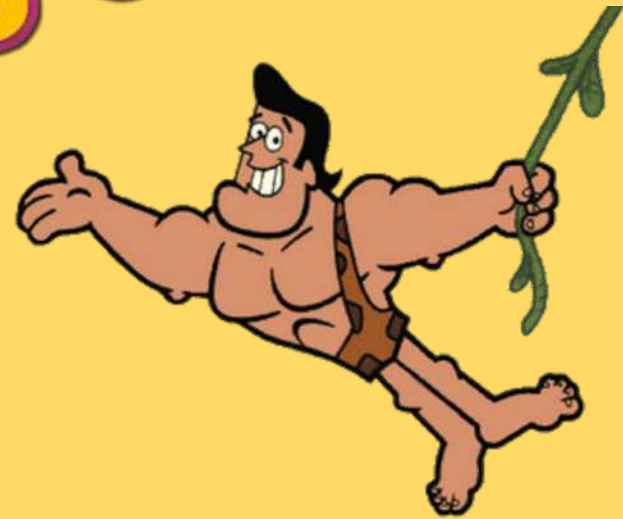


# George of the Jungle

A Jumpchain CYOA By Quietlovingman  
The Year is 1967, and The Deepest heart of Africa is still largely a mystery to the outside world. This peculiar region is home to many strange tribes, strange beasts, and a strange guardian. The anachronisms and puns are overflowing, and no one seems to notice that the pygmies have pale skin and Chicago accents...This place could be dangerous, better take these 1000CP.



Age and sex may be chosen freely,

## Location

Roll 1d8 or pay 50CP to choose.

1. Bumbashootie District Commissioner Office
2. Wanna Taka Peak
3. You Wanna Buya
4. Mbwembwe Valley
5. Elsewhereia
6. Lottamoola - The Palace of Sultan Ali bay-window
7. Watusi Port
8. Free Choice

## Backgrounds

**Dropin** -You arrive in this world with no background and no new memories

**Jumper of the Jungle** - Like Ursula and George, you live in the verdant valley of Mbwembwe. You have adapted quite well, either by being raised here from the time you were a toddler, or merely taking to the lessons of nature like an ape.

**Witch Doctor** Whether you trained at an elite medical school, or were apprenticed to a local practitioner, you have years of medical and esoteric training and have been living in the Valley for many years either alone, or as the official doctor of one of the tribes.

**Mad Scientist** They called you mad! You'll show them though. You recently moved to the area and set up a hidden laboratory where you can pursue your SCIENCE in peace, without the petty moralizing and interference of the plebeian minds you left behind.

**Talking Ape** Like George's companion, and erstwhile nanny, Ape you are far more intelligent than most humans give you credit. You are quite capable of speaking and have lived in this area of the jungle long enough to easily find your way across and around the valley.



## Perks

Perks are discounted to their origins, each gets their 100CP perk Free.

## Undiscounted

### Number 38 Cross Jungle Vine - Free Not

everyone in Mbwembwe can navigate the Jungle and swing through the trees so effortlessly, but you can. In fact it is almost as if there is a pre-planned network of vines, tree limbs, and hard points from witch to spring that create a viable, fast route of travel. This network of natural acrobatic artistry will travel with you wherever you go. No, not the exact

network, but in future jumps you will quickly be able to suss out viable methods for rapidly navigating any region, in forested areas, and even 'urban jungles' those routes will rarely if ever intersect the ground.

**A George Eiferman physique** -100CP Much like George of the Jungle, your physique is inspired by that of 1962 Mr. Universe, George Eiferman. Your extremely defined muscles will always impress, especially when running around in a loincloth or speedo. Like George of the Jungle however, your overly large muscles won't interfere with your flexibility or range of motion. No matter how big they get. So long as you remain even slightly physically active, your muscle definition will never deteriorate,

**A Familiar Voice** -100CP You have a talent for voices. So much so that you could easily get work as a voice actor doing work in animated features or television. You can do impressions that would make people think you 'are' the celebrity in question and can easily hold a voice while doing dialogue, not deviating into wandering accents. You can easily keep dozens or even hundreds of different voices and accents straight in your head and pull them out on command. (This is Trumped by the Drawback **Thick Accent**, but will function normally post jump)

## Dropin

**It's a Little Known Fact** -100CP That Narrators have a copy of the script. You can choose to become an intangible and invisible observer of events. While in this state you have the ability to voice over the action occurring and can allow yourself to be heard by select people or everyone in an area. While in this state you have slight foreknowledge that allows you to perceive what will happen to those you observe in the near future, but you are unable to physically act or use any powers other than those here.

**There are no Walls in the Jungle** -200CP Good thing or that fourth one would be broken. You can easily break the fourth wall and talk directly to both your benefactor and their selected audience. While they are unlikely

to talk back, this behavior will go unremarked upon by your companions and any witnesses to your talking to “yourself” You also always know where the fourth wall is and how best to frame yourself so the shots turn out well. This skill is quite useful should you take up acting or directing! As a Narrator, the “characters” may speak to you and will never have an existential crisis about being in a “Show.”

**Never Fool Around with a Narrator**-400CP Foreknowledge and the ability to break the fourth wall is great and all, but sometimes you just need to narrate your way out of a situation that you or your friends have found themselves in. Once per day or so, depending on how fast the plot is moving along, you can narrate into existence a non lethal obstacle, ironic event, or significant mistake. This is easier to do should you be in Narrator form and have been sassed by a villain. That’s just asking for trouble.

**A Geyser?** -600CP How often can that kind of thing happen? Sometimes the villain is a better planner than you might expect. Sometimes they follow THE LIST. When the hero finds themselves in dire straights, when certain defeat looms, and all roads lead to death the only way to save the heroes is dumb luck. Or a Deus Ex Narrator. Once per week when you or one of your companions is in immediate danger of dying a tremendous coincidence or incredibly unlikely (and possibly physically impossible) event may be Narrated into existence to save them. This will be noticed and remarked upon by their opponents.

## **Jumper of the Jungle**

**Keen Sense of Survival** -100CP You live in a Jungle, and fortunately you have the skills to not just survive, but thrive here. Much like George you can swing through the trees with the greatest of ease, build shelters, hunt and gather food, and have toughened your body to withstand the types of injuries that should happen when trekking through a jungle barefoot and swinging through the canopy at high speeds. While here, Jungles are your terrain of choice, but you can, once per Jump, select a different biome and

gain knowledge and physical adaptations to increase your survival in that environment.

**Wily Jungle Trap Making** -200CP From hand woven nets, to spike filled pits, snares and deadfalls you have a complete catalogue of the types of traps used to catch and kill small and medium game in an environment like this. Your skills in trap construction and placement always seem up to date and include improvising with any tools or materials you have to hand. Your skill even includes more strategic and esoteric types of traps, used by Generals and Lawyers.

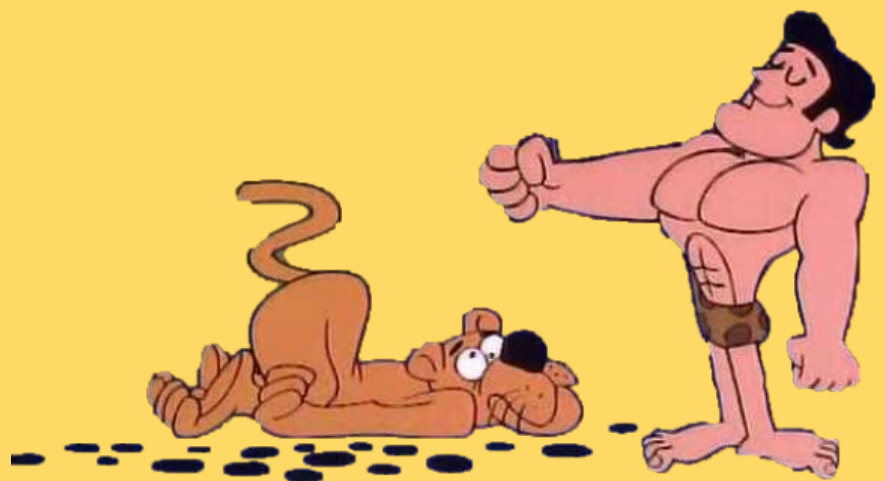
**Awk Awk Eek Eek Tookie Tookie** -400CP The Tookie Tookie bird has the unusual ability to effectively communicate its meaning to those that can listen. It only ever says one phrase, but it can convey whole sentences, far better than Lassie. And you can do the same. When you wish to convey something, even if you cannot find the words, your meaning comes across. So long as you speak in a language understood by those around you. You can even speak nonsense phrases and those you choose will clearly understand what you meant

**Knock the Spots off A Leopard** -600CP Your strength may not quite be legendary, but when exerting yourself to take on a challenger you will find yourself capable of feats that go beyond strength.

You can, with extreme effort, warp the very fabric of reality to do things one might only see in a cartoon.

It's easier when an observer would find the effect amusing. But it can be done even in moments of high drama. This warping will never outright

kill an opponent, but can make it much easier to defeat them.



## Witch Doctor

**Simply Country Witch Doctor** -100CP You are used to the strange and unusual residents of rural areas like Mbwembwe Valley. Being a familiar face, and having a comforting bedside manner mean your patients are far more likely to turn to you when they are in need. For themselves, or their pets. You may just be a simple country (witch) doctor, but you are also adept at treating even the most obscure animal illnesses and injuries. Your way with animals ensures a half tamed, or even wild beast never attacks you during, or immediately after treatment, and in some cases your healing arts will make you lasting friends. Nothing like having a de-thorned lion owing you a favor.

**Four Years at Johns Hopkins** -200CP You have a Doctorate of Medicine from Johns Hopkins. Along with all the memories to make it real. And at least a year of interning in the field of your choice. Each Jump this Medical knowledge and experience, not to mention the Certificate, updates to be a valid, current degree with the current state of the medical arts. Studying medical information comes easy to you, and learning new healing, surgical, and medical techniques, no matter how strange, are far quicker for you than the average medical student.



**Twenty Seven Surgeries a Day** -400CP You are a very skilled surgeon. So much so that you could perform dozens of surgeries daily without error. Your patients miraculously never seem to suffer infections, and heal quicker than average, though not so quick as to arouse suspicion. Even in the jungles of Africa with a bamboo hut and no hot water you can run an

assembly line surgical operation with half trained assistants that is one of the most successful surgical practices in the world.

**Cast a Mean Spell** -600CP What good is a witch doctor without Magic? Not much I tell you. Fortunately you do in fact have the ju-ju. You can infuse objects with spiritual properties, craft amulets, talismans, curses, affect the weather in a region around you the size of Rhode Island, cast divinations, heal insect bites, remove curses. You can even magically shrink and enlarge people to and from a tenth of their size! Ju-Ju relies heavily on the concept of spiritual similarity and that objects that were once in close proximity can be used to affect each other. Hair and nails are particularly potent and can be used in creating foci for effects.

## **Mad Scientist**

**Mad Dentistry** -100CP It's a mad mad world. You learned that first hand in Chicago. Your time there in school, and later medical school taught you many things. Including the rules of the Chalkboard Jungle. You can make your way in any academic environment. In fact, in a structured academic setting you learn twice as fast as you normally would. In this life you got your start into the more obscure sciences while attending a Dental School. Your constant practice on the local Hockey team gave you unusual insights into medicine that made you a fantastic healer.

**Mad Botany** -200CP When a mild mannered dentist survives an encounter with a giant man eating plant they might just be changed by the event. You definitely were. Your brush with the unusual inspired frenetic research and development. You now have



a ridiculous level of understanding of not only botany, but the genetics of plants and how to modify them to behave as you wish. You can modify plants to thrive in different areas, produce exotic biochemicals, bear more, and more nutritious fruit, rob banks, and consume noisy strays... They would probably fare well against zombies come to think of it.

**Mad Entomology** -400CP Setting up shop in the darkest heart of Africa to explore things man wasn't meant to know is great for a budding botanist. But sadly comes with exposure to many many mosquitos and other dangerous disease ridden and poisonous bugs. Fortunately you have studied the nature of ecosystems and how plants, animals, and even those pesky insects all work together. You have a knack for training insects to obey your commands. Both through chemical messages, and with those you have modified with greater senses and intelligence, verbal commands. You have learned how to tap into the very essences of things, extract them and transfer those properties from one creature or plant to another. This alchemical process may seem like magic, but you know it's SCIENCE!

**Mad Machinery** -600CP You can build the tools to build the tools. Your skill with both design and manufacture of scientific equipment far in advance of the current age is phenomenal. You can, no matter the era, internalize the S.T.E.M. standards of the age with insane quickness and then push the envelope of what is believed possible. Machines to analyze and edit plant and animal DNA? Tools to splice and dice traits and strengths from one Kingdom to another? A Fourth Wall breaking monitor that shows video of anyone talking about you or coming to oppose you? It's all possible with SCIENCE!

## **Talking Ape**

**Anthropoid Ape** -100CP You aren't a Gorilla, or a Monkey for that matter, No you are one of the rare apes that would appear to be a missing link in evolution. Though you can appear as some other ape to the casual observer, you have longer legs, and a more upright posture when you

choose to use it. Your gait and balance are akin to that of a human, though your strength is that of your larger Silverback Cousins. In any world, or setting you may choose any local ape like creature to gain an Anthropoid form of.



**Swallowed a Dictionary** -200CP You are both Erudite and Gracious. Your loquacious linguistics are never garrulous, nor are you voluble or verbose, save when it would be auspicious. You are a fluent speaker of both English, and the local African dialects. You can easily learn new languages several times faster than even the most studious polyglots. Languages granted by a Jump's background stick around in your case as distinct languages you can speak, and you can easily distinguish them from your original patois.

**Bonobo Culture** -400CP Your upbringing as an Ape was quite different from that of the average human. Your 'tribe' of apes have(or had) a culture similar to that of the Bonobo. In short it was like growing up in a free love hippy comune, where practically everyone is bisexual and mutual grooming usually lead to more. This practical experience in a judgement free environment has ensured that you are a confident lover fully capable of approaching a prospective mate of either gender and getting your point across in a way that will never cause offence. You are also quite adept at declining such offers without causing embarrassment or bad feelings. As you are quite the "Swinger" Your skills in both the bedroom and navigating the canopy are boosted by this.

**Ungawa** -600CP The gorilla god of the Boondockie tribe weighs in at over 8,000 pounds. Now you too can take on a form sixteen times the normal size of your race's maximum weight. Your body's size will scale accordingly to have a healthy BMI and that nasty square cube law will never interfere, preventing you from utilizing your new physique with the same ease as your normal form. Of course being four times larger than

normal all the time might cause problems, so this perk also includes a little Witch Doctor Magic. You may shrink and grow between those two sizes at will.

## Items

Items purchased with CP if lost or destroyed respawn in the warehouse consumable items regenerate weekly.

**Jungle Attire** Free to all, Whether you are sporting a loincloth made of Leopard Skin, a grass skirt and tribal mask, or Safari Suit and Pith helmet, you are outfitted for your time here. In fact you have seven identical outfits in your chosen style. Though you'll have to launder them yourself. Sadly they aren't self cleaning.



**Autographed Picture of Lawrence Welk** -50CP This oversized headshot of Lawrence's smiling face has been autographed by the man himself and rests in a protective frame.

**Rhinestone Covered YoYo** -50CP This bedazzled wooden toy is an exact replica of the one George is so fond of. It is perfectly balanced, the string never twists or binds, and is much easier to perform all of the standard Yo-Yo tricks with than current offerings on the market.

**Tree House** -100CP By default this simple bamboo walled thatched home has only one room. It sits high in the treetops with only a rope and ladder providing access. The porch is fairly narrow as well. Should you already have a tree house you may import it to gain the aesthetic of Mbwembwe Valley, it will appear to be made of local materials, though it will not lose any of its strength. You may upgrade the house according to your skills, though it must remain a tree house. If you purchase the Tree House It will retain any upgrades in subsequent jumps.

**Whatchamacallium Mine** -600CP This rare metal is so valuable that the world's richest tycoon was willing to dress in a loincloth and go swinging

through the Jungle to Oust George as King just to get his hands on it. The metal itself mined from the mine changes from world to world, always being an inexhaustible source of whatever that particular world's most useful or rare metal is. From Vibranium, to Unobtainium, From Orcalium to Naqueda it adjusts. The mine can output up to three different metals at a time. Though the output is no more than a combined Tonne (1,000kg) a day, The Mine may only be used to mine metals that exist in the current setting. Or in settings it has been to. The Three metals must be set when the mine is imported.

## Dropin

**Tailor's Shears** -100CP This set of shears once belonged to an American crime lord posing as a Pygmy. He was also quite a Tailor. These shears can cut through just about anything. From cloth and leather to ropes and vines a simple snip with almost no pressure is all it takes. They can even be used to cut through softer metals like tin or even gold. In fact it can easily cut through anything up to about a four on the Mohs scale of hardness, if it can fit it between the blades. They will always remain sharp, and should you attempt to cut something too hard, they will simply stop rather than dulling.



**Tookie Jar** -200CP The Local currency is the Tookie. These small silver coins, named after the famed tookie tookie bird, are used somehow by all the native tribes... and the explorers and even poachers roaming the jungles. This jar contains enough coins to live comfortably for a decade... even if you exchange them for other currency. Their weight in silver is worth a decades middle class salary. The Jar refills once a decade with silver coins.

## Jumper of Jungle

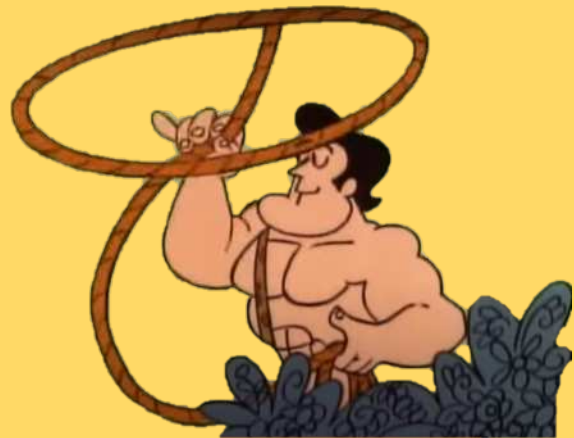
**Book of Animal Calls** -100CP This nifty little guide book contains the appropriate animal calls for every species in Africa. In subsequent worlds

you may pick a continent sized area and the animals of that region will have their calls added to the book. When called correctly, a herd, swarm, hoard, or flock of animals will respond and attempt to aid you in your distress. You must take the drawback **Wrong Area Code**, for the points, but this drawback ends with the jump and afterward all calls work correctly.

**Drumtionary** -100CP This nifty guide book to all things percussion contains nearly every form of rhythmic communication and code used across the globe, With it you can easily identify and understand any messages being sent by rhythmic means, from bongos to morse code. Heck, you can even understand Binary, though it might take a while to transcribe. The guide book updates when taken to worlds with new methods and languages communicated by drum. It won't help you break ciphers though.

**Rope of many Crazy Grasses** -400CP

This fibrous rope is far more flexible, durable, and soft than it has any right to be. Constructed of many different plants native to Mbwembwe Valley, in the hands of a skilled user it can be turned to many tasks. It is always as long as it needs to be, never frays or breaks, and won't abrade even the most sensitive of skin. With a flick of the wrist it anchors securely on any surface and can be untied with the correct tugging motion.



**Witch Doctor**

**Grass Hut with a View** -100CP This well built grass hut sits on a stone outcropping looking over a winding river. It is within a stones throw of a local village, In future jumps you will always have a one room shelter built of local materials available as a starter house.

**Anti-Polar Bear Charm** -100CP This nifty scepter is a badge of office indicating you are a Witch Doctor of some repute. It also has the effect of warding off Polar Bears. Why, due to this charm there hasn't been a Polar bear sighted within 10,000 miles of Africa in thousands of years.

**Poisoned Arrow** -200CP This quiver of Arrows never seems to run out, no matter how many you fire. The arrows themselves are so deadly they can reduce a taxidermied head to a bare skull in seconds. Better handle them carefully. Fortunately, once struck, the poisonous effects are expended and they cannot be reused without returning them to the quiver.

**Oo Oo Bird feathers** --200CP This wooden barrel contains a poacher's haul of Oo Oo Bird Feathers. These sizable feathers average two feet in length, When used to make clothing, especially hats, these feathers grant the wearer an impenetrable illusion of attractiveness. Though beauty is in the eye of the beholder. No two observers will see the same thing. Sadly, the feathers only work on those that find your physical sex attractive. So those of the other persuasion will simply see you; in a feathered hat.

### **Mad Scientist**

**Bad Seeds** -100CP These oddly shaped seeds look more like children's toys than real seeds, if planted they will grow overnight into very large specimens of several native species, and a few that only exist in the minds of mad scientists everywhere. The plants are loyal to their creator and will obey their commands and requests. They can move as though they were snakes rather than plants and are far stronger than they should be, easily able to break into a high security vault and offload all the cash into your waiting truck. You get a five gallon bucket full of assorted seeds. Enough to have a potted plant in every window, and a bush in every yard. They are no more vulnerable to herbicides than any other plant, though they are tastier than usual, especially to locusts. You can of course make more with the extensive notebook these come with, you might even be able to improve upon them.

**Concentrated Essence of Elephant** -200CP Dr. Chicago(DMD)'s most infamous elixir. This green liquid can grant the drinker the strength of several elephants. Just a single drop fed to an ant can allow said ant to carry steel railroad rails weighing over 650 pounds. The exact increase depends on the dosage and species. But in George's case it allowed him to run through a series of steel reinforced stone walls and knock down a tower of stone and steel effortlessly.

**Wizard's Scientist's Tower** -400CP You have an elaborate laboratory built into a stone and steel tower in a secluded area of the Jungle. No one would think to look for you here, only by being led to this location will any of your enemies find you. The tower has all the modern amenities, and acts as a hub for your network of undetectable spy drones that seek out anyone searching for you. The self destruct is well away from all other activation switches. The Tesla coils, Jacob's Ladders, and Magnetic tape storage platforms all function normally and are shielded from each other, though are mostly set dressing. The complex glasswork and chemistry tools are of the finest quality, and the various chemicals and supplies never seem to expire or run out, so long as you use the provided equipment, though you may only be able to synthesize a gallon of any given compound, suspension, emulsion, or complex at a time.

## **Talking Ape**

**Unbreakable Umbrella** -100CP This umbrella is more than it seems, though just barely enough to cover you, it completely resists any attempt at damage. While it doesn't provide enough lift to fly or float, holding it open and jumping will never result in it reversing on you, nor will its arms bend or break. Even the fabric will never rip or tear. It can be damaged and destroyed by esoteric energies and high energy plasma, but it is quite bullet proof.

**National Geographic** -100CP You have a complete collection of National Geographic magazines. (The Jane Goodall Issues are autographed!) Through the years of the Jump. You get new issues monthly. Should you

go to a jump without National Geographic magazine, you will instead receive monthly magazines in the same style for the local setting. The information on the local flora and fauna will always be in depth and accurate. While the wildlife photography is phenomenal, you get it for the articles Right?

## Compainions

-50cp You may import a companion with a background of their choice and 600cp to spend or for -200cp, you may import up to 8.

**Cannon Companion** - Free; If you can convince anyone to leave the Lush Jungles of Mbwembwe Valley they may join you on your journey.

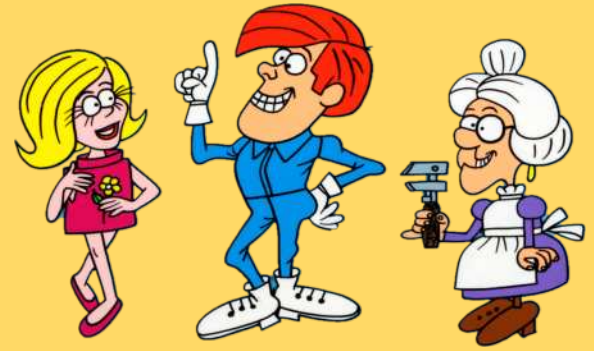


**-100CP Super Chicken and Fred** Not sure how this happened but Henry Cabot Henhouse III and his sidekick Fred have made an appearance and are willing to Join up. They have their super coop and Fred can make Henry's Super Sauce Martini's easily.



## **-100CP Tom Slick, Marigold, and Gertie**

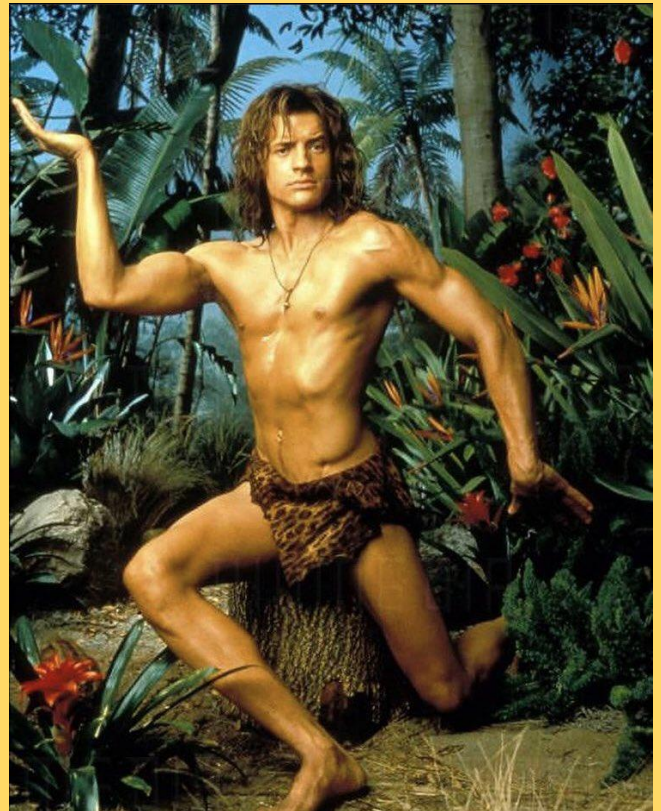
**Growler?** Apparently there was a race being held in Mbwembwe Valley because you managed to run into Tom and his crew. They are interested in seeing the Multiverse and Racing all comers. Tom of course goes nowhere without his trusty Thunderbolt Grease-Slapper; The most modular racecar in the history of the sport.



## **Drawbacks**

**1997 Year of the Frasier.**0CP - Instead of the 1967 continuity, you find yourself in 1997 instead. This more modern setting has a very similar cast of characters, though far fewer undiscovered native tribes. And no British patriarchy. May not be taken with the **8,267 pound Gorilla Scenario, or Request from the District Commissioner.**

**Seeing Double** 0CP- Fella and Ursula stay in step because George is seeing double. Not anymore. Now Fella exists and is the Twin Sister of Ursula. Though Fella is unlikely to be her real name.



**Jumper of the Jungle Toggle** 0CP- Wait what? You, and any companion that takes this drawback may insert as one of the characters that share the background you have chosen. You, or they, gain all the memories of their local self, and will find themselves defaulting to acting in character unless they make an effort.

**Watch out for that \*crash\* Tree!** +100CP You will occasionally have some difficulties navigating the canopy of the jungle verdure. In point of fact, this will happen so often that certain trees might develop permanent impressions of your body.



**Wrong Area Code** +100CP When calling for animal aid, whether using vocal animal calls, animal communication or control powers, or even a telephone you'll find you never seem to get quite what you called for. It will frequently be similar to what you requested, but not close enough.

**Thick Accent** +100CP Whether you sound like a pirate from the west country of England, or a mobster from the streets of Chicago, or some other very distinctive region you have a very noticeable accent that you simply can't disguise. No matter what language you happen to be speaking. Hopefully you don't need to go incognito, as your voice is sure to give you away.

**You Live In A Tree** +200CP Which would be nice if you could remember that fact. You can't, you seem to frequently fall out of your house and inevitably injure yourself in the process. It seems to happen almost daily. You get the Tree House Item for free with this Drawback, and must live there.

**Front Yard Fishing** +200CP Oof it's a good thing your house is so high up the tree. The valley has flooded. The water is only a few feet below your porch level. Fortunately this won't last long enough to kill off the local plant life. But it will happen again and again. Making the area unsuitable for standard building.



**Gender Blindness +200CP**You have great difficulty with pronouns. Him/Her, She/He His/Hers... etc. To the point that, like George, you might just refer to one of the most attractive and curvaceous women on the planet as fella. While this might not be much of a bother for the open minded, love is love after all, some people however are quite insistent that their proper pronouns be used. Your complete lack of ability to pick up visual clues as to sex and gender, and inability to remember stated preferences won't make you many friends, and will likely reduce people's perception of your intelligence and sensitivity irrespective of any social or perception perks.

**Jungle Vocabulary +200** It might not seem like a tremendous drawback, but being forced to talk in halting, occasionally third person, simplified speech really does a number on people's impressions of you. Everyone hearing you speak will assume you are either dimwitted, or have special needs. This drastic drop in perception will not affect your companions' opinions of you, but convincing the uninitiated that what you have to say is worthwhile will be a tremendous challenge. Any social perk influencing people to listen, believe, or be impressed favorably by you will be drastically reduced or eliminated if they hear you speak..

**Weak Sense of Direction +200** There's running into trees and then there's this. You will find yourself lost while heading toward people or places you know frequently. So lost that you might only accidentally find your way there. You will almost always eventually make it to your destination, but it might be hours, days or even weeks after you should have arrived.

**I've got this funny Pain Right in through here +200** People have somehow decided that you are the person to talk to about their health problems. Whether you are a witch doctor, a mad scientist, or just someone living in the Jungle, everyone you meet eventually decides that they need to confide in you all of their strange pains, rashes and any other symptom you can imagine with full confidence that not only can you fix the problem, but you will. If you actually successfully treat any of them, by the

next day you will find a line of waiting patients outside your door every morning.

### **World's Only E-Flat elephant**

+400CP Somehow the world has gotten into its head the idea that you are in some way unique. While demonstrably true, this poses a problem as there are those who pay good money for the unique. In this world dastardly villains are far from above human and animal trafficking and will gladly capture you to sell into durance vile. Only by convincing all of your hunters you are perfectly ordinary will they stop coming after you. Quite a tall order to do while evading them.



**The Most Dangerous Game** +400CP The Duke of Ellington's wife wants your head on his wall, he will pursue you ruthlessly on her behalf and use any means to take you down sportingly, even holding hostage those you care for to ensure your cooperation. If you can best him on three separate occasions he will cease his attempts. But if you fail to uphold any deals you make with him, your friends may pay the price.

### **Request from the District**

**Commissioner** +400CP This petite British man is a relic of a bygone age. England is on the way out here in Africa, and yet somehow he manages to maintain a sense of responsibility for the region. Perhaps it is due to his many decades of residence here, but he is usually the first to know when wild animals are attacking, native tribes are infighting, natural disasters are



looming, etc. Every week it seems he will be calling on you for aid in resolving these issues.

**A Three Hundred Pound Pearl** +600CP Somehow Pearl, the chief back scratcher of the sultan has decided that you are the one for her. This presents a problem as everyone else will believe you have kidnapped and brainwashed her. No amount of protesting will convince anyone of your innocence. Even returning her to her Harem apartments won't do the trick, she'll be out in a tic and quickly make her way to wherever you are hiding unerringly. The Sultan, Sheikh Ali Bay-Window, will turn all his vast wealth and influence toward eliminating you as a threat to his itchy back.

## **Scenario**

**8,267 pound Gorilla** Ungawa the man eating Gorilla God Ruler of the Boondockie tribe has decided to challenge you to a no holds barred wrestling match. If you defeat him, he, and his tribe will join you on your journey as followers, though he can be imported as a companion, the Boondockies, like other military units, take up a single companion slot and share perks among themselves. If he manages to defeat you... lunch is on you.

Version 1.1

Added additional companion options.