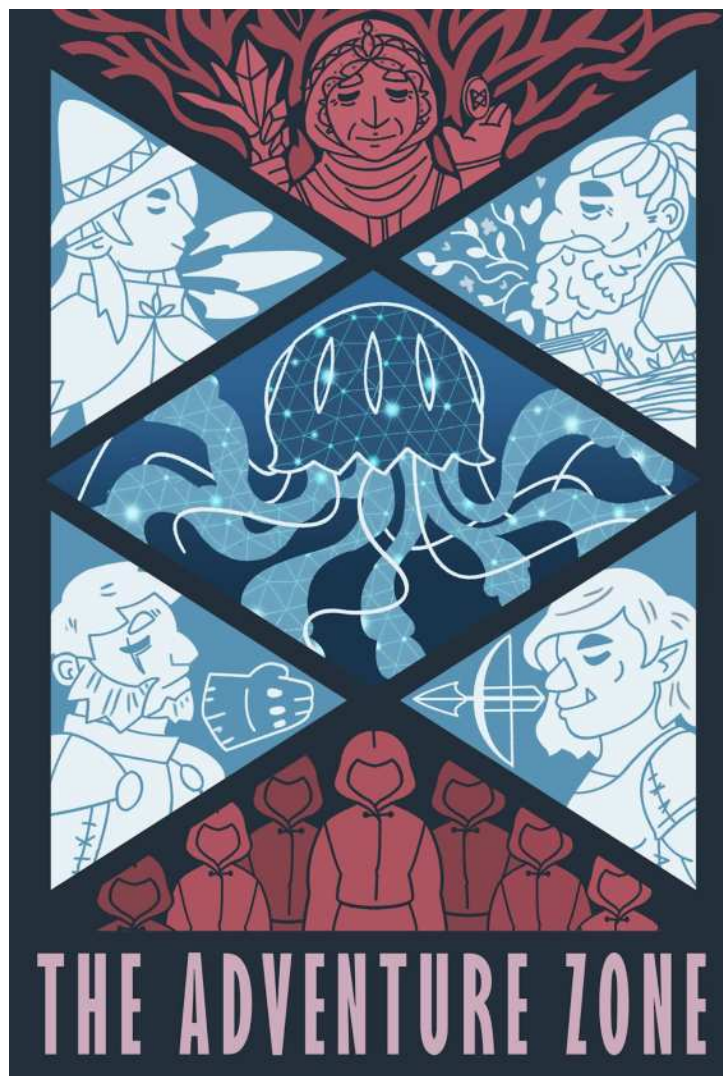


The Adventure Zone: Balance Jumpchain

By Amy English



Welcome to Faerun. A land of magic, fantasy, and wonder, where adventurers are recruited via Craigslist and work their way through elaborate dungeons where the floors are separated through elevators. This is a land marked by dangerous terrain, more dangerous people, and yet more dangerous artifacts, the Grand Relics, which have for years been the focus of wars and intrigue, and in the coming two years will be the focus of a great quest to gather and destroy them all by soon to be legendary adventurers.

You may start any location that makes sense, at any age over fifteen on the day the THB begin their quest. Choose your gender if you want, since it's not like magic can't change that.

Origins

Drop In: You merely wake up wherever you choose, simply waking with your goods, your new abilities and items written onto you as if you had been written into existence. No backstory, no debts, no allies.

Tres Horny Jumper: You're an adventurer! Whether you're actually one of the Tres Horny Boys or not, you're full of vigour and talent, and likely have some kind of important destiny that will lead you to touch countless lives.

Bureau of Balance: You're a worker for the BoB, a mysterious organization devoted to hunting down and destroying the Grand Relics, though they haven't had anyone resist their thrall yet. You have a home in their flying base, which has the appearance of a second moon from below. You can have any position you wish, aside from the Grand Director, or her assistant.

NPC: Well, you're just your average, salt of the earth kind of guy, aren't you? Or not. Regardless, you aren't really involved in any conspiracies, or adventures. You're just a talented person with a job that they probably do pretty well.

Antagonist: You're a bad guy. Well, maybe not a bad guy, but you're certainly a criminal of some kind. You could be anything from a rogue BOB officer to a Lich Gameshow host, but no matter what, you've got a need for power, and a skill set to grab it.

Perks

General Perks

Origin Options are 50% off, disregarding 100CP's, which are free for the associated origin.

Here there be Gerblins: -0

So, you want to be an adventurer? You want to find treasure and become a legend? Well, I'm afraid that's a long way away with just this. You seem to have the basic skills

and abilities of an entry level adventurer, whether it be enough martial skill to win a particularly nasty bar fight, or a small repertoire of spells, you find that you are well equipped for... fighting those goblins, I suppose.

Abraca-Fuck You: -0

Throughout the ages, adventurers have been known for many things. Cunning. Daring. Wit. Charm. But you are known for something much more important than all that: The ability to come up with clever quips on the drop of a hat. Whether it be blasting a spider off a cliff, or when you're looking into the eyes of an eldritch abomination that threatens to destroy the entire planar system, you'll always be able to figure out something. Additionally, there's a line that's associated with you that will likely come up at least once a story arc, and is guaranteed to be hard hitting when it does.

Inoculated: -0

There are many planar systems in this world, often with sights more strange than one might be able to comprehend. From a planet of Jello, where the denizens actively desire to be eaten, to a world where 80% of the planet is covered in bioluminescent mushrooms that emit spores that could kill a man in seconds, to a plane that has achieved world peace. However, throughout these worlds, there is one creature of particular note: The Voidfish, able to eat information itself. Any documents fed to it are erased from the minds of every living being in the planar system, which could be considered very inconvenient to a traveler such as yourself, given the knowledge you possess. As such, you are treated as having been inoculated to both Fisher and Junior, able to remember everything they have eaten, and hear the names of the grand relics just fine.

Lich: -400

Well, this is certainly an interesting practice, though not one without its own risks. You seem to have bound your soul to your own magic in order to escape the icy hands of death, gaining a variety of abilities. You have an increased affinity for Necromancy, and when you would usually die, you find yourself instead as a spectral figure in a robe, able to possess others, move around invisible to all who lack truesight or equivalent magics, and generally be a rather impressive ghost that's immune to most things short of fairly high level magic due to your intangibility. However, if you are without a physical form for extended periods of time, you will likely find yourself going mad as your magic slowly

wears away at your sanity. Don't worry though, in this world, strong emotions have power, so as long as you love someone with all your heart (Or feed on the suffering of others) you should be fine.

Red Robe: -500

More than a century ago, you were selected to join an expedition to explore other planar systems, after years of work with the Institute of Planar Research and Exploration, and proving you were the best of the best. Since you were an expert with a relevant specialty of some kind, you were chosen. Sadly, as you were leaving your homeworld, you looked back, and looked upon it, and all the other planes being absorbed by an opalescent darkness. It was from there that your journey began. Over the course of a hundred worlds, a hundreds years of running away from the darkness, dooming or saving them, you became a force to be reckoned with, your abilities reaching great heights from sheer experience, fighting off the Darkness and training, along with bonding, with the denizens of the various worlds. You also became an expert on the various components of a planar system, with the ability to figure out the local cosmology in later worlds with relative ease, as well as a deep knowledge of how bonds work, scientifically or magically speaking. However, your greatest achievement was around the end of your journey. After years of finding and recovering the light of creation, you and your friends split it into eight grand relics, each representing what you find desirable as well as a school of magic, to hide it from the Hunger, each with enough power to destroy cities with ease. You retain your ability to craft items of such great power, though it will take power sources equal to an energy beings beyond the gods use to create worlds. Otherwise you will be limited to items of merely excellent quality, such as the Umbra Staff or Starblaster.

Drop In

Forbes Thirty Under Thirty Media Luminary: -100

In this day and age, it can be hard to keep yourself in the black with something as frivolous as a podcast. Thankfully for you, you seem to be rather adept at finding an audience. Whether it's for your razor wit, your detailed stories, or because it's just fun, you'll find that between sponsorships and a large viewerbase, any creative endeavour you put effort into will make at least a bit of money. Try to entertain your audience!

Do a Character Voice!: -200

What is a story without a voice to tell it with? A mighty poor one, I would say. You don't have that problem though. You have an incredible talent for creating and keeping track of voices, useful for everything from narration to infiltration. Remember not to slip into your normal voice, it really breaks immersion. In your disguise.

How Four Idiots made themselves cry playing D&D: -400

A good tale is hard to find sometimes. However, you find that you are able to spin rather excellent stories on a relatively short notice and with minimal planning, and in particular have a talent for picking up on small details and making them into interesting bits of lore that will draw people into your story, even if you're doing something as mundane as playing a car simulation game. The world can never have enough stories, go out and spread your legend.

Your Best Friend and Dungeon Master: -600

A good storyteller breathes life into their creations, creating a world of diverse and interesting characters and lore. You, however, take this to the next level, a dime store light of creation filling your being. Your power is that to create worlds, or at least vast cities. Through your words, you are able to speak populations into existence, creating vibrant cities, filled with people with their own stories. With enough effort and gradually accumulated light, you can create dungeons, towering skyscrapers, or lands of music and art, filled with their own, unique life.

Tres Horny Jumper

I'd Hate It. Shut The Fuck Up: -100

In your travels, you may find temptation in many places. From the sickly sweet allure of gold, to the beds of the most beautiful courtesans. However, little compares to the sheer Craveability of The Light of Creation, able to sway all but the most strong of will. However, you seem to have an odd immunity, not just to it, but to any similar effects as well. Any item that would put you under its sway via proximity simply... fails, unless you use it. Even then you'll find yourself much more resistant to it's desires, enough that you could probably find it in you to rip it off as long as it was a fairly limited exposure.

More Competent than Anyone would have thought: -200

A dwarf with an “interest” in plant life whose holy symbol is an extreme teen bible. A rather stupid elf named Taako who used to run a cooking show. A human carpenter who’s afraid of spiders. You wouldn’t think that these people would be the ones to save the world, yet they manage it regardless. You share the same kind of air of disregardability, making it easy for people, particularly your enemies, to underestimate you. While the effect will quickly go away once you demonstrate your skill, until then they’ll likely view you as a non threat.

You're going to be Amazing: -400

Have you ever just found powerful treasure just laying around? Have you, by chance, become one of the greatest members of your field within a year or two? Are you able to go from an entry level worker to one of the most important members of an organization in a year? If not, you certainly can now! As if Istus, the Goddess of fate favoured you personally, you find that power finds its way to you. While this won’t deliver you anything worldbreaking by the standards of the world you’re in, you’ll always find that an opportunity to grow, whether it be in wealth, power, or influence, as long as you’re actively seeking adventure and opportunity rather than resting on your laurels.

With Every Person: -600

Our capacity for love increases with each person we cross paths with throughout our lives and with each moment we spend with those people. But too often we neglect that part of ourselves in favor of others, and by the time we realize just how important it is, we find ourselves with fewer folks around to practice with. However, you have something few other people have: All the time, in all the worlds. This is time to grow, time to grow close to others, and time to forge bonds that will never break. You find yourself wonderfully free of the limits on the hearts of others, able to forge bonds that won’t break, regardless of how much time has passed, or how many friendships you’ve formed, while being able to form bonds with even an omnicidal cult leader that they will genuinely cherish with enough time. However, your bonds are not fairweather. In your hour of need, the bonds you have formed will hold you up, regardless of how far you are from them. While this will not allow you to summon those from other jumps, each person whose life you have touched for the better within the local multiverse may be filled with the desire to help, and an awareness of how they can.

Bureau of Balance

Gravitas: -100

A true leader must have many things. A will of iron, a heart of gold. And most importantly, a voice with all the gravitas of a stone pillar. You have taken on a great dignity, able to keep a stiff upper lip even if your best friends were to forget you, which easily carries into your voice. Your deep, smooth voice is able to command respect from even the silliest of subordinates. However, this does not stop you from relaxing, or being seen as a friend. Only that when you speak, you will be seen as a respected leader.

Relic Disposal: -200

The purpose of the Bureau of Balance is to destroy the Grand Relics, weapons of mass destruction created by the villainous Red Robes. With this ability, you become apt at destroying any item within your possession. While the more durable, the harder it is, but as long as it's remotely possible to destroy, you'll find a way. However, for some strange reason, this perk also makes you rather adept at sleight of hand, able to switch out two objects with little effort at all. One might hope that you don't abuse this to steal treasures for yourself.

March of the Forgotten: -400

You, are, without a doubt basically like the best violinist ever. Or Pianist, or singer. I don't see any point in being humble about it. Regardless of your choice of instrument, you find yourself at the pinnacle of whatever instrument you choose upon purchase, your only possible rival being Johann. You are able to compose music which is able to bring joy to even the most jaded of souls, and if you were to perform on the surface, you would likely find yourself wealthy and famous beyond your wildest dreams. However, that is not where the true strength of your talent comes. If you happen to be a Bard, or able to empower others through music, any limit on your number of targets is removed, as well as gaining the ability to work through any medium as long as it's live. As long as they can "hear" your music, you are able to empower any number of people, at any range. With enough of a boost, you could inspire *everyone*.

I did what I had to do: -600

Sometimes, in order to do the right thing, you have to make some sacrifices along the way. This can take determination, to cast aside that which you love, even temporarily, but determination is something you have in spades. When you have a goal that you must reach, you find that unless you are well and truly crushed, you will always find that you have the strength to move forwards with it. Furthermore, your sacrifices will not be in vain, as you'll find that the more your sacrifices weigh upon you, the more likely you are to succeed in your solemn task, the odds subtly tweaking in order to ensure an optimal outcome. If you were to wipe the memories of all of your friends, lose twenty years of your life, and work tirelessly for decades, you might even be able to defeat the Hunger in such a way that no one is harmed, and it's composite parts are restored. Hopefully your friends will forgive you.

NPC

Got a Deal for You!: -100

Much like the Great Garfield the Deals Warlock, you are a fantastic businessperson, able to set up everyone with a deal. When it comes to bartering, you outmatch all but the cleverest, and your business acumen is strong enough that you could even manage to set up shop in the compound of an organization devoted to destroying magical items, which expressly forbids the exchange of them.

Start Your Engines: -200

In Goldcliff, one of the main attractions is, and will continue to be, the races. Massive spectacles of Mad Maxesque races, where a race just isn't over until at least one person is crippled for life. You, having participated in them many times, are a master of building and driving battle wagons. No matter how impractical a vehicle design is, you can make it work, both in the garage and the desert. If you want to drive a moving fishtank with a shark canon at high speeds next to cliff, by the gods you are going to.

World's (Second) Greatest (Boy) Detective: -400

You're the world's (second) greatest boy detective! Or girl detective, or teen detective. Regardless of your status, you are an incredible sleuth, able to solve even complex

magic assisted murders, or make enough progress towards uncovering an organization which possesses the ability to remove all traces of a person, even memories, through work on missings persons cases. However, there is one important trait of a great detective that this does not give you, and that is to be respected for your work. Even the greatest minds aren't guaranteed that they won't get their notebooks stolen and used for a game of keep away, after all.

Miller Mind: -600

Throughout history, many [REDACTED] scholars have asked one, important question. "Why the hell does this fantasy world have elevators?" However, you have found the answer. Whether you were born into the Miller Bloodline, or merely share their brilliance, you are able to create incredible technical advances entirely on your own, with no help from others whatsoever! From Elevators, to floating moon bases, to robots which can hold human souls, you find yourself able to invent incredible things. This also comes with a natural talent for naturally directing the growth of crystal without cutting it or making use of magic, allowing you to see into other worlds to... let's say borrow ideas.

Antagonist

Monster Race: -100

You have beauty, you have grace, you aren't of a playable race. Whether you're a bugbear, a drider, or even an earth elemental, you're a powerful creature with inhuman powers. However, you aren't really *that* powerful. If you were to be someone with a head for numbers, one might say that your level of challenge can't exceed that of a Mind Flayer, or a creature of similar stature/power.

Vogue Elf: -200

You can really work it, baby. Posing, showmanship, and fashion are all your forte, and your looks match. However, this belies your real talent: Hurting people. You have a comprehensive knowledge of how to psychologically abuse people, building up enough hope to let them be let down the exact maximum amount.

It was the Monster Mash-400

What does every good villain need? Minions, of course! You seem to be proficient at every skill relevant to the procurement of minions, allowing you to negotiate, summon, or create with the best of them. Maybe you create them out of pure magic, or just gather a posse, but as long as you put in the effort, you won't be alone when they come knocking at your door.

Hunger Games: -600

You are, without a doubt, an excellent motivational speaker. You could definitely make a living off of it. However, that might not... satisfy you. After all, a living is, well, a living, and living is horrible, a message you have internalized well. Through convincing others of the futility of life, you can take them into yourself, metabolizing their power into your own to become something greater, slowly expanding until you're a plane unto yourself, able to skip the talk and absorb others by force. However, you must be careful to always find a fuel source, any kind of magical energy will work with a scaling cost for your size, for if you are to run out of energy to force everything you have become into the same space, you will explode from within as the bonds break, though you will be unharmed by this.

Items:

Goldfish in a Ball: -50

Dogs. Man's best friend, able to stick with him through thick and thin, hunt for him, and fall off the side of the moonbase. Sadly, since that last one was so common, you find that they're absolutely outlawed up there. So you have the next best thing: An immortal, needless fish in an indestructible fist sized glass sphere, that never seems to be disturbed. However, if you live on land, you can still have a dog of any breed, though it will lack the portability.

Bonds: -50

In this Multiverse, bonds are incredibly important. Bonds between planar systems, between planes, between countries, and between people. And for you, bonds are just as important. After all, what anchors do you have, if not for your companions. Companions who can take on their own history in this world, taking on backstories, powers, and weapons, all of which amounts to 600CP to spend. Alternatively, if you wish for new friends, you may choose to bring someone from this world along with you.

Drop In

The Jumper Zone: -100

This item appears to be a... phone? However, what makes it notable is the presence of two new podcasts from the McElroy Family: The Jumper zone, where your story is recounted in the form of a gaming podcast, and My Jumper, My Jumper and Me, where they will answers questions, with their answers often being relevant to your situation.

Your learning friend, Hodge Podge!: -300

The newest product from the miller family, a robot buddy designed to educate children! And of course, since children our our future, he is incredibly overdesigned! This robot is able to access vast amounts of information, control and manage any connected technology, and read body language, as well as being programmed to be absolutely loyal, though it lacks true sapience.

The Nightlight of Creation: -600

The Light of Creation. Not to be confused with the ritual of the Legato Conservatory, it is the tool used by beings beyond the gods, the planes, and even The Hunger such as Jeff Andrews to create the multiverses themselves. A mere fraction of it is enough to doom a country, creating a weapon of such destruction that it can only be compared to the wrath of a god, with an aura of craveability that can sway even the strongest of minds to try to steal it, to make use of it. This is not that, but it is close. You hold a mote of light, with all the craveability of the true light, as well as it's aura. Holding it brings incredible inspiration, amplifying complexity and advancement on a massive scale, going from admittedly anachronistic medieval societies to spaceships within a year, or from beasts to architecture in just as much time. If you wish, you can use it as a power source for anything. If lost or somehow broken, it reappears in a year and a day.

Tres Horny Jumper

Signature Item: -100

Every adventurer needs a weapon! And you're no exception, possessing what amounts to a decent magical item such as Railsplitter, The X-Treme Teen Bible, or something of that level. While it isn't anything fancy, it's indestructible and returns to your warehouse after a week if you lose it.

Umbra Staff: -300

Created by either an ancient order of wizards, or the Red Robes, the Umbra staff is a magical wand that falls under every school of magic, an umbrella shaped construct which is able to consume the magical implements of others to grow in it's own spellcasting power, or raw magical power to cast spells amplified beyond belief. Twin Sister not included, though you may import another implement or item to have it gain this as a form, able to switch between it's prior form and umbrella at will.

Starblaster: -600

The Tres Horny boys are, obviously enough, out of this world. However, this isn't just figurative, for they're quite literally from another planar system, infinitely far, but connected to this one by the bonds that permeate all of existence. And they got here with a ship just like this. This beautiful ship is able to move at about the speed of your average rocket, as well as moving between different "Planar Systems", or whatever counts as a different dimension for your local cosmology. And while it lacks any onboard weapons, it does possess a bond engine, able to, once a decade, summon a rush of your allies from previous worlds to assist with one fight.

Bureau of Balance

Stones of Farspeech: -100

A box of about a hundred stones of farspeech. They're magical communicators, runed stones that can fit on a necklace, able to communicate over any distance as long as you're in the same plane. They even have a little off switches!

Fantasy Gachapon: -300

The Bureau of Balance explicitly forbids the exchange of magical items, in accordance with their distrust of them. However, they are still retrieved, and outside of the grand relics, aren't destroyed. That's where this positively massive gachapon machine comes in. Filled with plastic pods, you occasionally find yourself with a token you can exchange for a magic item which falls out of the machine after an important milestone for your quest, such as acquiring one of the seven macguffins or putting down one of the Emperor's four lieutenants. This magic item, as if guided by the hand of Istus herself, will always be somewhat useful for someone of your stature, as well as your "Class."

Voidfish: -600

A large, jellyfish like creature, filled with stars and galaxies finds itself in a chamber off to the side of your warehouse. It's about the size of a bus, able to fly through air at about the speed of a jellyfish or, more importantly, consume information via the intake of relevant documents. Once this happens, any references to the targeted info are scoured from the memories of every living being in the world, as well as any closely connected worlds (Such as the planes of fire or water in a D&D Cosmology). This does not include gods or the dead, or those that have taken in the voidfishes fluids, but otherwise any reference to it is replaced with static, and every attempt to think about it results in the thought just sliding out of the mind. However, what gods and the dead are affected by is the other half of the Voidfish's power, that which was once called the Light of Creation in it's home plane. Through its power, consumed information can be broadcasted to every living being in a similar range, allowing everyone to know of your story. This creature does not need to be fed, does not grow old, will respawn after a year and a day if killed, and is very loyal and affectionate unless you're killing it for some reason. It is able to reproduce if you wish, but its babies won't have the same protections.

NPC

Big Prophecy: -100

You saw seven birds. Or, at least you might. This is a large crystal, filled with visions of the future. Once per jump, you can expend it, shattering it to get a prophecy relevant to your current quest, though you might want to have someone on hand to recount it to you. This is not a concrete vision, giving you a few hints at best, but it will give you something, at least.

Fantasy Costco: -300

Fantasy Costco, where all your dreams come true. They've certainly got a deal for you, given that you have a major share in the company, or some kind of tie to it, leading to a steady stream of income and a 25% discount on everything that's for sale, and a few things that aren't. Selling everything you would expect a Costco to sell as it deposits itself into each world, as well as things that might be important for any adventurers that come in. In this world, this takes the form of magic items, but in latter worlds it could be hyperdrive parts, or even just high end sporting goods. However, you will always be able to access the full catalogue, since Garfield just has that much of a soft spot for you, letting you and anyone you give permission access to "Dark Fantasy Costco", where they hold everything they don't sell between worlds.

Purple Egg: -600

In Faerun, few beasts are feared as much as the Purple Worm. While their infants can be defeated by powerful adventurers, the adults tend not to be as easy to deal with. Each of these creatures is just under a kilometer long and wide enough to easily swallow most buildings whole, and is able to cause massive tremors, fissures, and explosions simply by moving through the earth. If left to its own devices, it could destroy a town in a minute or less. You have obtained an egg, and once it hatches, it will only take a few short decades to grow into a beautiful purple weapon of mass destruction. Additionally, this particular purple worm is absolutely loyal to you, doesn't age, and will reappear after a year and a day if killed, as well as being able to seemingly disappear into another plane until summoned via whistle if you wish. It is able to reproduce if you wish, but its babies won't have the same protections.

Antagonist

Silverpoint Pot -100

A simple, potted plant. This is a black barb, covered in small white thorns, not too visually impressive but coated in the strongest poison known to man. If it enters the body in any way, the victim is doomed to die painfully, with no known cure. You aren't inherently immune to this, so wearing *very* thick gloves is advised.

Magic Mirror: -300

A collection of mirrors, hewn from crystal. Each allows you to look into and move through the different planes of existence, possibly allowing you to steal ideas or, with effort, move between them. In later jumps, this will update for local cosmologies, though variations of the usual D&D planes will always be accessible, and in more mundane settings you will qualify as being within the Plane of Thought, causing the prime material mirror to lead into a more Fantastical World like this one.

Wonderland: -600

Who doesn't love suffering? What's that you say? Literally everyone? Well, that's really too bad for them, if they end up in here. A replica of the trap created by Edward and Lydia, this is squat, wide, cylindrical building with black and white vertical stripes rotating across its surface, illuminated by several large floodlights on the outside, and whatever you like on the inside. You are able to manipulate the space inside in a myriad of ways, producing a variety of rooms such as the creation of a roulette wheel that takes away that which it lands on, an arena in which visitors fight horrific randomized monsters, or a boss rush in which people must combat a series of replicas of past enemies, though your only limits are the fact that nothing in it can exceed your own personal power. However, it's most important function is the fact that it can harvest the suffering of others, gathering it to use as magical fuel both for itself and you. This is guaranteed to always be a powerful, efficient fuel source, regardless of how powerful you are.

Drawbacks

Eight Birds, Flying from a Storm: +0 [Exclusive to Red Robe [Required for Red Robe Drop Ins]

Seven birds is a bit too few, in your opinion. Rather than starting at a normal location, you find yourself in the Starblaster at the beginning of the Stolen Century, allowing you to visit each of the hundred worlds it crosses. For the duration, you benefit from the conditional resurrections as long as the starblaster makes it into the next world. Once you arrive in Faerun, the normal ten years begin.

How does Magnus Die?: +0

Have you created bonds in this world? Well, with this, you have plenty of time to spend with them. Rather than ending after the usual ten years, you leave this world after Magnus Burnside dies of age, surrounded by loved ones.

Key Lime Gogurt: +100

As a young wizard, you,, for whatever reason decided that it would be a good idea to enchant your mouth to transmute any liquid that passes your lips into a Gogurt flavour of your choice. It will be cool and fresh, but this curse is unbreakable, and any attempt to circumvent this will end with more gogurt.

Kissed by a Witch: +100

Years ago, you were kissed by a witch. Or maybe you were just born this way. Either way, your voice is just... bad. You are genuinely grating to be around, and any attempts to mask your voice will only make it more unpleasant.

Mind Control Chip: +100

As if you had one of Lucas's patented mind control chips lodged in your brain, you find that you're compulsively polite and hospitable. You're compelled to offer people nice things, be helpful and generally be nice to everyone unless they're overtly hostile, in which case you're free to maul or kill them.

Jumper Rushes in: +200

You've taken a few big hits, haven't you? You're prone to just rushing into situations headfirst, weapons drawn, and cannot stand for injustice of any kind. If one didn't know better, one might think that you wanted to die in battle.

Simple Idiot Wizard: +200

You're just a simple idiot wizard, to be honest. You aren't exactly stupid, as much as you are dense and aloof, as well as just a bit cowardly. Expect to fall behind the curve in terms of deduction and remembering what you're doing, outside of the occasional moment of competence. With time and effort, you can remedy this, but prepare for your earlier moments to be a bit embarrassing.

I cast Zone of Truth: +200

Honesty is a virtue you cotton to real well. Whether you were cursed by a god, or it just rubbed off on you after years near Merle, you find that you're constantly in the centre of a one foot zone of truth that's always strong enough to bypass any defences you have, meaning that you will always tell the truth for your time here. At most you can stay silent, with even lies of omission broadening into the whole truth.

The Adventure Zone: Bonds: +200

You're plotbound. Completely and utterly glued to the plot, guaranteed to be on the rails to end up in every arc, from Here there be Gerblins to Story and Song, and maybe even more if you've created your own Grand Relic. However, within the arcs, you can alter the flow of events, as long as you do your job and obtain the Grand Relic.

Voided: +200/300

...What was I going to say? Who are you, Jumper? Where... Nah, just goofing. But you're not. You have lost your immunity to the Voidfishes power, even if you're of divinity or undead nature, effectively removing any metaknowledge you happen to possess. If taken with Eight Birds, you cannot be inoculated before the beginning of the usual ten years. For an additional +100, detailed records of any previous worlds have been fed to Junior, the baby voidfish hidden deep within the BOB.

Animus: +300

Bad Luck!. Due to an encounter with the animus bell, you have lost your original body, and are now locked into the form of a mannequin. Your body is frail, easy to damage, and without feeling, and any attempts to move into a different one or change it fail.

Suffering Games +600

Deep within the dangerous Felicity Wilds, there is a very interesting gameshow. Wonderland, ran by two liches, Edward and Lydia. It is designed to inflict the maximum amount of suffering, whether by taking things that you love, putting you through gauntlets, or forcing you to sell out other contestants to face lesser challenges. You wake up in the entryway, with either two of your closest companions or two random

people who you'll mesh really well with, bereft of any supernatural abilities or items from beyond this world (Aside from a few mundane mementos of past worlds, if you have any), and find that the next four years consist of you constantly being pushed to your limits mentally and physical, liable to die at any point but never quite likely to, your only reprieves being the rounds in which you Forsake other contestants while they choose to trust you, all while aspects of yourself such as memories of past worlds, or your mundane skills that you've built up through hardship rather than your benefactor's grace are torn away one by one. You will only be able to leave when The Tres Horny Boys arrive and destroy it, returning your powers and items, though you will never be able to recover what you lost.

Hungry Hungry Planeswalker: +600 (Must have taken at least ten jumps beforehand)

Well, it's a fact that the hunger has consumed many planes before reaching Faerun. However, it seems like with this, it's consumed a lot more. Which is to say, as many more as you've been to, as it has been fed each world. You find that the hunger is filled with shades and specters of your strongest foes, and the occasional ally, and that it is overall much stronger. While it can be defeated with enough resources and creativity, it will certainly be much, much, **much** harder. However, don't worry about your friends from past worlds. If you are to defeat the hunger, every world will be restored to its prior state with nothing but bad memories left behind. If you don't... well, I'll let you figure out.

What to do now, after ten years of Story and Song?

- **Reunion Tour:** Well, it looks like you've gotten tired of your adventures. You can go back to your original world with, my best regards and thanks of course. As a severance package, you have been imbued with the powers of Jeffandrew's "race" well as your own Light of Creation.
- **Bonds:** You've formed countless bonds here, and don't wish to leave? If you desire to stay here, you can have another 1000CP as a severance package.
- **See You Later:** Let's move onto the next world, shall we? Your bonds will remain supporting you in the future, while a group photo appears in your warehouse.

Regardless of your choice, at the end of the jump all drawbacks are removed as you move on.

