

# *King's Quest*

Jumpchain

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Welcome traveler, to the land of Daventry. Or perhaps the world? Pocket dimension? Plane of existence? Some say this land exists in a distant world, or rose and fell in Earth's distant past. None could say for certain, the truth of the matter scattered among the pages of dusty tomes and developer citations on equally dusty wikis.

What you need to know is that you will arrive within one of the lands featured in the King's Quest series. It is a land of fantasy and fairytale, where brave knights and fair maidens travel the land, locate ancient treasures, find true love, and overcome problems through the use of random items to solve drunk-logic puzzles.

Created by Sierra Entertainment, the games begin with the story of the knight Graham Cracker on a quest to save his kingdom from disaster and become king. As the series progresses he rescues and marries his true love Queen Valanice, and in time each of their children will have their own challenges to face. It is a dynasty of heroism and adventure across an age of magic, danger, and horrible puns.

Take +1000cp, choose your sex and age as you please, and try not to end this ten-year cosmic journey by tripping over a cat, falling down the stairs, and breaking your neck.

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## **Location**

There are many lands in the series to choose from, or you may arrive in a suitably generic corner of this world/dimension/multiverse should you not wish to interfere with the adventures of Graham and his descendants.

Chronologically, you may begin at any point between the prequel 'Wizard and the Princess' games (which themselves involve a bootstrap time paradox) to the end of 'Mask of Eternity' which will put you in metaphorical unknown territory.

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## **Background**

*Any of these choices may be taken as a drop-in.*

### **Peasant**

Of humble origins, you grew up working the land or pursuing a common trade. It's a hard life but an honest one, full of simple joys and small adventures. Assuming your village isn't burned down by a dragon, cursed by a vengeful wizard, invaded by man-eating ogres, tormented by malicious fey...

### **Royal**

Educated, landed, and respected, you are counted among the nobility of this world by blood or deed. Graham himself was the son of a knight before becoming king, and his entire family is well-regarded for their courage, compassion, and wisdom. Which might be why when something inevitably goes wrong the royal family is first in line to fix it.

### **Wizard**

Here, magic is not the privilege of lineage or a chosen few. It is a skill that anyone can learn and you have dedicated your life to its study. Whether you support the cause of goodness or mustache-twirling villainy, your life is certain to be interrupted constantly by a stream of meddling do-gooders looking for aid or a villain to slay.

### **Magical creature**

I say magical, but it's only a little magic. You might be a gnome or troll, or one of the dog-soldiers or quirky creatures native to the Green Isles. You're still comparable in ability to a human, roughly, even if your appearance is downright cartoonish.

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## **Perks**

*Two 100cp perks are free. Discounted perks are 50% off for the matching background.*

### **100cp - Point tracker**

Games by Sierra Entertainment had a recurring mechanic, a running count of all you'd accomplished in the story. From now on whenever you set yourself to a task you'll have a mental tally of how far you've gotten. It won't tell you how to accomplish what you've set out to do, but when the number ticks up you'll know if you've made real progress and you'll always know if you left a job incomplete and how much further there is to go.

#### 100cp - Inventory

You're capable of carrying many times more stuff than should be possible. You need a pocket, pouch or pack to put things in and can't shove anything in that wouldn't fit through the opening. This isn't a pocket dimension and your belongings can still be lost to force or theft, but no one will notice anything odd about the increased capacity.

#### 100cp - LOOK AT

Anything in front of you is always plain to see, but now your eyes are drawn towards things of interest and you might get a bit of extra information that you couldn't otherwise know. The name of a place, what kind of monster you're looking at and anything they're famous for, that a brick in that wall is loose, a floorboard is dangerously rotten, that there's something under that carpet...

#### 100cp - Higher studies

You've received a classical education in several fields, respectable by this world's standards. You can read, write, do your numbers, and are trained in basic etiquette and rhetoric so you won't embarrass yourself when speaking in public. A touch of musical performance, philosophy, and logical thinking rounds things out.

#### 200cp - Discretion and valor

There are a great many dangerous things here that could destroy the average adventurer with ease, and you know that an ogre avoided means it won't be inviting you to dinner. Even if you aren't a thief you have a natural talent for stepping lightly and surely, and luck favors you when trying to escape from something that vastly outclasses you. You'll never have to worry about anything like stepping on a twig or kicking something noisy when sneaking away from a dragon.

#### 200cp - Pixel perfect pathfinding

Did you know that the leading cause of death in this world is trying to get from one screen to another? Now at least you won't have to worry about falling to your doom because you stepped on a tiny crack or reached for something that only looks like a branch. Your footing is incredibly secure and you're a very talented climber, it's nearly impossible for you to trip, slip, or lose your grip. If you are ever forced to go offroad, you get a reliable hunch when a route you're considering is possible to make for you or not.

#### 200cp - Ominous music

The wind in the trees, birdsong and babbling brooks...and jarring chords that intensify as your doom approaches. Music will sound as you enter a hazardous area, and as the level of risk rises or something dangerous begins hunting you the sounds will grow faster and harsher. This provides only a general warning, so pay close attention to your actions and surroundings.

#### 200cp - Smile and introduce yourself

This might be a world full of danger, but that's no reason to be rude. Even in dangerous times good intentions and proper manners are recognized by others. Be polite.

Introduce yourself. If your intentions are pure, all but the most hostile or paranoid will extend you the same courtesy and be willing to hear you out, and maybe even those as well with a bit of special effort.

#### 200cp - Humble profession - *Discounted for Peasant*

Perhaps you'd rather settle down? Or would you like something useful for the road?

You are a master of a mundane craft, knowing it inside and out. This talent isn't magic, but considering the quality of your creations it almost might be.

#### 200cp - The quick and the clever - *Discounted for Royal*

Staying alive means reacting to danger, not just with speed, but with precision. You are blessed with quick wits, steely nerves, and a great talent for abstract thinking. Solutions that would escape most come to mind easily, and when the chips are down and your death approaches you can stare it dead in the eye and act with a steady hand.

#### 200cp - Ritualist - *Discounted for Wizard*

Sometimes the right words or ingredients are all it takes to use a bit of magic in this world, but a single mispronounced word could have horrible consequences. You have a clear voice and can choose to always speak without accent or error, and somehow you know how to speak a language properly even if you only know the words from a text.

#### 200cp - Of course animals can talk - *Discounted for Magical creature*

It would be lonely if you were the only talking animal in the world. You can talk to any animal you encounter, or groups of tiny beings like bees or ants, and they will respond as if they had human-level intelligence. Besides the chance for trade or negotiation, any services they render for you will be carried out with that same level of intelligence for as long as they need it before they revert to the ordinary behaviour of their species.

#### 400cp - Fetch chain

The things you need always exist and can always be acquired. How difficult it will be to get them depends on how valuable the desired item is, whether that's through a string of trades or a long search. However you work to find the items you need, you have a feeling that nudges you in the direction you need to go to get them.

#### 400cp - A million stupid ways to die

Don't be fooled by the fairytale look, this is Sierra and that's no understatement. From the elements and accidents, to monsters and magic gone awry, this world is utterly lethal to the slow, the careless, or the plain unlucky. But if this is a story, then you've become a bit of a protagonist. You'll never die from something purely accidental or trivial. It will take deliberate malice or ineptitude on your own part to meet your end.

#### 400cp - Knightly bearing

As strange as things are here, there are still many problems that can be solved with a sword. You are a knight, or at least trained to match any professional warrior. With sword, lance, and bow, on foot or on horseback, with armor and shield, you could easily defeat a common thug or make a group of the same think twice about their chances. Properly prepared, many monsters here would not be impossible for you to defeat but it would still be challenging to fight them alone. Choose your battles carefully.

#### 400cp - Champion eternal

You are the last chance of the world when all seems lost, the lone savior and the final hope of all that is good and pure. There is no curse you cannot break, no destruction or defilement you cannot undo. Even if the world itself ends there will always be a way for you to restore it. You will have to reach and realize it, and the greater the horror the greater the difficulty in overcoming it. But no matter the methods used, no matter who set the evil in motion, there will always be a chance, however small, to set things right.

#### 400cp - Swirly cloud of dust and limbs - *Discounted for Peasant*

Maybe you're a hard worker, or maybe laws and logic bend to accommodate your haste. Any physical task you set yourself to is accomplished ten times faster. This is only a boost to your speed, and you still require the skills, tools and materials needed to complete the job of course. Otherwise little things like scale don't matter, if you want to try to take a page from mythology and build a castle in a single night.

400cp - A hero's reward - *Discounted for Royal*

A task well-performed may be its own reward, but treasure is always nice to have. You seem to always come away from your quests with some kind of reward, even if only an important life lesson. Perhaps it will be gold, or a beautiful woman rescued from the clutches of a monster. More than just filling your pockets, this perk ensures that what you do find on your adventures is something you'd like to have. An ancient magical weapon will be the type you prefer, a chest filled with wealth in a form you'd most enjoy, and that fair maiden is someone both looking for a husband and is your perfect match.

400cp - Sense for magic - *Discounted for Wizard*

Magic may be a skill to be learned like any other, but you have a natural talent in the field. At first this is just a general awareness, a prickling on your skin when magic is near. With time you'll be able to recognize a magical item on sight or pick the grimoire out from among a shelf full of mundane books. With enough effort this can develop into something like prophecy, letting you sense and try to understand powerful magic that is performed across both long distances and in the distant past and near future.

400cp - Perfect helper - *Discounted for Magical creature*

You won't be much of a help if you aren't around when you're needed, and you are a very reliable helper even if you aren't a literal gopher. Talents and demeanor aside, you have a real knack for arriving when your aid is needed and getting where you need to go in the nick of time. You also have an unerring sense of direction that allows you to go where you are needed, and if you're seeking an individual that isn't actively trying to hide from you then finding them is very easy even if they constantly move around.

600cp - Fairytale rules - *Discounted for Peasant*

There are many legends regarding the Fair Folk and those like them, and when you're involved many of them are proven true. Magical beings you treat with must abide by the ancient laws even if they are not one of the Fae. They will not lie to you, though they may twist words or withhold information. Hospitality is sacred, and as their guest you need not fear being tricked or harmed should they offer it. If an agreement is made, it will always be kept, at least in letter if not in spirit. You shall enjoy this protection only so long as you respect these rules in turn and do not break faith in your dealings with them, which will remove this perk's benefits for the remainder of your current jump.

600cp - Veteran adventurer - *Discounted for Royal*

This isn't your first dragon rodeo. A life of adventure has granted you plenty of luck, pluck, and the instinct for knowing when to advance and when to beat a hasty retreat. These instincts also apply towards the many troubles you'll encounter on your journey. When you're being lied to, where the traps are and how to avoid them, and a sense for when even an innocuous item just laying around will be useful to have for later.

600cp - Master of magic - *Discounted for Wizard*

A life dedicated to the study of the arcane arts has ended your reliance upon simple tools and rituals for common workings. Blast your enemies to dust with a wave of your hand. Lay a terrible curse with a few words. Teleport to a familiar location with a few moment's concentration. You still have much to learn, and you'll still need the right tools for more specialized tasks or ways to boost your powers to curse an entire country. A broad academic understanding of how magic can be manipulated means that reaching greater heights and achieving myth-worthy deeds is only a matter of time.

600cp - Fey lord - *Discounted for Magical creature*

Powerful magic is in your blood, elevating you far beyond most creatures. Unicorns, dragons, giants, vampires, there are many creatures in this world that are not divine yet more than mortal. Whatever you are, this status grants you great vitality, a slew of natural advantages, and an immense lifespan. All beings on this level also have some innate magic abilities, such as a unicorn's talents for healing and purification, the classic vampire powers, or simply the fiery breath and terrifying physical prowess of a dragon.

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**Items**

*You get two 100cp items for free, and a 50% discount on two items of each price tier.*

100cp - Jaunty hat

This is a very nice hat, styled to suit you perfectly. Although it seems to be perfectly mundane, it will never fly away or be lost, keeps your head cool or warm as needed, and it always provides just the right amount of cover from sun and rain for your eyes.

100cp - Riches

A treasure well-earned, this is a small chest filled to the brim with gold coins, small gems, and fine jewelry. It's more money than most here will ever see, and it's enough for a family to live off of for years if they're careful. The chest refills every ten years with more of the same, or with a currency better suited to your current jump if you'd prefer.

#### 100cp - Fae Instrument

Of a type of your choice, this is a musical instrument of the highest craftsmanship. Beyond simple quality, something about this seems to resonate with magical creatures and they will have a stronger reaction to any music made with it. Or music mangled by it if you don't know what you're doing, which will probably get you cursed. Or eaten.

#### 100cp - Fine clothes

If you're a talking animal you might get away with going around naked, but a nice vest and monocle will keep hunters from thinking you'd look better roasting on a spit. So wear clothes. These clothes. They're quite nice, high-quality and perfectly tailored to the shape of your body, and if that shape changes they'll change as well so everyone will know it's still you and that you were stupid enough to insult a fairy in disguise.

#### 200cp - Magical gadget

There are many odd magical items just lying around so feel free to take one from the pile. A bow like cupid's, filling those it struck by its arrows with feelings of love. A bridle that can tame even magical beasts if you can get it on them. A whistle that will summon nearby animals to aid you as best they can. You can pick one of the items used by the protagonists of the King's Quest games or build something new roughly on that level.

#### 200cp - Magic wand

No self-respecting wizard would be without a wand. Your magic will enjoy a small boost in power and precision when using it, and it can store extra magic energy to give a few spells a boost before it must be recharged. The wand will also work for others if you allow it, letting a novice safely use spells that would otherwise be beyond their ability. Losing this wand will not harm you or reduce the power of your magic.

#### 200cp - Humble hovel

A comfy cabin, large enough for a small family to live in. It's well-built and seems to keep its occupants at just the right temperature and humidity year-round. A bit of magic keeps the house clean without effort and repairs it at the next dawn if damaged.

#### 200cp - The Thing That Is Needed To Move The Plot Along.

What does it look like? No idea. Changes with the circumstance, but it'll always get the boulder rolling that smashes the barricade that lets you enter the abandoned mine and grab the old lamp that will set the curtains on fire to reveal the secret passage that- Do you get the idea? No? Look, just reach into your pocket and pull out the small and simple and very ordinary Thing that you need. The Thing will always last just long enough to move the plot forwards before vanishing. Limit of one Thing per day.



#### 400cp - Ye useful booke of magick spells

A well-written book holding a few dozen spells that are powerful if specific in application. Odds are you'll still have a need for many of them in this crazy world. Every spell requires only common ingredients and simple incantations, making the book something all but the completely talentless can make use of. In future jumps, the book expands with additional specialized spells tailored to the setting you're in.

#### 400cp - Knightly raiment

Armor, shield, and a weapon of your choice. All are of masterful make and enchanted to become even greater. Few mortal foes could hope to stand against this panoply, but not every problem can, or should, be solved by violence. Still, you aren't likely to find anything better doing your time here and this gear is an excellent problem-solver when the problem is best solved by being bent, folded, spindled, or mutilated.

#### 400cp - Wizard's tower

As dour or welcoming as you wish, this squat tower is made for study first and comfort second. Everything is quite functional, and any guests will see it only as a plain if stuffy home. But behind trap doors or moving bookshelves is a hidden basement laboratory with plenty of shelf and bench space to work your magic. Even if someone discovered how to enter, there is some kind of magical trap waiting to slay the inattentive. A rug that smothers and crushes those that step on it, a statue that spits poison darts, or a mimic that attacks anyone who does not say a chest-related pun before touching it.

#### 400cp - Tree of life

In this world there is a small and unassuming tree that takes one hundred years to produce a single fruit that will cure whatever ails a person and grant them a long life and good health for all of their days. It is an impossibly rare treasure, but you will receive the same tree that needs only a single year to bear fruit, and each fruit carries a seed that makes it possible to grow more trees with the same wondrous properties.

#### 600cp - Magic mirror

This humble-looking mirror is one of the most useful magical items in this world. While it could be used as a simple scrying tool to show you vistas near and far, its real power is to know when you desire something and aid you in finding it. It might simply show you the location of a prize or allow you to speak through it with someone who can help. You'll still need to sally forth and claim what the mirror revealed, of course. There are only a few things the mirror can't reveal. Other planes of existence, beings of great power or places guarded by powerful magic. Even then the mirror still sees all else, and is smart enough to always at least find a clue to get you started in your quest.

#### 600cp - Doom deployer

This Artifact of Doom™ will unleash something horrible upon a country-sized area or a single very powerful being. It might be a curse of confinement that warps space and prevents anyone from leaving, or it just turns someone into a tree and condemns them to a lingering death unless freed. The curse is impossible to break except by a method unique to each activation, a solution that won't be easily discovered but can always be managed with enough effort. Your Doom deployer can be deployed once per ten years.

#### 600cp - Doom denier

There are many curses getting thrown around here with reckless abandon. All curses can be broken, but if you're still sore from your last quest this cheap-looking talisman can let you skip the heroism and get some sleep. Just wave it over whatever princess was stupid enough to insult a fairy in disguise and unravel the hex. Knowing princesses these days she probably wouldn't have learned any moral lessons from the experience anyways. While the talisman is fine for little spells, using it on something with enough power to affect thousands of people or a near-deity will leave it drained and non-functional for the remainder of your current jump.

#### 600cp - Castle and kingdom

By inheritance or conquest, you are the recognized ruler of this country. You may freely decide the details of this land, from the biome to the design of the sturdy castle you rule from. Your domain could be an empty wilderness or hold a small population among scattered villages that recognize your authority. The inhabitants don't even have to be human, but they do have to be of comparable ability. Otherwise, you may decide if your kingdom remains in your warehouse or placed within the jumps you visit.

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### **Companions**

#### Free - True love

If there's one thing this world has going for it, it's that people seem blessed to find love after an adventure which usually involves defeating some great evil. A karmic reward after all the trouble fate caused them, I imagine. During your time here you will meet someone who is an excellent match for yourself and would be delighted to travel with you. They have a background with all freebies and discounts and 600cp to spend. Should you already have a true love, you may import them with this option.

Free/200cp - Kingdom and family

You may import as many companions as you wish. They receive a background and the allotment of freebies. For 200cp eight of those companions also gain 400cp to spend. You may also attempt to convince those you meet to come along with you on your chain, but they will join you with nothing but what they already personally possess.

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### **Drawbacks**

*You may take as many drawbacks as you're willing to risk, sucker.*

+000cp - An age long past, or a vision of the future?

The setting can get a little disjointed. Is magic rare, or are there dozens of reality-warping wizards teleporting about and throwing down with veritable gods? Is this a single world, or do people sail off the edge to find others? Was that really a computer on Manannan's bookshelf? Are volcanoes often equipped with high-tech eruption prevention systems? What is the setting's connection to our world? And worst of all, do people speak modern English or mangle Shakespearean verse in casual conversation? You may put such questions to rest, and define such details as long as your choices remain within the themes and limitations of what the series depicts.

+100cp - A serious altitude problem

Dost thou enjoy falling to your doom because you were a single pixel off the unmarked safe path? For only an extra one-hundred points we wouldn't go that far, but you're still going to be well-acquainted with the ground by the end of your time here. Your boots will find many roots in the brush, your hands will be bereft of holds, and stairs? You won't like stairs. This will never result in permanent harm, but it won't be fun. For you.

+100cp - Aggravated punnery

Do you pun? You will. If you're not saying or doing something punny then someone else is. Or the solution to a puzzle is a pun. Or maybe the background scenery is full of puns that will inflict a few soul-crushing groans as you suddenly get them an hour later.

+100cp - Back in my day...

The King's Quest series was created in the early age of computer games. Over time the series saw the switch from EGA to VGA and soon made use of the first sound cards. To show respect for your elders during your time here, sights will be heavily pixelated and sounds will be low-fidelity beeps and boops with clearly artificial voices. You're still in 3-d so there's nothing to worry about unless you need to spot a specific line of pixels in a haystack of pixels, but what are the odds of that happening?

#### +200cp - Programmed obsolescence

It's a recurring motif within the series that items collected by the protagonists break or are somehow lost after a single use. It's now true for you as well, no matter the circumstances. Tools snap after a single job is done, don't expect a solution to work twice, and if you use a boat don't expect to make a return trip. While something like a castle you own won't sprout wings and fly away, at least not on a regular basis, you can still expect bizarre happenings to happen to it on an irregular basis. Learn to live with little or get very good at finding alternate solutions to recurring problems.

#### +200cp - Talking Animal

Everything in this world has a touch of magic in them and it can manifest in strange ways. In your case, you're an otherwise ordinary animal with human-level intelligence. You can choose to be any mundane animal. You might be slightly larger than most of your kind, and will retain your capacity for speech, but will otherwise be no different in form or capability from your choice. Post-jump, this can be retained as an alt-form.

#### +200cp - Reciprocal trolling

You were rude to a fairy and got very ugly very fast. Or you're very rude and are sure to insult a fairy very fast. Getting trolled can teach you to be polite. Getting un-trolled will only make you arrogant once more and ensure you'll eventually re-learn the consequences of trolling. You're certain to flip between ugly in face and ugly in conduct multiple times during your stay here. Troll.

#### +300cp - Type fast yet strong

To do anything more complex than walking from point A to B you need to describe what you want to do by typing it out within the provided text prompt. Make a single typo, and you have to start over. Can't think of the right word? Think harder. Having your hands bound won't prevent you from doing so, but the world will not pause while you type, so type quickly and carefully. Oh, and anything that might ensure speed, accuracy or loquaciousness beyond the human norm never applies to your typing skills.

#### +300cp - Sierra logic

To reach the swordmaster's hut you'll need a rubber chicken with a pulley in the middle-wait, wrong series, same problem. Even if you aren't on a fixed path like the series' protagonists were, expect whatever problems you face here to have some very obtuse solutions that will have you going off on a tangent before solving for X and being able to continue on your way. While some may say that it makes for a poor yeti that can be killed with a custard pie the world doesn't go from truly dangerous to merely slapstick even if you find yourself clowning around in dangerous situations.

+300cp - Time for another adventure

Graham had years between adventures to raise a family, but the benefactor demands entertainment. Things large and small are going to be happening constantly, from the whimsical to the deadly. You're going to be involved in all of them to some degree. Some of them you can ignore with little consequence, others will create serious problems if left alone, and some will chase after you. Don't try to escape the plot or you'll just be questing tired.

+600cp - Funny death messages

The majority of deaths in a Sierra game can be avoided with a bit of common sense. Now? Drop a knife and it'll ricochet off the floor and fly back straight at your face. Try to fix a wagon wheel and the world will give it an excuse to roll over your head the moment you bend down. Annoy a fairy and she'll be too lazy to set up a moral lesson that'll teach you to be a better person and just start tossing fireballs. The world isn't actively trying to kill you, but whatever dial that handles how dangerous something could be is now cranked up to eleven for even the smallest of things. Oh, and your out-of-jump perks are suppressed, the cosmic warehouse is locked, and if you die you get a hilarious message chiding you for dying in such a stupid way before you leave.

+600cp - Society of the Black Cloak

Little is known about this group, save that they are all evil wizards who communicate and support each other in realizing their various evil schemes. For reasons unknown, the Society now desires your death. Most of them will be content throwing any number of petty schemes and hexes your way, but three of these dangerous wizards will spend time studying you before seeking you out for a fight to the death. Each will take a unique approach and are smart enough to learn from the failures of the others. When working against you all the wizards of the Society will enjoy enough of a boost in power and skill to ensure you cannot trivialize their actions, and the three that want a direct fight will potentially be able to best you in combat no matter how personally powerful you may be. Kill the three, and the rest will cut their losses and leave you alone unless you attempt to hunt them down or somehow interfere in their own private schemes.

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THE END

Do you wish to **move on**, **stay here**, or **go home**?