source to keep you safe from such a scenario. To that end, a trusty lamp, perfect for seeing in darkened areas and keeping away those pesky grues, is provided to you for free. It shines brightly and respawns in your Warehouse or at your side whenever damaged, lost, or destroyed, and lasts about eight hours uninterrupted. However, it is battery-powered and takes a full day to recharge from zero, so don't waste it! (free)
- Enchanted Bottle of water: A basic bottle of water that refills daily. Travelers need to stay hydrated, after all. (free)
- Bag of Zorkmids: A bag of the local currency, Zorkmids. You start off with enough to help you through the week and get your bearings. Restocks with every future Jump in the new world's respective currency. (-100 CP)
- Fancy Violin: A beautifully carved string instrument, taking this item grants you the talents to use it as well. This violin is capable of soothing the nerves and putting smaller enemies to sleep for a short period of time, provided you can get the tunes off. (-200 CP)
- Grue Repellant Can: A can of Frobozz Magic Grue Repellant. Spraying this on yourself can help keep you safe from those pesky grues that populate the darkness. Good enough for a few hours, but it will take a full day to replenish. Post-Jump, this item

will work against other monsters or wild predatory animals of your selection. (-400 CP).

- Second Amulet of Egreth: The Amulet of Egreth was a cherished possession of the magician Thorman the Red-Beard, and was subsequently claimed by his granddaughter Lia. It was imbued with the capability of magnifying the power of its owner, regardless of moral alignment. This version is a carbon copy of the original, but no less effective, and, once activated, can double the potency of your abilities whenever it is being worn for a full day, needing a week to recharge afterwards. It is only effective when being worn, however; taking it off mid-effect will reset it and will force you to wait for the full recharge time before using it again. (-600 CP)
- Cube of Foundation: When the foundations of the world were laid down, Eru (not the Tolkien® one) formed seventeen small, featureless white cubes, each represented by a particular animal or creature. These cubes are the physical manifestations of elemental powers and forces that held the universe in place. These cubes were hidden away so that their powers could not be utilized for evil, something that came to pass when a rogue Enchanter found the cubes and attempted to merge them into one. This inadvertently brought an end to the First Age of Magic by tearing the fabric of magic apart. Eventually, one of the Cubes was recovered and used to help bring forth the Second Age of Magic, although it is theorized that any further attempts at gaining control over all cubes may lead to the end of the universe. (-800 CP)

Considering the vast power any one cube may grant, it is understandable why you may only possess one at a time. Their terrifying reputation also means that many forces of the world will have their eyes on you, meaning that you must take the "Do Unto Others Before They Do Unto You" drawback for no CP gain. Any cube you select will also start off completely inert, and will only activate by the end of this Jump. When it is activated, whenever used, it will need up to three full days to recharge depending on what it was used for, unless specified otherwise. This may seem like a lot of caveats for such a tiny box, but do keep in mind that each of these cubes represent the absolute potential of each force that they embody, allowing you to wield powers beyond belief. The choices given are as follows:

- Earth: Represented by the mole; with this cube, you are granted absolute power over geokenesis, capable of controlling the ground and earth and bending them to your will. Abilities range from simple ones such as throwing rocks, to more complicated ones as manipulating lava flows or sandstorms or even ferrokinesis (control over metals), or overwhelming such as inducing earthquakes and shattering mountains.
- Water: Represented by the dolphin; with this cube, you are granted mastery over hydrokenesis, capable of controlling water and liquids to do your bidding. You can manipulate liquids as tiny as beads of sweat or drops of blood, or bring about cataclysmic changes via tsunamis, can suck the waters out of rivers or drown regions via downpours, breathe underwater, and more.
- Air: Represented by the eagle; this cube allows you to utilize aerokinesis to its absolute potential, granting you total control over air and atmosphere. This enables you to manipulate the air currents to your liking in manners such as, but not limited to, creating constructs out of air, manipulating the weather, unleashing gusts of wind and storms, manipulating air pressure or solidification, encasing yourself in oxygen bubbles for moments stuck in vacuums, and even sucking the oxygen out of your foes.
- Fire: Represented by the salamander; this cube gives you ultimate pyrokinesis powers, allowing you to manipulate fire at your whim. You can set off ignitions and fireballs out of mere sparks from snaps of your fingers, can encase yourself in fire to protect yourself, render yourself fireproof, can summon electricity and plasma from your hands, and much more.
- Life: Represented by the rabbit; once per Jump, you may use this cube to resurrect someone from death, regardless of how they died. This cube can also be used to cure any ailment or injury, regardless of severity.
- Death: Represented by the worm; once per Jump, you may use this cube to instantly and permanently kill any person or entity. This cube can also grant the power to manipulate pestilences and control plagues and viruses.

- Light: Represented by the firefly; this cube allows you to manipulate light itself, from blinding enemies and commanding brightness or dimness, to bending it to allow for invisibility, mirages, and illusions, or even solidifying photons to create weapons and tools out of thin air.
- Dark: Represented by the grue; this cube grants you ultimate control over darkness, in the most literal sense. Be it shrouding an entire area in black, giving you the capacity to see through total darkness, teleportation through shadows, or even blowing said shadows away so you may see.
- Change: Represented by the butterfly; with this cube, you are given the power over physical change, and can transmute and transform objects from one form into others, be they as simple as turning rocks into gold, or complex as changing entire landscapes. You can also change you own appearance at will to whatever you desire at the moment.
- Connectivity: Represented by the spider; this cube reveals the inner workings of the threads of fate. With this understanding comes the means to alter and influence the fate of others to how you see fit.
- Mind: Represented by the owl; this cube allows you to gain ultimate mind powers such as telepathy, telekinesis, sensory manipulation, mind control, behavioral and psychological manipulation, and more, allowing your brain to reach the peak of its cerebral powers.
- Time: Represented by the turtle; this cube gives you power over time, in all the manners that are possible without breaking the time-continuum. The ability to freeze time, rewind time back or skip time ahead, precognition, perception of different possibilities of the future, the capacity to access alternate timelines, revisit any historical or future moment with absolute precision of detail: all within your hands.
- Magic: Represented by the unicorn; this cube grants you magic capabilities that are usually unreachable, even from the other perks of this Jump. We're talking potentially reality-warping levels of magical power. This cube also ensures that you won't be tied down by any limitations

during usage of magic (i.e. no need to watch out for your mana or FP limits), and can escalate any of your magical abilities to its fullest heights.

### Background Items:

#### AFGNCAAP:

- Bag of Garlic: A small pouch of garlic that restocks over a period of time. You can use them for cooking, or can consume them outright if you're lacking for food, or if you want to keep any potential vampires at bay. Or if you just want to drive people away with your bad breath. (-100 CP)
- Jewel-Encrusted Egg: This beautiful egg can be used to keep something small inside completely safe. It cannot be opened by any means except by the hand of its owner, and can be recalled at any time. The only limit is the size, which is a bit smaller than your hand. It also seems a bit heavy. (-100 CP)
- Nasty Knife: A rusted knife that looks like it would leave a nasty mark on whatever it happened to cut against. Funnily enough, your finesse with the weapon happens to increase the more treasures you have on hand, up to a maximum of ten. As it's just a knife, don't expect any serious strength from it, although its rusty edge may cause infections on any unfortunate targets. (-200 CP)
- The Encyclopedia Frobozzica, Unabridged: Between the epic of 60,000 verses about the varieties of moss in granola mines, the Flatheadian admiral who lost his entire fleet within two years of assuming command, and a centuries-long conflict over a field of mashed potatoes, there is a LOT of history here, enough to drive even the most dedicated loremaster insane. To alleviate this issue somewhat, here is your very own Encyclopedia Frobozzica, a knowledgeable book of information with regards to the world of Zork in its most complete form. In future Jumps, the book will also change to help you with the world you're in by providing

lore and historical information that may come in handy, and can change at will to reflect whatever world you had previously visited, in the event you wish to revisit older lore. The cover and title of the book stays the same, though, which might generate confusion amongst anybody else who happens to get their hands on the book. (-200 CP)

- Invisibility Potion: Exactly what it says on the vial, a simple potion of invisibility. It works for up to one hour, and takes a day to refill. Be mindful that it confers invisibility, not silence. (-400 CP)
- Teleporting Whistle: Enchanted by the Platypuses of the Misty Island, this special whistle allows for instantaneous teleportation for short distances. While infinitely reusable, it only works insofar as the destination is within eyesight, and excessive usage – or usage over extreme distances – may result in physical side effects. (-400 CP).
- Wishbringer Stone Copy: The original Wishbringer was the heart of the peasant girl-turned princess Morning-Star, lost to time after a humble postal clerk saved a magical proprietor's cat from an evil sorceress. Regardless, this magical copy will do. It has the ability to perform seven magical actions per Jump, in exchange for an item that is "consumed" upon use. While the effects and requirements are highly situational, so is the stone itself, which can prove immensely helpful in time of need. Effects that last over a period of time last for a few hours, while other effects take place instantaneously. However, only one effect may be active at a time, and once an ability is used, it will be inert until the next Jump. Although items cannot carry over into future Jumps, you start with all items this time around, and in future Jumps, one of each item that you will need to fulfill the wishes will be spawned within the Jump that you arrive to, and you will know of the general location of where to find it. So, pick your moments wisely. The resulting effects and items required are as follows: (-600 CP)
  - o Luck: Grants you luck for a short period of time. Requires one horseshoe.
  - o Foresight: Gives you limited prescience and precognition. Requires one pair of reading glasses.

- Advice: Grants you a vital clue regarding a situation you are facing. Requires one conch shell.
  - Rain: Makes it rain. Requires one umbrella.
  - Darkness: Shrouds a place in darkness. Requires one bottle of milk.
  - Freedom: Gets you out of a tight spot. Requires one bar of chocolate.
  - Flight: Allows flight for a short period of time. Requires one broom.
- Personal White House: A personal white house that spawns at a designated safe location per Jump. Outside lies a mailbox that can receive letters from anyone, including from beyond your Jump, although you can only engage in friendly correspondences. The house also contains a trophy case, kitchen, and other essential rooms, including an attic. A trapdoor covered by a rug in the living room leads to an underground tunnel network that has exits in different personally designated areas, which you can assign as you explore your Jump. The trophy case can also hold select objects from your Warehouse for access or storage. In future Jumps, you may select wherever you want your house to be, although it can't be moved again afterwards. (-600 CP)

### Enchanter:

- Hyperbolic Incantation Generator: Also known as a magic wand, this allows for basic magic usage, as well as the capacity to utilize basic spells such as minor shields or enchantments, but you can only use the magic while wielding the wand. Post-Jump, this wand can be used to cast whatever kinds of magic you need, but specifically Quendorian spells can be cast faster and easier. (-100 CP)
- Magical Diploma: A graduate certificate from Mithicus Province University, this diploma serves as a symbol of status to others, allowing you access to places previously restricted on the basis of status, and to ingratiate yourself in certain communities and institutions with ease. In future Jumps, it can also change to reflect any aspect of the relevant Jump scenario, be it science, magic, or just a general education. (-100 CP)

- Royal Scepter of Wurb Flathead: A magical scepter crafted by the final king of the Flathead Dynasty, Wurb Flathead. Upon waving, it can create solid rainbows that operate as bridges or passageways, or even a giant rainbow shield. Waving it once more will dissipate it, something you may need to know for if you accidentally swing it around while standing on the rainbow bridge. (-200 CP)
- Magic Cakes: Four edible cakes that can also be activated whenever they make contact with an intended target. The orange...orange "Explode" cake can...well, explode; the red cherry "Evaporate" cake can dissolve a body of water or liquid; the blue blueberry "Enlarge" cake can make an affected target increase in size; and the green pistachio "Shrink" cake can make the target decrease in size. You can consume any of them if you wish (maybe not the orange or red ones, though), and they restock the next day. (-200 CP)
- Magic Key: An old, rusty looking key that can open any door or unlock any lock you come across. However, this can only be used once per day. Any over-usage will immediately break the key and render it inoperable for a week, whereupon it'll mend itself. (-400 CP).
- Scrystone: This magical grey orb grants visions of things yet to be to those who are gifted enough to understand them. While at first the visions may seem too vague, enough time and experience can allow for a greater understanding of future events with more detail. (-400 CP)
- Lesser Coconut of Quendor: The original legendary Coconut of Quendor, in a nutshell, functioned as a repository for all human and magical knowledge from the era of the First Age of Magic, meant to preserve them throughout the Age of Science. Although lost to time, it was eventually recovered and used to jumpstart the Second Age of Magic centuries after it was formulated. This lesser copy functions in pretty much the same way: the Lesser Coconut collects and holds all manner of information, from simple lore to complex magics, inside a singular safe spot, impervious to damage and time. The information contained within can be

accessed at any given moment, and all one needs to do is concentrate on its hardened shell and search for the requisite knowledge. It is also rumored to make one heck of a piña colada. (-600 CP)

- Magical Laboratory with Accredited Diploma: As it says on the tin, this laboratory is where you can work on your magical spells, research, and experiments, with all the tools you'll need to do so. The lab is insured for one-day repairs, so if any kind of dabbling happens to blow up – literally – in your face, expect the lab to be in pristine condition once more in 24 hours, assuming you survived. It has a diploma of your accomplishments on the wall for anyone who happens to visit to know, as well as if you want to take a gander at what you've done so far. This place also has a closet that can hold select objects from your Warehouse for access or storage. In future Jumps, you may select wherever you want your laboratory to be, although it can't be moved again afterwards. (-600 CP)

#### Inquisitor:

- Uniform: Every inquisitor needs a uniform that leaves an impression, for better or for worse. This uniform does just that: its impeccable design and ostentatiousness ensures that, whenever it is worn, it instills charisma and/or fear on any who behold it, depending on who they happen to be. (-100 CP)
- Chocolate Truffles: A small paper bag stuffed to the brim with chocolate truffle sweets. They seem to energize you more when you consume them, but eating too much can have you jumping all over the place uncontrollably, like some cartoonish sugar rush. It restocks over time. (-100 CP)
- Magic Spectacles: These may look like your typical silly joke glasses, but don't be fooled: these spectacles are enhanced with a powerful detection filter that can allow someone to tell whether something is magical or not, at any distance. Of course, it'll need to be in the line of sight, and they're not

binoculars, so they'd still have to be close enough for you to tell what they are. (-200 CP)

- Reference Notebook: This special notebook holds intelligence on magical beings and their strength and weaknesses, allowing you to know what to do when the time comes. This applies mostly to the more common entities, however, so eldritch beings and the like may be a bit out of that venue. The contents will change with each Jump, but you may still access older data from the notebook whenever needed. (-200 CP)
- Palantir of Zork: Palantirs of Zork were used by enchanter for a myriad of magical purposes, such as communication, summoning, and even imprisonment of powerful beings. This particular one showcases the power of vision by revealing the location of nearby enemies when it is gazed upon, allowing you to prepare yourself ahead of time. (-400 CP)
- Totemizer: One of the more feared tools of the Inquisition, the huge Totemizers are shaped like giant meat grinders with spikes and plenty of copper tubing wrapped around it. It is far from lethal, but the effects are no less terrifying: through a mainly four-step process (Poundization, Squishization, Stampization, Permasealization), this device is capable of separating magical essence from physical matter, rendering previously magical beings completely powerless on a permanent basis. Of course, you'd have to get them inside it first. (-400 CP)
- Super Flying Disc of Frobozz: Created by the Frobozz Magic Company, the Flying Discs of Frobozz were used to break apart illusionary walls with seamless effectiveness. What you have here, however, is a prototype version that can completely nullify magic and enhanced abilities within a large area around them when tossed. While it can only be used once a day, as it needs to recharge, any magical effect caught in the diffusion blast is completely nullified, and any superpowered abilities are shut down instantly, potentially turning the tide of a battle. The effects are temporary, but no less effective. (-600 CP)
- Personal Castle: Less a castle and more a manor, this impressive domicile comes with robotic workers programmed to maintain and

keep the area clean and tidy, as well as self-defense protocols for fighting off anybody foolish enough to attack the place. This comes with all the contents a regal manor can hold: bedrooms, washrooms, a great kitchen with pantry, a storeroom, a ballroom, a dining room, and more, with enough supplies such as food and drink – of your choosing – to last you the duration of the Jump. One of the storerooms functions as a mini-Warehouse, where you can hold select objects from your Warehouse for access or storage. In future Jumps, you may select wherever you want your manor to be, although it can't be moved again afterwards. (-600 CP)

#### Dungeon Master:

- Cloak and Hood: A badass looking cloak and hood, allowing you to shroud yourself in the mystery that usually comes with dungeon masters. It can also allow for camouflaging oneself against the environment, like a chameleon. (-100 CP)
- Mystical Map: An enchanted chart that can detect nearby minor treasures and locations of note. All you'll need to do is unfurl the parchment and the map reveals itself, with yourself denoted at the center of the paper at all times. This can allow you to orient yourself easily whenever you get lost, and will constantly redraw itself as you progress, although it doesn't inform you of anybody nearby, nor of any directions. (-100 CP)
- Ring of Zork: A simple yet intricate ring with simple yet effective results, wielding it allows you to perform illusion magics at will. The illusions can only function insofar as the ring is wielded, and they cannot directly damage any enemies. (-200 CP)
- Special Container: A personalized, customized container of your chosen type (be it bag, box, etc) that can hold anything that can be held in your hand, but nothing larger. It has infinite space, and you're always guaranteed to pick up whatever you were intending to find if you stick your hand down there looking for something. (-200 CP)

- Helm of Zork: This cool helmet allows the wearer to impersonate any person of their will. The illusion is so powerful that the wisest of magic users cannot detect it. It doesn't replicate their personalities, though: only their looks. (-400 CP)
- Armor of the Dungeon Master: Extremely powerful and durable armor, crafted and maintained from the era of the Great Underground Empire, this armor is impervious to rust, and while not invincible, can tank the greatest of hits without denting. It is slightly more vulnerable to magic and unorthodox attacks, such as acid, but it's easily repairable and very lightweight, allowing you to carry it with ease. (-400 CP)
- Sword of Zork: A majestic sword of Elvish antiquity that glows a bright blue when danger is near. This unbreakable sword is also capable of increasing the willpower and strength of the user during combat, allowing them to overcome odds previously thought impossible. (-600 CP)
- Personal Treasure Cave: Every dungeon master's got one of those: a personal cave stashed with treasure and goodies, as well as a library filled with books. This is a sanctuary hidden from prying eyes, and thus can serve as a safe spot from any enemies for at least several months, enchanted with magical fail-safes and defenses to ward off looters and intruders. It also possesses a cabinet that can hold select objects from your Warehouse for access or storage. In future Jumps, you may select wherever you want your cave to be, although it can't be moved again afterwards. (-600 CP)

## Companions:

Import: You can import companions for 100 CP each, or import up to six for 300 CP. Each companion gets their own background and 500 CP to spend.

Export: You can recruit any companion found on this Jump for 100 CP each, canon or otherwise. For canon companions, you'd have to first convince them to tag along. Below is a list of original companions for consideration as well.

## Original Companions:

- Friendly grue: Looks like one of the apex predators of this world has found a friend in you. Maybe out of curiosity, maybe out of a genuine desire for friendship. Maybe it just likes the way you smell. Whatever it is, this grue is very protective, very powerful, loyal to a fault, and an amiable fellow. However, at the end of the day, it is still a grue, which means it can only really come out in total darkness. Thankfully, darkness is also where it excels at fighting; while it is not by all means invincible, it can still put up a heck of a fight.
- Ex-FrobozzCo Accountant: This fellow used to work at one of FrobozzCo's 17,000+ subsidiaries before they decided to find a living elsewhere, one possibly filled with a bit of adventure. They are very picky about debts and extremely precise when it comes to payments, but you won't find a sharper mind when it comes to numbers, with the skills to manage your resources, your expenses, and even your warehouse, if you need assistance in that venue.
- Unicorn: A rare yet splendid animal, thought to exist only in legend. Although they don't always like being ridden on, this one could make an exception, provided you treat it well. It'll take some time for it to get used to you before that happens, but you'd be hard-pressed to find a more graceful mount anywhere else.
- Flatheadian Noble: A distant family relative from the surviving nobility of the Flatheadian Dynasty that once ruled the world, they have decided instead to try and maintain a (relatively) low profile in these turbulent times, and have decided to join you on

your quest to wherever. Their training in the courts, however, has not rusted in the slightest, and they are renown as expert charmers and negotiators, with charisma capable of nudging even the most intransigent of parties. Their flat head may give them away, though.

- Platypus Knight: A sworn platypus knight beholden to Anatinus, King of Misty Island. This young 'un has felt the call for glory and the experience of a lifetime, and found you to be a good enough opportunity for such. They are very chivalrous, skilled in armament and combat, and despite their occasional recklessness can be counted on for their sheer loyalty.
- Untethered Robot: By the looks of it, it seems that one of these prototype automatons may have wandered off from a Frobozz Magic Company site and gotten lost. It's stumbled onto you, and decided to serve you instead. For what it's worth, it's good at keeping things organized and/or in track, and is an effective data collector, capable of memorizing any information given to it for future use. It can also serve as a decent fighter in a pinch. In order for it to follow your orders, simply utter "Robot, [COMMAND]", and it will execute to the best of its ability.
- Wizard on the Run: A wielder of magic running from some dark past, or possibly somebody they really ticked off, they've decided to hang out with you, at least until the dust settles. They are a competent spellcaster, versed in such magics as healing, buffing, and other support powers in the middle of a fight. They are also knowledgeable about many aspects of this world, and have a keen eye for detail, enough that they can quickly connect details to give a whole picture.
- Young Dragon: A recently orphaned creature, this one has latched onto you and decided that you are now its surrogate parent, despite the obvious disparity between species and size. Don't be fooled by its youth, though. Dragons are still known to be notoriously stormy creatures, capable of both immolating their enemies and turning them into stone with their gaze at will. Despite this, they have an unusually polite nature, to the point that they maintain formal rules for immolating humans, such as introducing themselves before the deed, refraining from mocking their victims afterwards, and minting their breath before spewing fire at their targets (nobody likes bad breath). Of course, being a generally peaceful creature, it tends to act more in self-defense than aggression, although they aren't known much for

their brains, either, easily deceived by illusions or even mirrors.

- Elfin Blacksmith: A mysterious race of humanoids, they come in two kinds: dwarf-elves, which tend to be shorter, and taller green-skinned kinds. While exceedingly rare, their kingdoms hidden away from prying eyes, they are brilliant craftworkers, forging the most popular and trustworthy blades in all the lands. This one in particular has a special talent for creating and fortifying weapons in ways never before seen, and has come across the urge to travel the world to further their skills and experience. They, like all members of their species, are also a member of the Supernatural and Fantastic Wayfarers Association, which can serve as a gateway for discovering more about the hidden supernatural elements of this world.
- Pet Minx: Minxes are irresistibly cuddly animals which share all the most ingratiating characteristics of kittens, koala bears, and piglets. They are highly prized for their ability to find and root out chocolate truffles from the ground, and will eagerly devour them if given the opportunity. This one is also trained enough to locate items hidden out of sight, and will always bring them to you, although they may occasionally indulge in eating the items if they are edible. They are also very cute.

Drawbacks: Any number of drawbacks may be chosen. Drawbacks automatically negate any related perks from this or any previous Jump for the duration of this Jump only.

1. Who Were You Again?: You've got a short memory for no explicable reason. This might make things tricky if you want to make friends or keep connections, if you're trying to solve quests, or even if you're trying to navigate. (+100)
2. Flaunting It: You have a propensity for excess that rivals King Dimwit himself. Keep in mind, this is the guy whose coronation took thirteen years to plan and cost 12 times the Empire's GNP, on top of exacting a 98% tax rate to fund his many projects and vanities, one of which was an underground dam in a place that not only did not experience rain, but didn't even need a dam to begin with. One can only wonder what kind of antics you'll be pulling with that kind of ego, even when they defy sensibility and logic. (+100)
3. Flathead: You have a flat head. That's it. It looks silly, makes wearing hats and other basic life things a lot harder, and people might mistake you for a Flatheadian noble, which could make things awkward or difficult depending on the situation. (+100)
4. Shortened Batteries: All your light sources, including natural and magical lights, run out a lot faster. Hours becomes hour, singular, and what takes minutes could finish in seconds. Hopefully you've got spares, or at least don't plan to hang around grue territory for too long. (+200)
5. A Quendorian Always Pays Their Debts: If there's one thing FrobozzCo International are renown for, it's their absolute dedication, especially for any debts incurred. For some reason, you owe them money, and they will make it their life's work to remind you and get their moolah back. You will be constantly hounded by FrobozzCo agents wherever you go, but they won't kill you or even harm you. No, they'll just harass you for their money back, even if you happen to be in the middle of something important, and they won't go away until they get their installment, nor can they be injured or killed. The debt amount is never specified, never seems to run out, and your situation is

of the least concern to them. Even if you are hanging on a ledge inside a volcano about to fall, or fighting for your life against a world-ending demon, they will drop by in a hot-air balloon to ask for their money (and do absolutely nothing else) and then leave you back there once they have acquired it. (+200)

6. Darwin Awards Candidate: You happen to be a nitwit. Extremely imbecilic. Stupid as in, make-Homer-Simpson-look-like-a-Nobel-Prize-Winner moron. Such a nincompoop that it actually interferes with your actions and surroundings, and can even put you in severe danger sometimes, with no guarantees that you'll actually escape intact. (+200)
7. Vocabulary Invalidity: Fie! Finicky fatalist fracas fleeces fun feats! Forsooth! Foul farraginous futures forecasted! Fortunate fruit-bearing frontiers forthwith futile! In other words, randomly select a letter from A-Z, or another alphabet of your choice. You can now only speak (and/or communicate in any manner, telepathically and literary included) using words starting with that specific letter. (+400)
8. What Do I Do Now?: There once was a tale of a wizard who cursed a hero with a spell that slowly starved him to death. The hero's solution was simple: he turned himself into a flamingo. And somehow, that worked. For the duration of this Jump, the path forward will make absolutely no sense whatsoever, requiring actions that seem counterintuitive and items that you wouldn't even consider. Want to get a diamond to fill that treasure box? You'll need to get a pile of coal, stick it in a drying machine deep inside some mines, and turn the dial with a screwdriver you found at a hydroelectric dam. You COULD find clues to help, but likely they'll just confuse matters more. (+400)
9. Regular Visitor: You've got a stalker. Could be a wizard, could be a thief, could even be a clown jester. Whoever it is, they will constantly show up at random and mess with whatever you were doing at the moment. Cast spells, steal your stuff, troll you, misdirect you, interrupt you, anything's on the table aside from death. They will perpetually appear at any given time, even if it happens to be the worst time, and will always escape unscathed, no matter how fast/prepared you are. This state of affairs will

remain until the Jump ends, and there's no alleviating it, save, perhaps, for some aspirin. (+400)

10. Somebody Forgot to Pay the Bills: You've done it now. The world is drowned in perpetual darkness, turning it into a feeding paradise for grues. They are also much more difficult to kill, and more skilled at sneaking up on you. Keep your light sources nearby. (+600)
11. A Proper Adventurer: You lose all your previous perks and items and access to your Warehouse, sans your Body Mod. All your companions are simultaneously locked away as well, including any purchased in this Jump. Time for you to journey like how the real joes/janes/AFGNCAAPs do it. (+600)
12. Do Unto Others Before They Do Unto You: You seem to harness a particular interest for people in this world. Adventurers, inquisitors, soldiers, monsters, knights, thieves, platypuses, witches, wizards, demons, robots, you name it. You'll be pursued consistently, wherever you go, never given a chance to breathe. While some may be nice, they'll usually end up getting in the way of what you were doing and making things more difficult. The majority, however, seem to want something from you: your skills (ripped from your dead body), your stuff (also ripped from your dead body) or just your blood (again, dead body). (+600)

### Aftermath:

Now that you've reached the end, you've got one of three choices. In each of these, you retain all your perks, items, and companions up until this point:

- 1) Stay: The adventures here were rough, but fun. Maybe you'd like a little more time here. You can stay in the world of Zork.
- 2) Go home: You seem tired. Can't blame you, honestly, after all that you've been through. Time for you to return to the nice comfort of home, where it all began.
- 3) Move on: Future endeavors beckon to you, Jumper. If you have the stomach for it. With this choice, you move on to the next Jump wherever that may be.

As a bonus for completing this Jump, you get a multitude of rewards. First, you get a free Commodore 64 or time-equivalent personal computer, as well as a bunch of floppy disks that both have recordings of your adventures, and have all the Zork and Zork-relevant games ready to play. It is battery powered, can be recharged, and respawns at your Warehouse after destruction or damage.

Second, you are given a regular subscription to a set number of FrobozzCo products for use in future Jumps, with full warranty expressed, implied, and guaranteed. For more details on their contents, visit the Index below.

You also get a signed copy of Dimwit Flathead's personal autobiography, "My Best Excesses", as well as a refilling box of Rodney's Funcereal breakfast cereals, for that most important meal of the day.

### About Zork:

Developed by Infocom with its first release in 1979, Zork established itself as the most iconic and distinguished text-based adventure games, and arguably a pioneer of the genre, to the extent that it is still enjoyed today in many corners of the world. Other spinoffs included other text-based games set in the Zork universe, some point-and-click games, a few novels, and even a short-lived MMO, as well as some fan-made mods for other video games.

### Jump Contradictions and Clarifications:

- Your Grue companion will somehow be immune to your Grue repellant, although you will smell really nasty to it, something it will complain about a lot.
- The luck that the Wishbringer Stone Copy provides does not stack with other luck-granting items, although it may stack on activation with any luck-based perks that you have.
- In Zork lore, inquisitors only became a thing after the First Age of Magic, around 966 AE. In the event that you pick a scenario set in a time before that, just headcanon how an inquisitor happened to be around at that time. Maybe give it another name. Or maybe there were inquisitors around at that time, who knows?
- The Ex-FrobozzCo Accountant won't be able to help deal with the loansharkners of the "A Quendorian Always Pays Their Debts" drawback. At best, they'll ignore the accountant. At worse, the accountant will also be asked to shell out some of that debt (probably not something you want to offload onto them), or even join them in pestering you until you pay up.
- "Somebody Forgot to Pay the Bills" drawback may enhance your grue companion as well, but enemy grues will still be much more powerful than either of you individually.
- If, for some reason, you decide to pursue the other Cubes of Foundations and do something you're not supposed to, such as accidentally ending the universe, your Jump will immediately end there. So, try not to do anything funny.

### Credits:

Credits to Infocom for developing the series, and gratitude to Paul for help with edits and comments.

## Index #1: Magic Spells.

In the world of Zork, there are different fields of magic, such as High, Middle, Deep, Low, or Use. The following are details regarding an assorted number of magics provided by the Borphee Magic School. Not intended for use from those suffering from Magic Deficit Disorder (M.D.D.). Brackets indicates that you have to name whatever you're casting towards. If not, pointing towards it is fine. Each spell may only be active towards a single target at any given time. You'll need a Quendorian Hyperbolic Incantation Generator (or magic wand) in order to utilize these specific spells.

- Aimfiz [someone]: Teleports the caster to someone's location. You'll need to specify the person you're teleporting to, as well as have a general idea of where they are to begin with.
- Bayala: Inflicts bodily deformation on someone. The nature of this deformation is completely at random.
- Beburtt: Creates the illusion of inclement weather. It can affect a wide area, and lasts about an hour. The reverse of this, Ttrubeb, creates the illusion of pleasant weather.
- Bittyjoo: Makes lies undetectable, and causes chocolate to vaporize. Careful where you use it, if you have that sweet tooth.
- Blorb [object]: Safely protects any small object as though it were in a strong box. While there's nothing stopping any sufficiently powered force from breaking through the barrier, it'll hold long enough.
- Blorple [something]: Explore an object's mystic connections, albeit in a vague manner that provides clues rather than a clear picture. You must be holding the thing to blorple. If it's too powerful or high level, the spell doesn't function.
- Borch: Puts insects to sleep.
- Bozbar: Causes an animal to sprout wings, even if they can't learn how to fly, or if this affects their physiology in other unexpected ways.

- Caskly: Causes aesthetic perfection on an object. However, it does not mend or repair. It's fine with the status quo more often than you'd expect.
- Cleesh: Changes a creature into a random small amphibian.
- Dabhhu [someone]: Ensures complete obedience of an affected subject. It lasts one hour, and the affected targets tend to become very literal about orders, so word your commands carefully.
- Drilbo: Strips a floor of yellowed wax.
- Elkkiz: Turns things invisible. Effects are temporary and not guaranteed throughout.
- Espnis: Inflicts temporary sleep. Casting *espnis* on yourself forces you to sleep wherever you happen to be.
- Esrever: Reverses use of any other spell from this list.
- Exex: Makes things move with greater speed. Be advised: the speed can be randomized.
- Faift: Changes appearance to look younger.
- Filfre: Displays gratuitous fireworks.
- Fizmo: Causes stopped-up pipes to unclog.
- Foblub: Glues audiences to their seats. Crowd satisfaction not guaranteed.
- Fripple: Erects a magical barrier against wild beasts, according to the enchanter Gzornenplatz.
- Frolg: Ties stuff in knots.
- Frotz [something]: Cause something to give off light. This cannot be used on grues, and is subject to same limitations of relevant drawbacks regarding light.
- Fweep: Turns caster into a bat.

- Girgol: Stop time for ten seconds. You are also affected, however, although you can process what's going on during the time freeze.
- Ghel-ooh: Suspends subject in gelatinous substance.
- Gizgum: Predict visits from relatives. Useful when you want to watch out for the in-laws.
- Glorf: Magically unties knots.
- Gloth: Folds dough 83 times, according to the enchanter Sneffle.
- Gnusto [spell]: Write a magic spell into a spell book for future reference or study. You must be holding both the scroll you're gnusto-ing from and your spell book. You cannot gnusto long and complicated spells. To unwrite, OTSUNG.
- Golgatem: Creates a bridge over a body of water. Metaglog, on the other hand, does the exact opposite: destroys a bridge over a body of water. This body of water can be of any size, shape, or nature.
- Gondar: Extinguishes fire, like a firehose.
- Gorch: Creates a ladder out of thin air.
- Imali: Temporarily worsens eyesight.
- Ingram: Turns purple things invisible temporarily. The flipside of this is Margi, which turns invisible things purple.
- Izyuk: Grants one the ability to fly like a bird (i.e. by flapping your arms like wings really hard). You won't tire from it, though you'll look really silly.
- Jindak: Detects magic in a given area. The spell ignores your inventory and only considers other objects in the room, and it doesn't specify what kind of magic it could be.
- Katpil: Digs at an area.
- Kcorht: Causes vegetation to wilt.
- Kendall: Simplifies instructions. No promising that it won't make the instructions too vague, however. The reverse of this,

Lladnek, makes instructions more complicated, in case you felt things weren't challenging enough.

- Koaasst: Plays soothing ambient music around you wherever you go.
- Krak: Drastically slows down time for ten seconds. It may cause disorientation, and you are also affected, although you retain your faculties.
- Kulcad: Dispels any magic spell on this list.
- Lesoch: Unleashes a gust of wind.
- Lexdom: Creates a lock and associated key.
- Libido: Makes a creature think you are really, really ugly.
- Liskon [someone]: Shrink a living thing. The effect is temporary, as the shrunken creature will regain its original size after a few turns. It is also beholden to the laws of physics, so making it smaller may make it stronger.
- Lobal: Sharpens hearing. May cause disorientation or even deafness if in close proximity to something really loud.
- Louganis: Prevents drowning. It won't make you learn how to swim, though.
- Malyon [something]: Animates an object. Most animated items just dance a jig for a short time, though. Hopefully, you de-animate them before the existential dread settles in.
- Meef: Cause plants to wilt.
- Nerzo: Balances out your checkbook. It may not affect your actual finances, so this is more of a thing you do after you settle them properly.
- Nitfol: Allows one to converse with beasts in their own tongue. This is temporary, and some beasts may not want to talk to you to begin with.
- Nonav: A spell used for navigation and boat-guiding. Doesn't increase your sea-faring skills, though.

- Nundum: A commonly used stupidity spell. While temporary, try not to cast it on yourself.
- Obidil: Makes the caster more attractive to other creatures. Unintended consequences are entirely of your own making.
- Pax-ten: Slows productivity of a target through confusion.
- Plasto: A disguise enchantment, used to make someone look like someone else. It is a very imperfect spell, however, so don't run into anybody who knows what the real deal looks like.
- Pulver: Dries liquids.
- Quelbo: Transmutes coconuts into gold.
- Radnog: Ignites a fire.
- Rezrov [something]: Opens locked or enchanted objects. This is entirely dependent on the level of complication of the lock in question, so higher-level locks or enchantments may resist this spell.
- Snavig [someone]: Changes shape to that of a target creature). Distance plays a role: the creature to copy must be close by. You will not be able to cast spells in animal form and may even be forced to drop all your current possessions. The effect is temporary.
- Stegaw: Turns eggs into ripe guano.
- Swanzo: Exorcises an inhabiting presence. Powerful beings may be resistant to it, but the spell will still weaken them and allow for greater spells or wills to throw them off.
- Tansey: Predicts weather with a fifty-percent accuracy.
- Throck [something]: Causes plants to grow. Try not to inflict it on something living.
- Tinsot [something]: Freeze spell. Frozen items tend not to stay frozen; the ice will melt after several minutes. Creatures may break out from a thin layer of ice immediately, and a thin layer of ice on most inanimate objects is usually irrelevant anyways.
- Tossio: Turns designated granite into fettuccini.

- Trizbort: Spatial displacement spell.
- Umboz: Obviates the need for dusting.
- Vardik: Shields a mind from an evil spirit. As usual, the more powerful the spirit, the more easily the shield will be penetrated.
- Vezza: Views a random future event. These events are usually relevant, but there's no indication as to whether it will come to pass to begin with, and the significance won't be clear until the moment actually arrives.
- Vorzer: Seals open doors shut.
- Vozam: Separates the energies of different magics, in the event that they coalesce together.
- Yomin [someone]: Mind probe spell. Even when it works, you tend to get only a general impression of what the target creature is thinking or feeling. And it only works on actual creatures; yomin won't work on animal eggs, even if it's about to hatch and there's technically a thinking creature inside it.
- Yozozzo: Turns a person into a mallard, or vice versa.
- Zemdor; Triples an object.
- Zikkle: Turns invisible things visible, temporarily.
- Zimdor: Triples the quantity of intoxicating beverages. Great for parties.
- Zooka: Turns eggs into overripe cabbage.
- Zugthug: Automatically corrects spelling errors.

## Index #2: FrobozzCo Products:

These are the products valid for your end-of-Jump reward subscription. Upon usage or damage, replacements are guaranteed in a day's time, unless otherwise stated.

- Frobozz Magic Anti-Pit Bomb: A grenade sized device advertised as follows: "Is your cavern infested with bottomless pits? If so, this anti-pit bomb is the answer to your prayers! Instructions: simply enter the pitted room and throw the bomb. All pit-filling agents are harmless; no protective gear is required!" Once used, the bomb silently explodes into a growing cloud of bottomless-pit-filling agents that fill the hole from the bottom up.
- Frobozz Magic All Organic Processor: Also known as the ChiaProcessor. Invented by Dalboz of Gurth, the ChiaProcessor is a combination mixer, slicer, dicer, and houseplant all rolled into one.
- Frobozz Magic Balloon: A hot air balloon with a wicker basket, this mobile aircraft can take you anywhere. It is fueled by a mixture of hydrogen and helium, and can be anchored by tying the braided wire attached to it. To allow access into the balloon, say 'Board'. To leave it, say 'Disembark'. To land your balloon, say LAND. Other than that, you're on your own, sport!
- Frobozz Magic Boat: This is an inflatable seaworthy vessel that, when deflated, can be folded into a pile of plastic. To inflate, an air pump is required, one that is provided with this boat for such a purpose. Normally guaranteed against all defects in parts and workmanship for a period of 76 milliseconds from date of purchase or until first used, whichever comes first, this boat will come with the normal guarantee of 24 hours. However, it is made of thin plastic, and thus susceptible to sharp objects and rocks. Safety first.
- Frobozz Magic Boots: Equipped with unique ion-reversing tips, this is one of the most energy-efficient invigorating boots you will find. As your body expends energy, the tips capture and recycle it, making them a very comfortable wear. They do look a tad silly, though, like the shoes of court jesters.
- Frobozz Magic Burin: Used for engraving and available in a wide range of colors, these diamond-tipped tools make even the most ordinary paper look like royal stationary.

- Frobozz Magic Carpet: A square rug about five feet on each side, this laboratory-tested carpet is nonetheless incredibly durable and reliable, such that even great psychic storms can't deflect them from their course. It can also shapeshift to fit into cracks and breeze through the densest traffic jams, and is stone washable. To control the magic carpet, just say 'Fly' to fly and 'Land' to land. Easy.
- Frobozz Magic Clown Nose: It's a round, red clown nose. Wearing it makes breathing extremely difficult and might cause suffocation. Probably best to stick it on somebody else, unless you're into that sort of thing.
- Frobozz Magic Compressor and Pressurizer: These are two very similar models of devices. The Compressor is shaped vaguely like a washing machine, while the Pressurizer is more akin to a clothes dryer. Their primary purpose is to transform coal into diamond, and nothing else: any other items used will crumble into dust, and usage of these devices more than three times a day can cause the circuits to overload. Those who have attempted such a foolhardy feat have found themselves, as well as a good chunk of the surrounding coal mine, removed in the resulting pyrotechnic display. In the event such a detonation occurs, a replacement will be available in about a week's time. The Compressor operates using a button, while the Pressurizer needs a screwdriver to be used on its dial.
- Frobozz Magic Flamingo Food: This bag provides a balanced, nutritious diet for your flamingos. However, it is poisonous to humans and other animals.
- Frobozz Magic Glove: An enchanted glove that grants the hand that wears it increased dexterity and sensitivity. Particularly helpful with surgeons.
- Frobozz Magic Goggles: These work as portable x-ray devices, allowing the wearer to see through certain solid substances as though they were transparent. Different models have varying levels of strength, which produces different results depending on the thickness and make of the object.
- Frobozz Magic Gunk: A bottle of the stuff, originally developed by elvish technicians, this gunk is perfect for patching leaks. It only works on smaller stuff like inflatable rafts and pipes, so don't try mending a hydroelectric dam with it. It is also not a lubricant, and especially not a kind of toothpaste (as those

who have attempted this hideous error have found their mouth glued shut).

- Frobozz Magic Homing Pigeon: Though strikingly lifelike, this is merely a clay reproduction, complete with a ceramic perch. When this pigeon is picked up, the carrier will find themselves instantly teleported to the general location of the perch (could be from a mere two inches to thousands of miles away. The teleportation process is dizzy-ness inducing, but works every time.
- Frobozz Magic Cauldron: These Rejectron-Coated Cauldrons are made of 100% metal, perfect for mixing, brewing, and bubbling any broth or potion. A wide mouth makes stirring easy, and the broad base distributes heat slowly and evenly. Tip-proof construction, heavy-duty handles, a tight lid, and carved spout make these the finest kettles at any price. They are available in three sizes: small, medium, and large.
- Frobozz Magic Sunlight: A jar filled with one day's worth of sunshine, allowing you to light up even the darkest of areas. Despite the brightness, the jar remains cool enough to hold.
- Frobozz Magic Super Snowgun: A large mechanical mortar equipped to spray snow over a wide area, or fire a clumped-up snowball, used by the owners of Grayslopes to maintain their ski fields. You can even create your own using these, although depending on the environment, it could take some time.
- Frobozz Magic Swiss Army Amulet: This jack-of-a-bunch-of-trades has a built-in pencil sharpener, compass, secret compartment, decoder, and a special whistle that only grues or magical creatures can hear.
- Frobozz Magic Transport Broom: This dependable, economical form of transportation, disguised as a closet broom, possesses a crystal ball compartment, pulsar detector, and a storm shield, and is collapsible for easy carrying. This model is also available in three lengths of small, medium, and large.
- Frobozz Magic Wizard Cap: This pointed hat is about the best fashion statement you can have from Quendor. It is also water-resistant, and available in three colors: Elderberry, Midnight Moss, and Basic Black.

- Frobozz Electric Auto-lighting Cigar: A special cigar that lights itself whenever used. You get a pack of these, and they refill once finished.
- Frobozz Magic Wizard Escape Potion: Ideal for escaping from any enchanter under any conditions, with an ironclad money back guarantee. Unfortunately, due to the nature of this potion, they come with a series of legal forms that must be signed with precision, including information such as your name, the name of the wizard/witch you are trying to escape from, the intended destination, and a signature clearing FrobozzCo from any future obligations other than the exact escape in question. All seven copies will need to be signed in the thirteen places required for the potion to take effect. The potion will be refilled in one year's time after usage, due to the nature of this brew. If you're wondering why this is all necessary in potential Jumps where FrobozzCo isn't even a thing, then don't worry: FrobozzCo doesn't know either, and they never asked.

This Jump was made by btbassaj.