Elantris Jumpchain

Elantris is written by Brandon Sanderson — Jump by /u/guyinthecap
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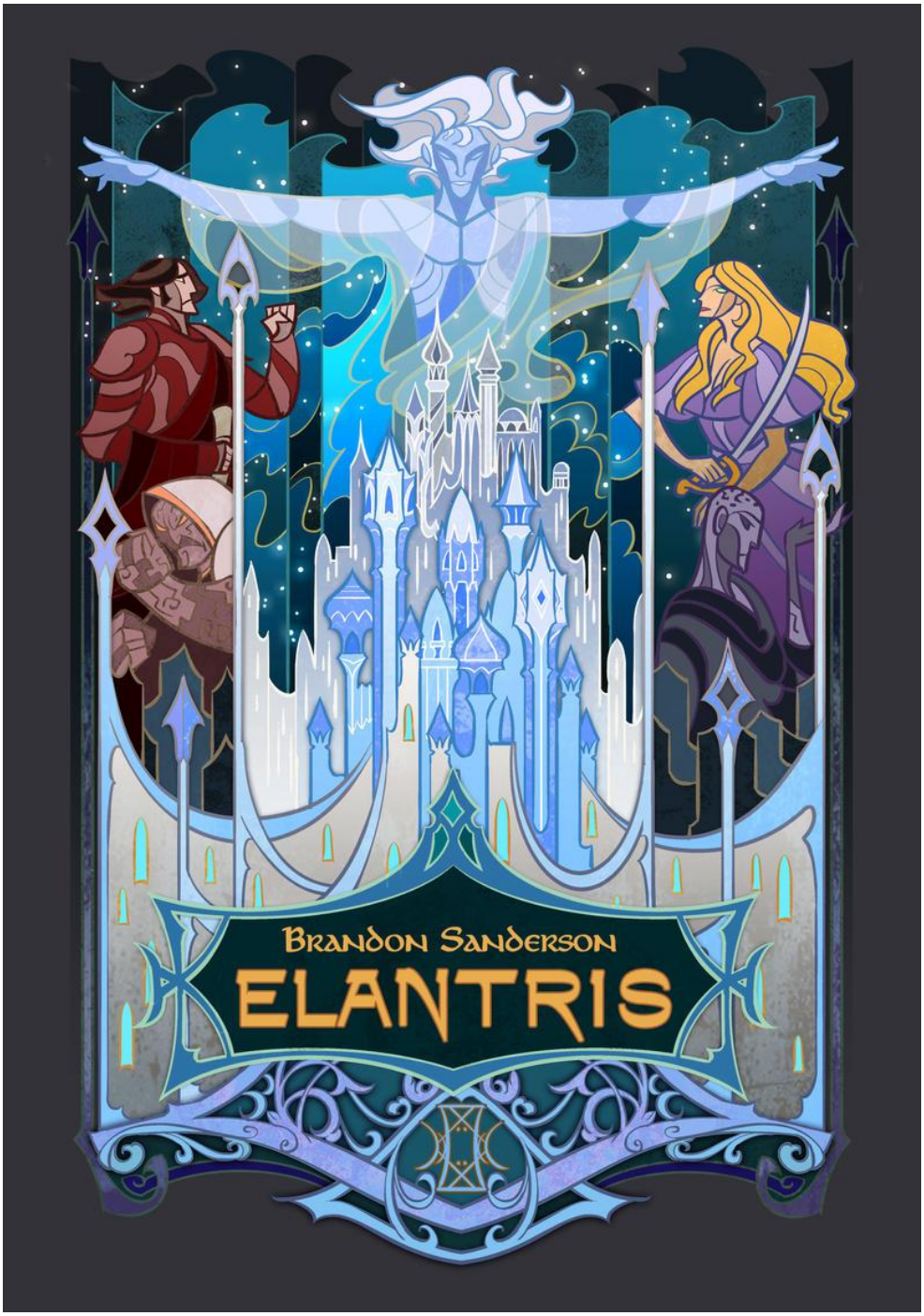


Contains material from *Elantris*, *The Emperor's Soul*, and *The Hope of Elantris*
SPOILER WARNING FOR ALL OF THE ABOVE TEXTS

Elantris was beautiful, once. Many called it a city of gods. It glowed with arcane marvels, shining like a beacon, even at night. It's citizens, the Elantrians, were brilliant; both in appearance and in intellect. With a wave of their hand, the Elantrians could conjure magic workings from the air, bringing food, healing, and wisdom to all those they watched over. But these benevolent rulers were no alien race; they were human like us. Anyone could become an Elantrian if taken by the Shaod, transformed into a being that could live in bliss and rule in wisdom for all of eternity.

Eternity ended ten years ago.

Welcome to Sel, Jumpers. The gods of this world, Devotion and Dominion, are dead. They left this world infused with power, letting those with the dedication to learn unlock untold magical wonders. However, all is not well in these lands. Ever since the Reod, the disruption of the Shaod, and Elantris' fall from glory, political unrest has begun to build. The kingdom of Arelon, once ruled by the Elantrians, has slipped further and further backward towards the crushing oppression of feudalism. Outside Arelon's borders, the Fjordell Empire has been slowly absorbing nations, converting more and more people to their religion and inching ever closer towards complete domination. Only Arelon and nearby Teod hold out against the encroaching influence of Emperor Wyrn Wulfden the Fourth.

Our story begins at dawn, on the fateful day that Prince Raoden is taken by the Shaod, becoming an Elantrian and setting events in motion that will change this world forever. Soon, the Teod princess Sarene will arrive in Kae and be told her betrothed husband is dead. Now *you* must decide what part you are to play in the coming conflict.

Take these points, Jumper. You're going to need them.

+1000cp

Origin

[Free] Worldhopper:
You're not the first otherworldly visitor to Sel. Whether you're coming from another world in the Cosmere or are on our own journey, you'll be dropping in without any additional friends, enemies, or even memories. Enjoy the freedom of a fresh start, Jumper.

[Free] Commoner:
The city of Elantris might have been once filled with gods, but that doesn't mean that *everyone* lived the life of luxury. From the fields of Arelon to the kitchens of the Rose Empire, average citizens like you have kept the world turning in their own ways. Whether you are a simple farmer, a sailor on a merchant ship, or worked another trade, yours is a humble story. Now you have to decide if things are going to stay that way.

[Free] Noble:
You've enjoyed a life among the upper crust. Perhaps you're a member of the Teod royal family, or are one of the privileged merchants elevated to a noble holding in the Arelon plutocracy. You might even be a Gyorn serving Wyrn and the Fjordell Empire. Whether you hail from a far off nation or were born in Kae, you and your family have the political clout and influence to upset the delicate balance of power in Arelon. How will you face the coming storm?

[100] Invested:
There is power to be found in this world. Not just wealth and titles, but *power,* as old and fundamental as the Cosmere itself. You are one of the rare few who can tap into these energies, using Investiture to accomplish incredible feats. Whether you are an Elantrian, a monk of the Dahkor monastery, or an expert Forger, you have the spark of possibilities in you. Only time and hard work will unlock your full potential. *Jumpers with the Invested origin gain the Invested Art associated with their Homeland for free.*

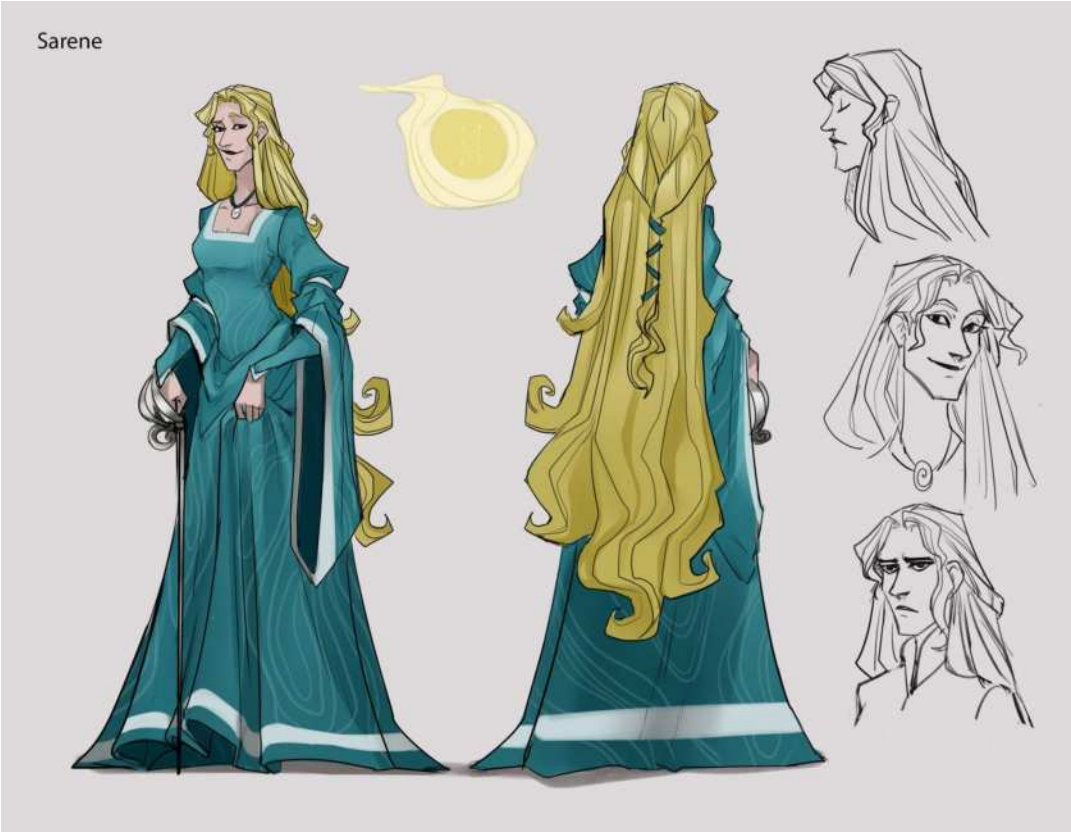
Homeland

In this world, where you grew up can have a dramatic impact on your life. Not only are the politics of this world driven by fervent nationalism and religious identities, but the very power of this land is geographically linked to where you call home. Select one of the options below to determine your Homeland. For Drop-Ins and Worldhoppers, this choice represents which land you have the greatest connection to. For Jumpers with other origins, this choice determines where you were born or where you were naturalized.

NORTHERN SEA
SYCLA
Opelon
SURVEY BY ORDER OF
WYRN WULFDEN THE FOURTH
EMPEROR OF FJORDEN, PROPHET OF SHU-DERETH, RULER OF JADDETH'S HOLY KINGDOM, AND REGENT OF ALL CREATION
ROSE BARBARIANS?
TEOD
TEORAS
SEA OF FJORDEN
SERAVEN
SVORDEN
ELANTRIS
WYRN'S SEAT
FJORDEN
VELF
ARELON
FELLAVOO
GMORDSOM
DULADEL
HAIKO
HRAGGEN
GEANT
HOLLAVESI
JINDO
KJAARD
JAADOR
HROVELL
DESERT
This map has severe deficiencies especially in the northwest, but it was the best I could find under the circumstances, considering where you abandoned me. —Nazh

Arelon:
The most northwestern country on the continent of Opelon, Arelon is filled with vast fields and fertile farmland. Once ruled by the city of Elantris, the citizens of Arelon are now ruled by King Iadon in the neighboring city of Kae. In these turbulent times, Arelon operates on a wealth-based monarchy, with the most successful merchants and business owners ruling over their workers and the peasant class. Though peace has reigned for the past decade, it seems conflict may finally be coming to Arelon.

This Homeland choice also includes the nearby region of Duladel. The Duladel republic recently underwent a violent revolution, leaving the ruling Republicans dead and what remains of the country occupied by Fjorden. *Your Homeland grants you the potential to access the Invested Art of AonDor.*



Teod:
Separated from Opelon by a small sea, the peninsula nation of Teod is isolated from Arelon, Fjordell, and its other neighbors. That doesn't mean it doesn't feel the impact of Opelon politics, mind you. Teod's strong opposition to the Fjordell religion has left them a target of Wyrn and his nation. There are also several passes leading through the harsh northern mountains, making Teod a decent launch point for any expeditions into the distant Rose Empire. *Your Homeland also grants you the potential to access the Invested Art of AonDor*

Fjorden:
Dominating most of the continent of Opelon, the empire of Fjorden is strict, militaristic, and fiercely theocratic. Their emperor, Wyrn Wulfden the Fourth, expands his territory through either military conquest or religious conversion, with the goal of converting all of the world to Shu-Dereth. Only when all people are within the dominion of Wyrn will their god, Jaddeth, return to the world. Or so they say. Whether you are a fervent follower of Shu-Dereth or just an ordinary person living under Wyrn, you call Fjorden your home.

Alternatively, you could be from Svorden; a northern coastal country and the first state Fjordell annexed. Svorden is known for their academics and university culture, with Svordish scientists leading the fields of medicine, engineering, and astronomy. Perhaps you're the learned-type instead? *Both of these Homelands grant you the potential to access the Invested Art of DahKor.*

JinDo:
One of the oldest countries on the continent of Opelon, JinDo is in many ways the cradle of modern society across Opelon. Too bad Wyrn and his armies have absorbed this country into their steadily-growing empire. Still, the JinDo culture refuses to disappear. Unlike the rest of the Empire, the culture of JinDo largely survives in earnest behind closed doors, despite outward loyalty to Wyrn and Shu-Dereth. *Your Homeland grants you the potential to access the Invested Art of ChayShan*

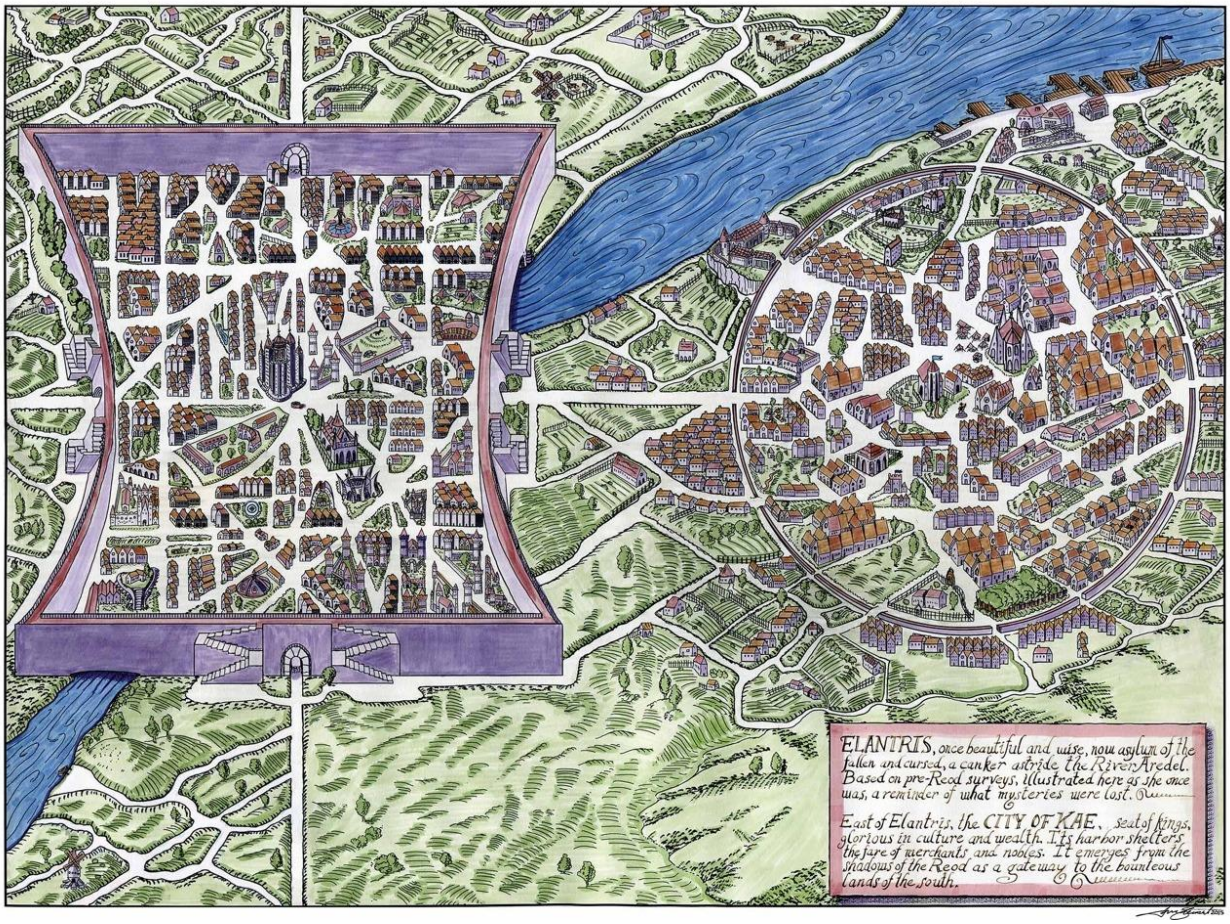
Hrovell:
Tucked into the distant, southeastern corner of the Fjordell Empire, the rural province of Hrovell survives more through unimportance than any active measure. Though thoroughly conquered by Fjordell, Hrovell's core religion, the Jesker Mysteries, are kept alive through cultish rituals and druidic teachings in dark, far-off forests. Little is known about the culture of Hrovell, but their Invested Art of Potion Brewing seems to suggest closer ties to horticulture and the natural world than other Selish nations. *Your Homeland grants you the potential to access the Invested Art of Potion Brewing*

MaiPon & Dhzamar:
You were born in MaiPon, a sub-state of the Rose Empire and home to Forgery. Breaking off from JinDo long ago, the people of MaiPon have since become a distinct cultural entity, although their absorption into the Rose Empire has served as a source of steady oppression. Both master artists and master Forgers call MaiPon their home.

Alternatively, you may be from Dhzamar, a swampy region also annexed by the Rose Empire. Looked down on for their unsettling Invested Art and tribal communities, Dhzamarians are a proud people with no less rich a culture than the other societies on Sel. *If you choose MaiPon as your Homeland, you have the potential to use the Invested Art of Forgery. If you choose Dhzamar as your Homeland, you have the potential to use the Invested Art of Bloodsealing.*

Location

As most of our story takes place in and around Kae, the capital of Arelon, you may start here for free. Jumpers who have taken the **Reod** drawback may start at the gates of Elantris, at the beginning of their exile. Alternatively, you may want to avoid the events of the coming months. You may start at any location in your Homeland by paying 50cp or any location on Sel for 100cp.



Perks

Perks that match your Origin are discounted to half-price. If a perk matches your Origin and costs 100cp, you may take it for free.

General:

[50] Cooking with Kiin: One benefit of being well traveled is that you get to sample the best that each culture has to offer. Whether through your own travels or careful tutelage, you have become a master at preparing delicious meals from a variety of global cultures. Friends, family, and party guests will all be grateful when an expert chef like you is in the kitchen.

[100] Picking Your Bribes: Sel might be a big place with dozens of distinct languages and cultures, but money continues to speak to everyone. Like a certain gyorn, you know where to place your bribes to maximize their effects. You could foster loyalty (or some semblance of it) even in those who would normally be reluctant. Most importantly, you can tell which people may be receptive to your offers, and which can never be bought.

[200/400] Finest Fencer: In truth, the Selish people are generally non-violent. This only makes those with actual training and combat experience that much more exceptional. Whether you trained with Iandol's soldiers, are one of the few surviving members of the Duledel nobility, or simply participated in the Teod national sports, you have received instruction on how to swing a blade. For **200cp**, you are an even match for Sarene. This puts you above most of the fencers in Teod and makes you a proficient combatant, but still less skilled than 3 out of 4 Duledan citizens. Alternatively, you may favor unarmed combat and choose to receive training in the martial arts of the Teullu people.

For **400cp**, you gain even more skill and talent, making you a peer of even the Duledan Republicans. More importantly, you've gained something exceptionally rare on Sel; actual combat experience. You've mastered your chosen fighting style both on the sparring grounds and the battlefield. Take care, however. Domi knows not every problem can be solved with a sword.

Origin Perks:

Worldhopper:

[100] Trouper: For all the Cosmere's a stage, and all the people players. Perhaps you were a royal who harbored secret dreams of joining an acting troupe, or perhaps you're a professional liar from Yolen. Wherever you received your training, you've made the stage your home. You are an excellent actor and could give any minstrel or bard a run for their money. Your musical skill could support a modest lifestyle on its own, however your acting skill and experience with makeup could be turned to more… ambiguous ends.

[200] Precocious: Like little Kaise, you're quite smart for your age. Your heightened intelligence has made you a sponge for knowledge, though this truly shines when dealing with languages. You begin knowing five, either from this world or others you've visited, and can learn more very quickly. Just remember that while you've gained a measure of additional *intelligence*, this doesn't buy you any extra maturity or wisdom. You'll have to collect that on your own.

[400] Anti-Fortune: Sometimes random twists leave the best-laid plans in ruins. Sometimes important battles and political conflicts are swayed by the unexpected. Wouldn't it be nice to make that uncertainty work for you? Going forward, you'll find many of your main endeavors will be subtly aided by chance. Assassins sent after you may miss their encounter. Large groups of skilled opponents may make easy mistakes, negating much of their training. This perk is *far* from all powerful, but it could give you the glimmer of hope you need to turn a difficult situation into a fighting chance.

As an added benefit, this perk also interferes with most forms of precognition. Beings on Sel with access to Fortune or the Spiritual Realm will have a tough time pinning you down. They may be able to *see* you, but predicting your actions will be another matter entirely.

[600] There's Always Another Secret: The best secrets are hidden behind more secrets, like the Elantrian prince who distracted from his magic illusion with a simple rag smeared with makeup. You specialize in layering plans and lies within more plans and lies, letting you build layers into your schemes. Whether you're planning the heist of the century or plotting the downfall of your political opponents, no one makes a plan like you. With skills like these, you'll be a serious contender in the political showdown to come.

Commoner:

[100] Simple Housewife: And yet, you're likely the most useful person here. You've got practical experience cleaning, weaving, cooking, making pottery, and the thousand other small things that keep a household running. You're extremely resourceful and self-sufficient, letting you take care of yourself anywhere from a rural farming village to the ruins of a cursed city.

[200] Two Kinds of Gardens: You have a way with plants that produces results! Whether you're sowing the seeds of the fall's crops or trimming the flowerbeds of an aristocrat's garden, you are an expert when it comes to horticulture. Even in suboptimal growing conditions, you can reap the rewards of your hard work. The owners of plantations and noble estates alike would be pleased to have you on their staff.

[400] Versatile Craftsman: With all the wealth tied up in the Arelon plutocracy, the craftsmen of Arelon have become very good at their jobs in a scramble to attract patrons. You'll need this perk if you're going to keep up. You become a superb craftsman of one particular kind of good, blending both function and fashion to make exceptional products. Of course, just because you specialize doesn't mean you can't turn your talents towards alternative projects. After all, the jeweler Mareshe constructed shoes for the needy Elantrians while Taan the sculptor aided the city with his knowledge of masonry. So long as an endeavor is tangentially related to your specialty, you can apply your considerable knowledge to it.

[600] Of the Streets: There are no beggars in Kae, though that's more to the credit of the beggars than any of King Iadon's policies. They know how to lay low, and now so do you. Whether you actually lived it or not, you have the hard-won knowledge of how to survive on the scraps of society. Life on the streets has taught you how to interact with the criminal underbellies of cities, how to pick pockets and locks like a pro, and most importantly, how to move about unseen. You're so good at skulking around, infact, that you could probably make a living out of it. There's always demand for someone who can smuggle goods or hide people. If you took Fjordell as your Homeland, you may alternatively choose to have graduated from a Monastery specializing in espionage or assassination. Whether or not you choose to employ those skills in service of Wyrn is an entirely different matter.

<u>Noble:</u>

[100] Nobility Knowledge: A large part of being a noble involves interacting with other nobles. After all, how can you play politics if you don't know who your opponents are? You've been granted detailed knowledge of all the local aristocrats of a rank equal to baron or higher. With a general understanding of their families, hobbies, and businesses, you'll be adapting to new court politics in no time at all. As you travel to new lands beyond Sel, this perk will continue to update you on the important political and economic figures of each country you find yourself living in.

[200] Diplomatic Core: Blood might *get* you a title, but only skill can help you *keep* it. In preparation for a life of leadership and negotiation, you have been trained by your Homeland's best diplomats and political scholars. You have the training to serve as an ambassador of your nation, facing turbulent political situations and insulting remarks with equal poise and professionalism. With this tutelage, you would be able to fit into any culture's upper crust with ease, and while you may not always be able to pass as a native, you know how to conduct yourself in a way that breeds mutual respect. Only the foolhardy would dismiss you now.

[400] Setting the Standard: What is the point of leadership if you can't change things? You're a social trailblazer, changing minds and social standards alike with your actions. Whether you're bringing fencing to the sedentary noblewomen of Arelon, converting others to worship Lord Jaddeth, or convincing a city to accept an Elantrian prince, you have a way of inspiring change in others. When applied well, this skill can make a real difference. You bring out the best in people and can help them realize their full potential.

[600] Arbitration: Whether you are a Teod queen, an Arelon prince, or a Fjordell gyorn, much is expected of you. People will look to you for solutions to their problems, whether it be a simple argument between neighbors or the precursors to a global invasion. Luckily, you are a master at finding compromises. Like the kings of old, you excel at finding the best solutions to disagreements, maximizing the outcome for each party. You can bring all but the most belligerent forces to the bartering table and find common ground. Perhaps ending the holy war between Fjordell and Teod with words alone is beyond you, but anything short of that can be worked out. You, like so few others, *deserve* to wear the crown.

Invested:

[100] Internal Spark: The light at your core has nothing to do with Investiture. You are a well of optimism, able to cling to hope no matter what life throws at you. You also excel at inspiring this confidence in others, though this effect increases as your accomplishments and relationships grow. At first, you may only get people to tolerate your presence, but clean up your city and you'll soon find others buying into your vision for the future.

[200] Fervent Focus: With the dangers of Elantris and the torment of the Shaod, Prince Raoden would have been forgiven for ignoring the secrets of AonDor and focusing on his survival. Thankfully for everyone, he chose to attack his studies with the same ferocity that fueled his altruism. Now you share his dedication and drive. Whether you're studying Aons or practicing your Forging, you have the focus and determination to plow through the countless hours necessary to truly master a craft. In return for your commitment, you'll see a steady benefit in your studies. As long as you dedicate yourself fully to the task, you will learn new knowledge and skills twice as fast as you normally would.

[400] Magical Modifiers: The different magics of Sel are more like languages than anything else. To reproduce an effect, one simply needs to know the corresponding symbol. Unfortunately, this can make certain spells feel standardized and rigid. Thankfully, you've learned to speak this language with a bit more nuance. Like Raoden and ShaiLu, you've discovered how to modify the script of your spells to increase either your potency or precision. You can't do both at once, but you'll be far more versatile than the vast majority of your fellow practitioners. Whether you're conjuring fire to light a candle or blast down a wall, you know how to adjust your magical constructions to fulfill their intended purpose. Following your time on Sel,

you'll find yourself able to apply similar modifiers to systems of magic you have access to, expanding the parameters of normal spells to fit new situations.

[600] Opening the Dor: While a few parts of Sel have a long tradition of magical knowledge, much more has been lost in recent history. The Reod and subsequent fall of Elantris meant the near obliteration of almost all knowledge of AonDor, the glyphs that produced the city's magical wonders. With the city in ruins and all former practitioners dead or insane, it fell to one hopeful prince to resurrect the nearly dead language of Elantrian magic. Like Raoden, you are now a luminary of all things Investiture and have a talent for uncovering lost knowledge. With just the briefest exposure to an Invested Art or other system of magic, you could begin to deduce the methods and rules that govern its use. Given proper resources, you could delve deeply into the secrets of the Cosmere. With enough time, you'll revolutionize the magical systems you practice.

Homeland Perks

Perks that match your Homeland are discounted. You may select one discounted 100cp perk to take for free. The remaining 100cp perk is discounted to half-price.

Arelon:

[100] Merchant's Nose: Being successful in Arelon means having an eye for business and having a nose for deals. Your experience negotiating contracts has trained you to sniff out deceit, traps, and bad deals far easier than a layman. You can rely on your judgement, especially when your livelihood is at stake.

[100] Telri's Boon: You have a way of stumbling into success. Luck favors you greatly, blunting poor decisions and amplifying your windfalls. You might find yourself in a situation similar to Duke Telrii, inheriting fortune and title from a sibling who did all the hard work. You may be wandering a ruined city and find an untouched trove of supplies. Whatever your path, you'll be far more fortunate in life.

[200] Buying Titles: Following his rise to power, King Iadon instituted a unique system of choosing his aristocrats; he picked the richest merchants in the country. Regardless of whether this was a *good* system or not, now you too can turn financial success into legally-recognizable political power! Build a successful local business? You'll have the clout to act as mayor of your town. Forge a global trade empire? The people may recognize your authority more than the actual king, putting you in just the right position to depose him. This perk only applies to money you have *earned*, so any inherited wealth or CP-bought fortunes won't get you any closer to being a world ruler.

Fjordell:

[100] Treachery Guaranteed: Why do people feel obligated to honor deals you renege on? Perhaps they're just that honorable. Peasants and kings alike will almost always keep up their end of any binding contracts you make with them, regardless if you are revealed to be lying. This won't hold true in extreme circumstances, even Eventeo had additional motivation to capitulate after Hratham's deception was revealed, but most negotiations will hold even if you are proven to be less than reliable. Perhaps they're trying to be the bigger person, even if it means you still get your reward.

[100] Miracle Worker: No, you are not one of those heretical Elantrians, crafting wonders with the power of AonDor. Your spectacles have far less… veracity. You are skilled in manufacturing false miracles for show and personal gain, whether it be curing false sicknesses with prayer or taking credit for a sudden celestial event. If successfully executed, these displays can help you rapidly build public favor and faith in your "abilities." Just be careful not to get caught.

[200] Hratham's Work: Uniting the world under Jaddeth is holy work, but that doesn't make it pleasant. You are an expert when it comes to destabilizing governments. Like Hratham, you could send a nation like the Duladen Republic spiraling into a catastrophic civil war in months. With even more support, you could peacefully overthrow the monarchy of a country like Arelon. You can play nobles against their own country, inspire dissent, and whip the local rabble into a frenzy. Be warned though, this doesn't guarantee you'll be able to control the masses once the riots start. You'll still need resources, and working alone these effects could take years, but with the right ingredients the fall of your enemy's nations are only a matter of time.

Teod:

[100] Leky Stick: Like the princess of Teod, you stand above the crowd, literally! You are distinctively tall; at least six to twelve inches above the average of your given background. You may choose to activate this perk at the start of each jump, gaining an imposing height no matter which people you find yourselves among.

[100] Trust in Love: Love can feel like a fleeting thing, with chances at happiness missed as opportunities pass like ships in the night. Fiances die, marriages are arranged then cancelled, it can all be quite disheartening! Thankfully, you can rest easy knowing your faith isn't misplaced. You will always be led to true romance despite fate and circumstances. If you are separated from your soulmate, life will find a way to bring you two together. Love will win out in the end, just wait and see!

[200] Naval Tradition: The country of Teod is bordered by nearly-impassable mountains to the north and the Sea of Fjorden to the South, West, and East. Because of this, Sarene's people have made the waves their home, eschewing armies in favor of merchant fleets and grand navies. Whether as a sailor or as a pirate, you've become a master of all things nautical. You are an expert at commanding water vehicles of all shapes and sizes, and know how to tactically approach a battle on the waves.

JinDo:

[100] Malicious Compliance: The JinDo people may *technically* be ruled by Wyrn, but the people of JinDo would tell a very different story. Like Shuden's countrymen, you excel at resisting foreign occupations. This is less about coordinating armed resistances and more about staving off cultural assimilation, but don't underestimate the power of a national identity. Even better, your adherence to the *letter* of the law almost never provokes punitive violence from your occupying power.

[100] Foreign Intrigue: Often foreigners are met with suspicion, judgement, and disdain. Others, like Baron Shuden, are viewed with admiration, intrigue, and not a little bit of infatuation. Now, your quirky traits are often shown in a positive light. Your foreign customs, strange clothing, and even odd abilities will be viewed favorably as long as you aren't directly hurting people.

[200] Enlightened: JinDo is the birthplace of Shu-Keseg, the progenitor of many of Opelon's religions. Even without its religious impact, JinDo is a cultural cradle celebrated for its poets, mathematicians, and philosophers. Now you may count yourself among these prestigious minds. Whether you choose to be an exceptional poet, philosopher, or mathematician, everyone will regard you as a leader in your field. Let all who hear your wisdom recognize your cultured intellect and authority on enlightenment.

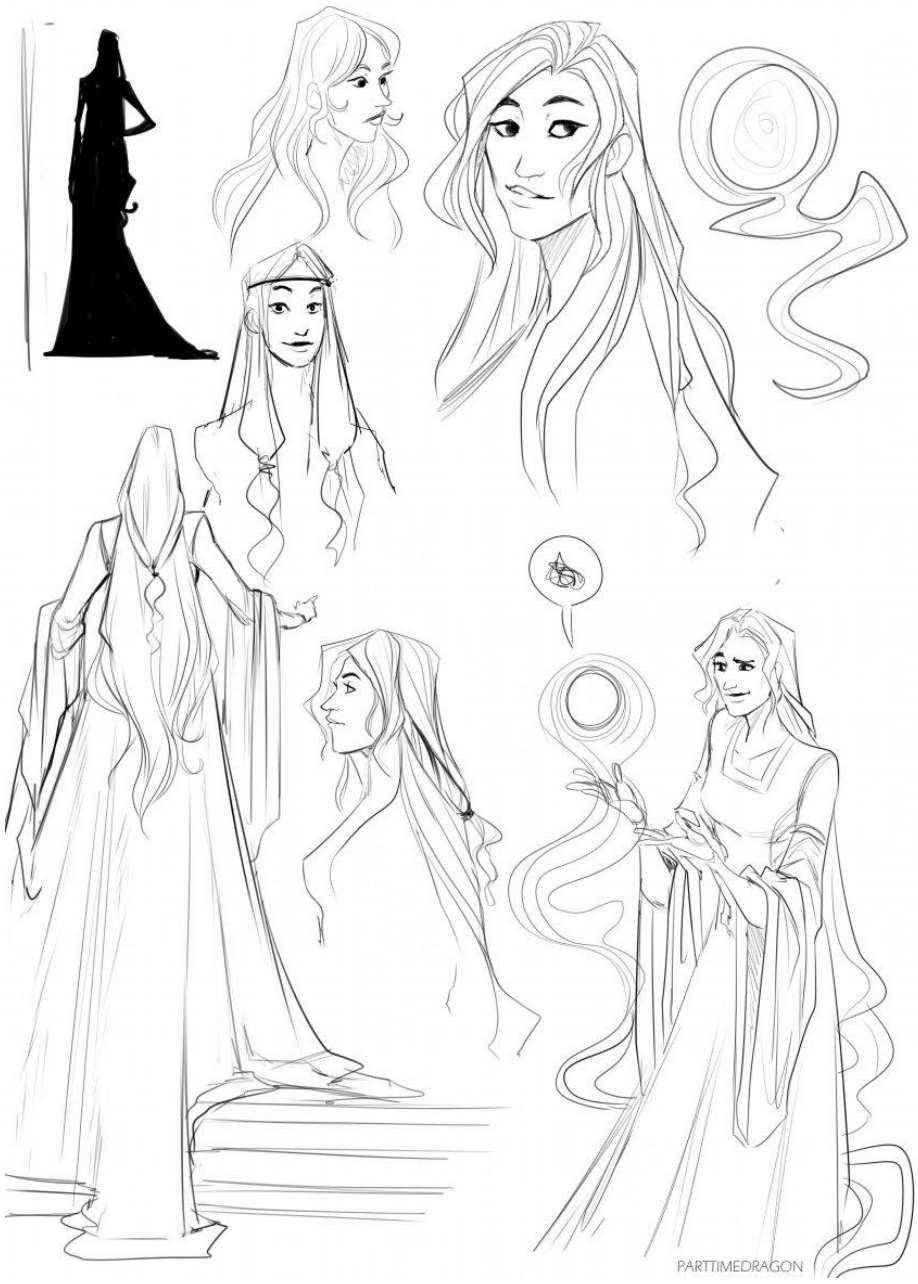
MaiPon & Dhzamar:

[100] Artist: The province of MaiPon has produced just as many masterful artists as it has masterful forgers. Indeed, there's far more overlap between the two than one might expect. Whichever profession you choose to explore, you have substantial knowledge of art history and significant artistic skill in a variety of mediums. Whether you focus on sculpting, painting, or even forging paperwork, you'll be one of the most well-rounded artists around.

[100] Unnerving: No matter how valid Bloodsealing is, the people of Dhzamar still face judgement and scorn for their native Invested Art. But maybe you can turn that to your advantage. You may choose for your supernatural powers to be regarded as creepy, and offputting by all who witness them. Few will *want* to know your secrets, let alone be brave enough to pry. Don't worry, they'll still *hire* you if in need of your services. They just might not be as pleased about it.

[200] Insightful: How can you modify a living soul if you don't understand the life and personality that shaped it? You have a gift when it comes to deciphering a person's motivation. Picking apart everything from their body language to their biographies, you can build a complete understanding of where a person has been, what they've done, and what drives them each day.

While this would be a powerful skill by itself, this insight truly shines in the hands of a Forger. Jumpers with this perk who have access to Forgery gain several years of additional experience and training. Coupled with this insight, you'll be making functional Essence Stamps in no-time. Learn to shape the soul itself!



Items

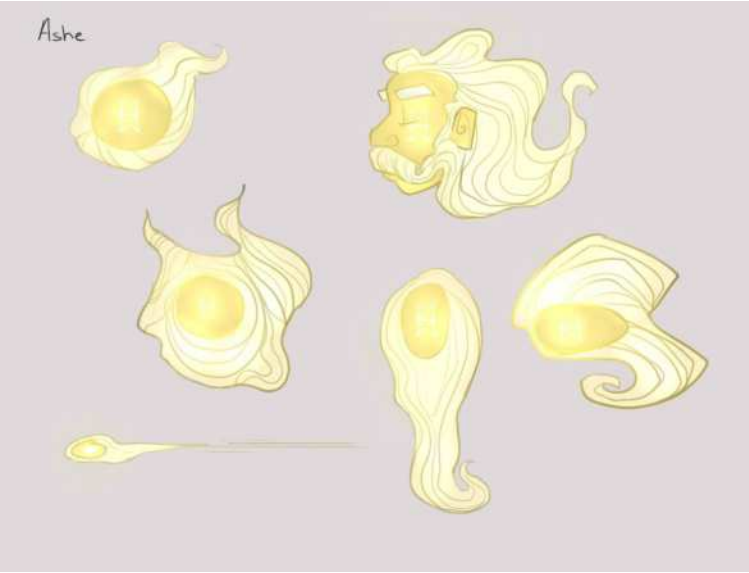
Items that match your Origin or Homeland are discounted to half-price. If an item matches your Origin or Homeland and costs 100cp, you may take it for free.

General:

[50] Fortune (One free purchase for **Noble**)**:** Money speaks in Arelon, so let's give you a voice. This is a *relatively* small sum compared to the top tiers of King Iadon's plutocracy, but it's still enough to rank you as one of their "poorer" nobles. Used conservatively, this is enough to spend your decade on Sel in modest comfort. However, should you make a few riskier investments, you could potentially multiply these funds several-fold. This nest egg replenishes at the start of each jump, always guaranteeing you some financial security.

[100] Seon/Skaze: This is quite a gift, Jumper. These small, autonomous, melon-sized balls of light are less items and more splinters of the long-dead Shard Devotion. However, that doesn't stop them from being *very* useful. These immortal magical beings are called Seons, and while they are fairly rare, you're bound to see at least a few of them wherever important people gather. Seons can communicate instanteously with other Seons, allowing two parties to converse no matter the distance between them. Seons also make excellent scouts, due to their keen senses, ability to hover, perfect sense of direction, and control over their natural brightness. You could easily send a Seon on errands throughout the city and trust it to carry out your wishes, so long as only talking was involved.

You have now bonded a Seon of your own, and have its considerable resources at your disposal. Seons are fiercely loyal to their masters, and often serve a familial line across many generations. You may similarly pass your bond onto another, granting them the services of your Seon. You may customize your Seon's name, personality, and even color.



Alternatively, you may instead receive a Skaze, a fragment of the Shard Dominion. Skazes function nearly-identically to Seons, however they tend to treat their masters with more sarcastically and abrasively.

Should you wish to create your own network of Seons, additional purchases of this item will be **discounted**. Send messages across the very cosmere itself with the help of your own loyal servant!

Drop-In/Worldhopper:

[100] Topaz Cloak: Named for the Holder of the First Gem, this amber-brown cloak is sturdy, will keep the weather off you, and has a simple-but-stylish look. However it isn't so stylish as to be eye-catching, for that would defeat it's greatest purpose. While wearing this cloak, you find it much easier to fade into crowds and remain unnoticed to observers. If you have any other powers or training in this art, this cloak will compliment them marvelously.

[200] Smuggler's Crates: At first glance, these boxes may seem painfully ordinary. However this is all by careful design! Perfect for smuggling contraband, this set of crates will alter their size to best fit their cargo, ranging from hand-held boxes to large wagon-filling chests. When filled with illicit goods, you'll find these boxes will be easier to move than they should be, and will arouse less suspicion from local law enforcement. These would be perfect for stealing artifacts or sneaking weapons into a forbidden city.

[400] Expert Imitation: You now possess a true master-crafted falsehood, a piece of famous art that has been expertly forged. No not *Forged*, just constructed to closely resemble the original. By default, this takes the form of the beautiful oil painting *Lily of the Spring Pond,* however you may choose an imitation of another great piece of art from your current setting. No matter what form it takes, it would take days of detailed inspection to spot the errors. This copy won't confer any supernatural benefits, even if the original does, but it is the closest to any true masterpiece you're likely to ever see. It could also make a great double if you decided to steal the original...

[600] Jumper's "Legion": In truth, this isn't really a "legion," any more than Eondel's 500 soldiers are a legion. This band is even smaller, with a total strength of 160 fighters. So what makes them special? Well, unlike the warriors of Sel, all of them are well-trained and battle-tested soldiers. Sourced from the finest groups of soldiers in the Cosmere, even from as far as Rashekin and the Shattered Plains, these soldiers are well-acclimated to strange sights and stranger places. They may be more mundane for worldhoppers, but don't underestimate them. Properly equipped and employed, this coordinated host of fighters could pose a serious threat to most of the larger armies here on Sel. Face the coming storm with hardened veterans at your back.

Commoner:

[100] Boots: These shoes may not seem like much to the wealthy, but the simpler folk know that good boots are worth their weight in gold. These particular pieces will always fit perfectly, will never cause blisters, and will never wear out or diminish in quality, no matter how long you may walk your road. If this pair is ever lost or completely destroyed, a new pair will appear the following day.

[200] Farmhouse: You don't need some fancy mansion; you're content to have a simple place to call your own. You may have built this sturdy dwelling with your own hands, or perhaps you bought it from the original homesteaders. Whatever the case, this cozy home is tucked out of the way on a rural plot of land, at least a day's walk from any large cities or towns. This distance also keeps your home out of any conflicts you may be wrapped up in. Enjoy privacy from even your neighbors with this quaint cottage.

[400] Spring Marketplace: The famous markets of Kae are a world-famous attraction come spring, when merchants from across Sel gather to show off their wares while the people of Arelon congregate for a kingdom-wide celebration. You are now the proud owner of a similar market square or congregation space, equally as appealing as those in Kae. Merchants from around the world will want to take advantage of your prime real estate and set up shop, netting you some considerable coin in exchange. This effect will be amplified if you hold gatherings, festivals, and other celebrations in this venue.

[600] Farmland: The nobles may *own* the farmland, but we all know who works it. You receive a small serfdom, supremely fertile and suited to crop production. Khriss noted that the land on Sel is much more uniquely Invested than other planets in the Cosmere, and you can see such effects in your property. Mundane crops and even plants with supernatural qualities will grow especially well in this soil, producing many times the standard yield despite weather conditions and other outside factors. This purchase comes with a dozen farmhand followers to work the fields and tend crops, though modernization could reduce that number even further. At 500 acres, this is a mere fraction of the size of any of the 26 main plantations in Arelon. That said, it's a very strong start. One day, maybe you'll be a noble too.

Noble:

[100] Keep: What kind of noble family doesn't have a lavish mansion for entertaining guests? Located in a major city like Kae, this grand mansion is modeled after the style of Arelon aristocrats, with plenty of gardens, ballrooms, and dining spaces. Alternatively, you may forgo the expensive townhouse style for a more fortified, castle-like construction. While slightly smaller than the extravagant homes of other nobles, this hilltop citadel will prove to be one of the most defensible houses in the city. Servants and housemaids sold separately.

[200] Marriage Contract: This 50 page beast of a document is binding, all-encompassing, and almost inescapable. If you and another individual sign this document in good faith, both of your legal assets will be joined under common ownership. Depending on the spouse, this could include wealth, land, and even royal titles. On top of this, Jumpchan has thrown in an additional benefit; should your marriage be amiable by the end of your jump duration, you may bring your spouse along as a companion and import them into future jumps for free. See the Notes section for additional details.

[400] Merchant Fleet: After the fall of Elantris and the collapse of the Arelon government, the new king Iadon chose only the richest and most powerful men in the kingdom to become his new ruling class. It comes as no surprise that almost all of them, the king included, were merchants by trade. You now command a fleet of dozens of merchant vessels equal to any that may dock in the port of Kae. Should you couple this fleet with an astute sense of business, these ships could earn you enough to become one of the wealthiest nobles in Arelon. Crewed by loyal followers, these vessels are about as advanced as those that traversed our own world during the Age of Sail. However, if imported into a different setting, they will adapt to fit the contemporary level of technology. You should still be careful with where you send your ships; while they are not defenseless against pirates or bandits, they are hardly immune to them either.

[600] Private Spy Network: Wars on Sel are not fought on battlefields with armies of men; they are fought in ballrooms, with secrets, slander, and scheming politicians. Unfortunately, with such a volatile central government in Arelon, each of the local nobles have turned their own spy networks against each other, vying for power in the uncertain times after Iadon's ascension. Now you have a small but elite group of information gatherers, perfectly suited to your own political ambitions. These professional agents excel at infiltrating organizations, uncovering secrets, and getting you information you can use. They are much less effective at taking direct action through sabotage or assassination, but the intelligence they gather is more than worth it.

Invested:

[100] Disguise Potions: Brewed by a Hrovell alchemist, these three vials contain a powerful Invested concoction that can alter the appearance of whoever should imbibe it. By default, these potions replicate the effects of the Shaod, causing the drinker to lose their hair and develop sickly black bruises over their now-gray skin. Given how those who undergo the Shaod are forsaken by society, this could be an effective way at eliminating a pesky rival. Just be warned that the change will wear off after five days.

Alternatively, you may choose to receive three doses of a potion that causes another severe change in physical appearance. This change can't alter one's physiology, but so long as the desired appearance is humanoid, these potions offer a reliable way to produce drastic, temporary transformations.

[200] Moon Scepter: Kept by the curators of the Rose Empire, the Moon Scepter would appear to be an exquisite, if mundane, light blue rod covered in intricate carvings. However, this art piece hides a powerful secret; the carvings that adorn its surface contain translations between the different magical languages used on Sel. An Elantrian who studied the Moon Sceptor could access the Dor in Fjordell using Dahkor symbols, or take their magic to MaiPon using Forgery markings instead. This artifact alone doesn't grant the ability to use Investiture, but it is a key component in adapting different types of Investiture to work with each other. See the Notes section for additional details.

[400] Trove of Knowledge: Every scholar needs a library just as every wizard needs a workshop. This small treasure in texts contains shelves and shelves of books, covering a wide range of topics. Some contain historical treaties of the world, while others contain scientific and political journals, but the most powerful tomes contain the details of AonDor itself! Granted, these aren't instructional guides; they're more like dictionaries written in a programming language. To the uninitiated, these books will be intimidating and information-dense. All that said, careful study will slowly uncover the worth locked in these pages. With a commitment of many months, or perhaps the **Opening the Dor** perk, one could use the titles within these walls to teach yourself the intricacies of AonDor.

By default, this space is contained within a cosy, weatherproofed basement attached to your domicile. In future jumps, this property may be imported normally. See the Notes section for additional details.

[600] Shardpool: You have stumbled across a true anomaly; a stable perpendicularity not linked to any Shard. Like the Lake above Elantris, this shallow, self-contained pool is filled with a strange crystal-blue liquid. Just like the Selish portal, this gateway no longer offers reliable travel across the realms. Instead, this perpendicularity allows access to a massive well of Investiture, ready to be tapped. Though any Invested Arts you purchase will function normally in future worlds, powering your magic with this reservoir would put the unbridled power of the Dor at your back. The potential scale and impact of your magical workings would grow by several orders of magnitude. Just be sure not to vaporize yourself in the process.

And be aware, that *is* a serious risk. Like a constantly-churning ocean of plasma, the unstable nature of the unlinked Investiture beyond this portal carries both great potential *and* tremendous danger. This is also why travel to the Cognitive Realm through this aperture is nearly impossible.

As a final benefit, this pool can act as a panacea to the injured or infirmed. By immersing a person in this pool you may allow the Dor to flow into them, rejuvenating their bodies and restoring them to health. However, this process is very delicate, as any overexposure to the Investiture maelstrom beyond risks annihilating the very subject you seek to heal.

Homeland Items

Items that match your Homeland are discounted. Items that match your Homeland and are 100cp may be taken for free.

Arelon:

[100] Elantrian Sacrificial Basket: Given to Elantrians newly taken by the Shaod, this small basket contains the traditional burial offerings given to the newly deceased and cursed. Inside you'll find a small flask of wine, a loaf of bread, several cured meat strips and sausage links, and a bag of seed corn. Though meager, these offerings will be replenished at dawn if consumed. The cursed denizens of Elantris would kill, or worse, for a prize like this. Best keep it hidden.

[200] Merchant Contracts: You may have great goods and greater business sense, but none of it means much if you can't secure that initial deal. Worry no longer, for Jumpchan has already negotiated several favorable business dealings for you. Each contract will deal in a commodity or service you can either provide immediately or deliver with a modest effort, with more ambitious business dealings providing greater rewards. Be warned that these contracts don't guarantee prosperity; they are merely opportunities to have your hard work be fabulously rewarded.

Teod:

[100] Finely Crafted Weapon: Whether you prefer a fencing syre or a sturdy battle axe, you've received a mundane but well-balanced weapon that was hand-made to your specifications. Be it a Teod broadsword or a wicked Fjordish dagger, this blade will hold its edge with minimal maintenance and stand up to an impressive amount of punishment before breaking. Just make sure you know how to actually wield your weapon of choice.

[200] Practice Uniform: Specially made to protect sparring fencers, this light gray coverall contains the padding and hardened leather to protect you during your training, no matter how vigorous or intense that training is. Additionally, this practice armor bestows a second benefit; while wearing it, you'll find you learn new fighting styles at twice your normal speed. Why, with more of these uniforms and a decent teacher, you could turn a bunch of middle-aged socialites into a confident athletic troop in just weeks.

Fjordell:

[100] Metal Armor: Few symbols of political office are as striking as the armor of a gyorn. Constructed from blood-red steel plates, this fully-functional suit offers substantial protection from both bladed weaponry and blunt impacts. This comes at the cost of the armor being quite heavy, but Wyrn's closest servants are far too devoted to complain. Should this armor sustain any damage in combat, you will find the broken pieces repaired at the dawn of the following day.

[200] Lockbox: Made by the finest Svordish locksmiths, this heavy steel box is protected by several intricate combination locks, false dials, and other complex mechanisms. Completely tamper-proof, one would have to physically destroy the hardened steel exterior to access the safe's contents. Additionally, this lockbox has been reinforced with a secret, invaluable layer of protection; a thin lining of Ralkalest. Known as the unForgeable Metal, this material will shield the contents of the safe from any hostile Investiture or magic while also blocking any supernatural interaction with the objects inside. Though this safe may still be physically breached, it will take far more effort than most would spend to get a crack at your valuables.

JinDo:

[100] JinDo Sticks: Among their many advances, the Jindo were the first to study the effect of one's diet on their health. With this purchase, you can throw all of that away! Any meal eaten with these thin, rod-like utensils will taste fresh and nutritious. So long as your meal is *actually food*, you'll never suffer from malnutrition, obesity, or even indigestion. No low-butter diet for you!

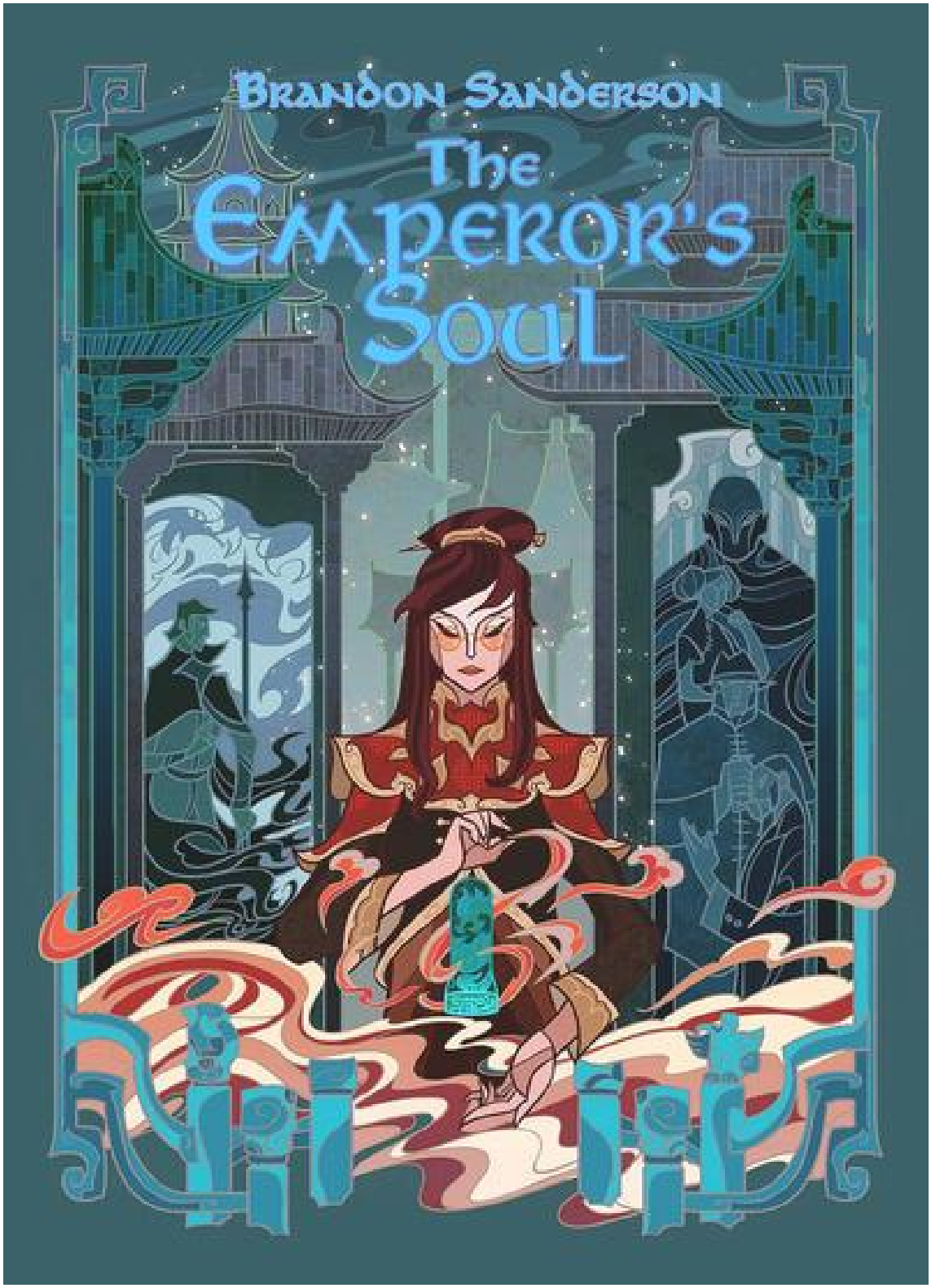
[200] Trade Road: The markets of goods and commodities may rise and fall, but businesses will *always* need a safe and reliable way to transport their products. Through hard work or inheritance, you now own a long trade route connecting the great shipping ports to far off lands where exotic goods are sourced. Though not quite as profitable as the merchant contracts themselves, this highway provides a great source of revenue that is far less volatile than any one product. For maximum profits, be sure to keep your trade route well maintained and well protected.

MaiPon & Dhzamar:

[100] Soulstone: Now this is a curious mineral. Mined in MaiPon, soulstone naturally occurs as a white, fine-grained rock that is as soft as chalk but remarkably resistant to chipping. When heated over a fire, however, soulstone becomes dark in color and as hard as quartz. This makes it exceptionally good for carving, allowing you to craft fine details before preserving your creations. These properties make soulstone an extremely useful material for making Forgery stamps, especially heavily-used ones or those used for Essence Marks, where heavy detail is required. You may receive up to 20 pounds of soulstone per week, to fuel your most daring artistic ambitions or to make a fortune at the market.

[200] Essence Mark: This pocket-sized blasphemy is one of the most complex constructs a Forger can make; a soulstamp built to alter the very soul of a person. Crafted from the lattice of one hundred smaller stamps, each Essence Mark rewrites the target individual's memories, history, and even soul for a short period of time, allowing for both stunning transformations and a wide variety of experiences and skills. For example, a well-crafted essence mark might rewrite one's soul to someone who was raised as a warrior, temporarily imparting them with the body and training of a skilled fighter. A different mark might change the target's history to make them a former street-urchin, giving them the years of experience in sneaking and thievery for the duration of the stamping.

Like all essence marks, this soulstamp is specifically crafted to affect a specific individual. Upon purchase, you may designate either yourself or another person as the stamp's target. As it is of the finest construction, this essence mark will rewrite the target's soul for a full 24 hours before it needs to be reapplied. See the Notes section for additional details on the transformation.


Brandon Sanderson
The Emperor's Soul

Drawing on the Dor: The Magic of Sel

*Jumpers with the **Invested** Background get the Invested Art associated with their Homeland for free.*

Introduction to Investiture:

On Sel, and throughout the Cosmere as a whole, there are abilities and art forms that some might call “magic.” Those who study these abilities call them The Invested Arts.” Thanks to unique circumstances, Sel is home to far more varieties of these powers than usual, all running on a titanic, planet-wide reservoir of power called the Dor. Not everyone can access the Dor and use these abilities. Indeed, only a select few who both have a strong Connection to their homeland and have devoted themselves to learning these secrets can call this power their own.

How Your Homeland Affects You:

Because of its nature, the magics fueled by the Dor are heavily dependent on location. A Dahkor monk’s power will manifest in different ways than an Elantrian using AonDor, and the farther they get from their home regions, the weaker both of these practitioners will become. Only those with a deep Connection to a given region, typically those born or naturalized there, can draw on that region’s specific Invested Art. Well, those folks *and you.*

Purchasing Invested Arts:

Jumpers with the **Invested** Origin receive the Art associated with their Homeland for free. Jumpers with any other Origin must purchase the Invested Art associated with their Homeland for full price. Unless you purchase the **Connection Medallion** below, you may not purchase any Invested Arts not associated with your Homeland. Purchasing an Invested Art will grant you a basic understanding of the fundamentals, giving you a strong starting point to begin your studies. If you want to reach the true apex of your potential, however, you'll have to put the time in and study.

Normally, your travels would take you too far from Sel to make use of your purchased abilities. However, Jumpchan has worked out a different deal for you. By Jumpchain-fiat, you will always have access to the Invested Art associated with your Homeland. Proximity or other conduits to Sel can *bolster* your power, but distance cannot cut you off as it could others.

Multiple Invested Arts:

Normally, it is impossible for someone to use two or more of the Selish Invested Arts. However, there are workarounds. Jumpers who wish to purchase multiple Invested Arts must purchase one Connection Medallion for each additional Invested Art beyond the one granted by their Homeland. See the Notes section for additional details.

> **[100] Connection Medallion**: Crafted from a strange, silver-white metal in a distant land, this small disc grants a deep Connection to one additional Homeland of your choice as long as it is in contact with your skin.

The Invested Arts of Sel

[300] AonDor (Must take the Reod Drawback):
Arguably the most well known Invested Art on Sel, AonDor was the name given to the brand of spellcraft used by the Elantrians to accomplish their most incredible feats. By drawing distinct symbols, either in the air or on another material, Elantrians had the power to create a wide arrange of effects, from crafting illusions and healing injuries to conjuring great gouts of fire or crossing large distances in an instant. All that was required was that the user be Elantrian and that they understand the Aons, the precise symbols that governed AonDor. More like a modern programming language than a written script, the versatility of the Aons was matched only by their intricacy.

Of course, AonDor could only be used by the Elantrians, and so you have now joined their illustrious ranks and been transformed by the Shaod. Marked by their brilliant white hair and glowing, slightly metallic skin, an Elantrian is constantly renewed by the power of the Dor. Elantrians have superior strength and speed than their pre-transformation selves, as well as increased insight and mental abilities. The Dor also grants them incredible healing, allowing them to recover even from fatal injuries, such as decapitation. So long as they continue to take in Investiture, an Elantrian under normal circumstances is functionally immortal.

Unfortunately, these are *not* normal circumstances. Something is wrong with the Dor, and in recent years, those taken by the Shaod have become wretched-looking shadows of the once proud Elantrians. But perhaps there is a way to break this curse? See the **Reod** drawback and the Notes section for more details.

[200] Dakhor:
Native to Fjordell, the art of Dahkor seems to draw more from Dominion's power than Devotion's. Driven heavily by practiced rituals and incantations, Dahkor twists the skeletons of its practitioners until ancient Fjordell symbols are carved into their bones. These twisted bones may appear monstrous initially, but they are completely functional and can be hidden by a simple robe if needed. Though their augmented bodies offer greatly enhanced strength and speed, the primary strength of the Dakhor monks is their tremendous durability. Each augmented bone is almost indestructible, granting supreme protection against most mundane weapons.

Dakhor can also be used to create more complex and subtle effects. One ritual can grant a practitioner a new appearance at the cost of a painful transformation. Other rituals can be used to teleport individuals or groups across vast distances, or to imbue a target with a powerful resistance to supernatural energies. Be warned, however, that these more complex effects exact a heavy toll. The more powerful the effect of a ritual is, the greater number of lives are demanded in payment. If you want to explore this discipline's greatest powers, you're going to need *plenty* of sacrifices.

[200] ChayShan:
A slow, meditative martial art practiced by the JinDo people, ChayShan can be channeled through focus and effort to enter a trance-like state. In this state, the practitioner has greatly enhanced strength and speed, to the point where Shuden could break the supernaturally strong spine of an augmented Dahkor monk with a single blow. This state also grants an innate perception of one's surroundings, letting you navigate through a crowd of enemies with your eyes closed. This doesn't make you unbeatable, but a devoted practitioner of this martial art would be a force to be reckoned with.

[200] Forgery:
A versatile and powerful art native to MaiPon, Forgery uses specially-carved stamps to alter the past of an object, transforming that object into something else. The carvings that go into each stamp are incredibly intricate, dictating exactly how the target's soul must change to reflect the desired physical transformation. Forgeries that create drastic transformations will last for a shorter duration, if the original object even "takes" the stamp at all. For example, it would be easier to transform an unpainted wall into a heavily decorated one than it would be to forge a cheap cup into an antique vase. The more plausible the transformation, the more likely it is to last. Forgery can also be used to alter an organic body for multiple effects. Forgers like the Resealers use their powers to heal injuries, transforming damaged flesh and organs into unscathed bodies. There are even groups like the Soulforgers who can rewrite a person's personality, memories, or even their very spiritual essence to grant them different skills and experiences. However, this amazing technique is not without its drawbacks. Because the human soul is constantly growing and changing, no <u>forgery attached to a person</u> will remain for more than 24 hours, requiring regular reapplication. The souls of objects are more fixed, however, and inanimate stamps may last indefinitely if well preserved and protected from damage.

[200] Bloodsealing:
Originating in Dzhamar, the often-scorned art of bloodsealing is as useful as it is unsettling. Using blood-ink and stamps made of bone, bloodsealers can craft intricate runes to animate and command skeletal constructs. Built from human skeletons, these constructs can be used as servants, soldiers, or even trackers. Skeletals may also be crafted to form specific tasks, such as guarding a room or serving a designated master. Though fresh blood is needed to initially animate a skeletal, these constructs only require periodical upkeep. Other uses for bloodsealing also exist, such as creating alarms or tracking down specific individuals, however that requires blood that is both fresh and taken from the person of interest.

[100] Potion Brewing:
Not much is known about the secretive alchemists of Hrovell, though their potions are proof enough of the potency of their art. Crafted from plants grown in local soil, the ingredients for these potions can create many different effects, from the biological and pharmacological to the supernatural. One such set of potions was used to temporarily replicate the Shaod, transforming the users into facsimiles of the cursed Elantrians. Given that the other varieties of Selish magic all can produce similar results, it is safe to assume that these potions can be tailored to healing the injured, strengthening the body, and other effects observed in the other forms of Investiture on Sel.

Companions:

[100] Custom/Import Companion: Some journeys are most enjoyable when shared with friends! With each purchase of this option, you may create or import a customized companion. They receive a free background and 500cp to spend on perks and items.

[200] Canon Companion: Maybe someone here has caught your eye. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

Drawbacks:

[+0] Extended Stay: *This Drawback may be taken multiple times.* Maybe ten years is too short a time to explore Sel. Perhaps you want to wait around for the events of the sequel and watch Wyrn declare the return of his god. Or maybe you just want to enjoy what you've built here. Whatever the case, you may extend your jump duration for an extra ten years for each time you take this drawback.

[+0] Character Insert Toggle: Perhaps you want to walk a mile in the shoes of someone else? By switching this toggle, you may replace almost any of the characters that appear in *Elantris, The Emperor's Soul,* or *The Hope of Elantris.* Only Wyrn and Dilaf cannot be replaced in this way. Note that taking the place of a character does not grant you any of their abilities or confer any direct benefits; you'll still have to purchase those on your own. All this toggle does is give you a position to start your story from.

[+100] Reod (Required for Elantrians) Something has gone wrong. You've been taken by the Shaod, but instead of being transformed into a being of grace and beauty, you've been left a cursed and disfigured wretch. Instead of silver skin, you've been left a mottled gray. Instead of soft white hair, you're hairless. Your heart has ceased beating, and though you still don't need to eat or breath to live, your existence is precarious. Like the modern Elantrians, your body's ability to heal has entirely stopped. Now, even the most trivial of injuries will accumulate, continuously adding to your unending pain. The Dor still sustains your body, meaning that decapitation or incineration is the only way to outright kill you, but collecting too much pain will shatter your mind, leaving you an unthinking Hoed. See Notes for additional details.

[+100] Spinster: Like a certain princess of Teod, your love life seems doomed to wither and die. Whether you're facing a childhood of schoolyard mockery, the ostracization of an aristocratic social circle, or the early death of your betrothed, none of your romantic endeavors produce any lasting results. Let enough time pass, and you'll be socially *and* legally unweddible wherever you go. Better be ready for a lack of intimacy and compassion.

[+100] Decadence: You're a true blueblood of Arelon, taking after Lord Telrii's example. Just like him, a life of luxury is all you've ever known. You must eat the finest foods, have the plushest couches, and be served by the most fashionably-dressed servants. Any less will cause you emotional distress, eventually escalating into physical discomfort if it continues for more than a few days. A Jumper of your station will not settle for less!

[+200] Arrogance of Telrii: Oh dear, it seems you took more than a page from Lord Telrii's book. You know yourself to be a brilliant manipulator and an excellent schemer (regardless if you actually have the skill.) Of course you'll be able to use Fjordell agents to take control of your own country. Of course you'll be able to talk your way out of paying for your end of the deal. You're not going to let a touch of ego hold you back. No one plays this game better than you!

[+200] Arelon Military Training: Between the pacifist rule of the Elantrians and the trade-focused soft politics of King Iadon, the martial traditions of Arelon are little more than a joke. That joke would be more funny if war wasn't hanging over the current political climate, or if Arelon politicians had *any* self-awareness at all. In keeping with Arelon's priorities, you have temporarily forgotten any military experience, fighting skills, or combat training you have ever received. For the duration of this jump, you lack the skills, training, and mindset for physical confrontation, and must attack your problems in other ways. There's more than one way to win a conflict, Jumper.

[+300] Cleansed Spirit Web: You do not belong here, and though Devotion and Dominion are dead, their lingering intents have changed you to stand on equal footing with the people of Sel. All of your otherworldly powers and artifacts have been locked away for the duration of your jump, and access to your Cosmic Warehouse has been restricted. You'll just have to make do with what you have purchased here.

[+300] Ahan's Playful Rivalry: The most damaging knife is the one you least expect. Someone in your immediate group of friends and acquaintances harbors a long-running rivalry with you. But the *real* problem? You've forgotten that this rivalry exists. You don't know which of your trusted associates is secretly undermining your plans in an attempt to outdo you. They will remain hidden for as long as possible, even cooperating with you while it serves them, but expect devastation when they finally reveal themselves. This rivalry may be the consequence of a serious grievance or a stupidly trivial slight, but it will overturn your plans all the same. Stay cautious and suspicious and you may just survive.

[+400] Little One: Just because the adults play politics doesn't mean the children don't feel the effects. Instead of the age you selected or rolled above, your age becomes **1d6 + 4**. Your physical form reverts to that of a young child, and you will physically develop at a natural rate, unable to accelerate your growth or change your appearance with any powers you possess. Your mind is mostly unaffected, though you may act a bit more childish at times.

Despite keeping your memories, you'll still have plenty of learning to do. Instead of starting out with all of your purchased skills and perks, you will have to learn them in-jump over the next few years. Your items will similarly be acquired over time as you grow up. This process of learning and collection will be significantly accelerated if you actively pursue it, but no matter how active or passive you are, you will obtain all your above purchases by no later than half-way through your jump duration.

Scenarios:

Elantris Reborn

*Requires the **Reod** drawback.*

Elantris was great once, Jumper, and it could be again. Instead of beginning at the location you chose above, you start inside the gates of Elantris. The Shaod has taken you, leaving you as cursed as the Elantrians that now surround you. The danger here is very real, starting with the gangs of near-feral Elantrians that will soon accost you for your food basket. You'll be starting at the bottom of the pecking order. But that doesn't mean you couldn't rise to the top some day. There are four gangs in this city, run by Karata, Aanden, Shaor, and the mysterious Spirit. You must create a fifth. Starting with almost nothing, you must gather a following of Elantrians that supplants all other organizations in the cursed city. Some of your rival groups will be easier to convert or overcome than others, while Karata and Spirit will provide unique challenges. However, should you manage to unify Elantris and defend it against internal strife and external attack, the reward will be massive; literally!

[Special] City of Elantris: For your efforts to unify Elantris, you have been given the chance to take it with you. In future jumps, you may now import the city of Elantris, in all it's rebuilt glory. Modifications you make to the structures will be conserved between jumps, allowing you to continue the restoration process and even surpass the grandeur and majesty of Old Elantris. Additionally, the city maintains its Connection to the Dor, amplifying the magic of its citizens no matter how far you journey from Sel. Who knows what wonders you'll achieve next!

Jaddeth's Return

As a trusted servant of Wyrn, you have been given a monumental task; complete the global conquest of Shu-Dereth. By the end of your stay, you must conquer or convert all the people of Sel, bringing them into the grandest empire the Cosmere has ever seen. Though this may be done through military action or religious conversion, Wyrn's control of Sel must be absolute.

First this will start with the last holdouts on Opelon; Arelon and Teod. Depending on your actions in the next few months, these countries could fall quite easily. Next you will be tasked with bringing the Rose Empire and it's holdings under Wyrn's control. This will not be easy, given the nearly-impassable mountains in between it and Teod. Finally, you will face the third empire on Sel. Not much is known about this empire; Sel is large enough that all the major powers can (with a little wilful ignorance) pretend the others are mere blips on the map. What you *do* know is that they will face you with both a strong military and sound ideology. This final obstacle will test even your consolidated Fjorden Empire.

The journey will be arduous and filled with peril, but the rewards are great. Should you complete your conquest and bring the entire planet under Wyrn's control before your jump duration ends, you will receive the following perk:

[Special] Shard of Dominion: You have ascended, Jumper. Just as Honor didn't truly disappear after his Splintering, neither did Dominion, and no individual would be a finer Vessel than a conqueror like you. As a Vessel, you have been chosen by the Shard Dominion and have been imbued with its powers. Like all Shards, you transcend the Physical, Cognitive, and Spiritual Realms simultaneously, making you immortal for as long as you choose to bear the Shard. This realmatic connection allows you to a near-infinite source of Investiture, as well as the ability to glimpse the countless possible futures visible in the Spiritual Realm. Thankfully, your mind has expanded to tolerate the strains of godhood and immortality.

However, the most dramatic effects of holding a Shard come when you choose to invest yourself on a planet. By choosing a world as your home, you create a Connection to it, forming a Perpendicularity and granting its people a magic system of your own design. This magic system can be used by the residents of your world, though the specifics of how your system works is for you to decide. See the Notes section for additional details.

Ending

You've come to the end of your jump duration, but one choice remains; how will this chapter of your story end?

- **Remain:** Sel is one of the Cosmere's most beautiful shardworlds, and a place that has stayed *relatively* away from the larger players and their conflicts. Perhaps you've finally found a peaceful place to settle down? There's certainly enough room here to make a life for yourself.

- **Return:** Or maybe you want to settle down somewhere familiar, returning home to the world you left so very long ago? You may return to your world, taking with you all the powers you've amassed on your journeys. Every road has an end, Jumper. Is this yours?

- **Continue On:** And other roads lead onward still. There is still far more out there to explore, experience, and discover, in the Cosmere and beyond! There's always another secret, Jumper.

Notes:

Item Imports & Replacements:
Instead of receiving a purchased item as it is described above, you may instead import a similar item to receive it's additional benefits and characteristics. Unless otherwise specified, destroyed or broken items will reappear in your Warehouse after one week.

Property Imports:
All properties and structures may be imported into your warehouse or onto a property you own at the start of each jump.

Marriage Contract: This document, so long as it is signed by two *willing* participants (no mind control please), acts as a fiat-backed agreement that binds both parties together in the legal union of matrimony. This grants both parties legal recognition, access to each other's estates, monetary wealth, and appropriate legal titles, as well as any supernatural powers or boons that are tied to such unions. Should either party wish to break the agreement, they may terminate the contract at the cost of paying alimony to the other party for the next decade. The amount of said alimony scales with the benefits gained by the original marriage.

Companions gained through this item can be imported into future jumps at no further expense to you, however they do not automatically receive a stipend of Choice Points. Instead, they must either take drawbacks or pay for import stipends normally. Alternatively, you can give them CP at a 1:2 ratio. For example, you could grant your beloved 200cp by giving up 100cp.

Because you receive a new contract at the start of each jump, it is *possible* to create unions of more than two people. However, that doesn't mean it is easy. In most places in the Cosmere and beyond, spouses aren't too keen on sharing their partners. If you want to pull off a larger arrangement, you'll need more than this item alone.

Anti-Fortune: The benefits of this perk extend to all forms of precognition, though it's effects are aimed at preventing *prediction,* not *identification.* You won't be invisible to anyone tapping Fortune or using another form of precognition, but you'll be impossible to remotely locate or predict with supernatural means. For example, a Mistborn burning atium could watch you walk down the street, but they wouldn't be able to predict your movements with atium-shadows.

Treachery Guaranteed: This perk will not let you keep your Surgebinding powers if you break your oaths as a Knight Radiant. The Nahel bond runs *far* deeper than the scope of this perk.

Keep vs. Farmhouse:
You might ask why you can buy an luxurious, aristocratic mansion for half the price of a cozy farmhouse. The main reason for this disparity is the risk that comes with being an Areleen noble worthy of a keep and the safety that is afforded by the farmhouse. Due to both its isolation and Jumpchain-fiat, your problems and conflicts will generally stay away from the farmhouse unless you *actively* bring trouble there. The noble keep lies at the opposite end of the spectrum, giving any of your political rivals or foreign adversaries a clear, opulent target to attack should they have a score to settle with you.

Moon Scepter:
Simply put, these markings act as a Rosetta Stone, allowing a scholar to convert the magic scripts of one culture into another. An understanding of these symbols would allow an Elantrian to tap into the Dor in Fjordell using Dahkor symbols. This item alone does not grant the ability to use Sel investiture, but it is a key component in adapting different varieties of the Dor into others. With more research and other discoveries, would allow the changing of one kind of Investiture into another. In non-cosmere worlds, the Moon Scepter would assist in any research to change different magic types into one another.

Trade Road:
You may select the general placement of this trade route at the start of each jump, though in general it will connect a trade hub (like a seaport, metropolis, or spaceport) with a distant destination where rare or exotic goods are produced. This item will initially reward fewer profits than the **Business Contracts** item, but has the capacity to rival even the most lucrative deals if you invest the time and resources to manage this passage. The more secure and reliable your trade route is, the more successful you will be.

Essence Mark Transformations:
As impressive as soul-stamping a person is, these transformations tend to be fairly short-lived, with the best lasting no longer than 24 hours. This is due to the constantly-growing nature of life and the human experience.

Paradoxically, essence marks are both capable of drastic changes and limited in their scope. You could rewrite your history and make it so that you were born as a farmer or a warrior. You could even stamp yourself to become a different gender, but you couldn't stamp yourself to become a horse. This is because essence marks rewrite your own soul's history to temporarily reflect having lived a different life. As long as you once had the *possibility* of growing up into that person, you can use a soulstamp to *become* that person.

It's worth commenting on rewriting one's soul to incorporate other Invested Arts. By word of the author, this is possible, but can be *extremely* energy intensive and often cost-prohibitive depending on the Invested Art of choice. For example, one could use Forgery to become an Elantrian temporarily, but they would lack the connection to AonDor to use Elantrian magic. Rewriting a person into an Allomancer or Knight Radiant would take even *more* energy, turning an impractical endeavor into a nearly-impossible one. Unless you have tremendous amounts of Investiture on hand (and an equally impressive amount of skill), it is generally not feasible to use Forgery to overcome this challenge.

Purchasing Multiple Invested Arts: There is one other way to take multiple Invested Arts without purchasing Connection Medallions; making your own. Jumpers who have obtained the **Feruchemist** perk from either the *Mistborn Era 1* or *Mistborn Era 2* jumps can make their own medallions. This requires duralumin and a fair degree of skill in Feruchemy, but it *is* an alternative to spending more points.

Reod Drawback: If you do not interfere with the main plot of the setting, Raioden will correct the problems with the Dor within a few months; completing the transformations and restoring the sanity of all living Elantrians. Should you become Hoed between the start of your jump and Raioden's actions, you will remain consumed by pain until Raioden fixes the city-glyph and restores everyone's powers. You could expedite this process and complete the glyph yourself ahead of the story's climax, though this would require a working knowledge of AonDor. Should you correct the glyph before Raioden, your form (and the form of all Elantrians) will be restored to normal and the effects of this drawback will disappear.

Because only Elantrians can access AonDor naturally, and because of the mechanisms of the magic system, this drawback is mandatory to all Jumpers who wish to become Elantrian and purchase the AonDor magic system. The point stipend given for this drawback is meant to offset the increased price of AonDor.

Elantrian Immortality: While fully-restored Elantrians are difficult to seriously wound, it is important to note that their immortality does have its limits. Sanderson says that while there are no *physical* limitations on their lifespan, the immortality gained by an Elantrian is among the most emotionally and mentally exhausting forms in the Cosmere. We see this when Galladon's father, an Elantrian, dies of heart disease after the death of his wife. Though preventable, Galladon's father chose to not heal rather than cope with the despair he felt. Perks and companions may be able to help with the psychological aspect of Elantrian immortality.

Externally, an Elantrian's healing will continue to function so long as they are supplied with Investiture. This may be through a connection to the Dor, a physical meal of Investiture (like those the Ire use), or other forms of Investiture in the Cosmere. Post-jump, you can substitute Investiture with any supernatural energy source and produce the same effects, though be aware you will deplete this energy whenever you need to heal.

Shard of Dominion: Because the magic systems of the Cosmere are diverse, you have a lot of freedom when designing your magic system. It can rely on its user's lineage, such as with Allomancy, or it can be freely accessed by anyone with the right materials and knowledge, such as with Hemalurgy. You could create world-shaping external phenomena to power your magic system, such as with the Highstorms of Roshar, or you could make your system run on the energy of its users, such as with Biochromatic Breath. You could even place restrictions on the users of your system, such as the oaths that limit the actions of the Knights Radiant.

Only a few elements are unchanging when it comes to wielding a Shard. Firstly, your investment in a planet will create a Perpendicularity, allowing the inhabitants of your world to travel between the Physical Realm and the Cognitive Realm. If the world you invest in does not have an analog to the Cognitive Realm, your presence creates a nascent Cognitive Realm, though its fresh creation will leave it mostly unshaped and little more than a dark, flat plain.

Next, there is your God Metal; the solid manifestation of your Shard's innate investiture. God Metals have unique and consequential properties, both when they are refined physically and when they are burned through allomancy. Some examples of God Metals include Atium, Lerasium, Raysium, and Harmonium. Like the others, your God Metal will manifest in the rock of whatever planets you invest yourself in. You may choose the properties of your God Metal, but you may not control where it naturally occurs or how rare it is.

Finally, there is the matter of a Shard's Intent. Each Shard is more than power, it is a living personality. This personality will warp the Vessel of each Shard, twisting them to better fit the power they carry. For example, the man Ati was kind and generous before taking up the power of Ruin. The thousands of years he spent as Ruin's Vessel twisted him into a better destructive force, until even his kindness had been turned into a tool of Ruin. You now face a similar danger, wielding the power of Dominion. Should you give in to the Shard's Intent, you will take on Skai's war-like drive. Your hunger to conquer will push you to exercise your command over all you see, shaping you into a better Vessel for Dominion's power. But you have something none of the other Shards had; the aid of your Benefactor. Should you resist your Shard's Intent for 100 years (or 10 jumps, whichever comes first), you will overpower your Shard and take full command of its powers without any fear of spiritual sculpting. This will be a difficult task, but perks, your Companions, and sheer willpower can aid you in this effort.

This jump was an incredible amount of work for arguably my least favorite of the Cosmere stories, but I ended up with something I'm proud with all the same. I hope you enjoy, and when doubt, feel free to fanwank.

-guyinthecap

Changelog:

V1.0 - Initial public release