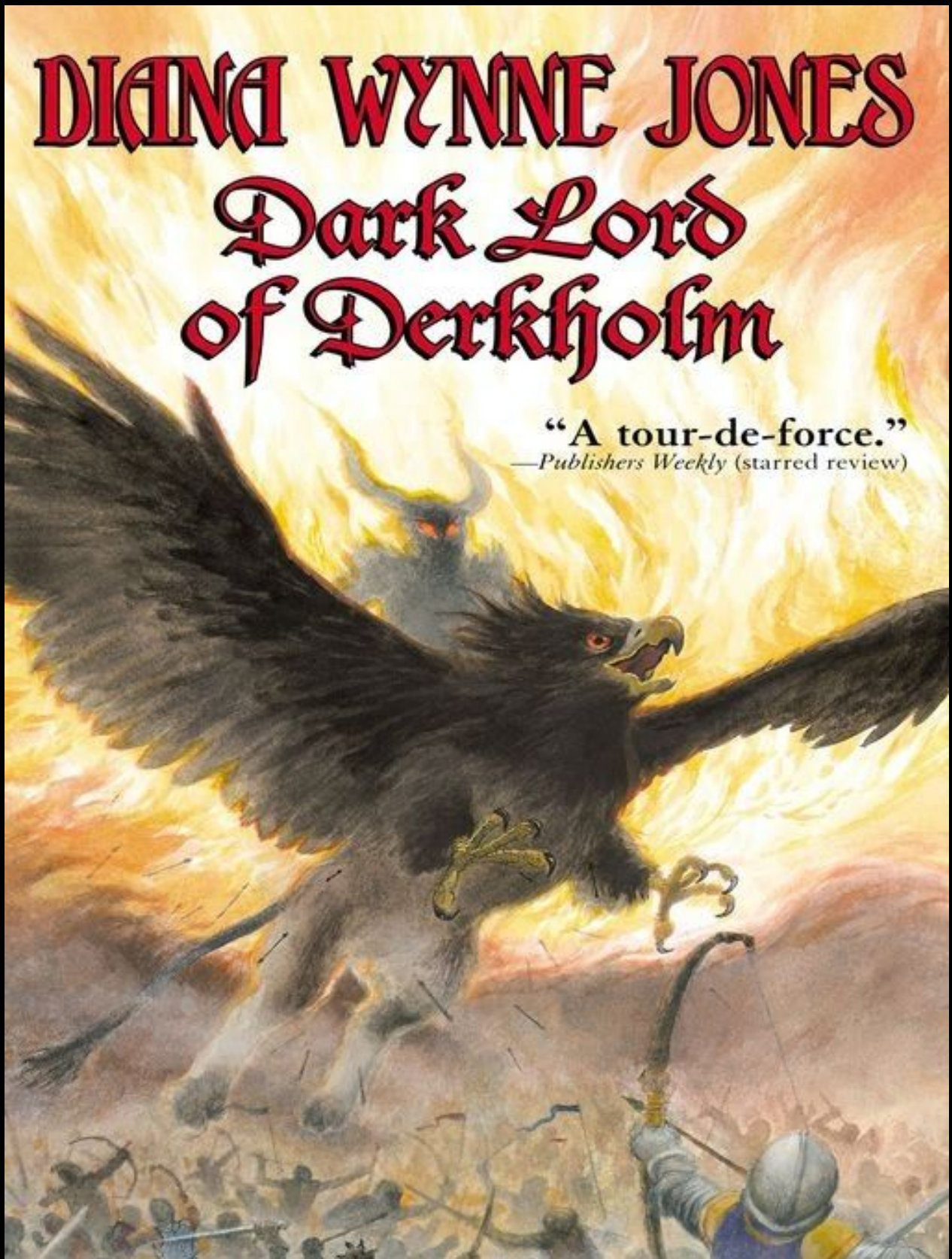


DIANA WYNNE JONES

Dark Lord
of Derkholm

“A tour-de-force.”

—*Publishers Weekly* (starred review)



Darkness falls across the lands. The dreaded Dark Lord has sent forth his armies to despoil the countryside, and force the world to its knees. Only a select few can brave the many dangers to discover his hidden weakness and save the world.

In short, the winter thaw has come and it's tour season. Yet again.

You see, forty years ago, a businessman named Roland Chensey discovered how to open a portal to Fantasyland, as he named it, and he came up with a plan. Turn the whole world into a fantasy theme park, and have groups of rubes pay through the nose to have a genuine Wizard lead them all over the countryside on an elaborate and world-saving quest. So began Chensey's Pilgrim Parties.

For forty years tourists have made a mockery of local law and custom, gotten away with crimes, and generally made an unholy nuisance of themselves. Every year, a minimum of nine cities are destroyed so Pilgrims can barely escape, "Final Battles Between Good and Evil" kill thousands of people. And the Dark Lord, who organizes everything on this side of the portal, is worked half to death even as he must transform his home into a twisted black tower in the center of a blasted wasteland.

This year, on the day you arrive, the crowned heads of the world gather to consult the White and Black Oracles on a most important matter: How to rid themselves of the Pilgrim Parties? They receive two answers; to name the first person they see on leaving this year's Dark Lord, and to name the second Wizard Guide to the final tour of the season.

On leaving, they spot Derk, the world's worst Wizard who retired to his farm at Derkholm to experiment with creating novel plants and animals, and his fourteen-year-old son Blade who has recently discovered his own magic....

LOCATION

Really, start anywhere you like. By default, Executives and Tourists start on the Other Side, weeks before coming over, Children start at Derkholm, Wizards at the University, Royals and Rogues wherever seems appropriate. But you can override these at no charge, if you so desire.

AGE & GENDER

Keep it as previous, or change as you like, no reason to spend points on it and no judgement.

ORIGINS

Child of Derkholm: You're a child of Wizards Derk and Mara. Possibly not in the traditional biological sense, most of their children are griffins after all. But no less loved for it. You grew up on a farm surrounded by love, squabbling siblings, and abominations against the natural order.

Wizard: A graduate of the University, you have the gift of magic and at least a modicum of talent in using it. Sadly, the University hasn't exactly been at the cutting edge of research or theory, stressing practical applications of magic- and then mostly those of use to Wizard Guides, which is your profession.

Rogue: You may be a member of the Thieves' Guild, or a pirate. Either way, you're a scoundrel tolerated only because you add local color and sometimes interesting story hooks. Try not to push your luck too far.

Tourist: It wasn't supposed to be like this. Just a spot of fun. Nobody was supposed to get hurt. Yet you found yourself wondering about a life of adventure and signed on for the last tour of the season. Have fun!

Royal: You're a person of great assumed importance, close to the crown or the nearest equivalent. Whether a member of the Imperial family of the Empire, or the Emir, or a child of King Luther of Luteria or even a Dwarven Forgemaster, high priest, or Horselady.

Executive: Strictly business, nothing personal. You have a fairly high-ranking position in CPP Incorporated, enough to get invited to all the important meetings and interact with people in Fantasyland. Don't let the power go to your head.



PERKS

Roll With It (-100 cp, free Child) Life is strange and chaotic at Derkholm, between the invisible cats getting underfoot, carnivorous sheep escaping to eat the neighbor's livestock, and whatever drama is going on between Kit and Callette this week. You've learned to not be rattled by surprising turns of events or noisy spaces full of fast movements, but roll up your sleeves and get to work.

Talented (-200 cp, discount Child) All Derk and Mara's kids are incredibly gifted. Kit and Blade are dab hands at magic, while Elda moved a mountain by accident. Lydda is a fantastic cook, Shona a wonderful musician, Callette a tinkerer and Don.... exists, I suppose. Still! Pick a particular art or skill to become superbly talented at. Can be taken multiple times.

Griffin (-200 cp, discount Child) You're a Griffin! Well, it's only to be expected from Wizard Derk. You have a fine coat of feathers and fur, and can fly for miles at great speeds, while your

tearing beak and claws ensure you are never defenceless. Still, you're quite intelligent and can speak articulately, often to the surprise of those who aren't close to the family.

Animal Wrangler (-400 cp, discount Child) People talk about herding cats, but they've never dealt with invisible cats, or jeering geese, or flying pigs who know exactly what is meant by 'bacon.' You have an almost supernatural ability to understand animals, what drives them, and how to move them to where they need to be, or at least out of the pantry.

Mad Genetics Mage (-600 cp, discount Child) Derk made griffins for his children, and went on to make a variety of sapient, flying and weirder creatures. You now have his skill and creativity in splicing genes, whether through magical or technological means. At minimum you can hybridize creatures from entirely different taxonomic classes, uplift animals to sapience, and grant invisibility. And who knows what the future holds? Winged humans that can actually fly, ants that spread diseases... the world is yours. And they called you mad.

Magefire (-100 cp, free Wizard) The most basic of magics, Magefire happens when a Wizard learns to sense their magical core and pull out some energy, manifesting as a beautiful flame that cannot harm them, or anyone or anything they do not mean to harm. The color is distinctive to each individual, and it's great for a light or a flashy fireball that doesn't have to actually hurt anyone.

Collegiate Mage (-200 cp, discount Wizard) You're a graduate of the University! Which means a lot less these days, but oh well. You're skilled in magics such as illusions to help the tours function, or repair and healing spells to clean up after the tours pass through, and a variety of combat and utility spells, like inescapable netting, basic wards and demon-summoning.

Scrying (-200 cp, discount Wizard) A very handy magic that doesn't see as much use in these days, Scrying lets you magically view distant or past events. You will need a reflective surface, or a number of Wizards to stand in a circle holding hands, but otherwise can explore distant lands and uncover lost secrets of the ancients without needing to put on your trousers.

Magic (-400 cp, discount Wizard) You're a Wizard, Jumper! I mean, besides the origin. You have the ability to practice actual-factual magic and not just conjurer's tricks like basic illusions. To give you some idea of what local mages can do, Querida once turned half a dozen attackers to stone in an eyeblink and Elda once moved a mountain by accident to avoid crashing into it. Stasis and refrigeration or warming spells are commonplace as is Translocation, or teleporting.

Pollicant's Philosophy (-600 cp, discount Wizard) Ohohoho! In another age, you'd have been considered a legendary Wizard, but these days a Wizard is only as good as their skill as a tour-guide. You have vast reserves of power, enough to rearrange the landscape to your liking or Translocate to Mars, but there is far, far more to a proper Wizard than mere power.

You, you clever subversive, have read *Policant's Theory of Magic* and *the Red Book of Costameret* cover to cover. You understand on a deep, intuitive level that magic is wonder and art and that for every accepted standardized spell-effect, there are a thousand alternative roads to the same result, many of them just *better*. Flashier, more efficient, quicker, stronger, longer lasting or just more fun. You are very good at finding these methods, modifying spells on the fly to optimize whatever qualities you desire most. And because you've captured the fun of magic, the novelty of research never really goes away.

This applies equally to all forms of magic you're previously learned, and will learn in future Jumps.

Pickpocket (-100 cp, free Rogue) The most basic skill by which a thief can keep himself fed. And help himself to any promising knick-knacks. You are skilled at lifting small objects, such as jewelry or wallets, off people without their noticing.

Face in a Crowd (-200 cp, discount Rogue) Vanishing once a caper is done is the next most important part of being a thief. You can blend in with any crowd, and won't be conspicuous in any urban setting unless actively calling attention to yourself.

Ship-Shape (-200 cp, discount Rogue) For those who would prefer the life of piracy, you're a highly skilled sailor and navigator, know every part of a ship from keel to pennant, can dance among the tops like you were on the ground and sail through a fierce storm with hardly any effort.

Speaks Fluent Elemental (-400 cp, discount Rogue) You can see wind elementals, and understand their speech. They can understand you, as well, and will often check you out or do you small favors for the sheer novelty. Like making a gale from nothing or providing a strong steady wind in the direction of your choice.

Townsend (-600 cp, discount Rogue) It's not your real name, that's a secret only family knows, but you are part of the clan that provides the Hereditary Head of the Thieves' Guild. A great honor and burden. As a Prince(ss) of Thieves, you are expected to be a master of all forms of crime. To know every grift and con, be able to break into the most secure buildings and practically steal the clothes off a man's back unnoticed. Fortunately, you can do all that.

Eyes Full of Wonder (-100 cp, free Tourist) A vacation makes the world brand new. You see each new sight, every town, every sunset, with the eyes of a child. They are all wonderful in their own ways, even the flaws.

A Special Kind of Magic (-200 cp, discount Tourist) It's said a special kind of magic happens when you kiss a Wizard- albeit by people with no clue. But that's alright, you have all the romance-related magic you could need right here. You are a master at setting the mood, reading your partner and fulfilling their every fantasy.

Standards (-200 cp, discount Tourist) Surely they can't expect you to wear these silly clothes, and camp without tents, and not use your electric kettle? It's uncivilized! Beyond a few odd looks, no one will ever judge or censure you for unusual clothes or anachronistic technology ever again.

Human Notebook (-400 cp, discount Tourist) You have a perfect memory, one that notices everything, however tiny and records that information with perfect clarity. More, your brain constantly compares and cross-references these things, granting you startling insight into the similarities between things.

Ma and Pa (-600 cp, discount Tourist) Interpol would be glad to have you, and Poirot would tip his hat, you are pretty much the perfect undercover detective. Not only are you as perceptive as memetic Holmes, you're perfectly inconspicuous, the last person in a group anyone would think of as someone who was carefully watching everything. But as Napoleon is reputed to have said of prospective generals "Yes, yes, he's very good. But is he *lucky*?" Boy are you, at least while on the case. You constantly run into exactly the people you need to talk to, in circumstances that make them as likely to talk as they ever will be.

Good Thing He's Pretty (-100 cp, free Royal) Too often people confuse fair face with a noble heart, which is why Royals of all stripes take such pains to look good. And you do look very nice. Not an Elf, whose departures have been known to make people burst into tears at the feeling of loss, but really nice.

Anscher! Anscher! (-200 cp, discount Royal) The charge of the Howling Fanatics is a sight not to be missed in every Final Battle, and their devotion is quite real. Now, by spending time with people, helping and uplifting them, you too can inspire the kind of loyalty that leads people to kill and die in your name.

Parade Inspection (-200 cp, discount Royal) Time is a precious commodity in any project or crisis, and you can't get any more of it. But maybe, with some cleverness, you can make sure your rivals have a lot less. You are a master of the procedural roadblock, the tedious duty your enemies dare not decline and finding every possible way to make other people waste their time while your plans surge ahead.

Horselady (-400 cp, discount Royal) Or should that be Horselord? You have been blessed with extensive knowledge and skill in all matters relating to the proper care, handling, feeding and riding of horses. You can tell a horse's gender, health and pedigree at a glance, speak to the beasts and have learned a special whistle that will call horses to you. All the horses, anywhere in the world, regardless of ropes, fences or stall doors. With time and care, you can pitch this whistle to only a few horses relatively nearby.

Scales (-600 cp, discount Royal) It is one thing to be a king. Quite another to be a flipping fire-breathing dragon. Which you now are. Your size could range from twice that of a large house to filling up a small valley, scales like tenfold shields... you know the rest. You also have immense charisma and a beautiful, some would say enchanting, singing voice. One does not ignore a dragon when they land, and most people will snap to obey one's command. This does come with the downside of needing to regularly sleep on a pile of gold and gems to absorb vital nutrients, but unlike other dragons, since you paid for it, have a huge pile of gold and gems to rest on.

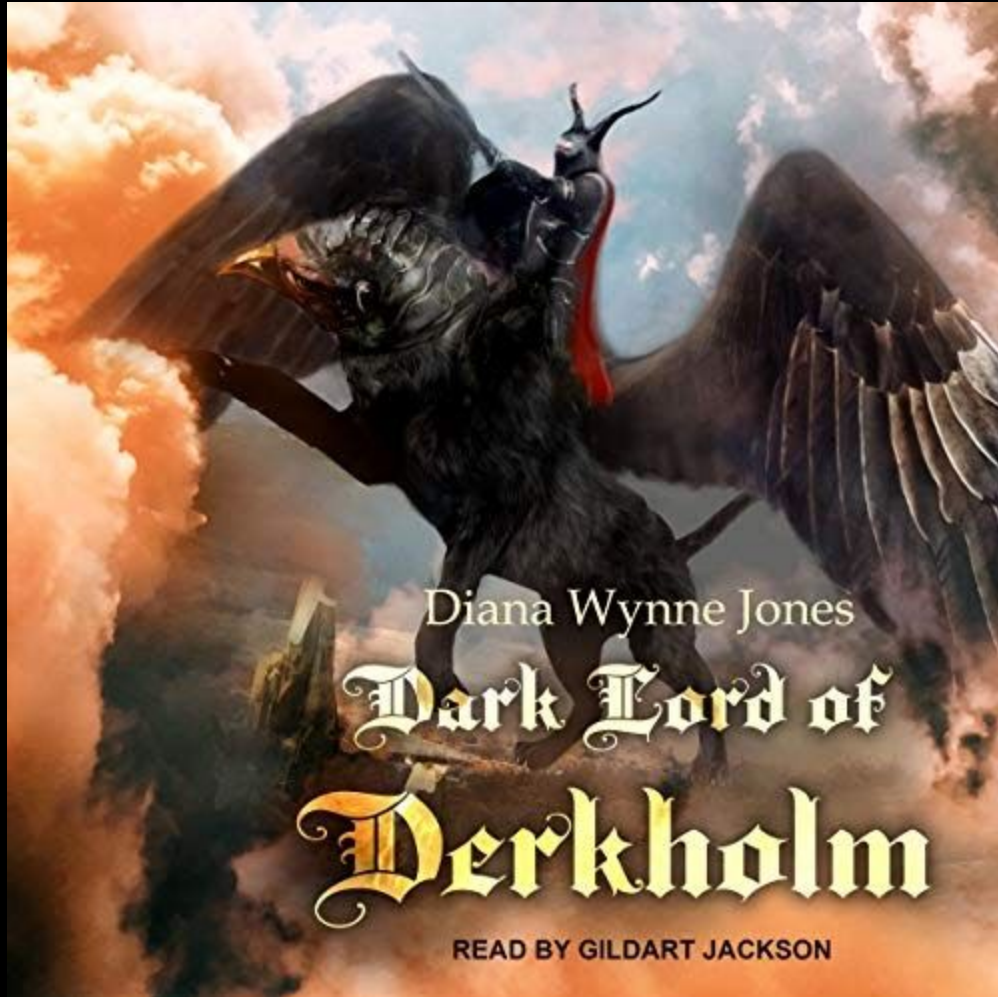
Powerpoint Pro (-100 cp, free Executive) You know all the corporate jargon and buzzwords, how to "find efficiencies" and most managerial tricks. And miraculously, you can make your meetings and presentations actually pleasant to sit through.

Delegation (-200 cp, discount Executive) The mark of a well-led department is that it functions even in your absence. So go ahead, spend the day on the gold course, your paperwork will quite literally take care of itself, your employees will work as diligently as if you were hovering over their shoulders, even phone calls to your desk will result in people walking away having heard precisely what you'd have told them. Why, it's like your presence barely matters, at this level.

Where the Real Money Is Made (-200 cp, discount Executive) Okay, a normal person could find a portal to a technologically primitive world and think of exploiting its resources. He might even think of turning it into a theme park so everyone could get the Tolkien experience. But bumping people off in a world where no police force has jurisdiction? Mining *dirt* to take its magic for a superfuel? That's a bit much. Like Mr. Chensey himself, you have a rare talent for finding the opportunity for profit in every little thing, you'd probably sell tickets to your grandma's autopsy and funeral.

Talk to My Lawyers (-400 cp, discount Executive) A distinct benefit of wealth is having the services of the best legal and PR firms around. This combination has set you very nearly above the law, so long as you don't murder anyone in broad daylight. You easily shed liabilities while retaining profits, have layers of shell companies and management between you and any possible assertion you knew of wrongdoing. Even your reputation is fairly safe against scandal.

Marked 'X' (-600 cp, discount Executive) Once, only an Emperor held power over life and death. You have shadier connections, and once a year can put a death mark on someone's head. The killers may fail, even with multiple attempts as they have access only to what tools or powers are commonly available, but under no circumstances can the hit be traced back to you.



ITEMS

Regulation Citadel (-100 cp) A Dark Lord's home is required to be a twisted black tower, in a barren wasteland illuminated by pits of blue balefire and decorated with skulls and the wretched remains of his enemies, living and dead. You can import this aesthetic to your Warehouse or any properties you own, or even the cheerier pseudo-medieval (some towns have electric lights) stylings of this world.

Swing (-100 cp, free Child) Mara forbade the children from ever using the swing again, after a few too many crashes. Nonetheless, it is a comfortable means of carrying humans while flying with room for two and unlike the previous one, no issues about the weight or balance.

Pet(s) (-200 cp, discount Child) Many creatures call Derkholm home, from winged horses Beauty and Pretty, to a sounder of flying pigs, a flock of Jeering Geese, a herd of carnivorous sheep, a dozen or so invisible cats, thirty Brainy Carrier Pigeons, and more. You may take any

one of these groups with you as pets, or if you wish a griffin egg or field of Derk's beautiful Man-Eating Orchids. This item may be taken multiple times.

Pocket Universe (-400 cp, discount Child) Derk isn't the only unconventional genius at Derkholm, Mara pioneered the technique for creating pocket universes for study and storage, at one point evacuating the populace of nine cities into one. Now you too have a pocket universe for keeping your things, entire galaxies worth of matter to exploit. Or, like Derk, you could use it to make a snazzy starry inner lining to a cloak.

Wizard's Staff (-100 cp, free Wizard) All Wizard Guides are required to have a staff and a magnificent long beard. Which probably goes a long way towards explaining the dearth of female Guides. In any case, now you too have a staff, it's long and hard, and has a big knob on the end. Actually that bit kinda still looks like a big spoon, to be honest. It does alright as a magical focus, but the main point is to make even the dimmest of tourists say "Blimey, it's a real Wizard!" And they shall, in this and future worlds, recognize the holder as a true Wizard. Beard optional.

Pocket Guide (-200 cp, discount Wizard) A map, schedule and notes on the tour route and scripted events, essential for making sure your group is in position for the Wild Hunt or ready to be captured by Pirates when they hit the first ship to the Empire. After this Jump, it will lead you on a wild adventure in whatever world you land, with at least some forewarning of what is ahead, and a reward worth all the trouble.

University Library (-400 cp, discount Wizard) Despite the... *eccentric* filing system based on famous Wizards of the past, the University's Library is still one of the world's greatest repositories of knowledge, from history and philosophy, through to magic and even cooking. Now you can take it with you, and have it update with all common and some very rare, but not unique, tomes in each future Jump.

Home Sweet Home (-100 cp, free Rogue) Even a criminal needs somewhere safe to rest their head. You have a safehouse, well-hidden and supplied, or a ship on which you can both rest and travel. You may take this a second time, at full price, to have both.

Mice (-200 cp, discount Rogue) Some twenty of your crew were turned to mice! Perhaps unsurprisingly, this has made them even better thieves and spies, loyal to you.

Book of Truth (-400 cp, discount Rogue) The greatest enchanted treasure ever produced by the great Dwarven Forgemasters of legend, this incredibly tacky, gem-encrusted gold-covered book has an exceptional power. Any statement written in the book which is not true is erased the moment the book closes. Sadly, this covers any statement that is subjective, but it's great for sorting out misinformation. Logical paradoxes also get erased.

Modern Comforts (-100 cp, free Tourist) You have a battery powered electric kettle and heating sleeping bag, along with some comfortable polyester hiking clothes.

Traveler's Dictionary (-200 cp, discount Tourist) This handy pocket book can translate any language, your finger easily finds the page with the phrases people used, even if you didn't quite hear or weren't paying attention.

Rabbit's Foot (-400 cp, discount Tourist) Allegedly good luck, if not for the rabbit. Still, this will allow you to escape certain death once per Jump or decade, whichever ends sooner.

Alibi (-100 cp, free Royal) It's great for people to know the boss is around, even when they aren't. When someone rubs this button, it creates an illusion of you, walking quickly away before turning a corner and vanishing. It does not speak or interact with people, and has a very grave face to discourage socializing. But it is good for people to see you sometimes.

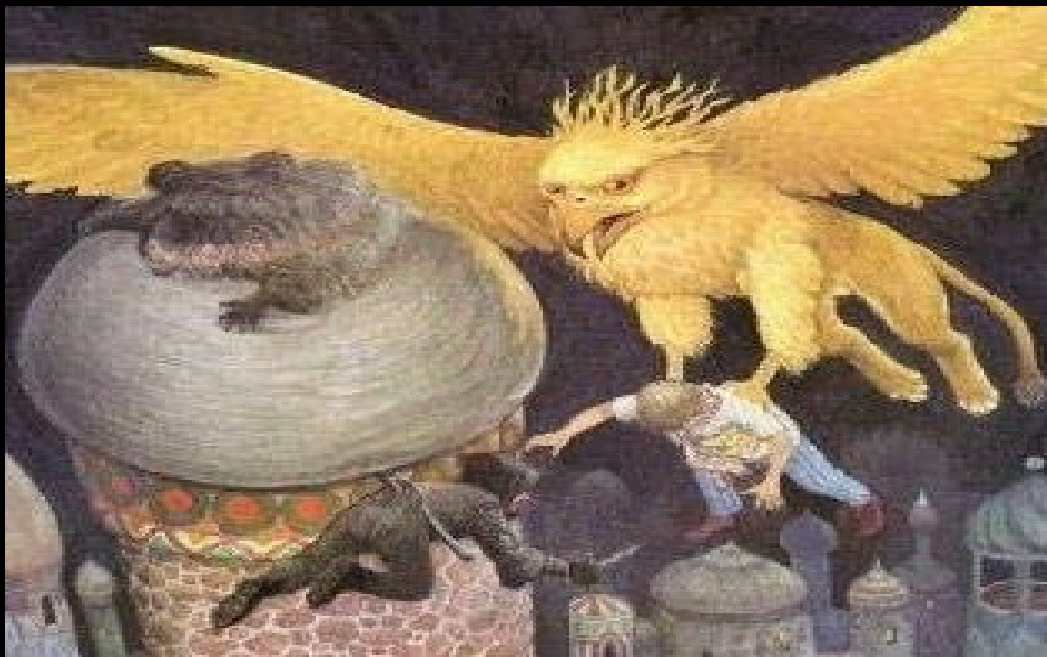
Crown of Obedience (-200 cp, discount Royal) For those who prefer to rule from the shadows, this ornate crown reduces the wearer to a mindless puppet of the crown's owner, able to refuse them nothing. Long term use may result in uncontrollable drooling and loss of higher thinking or fine motor skills.

Prince Lukin's Mines (-400 cp, discount Royal) Whatever lands you settle or own in this and future Jumps will possess a great wealth in gold or other rare and valuable minerals, giving a hefty boost to your economy.

Power Suit (-100 cp, discount Executive) A tailored suit that is extremely flattering to you. Self-cleans and repairs.

Tribute (-200 cp, discount Executive) As much gold as can be carried by twenty stout ponies, this is the tribute each clan of Dwarves owes CPP each year. It is also the amount pegged for your annual bonus. Each year you receive such a sum, or equivalent in local currency.

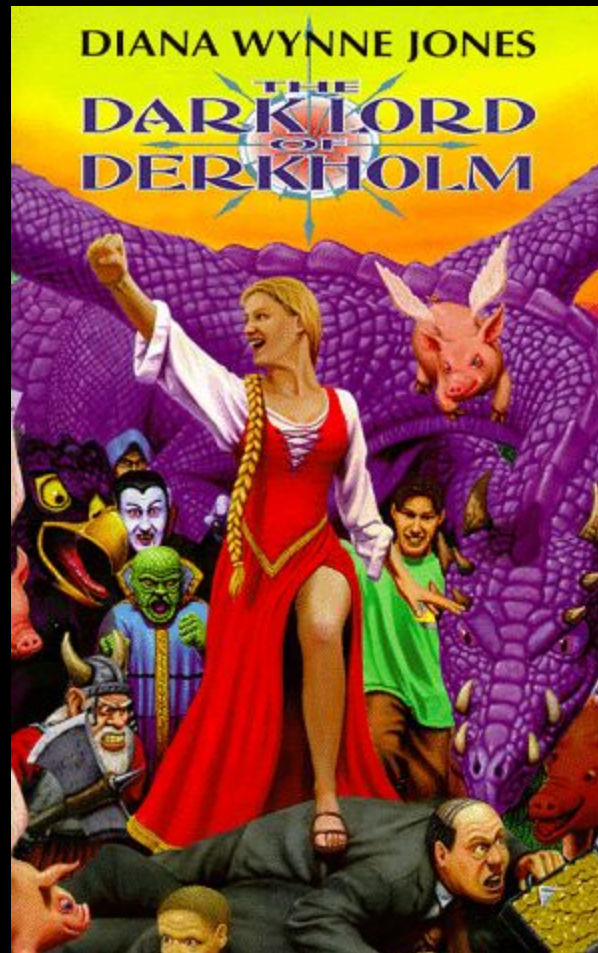
Pocket Monster (-400 cp, discount Executive) Inside your pocket, in a glassy sphere about four inches across, is a powerful demon bound to your service. Demons have magic and can do most things a Wizard can, but they can also read minds, and are *really good* at flinging about destructive magic and opening portals to other worlds. As long as your demon remains contained, you can command full use of its powers, though as usual multiverse travel is limited to the "local area" and will not take you anywhere in the Chain. Your pet demon can also eat souls, for whatever that's worth.



COMPANIONS

Canon Companions (-100 cp) No need to be stingy. You can take up to eight willing locals as your Companions when you move on. This can be taken multiple times.

Pilgrim Party (-100 cp) Import up to nine Companions, each with their own origin and 700 cp to spend. If more points are desired, they can take any number of +100 and +200 cp drawbacks that affect only themselves, personally.



DRAWBACKS

The Tough Guide to Fantasyland (+0cp) There is some debate over whether Diana Wynne-Jones' sarcastic dictionary of stereotypical fantasy terms and "tour guide" is canon for Derkholm, despite a great many obvious similarities. To spare you any debate, take this drawback, the Guide is canon for your Jump. Ignore it, and it isn't.

We Give You the Children... (+100 cp) It takes time for slaves to learn freedom, and to repair the scars left by exploitation and colonialism. At least another forty years to undo the damage left by the Pilgrim Parties. And now, you will only leave when those scars are gone, or forty years pass. Fortunately, you will not die of age or disease in that time.

The Baby (+100 cp) You might be a great adventurer or wizard someday, but for now you're just a kid, learning the ropes of your chosen origin and with very little power to affect the plot.

No Sense of Direction (+100 cp) Like Blade, you have an unfailing sense of location and direction... for translocation, anyways. Trying to *walk* anywhere will see you imitating a lightning

bolt, zig-zagging across the countryside in great strokes. But you'll always get where you're going... eventually.

Wehrmacht's Worry (+100 cp) You are utterly terrified of horses. You know, everyone's primary mode of transportation? Well, technically large quadrupeds of all stripes, but horses are what you'll usually encounter. Take an extra 100 cp if Child of Derkholm, for the extra stress of being terrified of most of your siblings.

You With the Iron Shirt! (+100 cp) You are utterly, incredibly, terrible with names. You could see someone everyday for a year, having them introduce themselves each time, and still call them "You... with the bad haircut." "You with the fancy metal hat" "You with the pointy ears." Maybe you can convince everyone to wear name tags?

Geese! (+100 cp) a group of talking and very rude geese follow you around, making catcalls and heckling, and cheering at your every failure when not hurling vicious insults. Nothing you do seems to get rid of them.

I Am A Pup-pet (+100 cp) You are an utterly atrocious actor, and a worse liar. This will become a serious issue at least once in the next decade.

Sex Will Be Obligatory... (+200 cp) At some point in your tour. Whether seducing a harem maiden to let your party out of the Emir's ant pit, getting seduced by the Beguiling Enchantress, or those moments of passion spent in the baths between gladiatorial matches. So says the Tough Guide to Fantasyland. You will be grateful to know, though that STDs and unwanted pregnancies are unheard of in Fantasyland and cannot be spread to the denizens. Only now, this last part is a lie.

Your drawback isn't necessarily to deal with any of these things directly, so much as to know that you made this world objectively worse for purely selfish reasons. Hope you get yourself something real nice with these points.

Coat Rack (+200 cp) There is a certain... piece of furniture. It may be a chest, an armoire, a chair or a coat rack, doesn't matter. But it is following you. Even if you lock it in a room, it seems to teleport when not observed, and honestly it's starting to freak you out. You will slowly grow ever more distressed and paranoid about the furniture that will not leave you alone.

Corkoran's Challenge (+200 cp) You can't balance a checkbook to save your life, your expenses and debts always seem to outrun your gains and you never have enough money for any of your projects or interests.

Barnabas' Bad Habit (+200 cp) You're a functional alcoholic, in that you need large amounts of alcohol to function. Somewhere between your morning hangovers and blackouts there may be a

few hours in your day where you could pass as a productive member of society, I think it's after the fifth drink.

Expendable (+200 cp) They're out to get you. Literally. A hit has been put out on your life. If you're a tourist, you've been marked down as expendable and scheduled to die at one of two scripted fights, but if you survive your Wizard Guide will pull out the stops to make sure you don't make it home. Anyone else will have to fear more conventional assassins and poisoning and the like.

Cold Iron (+200 cp) (requires Magic) Beginning mages tend to have a problem with iron and alloys containing it. They can't affix spells to it, can't affect it, and can't use magic while in contact with the metal. Third year University students learn to overcome this, but you never did. Aside from the inconvenience of people having a convenient way to stop your magic, Wizards make fun of you for barely being magic.

For an extra (+200 cp) this weakness applies to all Companions and all of your collective out-of-Jump powers as well.

Coma (+300 cp) For whatever reason, healing magic or similar powers don't work on you. The best they can do is a healing coma that will halve your recovery time but still leaves you, well, comatose for that time.

Jinxed (+300 cp) You have a Jinx. Whether or not you got Magic, you have enough to be severely twisted up and distorted by your emotional issues. Now a commonplace activity, such as magic or traveling or conversation, has become extraordinarily difficult as your self-inflicted curse kicks in. The good news is with therapy and a great deal of time, this can be overcome.

Some canon examples if you're feeling lost is Claudia always getting lost or waylaid when traveling, because of a childhood spent being shuttled between two places she hated. Lukin making holes and pits in everything when he did magic, to represent the distance between him and his father, and Olga losing the ability to speak to elementals after refusing to cry after being beaten.

Question and Answer (+300 cp) The gods of this world have decided to teach you a lesson. What that may be, we leave to your imagination, but the gods are seldom gentle with their pupils or toys. Kit for instance, had to learn that war and killing are not games by being thrown into a gladiatorial arena, forced to kill again and again to survive.

Querida's Curiosities (+400 cp) Well now, aren't you a fine thing? A visitor from another world, and not like the Pilgrims. And such extraordinary powers, knowledge and skills. You're perfect, simply perfect. So naturally, you have attracted the attention of Querida, Chancellor of the University and universally agreed to be the most powerful, clever and snake-like of all Wizards. She'd love nothing more than to add you to the University's collection of oddities, and is not in

the least above using enchantment, threats, blackmail, political pressure or treachery to get what she wants. All the kings and queens of this world listen when Querida speaks, so you'll have to watch your back around far more than just her.

Evil Minion (+400 cp) Welcome to the Dark Lord's Army. To fill the ranks, CPP goes around to every prison on their side of the portal, offering a pardon to any murderers or rapists who survive the tour season. Hope you don't mind spending most of your time drugged for sleep or combat, or tugged around with obedience spells, and yes they will work on you whatever your defenses. Remember, you are here to die, either stabbed by a tourist or as a backdrop in a big battle scene.

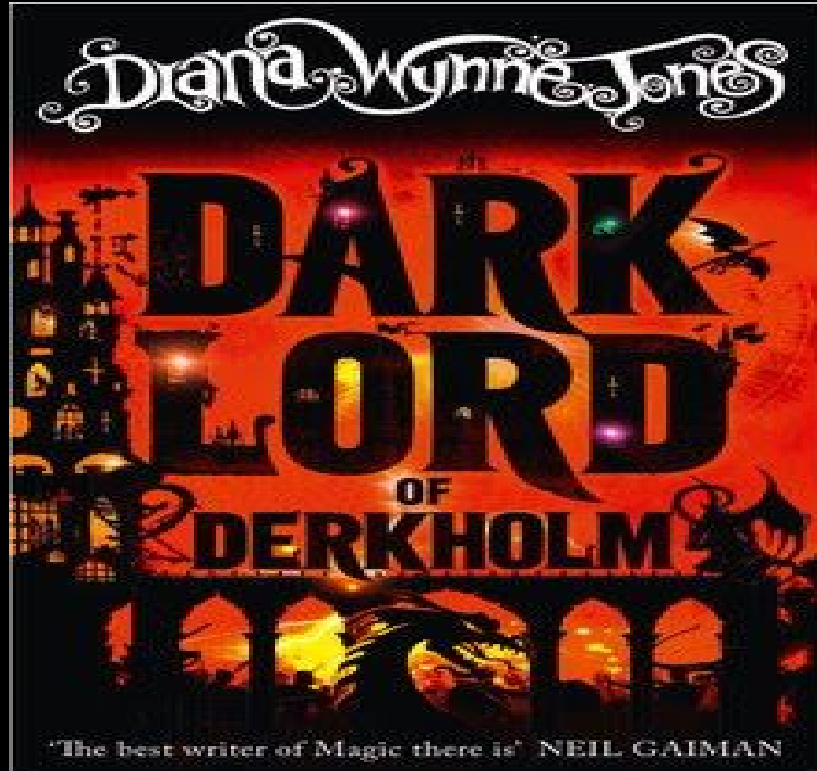
But it's not all bad. Sometimes, after a hard day's march, you will have your mind back again. Sure, you'll be in a dome warded against escape, but it's gotta be less secure than prison, right? You might be one of the lucky few who get to desert, just remember the price of getting caught.

Barstool (+400 cp) You are a barstool. You cannot move, cannot speak, cannot do magic and cannot be turned back. Enjoy being sat on for ten years. You will not go mad, but could wind up very, very bored.

None of Them are Real-Life! (+600 cp) You've got a problem, Jumper. All these people here, you just can't accept them as actual people with hopes and fears and dreams of their own. They're fiction, don't you understand? The only reason they even exist is because you took this Jump, or maybe because Diana wrote them. It's not like they can really suffer pain or hurt feelings or have original thoughts that Jump-Chan didn't put there. So where's the harm in doing a little harm?

Tripes (+600 cp) The King of all Demons has his eyes on you. All three of them. Whenever you try and summon any demon, he appears instead. He stalks you, waiting for a moment of weakness to strike and devour your soul. You and any Companions forget his name, making banishing him nigh-impossible.

The Magic Goes Away (+600 cp) How can magic go away? Isn't it tied to the very earth? Bingo. And Roland Chensey figured that out a long time ago, and has been secretly mining tons of magic-infused soil to sell as a super-fuel. It took forty years for the effects to become apparent. Only now things have advanced some. Magic is far weaker and less reliable, an important underpinning of much of society, and even the tours, is lacking and things are falling apart.



THE END

Now a choice lies before you

Settle Down: You wouldn't be the first visitor to fall in love with this world's charms.

Go Back: Chensey Pilgrim Parties thanks you for your time. Please form an orderly line at the portal to Earth.

Move On: It's been a great adventure, and now the next one is calling you.