



Mystara JumpChain

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Two great empires dominate the Known World: Alphatia and Thyatis. Their wars shape global events, and their spies and envoys fuel existing political tensions everywhere.

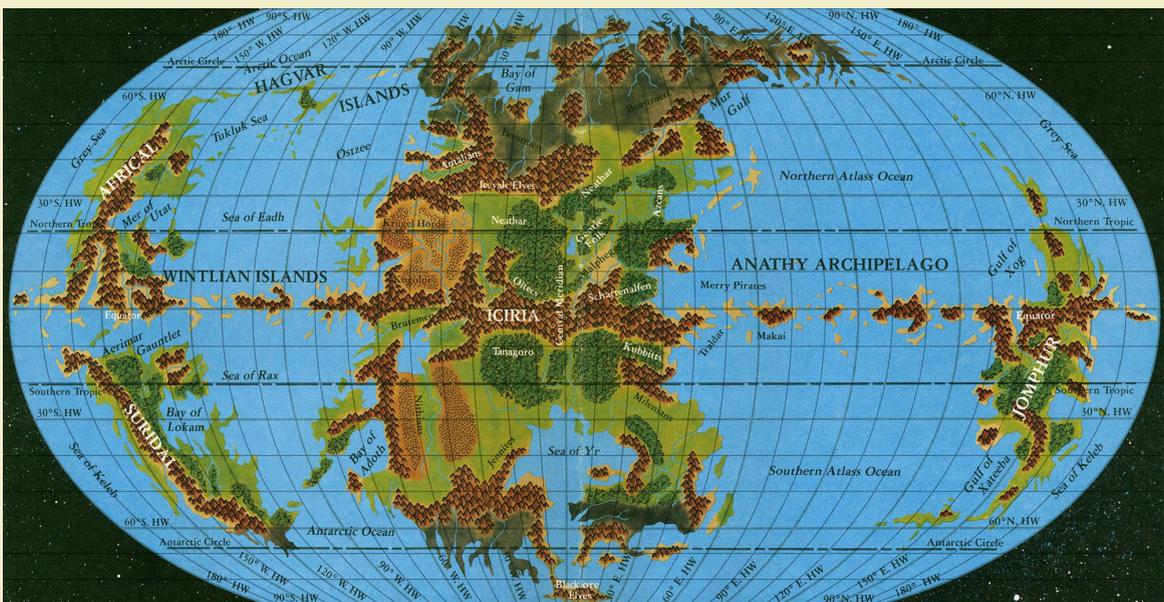
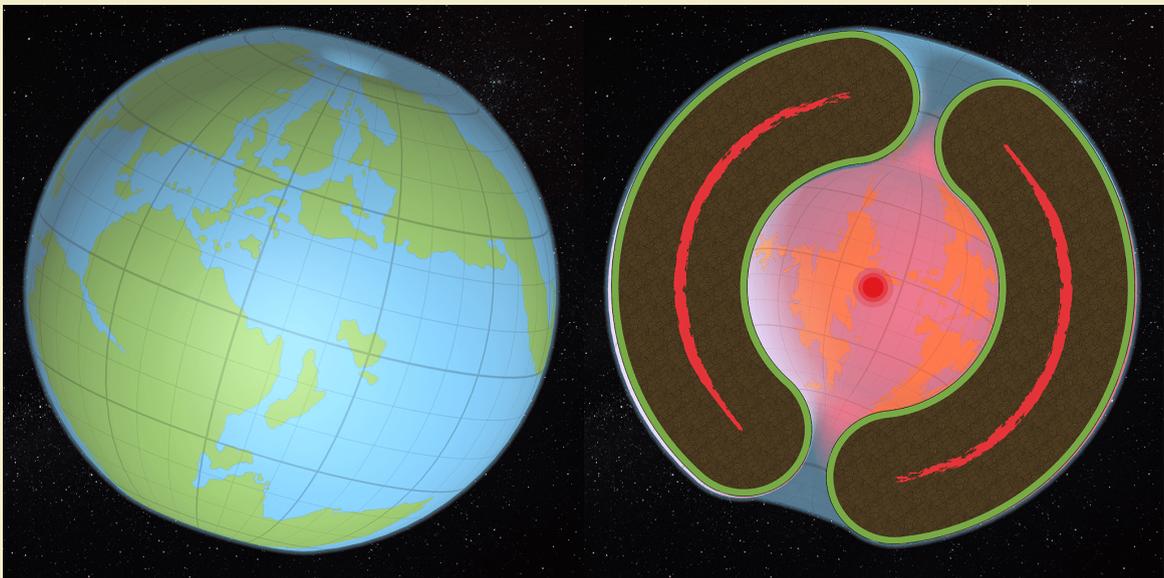
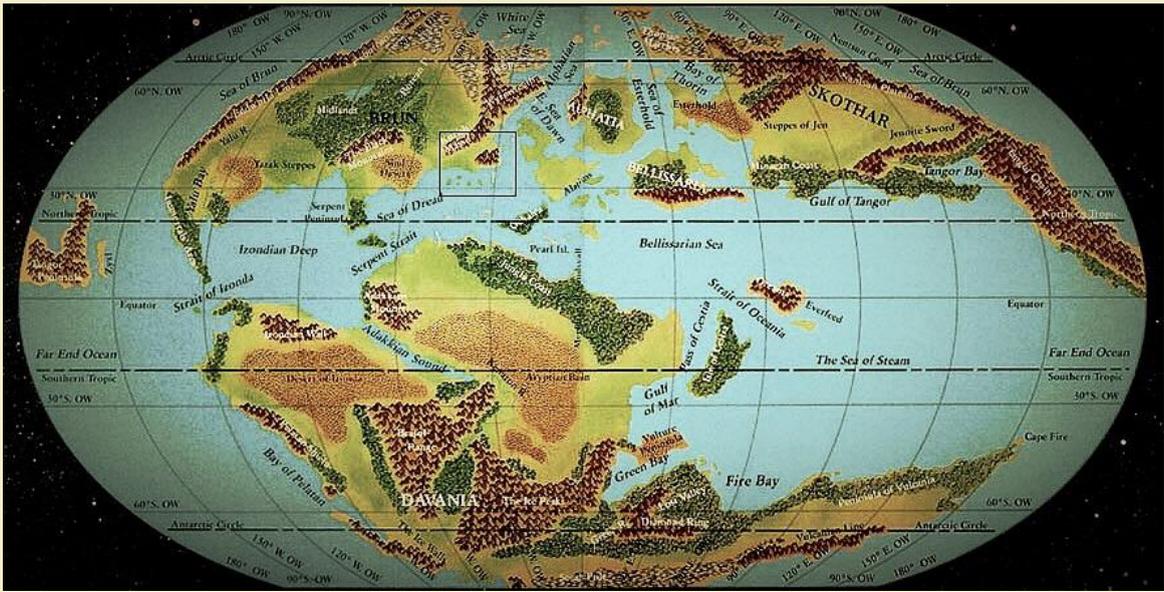
The mighty empire of Alphatia is the oldest in the world. It lies to the east of the main continent, across the Sea of Dawn. Alphatia is ruled by a council of 1,000 36th-level wizards and, as can be expected, it relies on its impressive magical abilities to impose its will.

The empire of Thyatis is currently 1,000 years old. Since its founding, Thyatis has expanded rapidly and has clashed with Alphatia on more than one occasion. Thyatis is ruled by a triad of powers - theocratic, magical, and military - all headed by an emperor, Thincol the Brave. Thincol possesses a keen soldier's mind, but he also has a reputation for being cruel and merciless - traits that he employs to great effect. Many of the Empire's battles have been won through treachery and deceit, and Thincol's spies and agents can be found fomenting dissent throughout the Known World.

An uneasy balance of power exists between the two empires. Neither empire is keen to wipe the other out, but minor wars occur frequently in outlying areas. Alphatia, with its vast array of magical abilities, has won most of these small wars but, undaunted, Thyatis still continues to flex its might.

While the mighty empires continue to glare at each other across the Sea of Dawn, life goes on as normal in the minor states of the world. Not as yet directly threatened by the machinations of the great powers, these states have their own internal concerns to occupy them, concerns that are many and diverse.

You will be spending ten years here, and are granted **1,000 Character Points**.



Background:

Starting Location

Select where you wish to start, or gain a bonus +100 CP by rolling randomly:

1. Outer World
 - 1.1. The "Known World"
 - 1.1.1. Karamaikos
 - 1.1.2. Emirates of Ylaruam
 - 1.1.3. Principalities of Glantri
 - 1.1.4. Kingdom of Ierendi
 - 1.1.5. Alfheim
 - 1.1.6. Rockhome
 - 1.1.7. Northern Reaches
 - 1.1.8. Five Shires
 - 1.1.9. Minrothad Guilds
 - 1.1.10. Broken Lands
 - 1.1.11. Ethengar Khanates
 - 1.1.12. Republic of Darokin
 - 1.1.13. Shadow Elf Lands
 - 1.1.14. Atruaghin Plateau
 - 1.1.15. Sind
 - 1.1.16. Empire of Thyatis
 - 1.2. Alphatian Continent
 - 1.2.1. Ambur
 - 1.2.2. Arogansa
 - 1.2.3. Bettelyn
 - 1.2.4. Blackheart
 - 1.2.5. Eadrin
 - 1.2.6. Floating Ar
 - 1.2.7. Foresthome
 - 1.2.8. Frisland
 - 1.2.9. Greenspur
 - 1.2.10. Imperial Territories
 - 1.2.11. Limn
 - 1.2.12. Qeodhar
 - 1.2.13. Randel
 - 1.2.14. Shiye-Lawr
 - 1.2.15. Stoutfellow
 - 1.2.16. Theranderol
 - 1.2.17. Trollhattan
 - 1.2.18. Vertiloch
 - 1.3. Other Eastern Lands
 - 1.3.1. Isle of Dawn
 - 1.3.2. Ochalea
 - 1.3.3. Pearl Islands
 - 1.3.4. Alatian Islands
 - 1.3.5. Bellissaria
 - 1.3.6. Esterhold Peninsula
 - 1.4. Northeastern Brun
 - 1.4.1. Wendar
 - 1.4.2. Heldannic Territories
 - 1.4.3. Norwold
 - 1.5. South-Central Brun
 - 1.5.1. Graakhalia
 - 1.5.2. Yavdlom
 - 1.5.3. Ulimwengu
 - 1.5.4. Slagovich
 - 1.5.5. Hule
 - 1.6. Savage Coast
 - 1.6.1. Savage Baronies
 - 1.6.2. Robrenn
 - 1.6.3. Eusdria
 - 1.6.4. Rendardy
 - 1.6.5. Bellayne
 - 1.6.6. Herath
 - 1.6.7. Lizard Kingdoms
 - 1.6.8. Jibarú
 - 1.6.9. Nimmur
 - 1.6.10. Arm of the Immortals
 - 1.7. Davania, the southern continent
2. Hollow World
 - 2.1. Milenia
 - 2.2. Nithia
 - 2.3. Azcan Empire
3. Unusual Sites
 - 3.1. Undersea Kingdoms
 - 3.2. Serraine, the Flying City
 - 3.3. Patera, the invisible second moon
4. Free Choice



Starting Date: The 1st of Nuwmont, 1000 AC

Sex and/or Gender: Given that a Jumper here can choose to be anything from a pixie to a dragon, forcing limits on their physical sex seems rather more ridiculous than a werecat in a magically-powered biplane dogfighting a griffon-riding knight with a bumbershoot strapped to his back. Choose as you see fit.

Age: Part of the motivation of a quest for Immortality is the looming threat of mortality: death from violence, accident, disease, or, of course, old age.

If you wish, you may remain at whatever physical age you were before entering this jump; otherwise, you start your adventures here as a young adult, aged $15+1d4$ (or the nonhuman equivalent).

In-Jump History: You can choose to either be a **Local**, with an in-Jump history and memories; or a **Drop-In**, who just shows up one day without explanation.

Sphere

Pick one of the five Spheres (Energy, Entropy, Matter, Thought, Time) that are the foundations of this multiverse to align yourself most-closely to; you'll gain discounts on perks that match your chosen sphere.

Here's a quick list of Spheric correspondences:

- ★ **Energy:** Magic-Users and Elves, Fire, Chaotic; disorder and uniqueness; to create more energy and activity
- ★ **Entropy:** no favored class, Void, no alignments; conflict and despair; to destroy everything in the multiverse, always making way for the new
- ★ **Matter:** Fighters and Dwarves, Earth, Lawful; order and similarity; to withstand destruction and decay
- ★ **Thought:** Thieves and Gnomes, Air, all alignments; purpose and meaning; to conceive of and categorize all of existence
- ★ **Time:** Clerics and Hin, Water, Neutral; continuous regular change; to promote change in all and promote time's flow

In an earlier era of the multiverse, there used to be four Entropic spheres and a single sphere of Life; and some expect that this arrangement will return at some point in the distant future.

Perks:

Jumpers get 50% off the cost of perks that match their chosen Sphere.

Undiscounted Perks:

0 CP: XP-based Metaphysics

By facing challenges that are actually challenging and learning things from the experiences, you can gain experience-points. For example, a wizard can gain XP from gaining new spells (by researching, discovering, being taught, even a few just by buying one), enchanting items (and a few from trying and failing), gaining treasure in adventures, making money in other ways, acquiring rare books through adventure or trade, slaying monsters, gaining a noble title, and even odder activities.

0 CP: Alignment

You may choose one of Lawful, Neutral, or Chaotic to be, as of the start of the Jump, and to which various magical spells and devices will detect you as. (This isn't immutable; your actions over time may cause your alignment to drift to one that more closely matches your philosophy, as normal.)

If you do have an alignment, then through a choice of words, intonation, and body language, you can communicate with others who share your alignment; though this can only cover fairly simple sentences, such as, "I don't trust that person over there". If you also share a language with whoever you're using this to communicate with, you can talk apparently normally while using this as a covert channel of communication.

0 CP: Basic Competence

You may choose either to have all of your six stats (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma) which are below a score of 9 to be raised to that level; or, if you prefer, you can roll 3d6 for each, in order, and have your stats set to the result. (If you choose the latter, if no stat is at least 9 or two stats are below 6, you

may start again; and you may reduce any stat by 2 (to a minimum of 9) to increase another by 1.)

50+ CP: Better Stats

You gain +4 to one of your six stats. This may be bought multiple times. You receive two purchases of this for **0 CP**. (Even the most powerful mortals almost always have scores of 18 or less; the most powerful Immortals' scores can reach 100.)

50 CP: Weapon Mastery

Choose one type of weapon; you now have a Grand Master's skill at using it.

50 CP: General Skill

Choose one General Skill, from Alchemy to Zzonga-fruit farming; you are now well-trained and competent at it.

100-3600 CP: One Level

For each **100 CP** spent here, you gain one level or hit-die in any BECMI D&D class (including race-classes, including ones that are incompatible).

This can be bought repeatedly; multiple levels of the same class can be



bought, if desired. Racial classes provide alt-forms.

The professional classes include cleric, druid, fighter, magic-user, monk-like mystic, and thief; and less commonly, bard, ranger-like forester, merchant-prince, swashbuckling rake, and the primitive spellcasting shamans and wokani. The most-common racial classes include dwarf, elf, gnome, tinkering sky-gnome, hin (whom some call halflings), canine lupin, and feline rakasta. Other racial classes include aquatic elf, bugbear, centaur, dryad, faun, gnoll, goatling, goblin, harpy, hobgoblin, hutaakan, kobold, a dozen kinds of lycanthrope, ogre, orc, phanaton,

pooka, shadow elf, sphinx, treant, and troll; and many more. (If it's alive, mortal, has Hit Dice, and at least roughly human-level intelligence, there's a racial class for it; but the first level bought here only provides the first Hit Die, and the remainder (and any magical abilities) have to be gained with further levels. If you have access to one of the tomes describing any of these racial classes in more detail, such as the Creature Crucibles, then you may use the more complicated levelling system therein instead of the simplified variation presented here.)

You receive a single purchase of one level for **0 CP**, and a discount for any levels in any class that matches your chosen Sphere. Classes usually cap at level 36, or less.



50-1000 CP for young or 500-2500 CP for adult: Be The Dragon

So we're really doing this, huh? Alright, if you want to be a dragon, you can be one, at a cost of **100 CP** per Hit Die; and should you survive to adulthood, you can engage in the draconic Ceremony of Sublimation. It costs **50 CP** to be a half-HD hatchling, **100 CP** to be a 1-HD one-year-old whose wings finally allow it to fly, **200 CP** to be a 2-HD five-year-old, **300 CP** to be a 3-HD ten-year-old, and so on with another five years per HD. You're an adult when you've reached 5 HD as a sea

dragon, 6 HD as a white or crystal dragon, 7 HD as a black or onyx, 8 HD as a green or jade, 9 HD as a blue or sapphire, 10 HD as a red or ruby, or 11 HD as an amber or gold.

The Ceremony of Sublimation has five preliminary stages (each of which lasts at least as many months as the dragon has HD, plus another one to six): acquiring at least 1,000 gp of treasure per HD (and preferably much more, as a portion is burned away during the ceremony); acquiring magic items (again, as many as possible); achieving dominance over other nearby dragons (the more the merrier); sleeping while the soul roams the Outer Planes seeking knowledge; feeding to sate the hunger of months of fasting; and then the Ceremony proper can be attempted, which has a 90% chance of failure (though the odds can be bettered by exceeding the minimal requirements). A dragon who has achieved the largest, most powerful size for its type (15 HD for a white, 25 HD for a gold) can still attempt a Ceremony of Sublimation in an attempt to reach the draconic form of Immortality, transferring themselves to one of the draconic Outer Planes and becoming one of the lieutenants of the Star, Sun, or Moon Dragon (depending on their alignment). For hoards under 25,000 gp, about half is consumed during the ceremony; for hoards over 100,000 gp, about a fifth; when attaining Immortality, the entire hoard vanishes.

This shape counts as an alt-form; only time spent within it counts for its age. Without further magical assistance, maximum lifespan before dying from old age ranges from 120 years for a white to 440 years for a gold, which limits the number of Ceremonies of Sublimation that a dragon may attempt; of course, Jumpers are notorious for finding ways around such limits. A successful Ceremony of Sublimation, which increases the dragon's hit-dice, multiplies their current expected lifespan by a factor of x1.05; for instance, ten successful ceremonies will increase it by a total of x1.62.

Given that it will take at least three years even for the smallest white dragon to go through a single cycle, and Jumps tend to last a mere decade, it's unlikely that a Dragon-Jumper will progress very far during a single Jump; and outside of Jumps containing the right sort of Outer Planes where the necessary insights can be gained, the fourth stage could be stalled indefinitely. But Jumpers can be resourceful, especially when looking for ways to make their numbers go up... and what Jumper

could resist the chance to become a dragon? It's right there in the name of this whole multiversal memplex, after all.

100 CP: Membership

There are a number of guilds and companies that require prospective members to jump through annoying hoops; this perk lets you sign up for one group (whose membership is nominally open to the public) per Jump. For example, being able to join one of the Seven Secret Crafts of Glantri, or a demihuman clan's trainee Relic Keepers, or Serraine's "Top Ballista" defense squadrons.

Energy Perks:

100 CP: The Red Curse

Across the Savage Baronies west of the Gulf of Hule, an odd collection of mortal and Immortal enchantments combined in unplanned ways to turn the land and people red; those suffering under its effects have stunted development and shortened lives. However, touching the metal called cinnabryl relieves these effects for a time, before it depletes and turns into red steel. Several groups of people called "Inheritors" have discovered a further secret - an alchemical preparation that, while somewhat toxic, allows them to draw on the Red Curse's enchantments to provide a variety of magical abilities; and which can be prepared multiple times to provide multiple abilities. (After the Week Without Magic, the portion of the enchantment that confines the Red Curse dissipates, and everyone across the whole Savage Coast not only becomes reddened, but gains at least one such ability.)

Each dose, unfortunately, inflicts a point of permanent Constitution damage. However, depending on how deeply contaminated the imbiber is, they might be able to gain a minor bonus to their AC or a stat, use a red steel weapon to cut through metal armor like air, phase into the astral plane, or create a double of themselves for an hour.

The reason that Inheritors with a dozen powers haven't conquered the whole world is that when they leave the area of the Red Curse, their abilities fade. But by purchasing this perk, you can maintain the Red Curse's full effects upon yourself indefinitely, wherever you travel.

This perk also provides, in the Warehouse, a vending machine that sells the relevant materials at market prices, such as the protective cinnabryl metal or the materials to make the Inheritors' concoction.

300 CP: Blackflame

Blackflame is like normal flame in reverse: it burns ashes and leaves whole items. Black in color, emanating darkness and coolness, with flickering reverse "shadows" of light, inflicting cold damage.

Like full-blooded hin, blackflame will not "burn" you; you can carry it, throw it, and even absorb it into your body for a short period (where it absorbs 1 hp of your life force every 10 minutes) until you choose to expel it.

You can call upon blackflame to create permanent magical items, by taking several days to several weeks to will the blackflame (and several thousand of your experience points) into the object. Some of the more common such items are daggers, swords, slings, armor, and cloaks.

So that you can be sure to have some available, you also receive a gem of blackflame, equivalent to a candle, which will reignite on the new moon if it goes out.

600 CP: The Day Without Magic, With Magic

The end of 1009 AC surprised everyone when magic failed for a whole week; spells couldn't be cast, lycanthropes couldn't change shape, and whole magical races started to weaken. (Even Immortals in mortal form were trapped therein, unless they took the extreme measure of killing their mortal forms.) Even after the cause of that disaster was partly fixed, there still remains an annual Day Without Magic that everyone has to plan around.

Everyone, that is, except you. Some people can produce magic; some can produce anti-magic; you can produce anti-anti-magic. Feel free to fire *magic missiles* at a beholder who's staring at you, or to keep your voidship flying when you pass through the anti-magical barrier that isolates the Hollow World.

Entropy Perks:



100 CP: The Warduke

Whatever form that the mooks, henchmen, and generally-destructive sorts take in the local area, you have a knack for convincing them to follow your lead, and to stay pointed in the same general direction. You also receive enough copies of "Thar's Manual of Good Conduct" to hand out to all your followers, who will be able to understand it well enough to form a decent horde.

300 CP: Limbo

When you die, you go to the local universe's transitory plane for the newly deceased. (If none exists, then you go to one that has the same properties as Mystara's Limbo.) If you're brought back to life before the Jump ends, you can avoid failing the Jump. This perk does not offer any direct protections from any dangers that exist in Limbo, such as the Minions of Chaos.

600 CP: The Compost Heap

Sometimes Law and order go wrong, turning into stultifying, Orwellian rigidity; and the best thing that can be done is to tear it all down, plow it over, and turn what remains into fresh soil for something new to grow.

With this perk, you become inhumanly good at seeing where anything's weak links are, particularly in organizations; and what it takes to break them. You can deplete their members' trust, shred institutional memory, stuff up internal communications lines, convince administrators to implement pointlessly byzantine paperwork, assure executives that they deserve every copper of profit they get by slashing wages, let competitors know when and where to swoop in to take advantage of your increasingly paralyzed and inefficient target, and more.

With enough time and effort, you can take down banks, stock markets, currency markets, commodities markets, small countries... and you just might be able to bring down the whole Immortals-damned system.

Matter Perks:

100 CP: A More Civilized Society

Everyone knows that Chaotic people get all the best toys, and look bad, so why would anyone want to be Lawful and have to obey all those stuffy rules and do what they're told and eat their vegetables? The answer is simple, and to draw on another franchise entirely (unless you know where to find the right crossover fanfics), friendship is magic. Cooperation lets people accomplish things they couldn't do on their own; arranging matters so there's no profit in backstabbing others means nobody has incentive to backstab them. Putting together the complicated vessels that allowed a scant few people to make the long voyage to one of the moons required all sorts of laws and civilization.

You, dear Jumper, by selecting this perk, can now express and explain the benefits of cooperation and civilization much more powerfully than that previous paragraph's poor précis. You also have as many inspirational posters and pamphlets as you care to distribute.

300 CP: Strong Foundations

A long-running issue with Dungeons and Dragons is that a high-level wizard can rain down mass destruction and rewrite reality, while a high-level fighter can hit people somewhat harder.

You have learned all the applications of one of the tricks of gladiatorial combat: "don't try to oppose force with force". You know how to run a Domain so that the taxes provide you with resources, keep a Stronghold ready to withstand a siege, and march out your own armies; how to maintain honorable relations with peers who might be your allies, and what to do when you're facing treacherous dogs who will offer no quarter. In short, you can leverage every possible force-multiplier into your own sort of exponential result.

600 CP: Climate Control

Eighteen hundred years ago, a few tribes of elves migrated to a windswept steppe; and nearly overnight (at least in elvish terms) turned the region into a flourishing forest. Part of how they accomplished this was by redirecting some large-scale weather patterns; for example, much of the rain that fell to the east was shifted to rain down

on Alfheim, thus forming what is now the Alasiyan desert where once the Nithian empire flourished.

This isn't the standard sort of spellcasting, and isn't something that can be learned by wizards researching in their libraries (much to the disappointment of the Shadow Elves, when they seized control of the forest without knowing how to maintain the enchantments); but you now have all the knowledge necessary to create your own ceremonies of *weatherchange*. (Existing enchantments may interact with an area under the effects of a *weatherchange*, creating Magic Points with interesting - or dangerous - effects.)

Thought Perks:

100 CP: The Lesson of Lessons

Teaching can be ridiculously difficult, depending on the nature and number of students, the subject-matter, the available resources, and the skill of the instructor. You might still have trouble with the first few of those, but no longer have to worry about that last one; you know the tricks for maintaining childrens' interest even in the face of a beautiful day to play outside, how to break down complicated topics into appropriately-sized bites, how to incorporate current events into a curriculum, and even how to deal with an educational institution's obstructive bureaucracy.

You also receive as many test-papers and report-cards as you care to hand out, filled out appropriately.

300 CP: Oblivion, Shmoblivion

Mystara is full of ancient secrets, and of mortals and Immortals who will go to extreme lengths to protect them. For instance, buried under the town of Surra-Man-Ra is an artifact which erases any knowledge or records of the ancient Nithian Empire from anyone who comes within two dozen miles; and since that town is smack-dab in the middle of where any would-be archaeologists would need to go to dig up anything interesting, it's been remarkably effective at hiding and suppressing Thanatos's final corruption of that culture.

Jumpers tend to hate having their minds messed with, so by spending your CP on this perk, you gain the equivalent of a floppy disk's write-protect tab in your brain.

This doesn't necessarily make you any better at learning or forming memories, but the ones you do gain are yours to keep; whether from old age or external manipulation, you need to give conscious permission before you forget anything.

600 CP: Rafiel's Best Trick

When Blackmoor blew itself up, one of its top nuclear physicists had gotten so deep into his complicated and abstruse thought experiments that it seemed like he was in a world of their own. In fact, he was just that; while his body may have been atomized, his intellect remained intact, in a small, self-generated Outer Plane aligned to the Sphere of Thought.

While I regret to inform you that this perk won't, by itself, kick you all the way into full Immortality (Rafiel got a boost from a unique arrangement of technomagical nuclear energies, which didn't combine right for any of the other physicists of the time), you still have the ability to survive the destruction of your physical form (regardless of the existence or lack thereof of any sort of afterlife) by transferring your mind into an abstract, Platonic realm of thoughtforms. In fact, if you choose, you can dissolve your physical form to enter that realm at will; and in case you lack any other means of forming a fresh body for yourself, you can also materialize a fresh corpus, to which your Body Mod and standard perks have been applied.

Time Perks:

100 CP: The Power of Philosophy

A fact that few Immortals care to promote is that it is possible to be a full-fledged cleric, who can cast the full range of divine spells, without the patronage of any particular Immortal. By strictly adhering to the precepts of Law, Neutrality, or Chaos, a mortal can become a philosophical cleric.

By purchasing this perk, you know how to be a cleric regardless of the existence (or lack thereof) of any particular divine patron, and can continue to be so even if all god-level entities have gone missing. You also receive a supply of educational texts and holy symbols for all three alignments, sufficient to allow a full church of alignment-based clerics.

300 CP: The Rainbow Connection

Few people know where to find the end of the rainbow; and those that do have to perform complicated astronomical calculations to find even one spot it will appear in the next half-year within thirty miles; and even if they know that, they almost certainly don't know of its inner workings, such as how to avoid being petrified or being shunted off to Scarletland or Azureland instead of anywhere they want to go.

You, on the other hand, have it much easier than them; anywhere that a rainbow might be seen, you can call down the rainbow bridge, enter with up to six guests, and exit somewhere on the same world where a rainbow might be found. (Though if you really want, you can visit the inner workings that people without this perk would have to pass through if they managed to enter without your aid.)

600 CP: The Emerald River

The classical method for entering the timestream involves a particular temple, bathing a surface in the sweat of a beggar king, drawing a yantra with a paste made from the fangs of a white cobra, and chanting a mantra for five minutes. You can use that method if you wish; or, if you prefer, you can just memorize and cast a second-level spell.

While the Immortals of Time tend to look unkindly on anyone who threatens the overall course of history (and many other worlds have their own temporal guardians), a chronomancer who keeps subtlety in mind can accomplish all manner of wonders. Higher-level spells might let you undo an action you've taken a moment ago, or a week; draw forth your unwounded body from the past to restore your current injuries; or even open a permanent gate to the Demiplane of Time. However, remember that there are dangers beyond playing with time itself - there are lifeforms and other entities which pass their existence in the timestream, and natural



phenomena ranging from strange plantlike growths upon the lifelines of individuals to world-spanning timestorms.

If you need specific details, then if you already have an arcane casting class, this perk adds to your spell-list the chronomancy spells from Chronomancer (as described in the text of that name, which was published by the sages of the Tactical Studies Rules several years before they were conquered by the coastal wizards); and if you don't, you can treat this perk as providing One Level in the standard Chronomancer class.



Items

You receive a stipend of **+200 CP** for items.

You may import items purchased in previous Jumps, merging them with a similar item purchased here.

Items which are lost, stolen, damaged, or destroyed, or which run out of power or charges, are fully restored to the Warehouse at the next full moon.



0 CP: Draw one card from the Deck of the Spheres

If you choose to accept this option, use a randomizer to generate a number from 1 to 30; and then examine the results at the table at the bottom of this document. Any positive consequences are treated as CP-bought perks; any negative consequences are enforced as Drawbacks. Either way, any "permanent" effects last at least until the end of this Jump, after which the Jumper may choose whether to keep the full results, or to leave them behind. (This choice will be unaffected by drawbacks or the effects of this item.) The deck may be drawn from once each, by the Jumper and any Companions who choose to.

0 CP: Starting Gear

Up to 180 gp worth of adventuring equipment.

0 CP: Some Apprentices' Enchanted Items

A number of minor charms and talismans with extraordinarily minor effects, created by students at Glantri's Great School of Magic as part of their studies. For example, the Amulet of Caterpillar Control, which affects up to two dozen garden caterpillars. None have the power of even a full cantrip, or any significant statistics; one might add a pinch of salt to soup, tie or untie a knot, summon a bee, induce a sneeze or cough, make the sound of a creaking floorboard, or the like.



50 CP: Gazetteers & Almanacs

A dozen or two magazine-sized books, providing an overview of each Jump's most prominent nations - their peoples, histories, personalities, adventuring opportunities, and so forth, along with some maps. (There may even be a secret or two that can be found with careful reading.) You also receive annual updates, summarizing the previous year's events.

50 CP: Fantastic Heraldry



You have a coat of arms - a central symbol, with a particular set of colours, and maybe some decorative fillips. But not only is this acknowledged to be your symbol by the relevant authorities (whether that be a college of heraldry or a trademark office), if you (or your rightful heir) touch an object with the symbol and utter the motto, you will trigger a magical effect. Its strength is based on yours; for most mortals, that's simply a +1 to +5 to attack a specific kind of foe, but if you're a sovereign monarch or at least level 26, that effect can be up to roughly a 3rd-level spell (thematically related to the symbol), such as *predict weather* or *clairvoyance*.

For an additional **100 CP**, you can grant similar coats of arms to others.



50+ CP: A Magic Item

Each item costs **50 CP** per 10,000 gp value, rounded up to the next **50 CP**. As many may be bought as can be afforded. Some of the items available on Mystara include:

- ❖ **50 CP** for two: Orcish Amulets (Each provides +1 bonus to attack rolls, AC, damage, saving throws, or ability checks; multiple amulets can stack up to +4.)



- ❖ **50 CP:** Amulet of Moira the Pure (amulet vs undead)

- ❖ **50 CP:** Arella's Weeping Flail (flail +2, sprinkles holy water)

- ❖ **50 CP:** Bedlam's Hammer (hammer +3, dwarven thrower)

- ❖ **50 CP:** Cap of Teleportation (can *teleport* to a named destination and back again, 1/day)



- ❖ **50 CP:** Cat's Ring (absorbs all sound made by wearer)

- ❖ **50 CP:** Changeling Cloak (protection +2 + *alter self*)

- ❖ **50 CP:** Comet's Edge (bardiche of speed +2)

- ❖ **50 CP:** Dagger of Concealment (dagger +3, acts as ring of protection, can change form to ring and back)



- ❖ **50 CP:** Decanter of the Serpent Oasis (decanter of endless water, if left active long enough can create an oasis in a desert)

- ❖ **50 CP:** Dynamo of Flying (a black box, one cubic yard, 800 lbs; 50 charges, gains 1 charge per spell-level cast into it, uses 1 charge per hour to power flight, drives an airship weighing up to 300,000 lbs; airship sold separately)

- ❖ **50 CP:** Enchanted Sword of Sylaire (sword +3, +5 vs undead, automatically kills any undead on roll of 18-20, *detect evil*, *detect invisible*, *fly* 30 minutes 3/day)

- ❖ **50 CP:** Eye of Night (black pearl; grants 90' infravision)

- ❖ **50 CP:** Eye of Traldar (yellow-orange gem set in golden dragon's claw; user can *detect magic* 3/day, *detect evil* 3/day, *detect invisibility* 2/day, *ESP* 2/day, *locate object* 1/day)

- ❖ **50 CP:** Farid's Spear of Sparkling (spear +4 vs efreet and other denizens of the Plane of Fire, +6 when on the Plane of Fire; *detect invisible*; sparkles when dazzling light when any denizen of the Plane of Fire approaches within 300 feet)

- ❖ **50 CP:** Glitterlode's Blessed Skyhooks (gnomish toolbox; adds +4 to gnomish tinkering and fantasy engineering rolls)

❖ **50 CP:** Hin Rod of Justice (iron rod +2, either does 2d4 damage or applies *hold person*)

❖ **50 CP:** Iubadan's Cauldron (transforms stones into meat)

❖ **50 CP:** KalnaKaa's Black Cloak (open any magical portal by touching it)



❖ **50 CP:** Krollan's Hood (*detect lie* 2/day + *know alignment* 2/day + ring of mind shielding)

❖ **50 CP:** Muzzle of Lycanthrope Control (magically locks in place, and wearer cannot speak, transform, or bite)

❖ **50 CP:** A Nithian Battle Standard (one of several effects, on all who can clearly see it; eg, half water intake, move silently as 1st-level thief, prevent heat exhaustion, war cries cause enemies to save vs spell or flee in fear)

❖ **50 CP:** Nithian Guardian Tail (attached to a container, if contents molested, container *polymorphs* into animal who flees or fights and then runs to find owner)

❖ **50 CP:** Nithian Saddlebags (3/day can pull out a sumptuous feast, fit for a sultan)

❖ **50 CP:** Oirtulev's Eye (crystal ball with telepathy)

❖ **50 CP:** Semekhtet Barge (sails through solid rock)

❖ **50 CP:** Shield of Olynthos (shield +3; 1/day, can materialize a griffon claw to make an attack with, which causes fear on a hit)



❖ **50 CP:** Shoes of White Bronze (walk on water)

❖ **50 CP:** Spear of Panic (six-inch model, grows to ten feet when used, any enchanted or undead targets struck will flee combat)

❖ **50 CP:** Spear of Vix (spear +3, returns to user's hand if target missed, 1/day *blinds* target for 2 hours)

❖ **50 CP:** Troppenribb's Goggles (user can see regardless of clouds, rains of frogs, or other non-solid obstacles)

❖ **50 CP:** Zenchoo Katana (only Lawful users can wield, katana +3, *clairvoyance* 3/day)

❖ **100 CP:** Amulet of KalnaKaa (as ring of protection +3, also protects lycanthropes from wolfsbane)

❖ **100 CP:** Black Opal Eye (can cast double the usual number of 1st, 2nd, and 3rd level spells)

- ❖ **100 CP:** Boots of the Five Winds (*air walk*, 4h/day)
- ❖ **100 CP:** Cynos's Shadowwalk Ring (ring of chameleon power + ring of invisibility, when in darkness)
- ❖ **100 CP:** Ebon Cloak of Kahlark (cloak of the bat)
- ❖ **100 CP:** Egg of the Phoenix (fire resistance 10' radius, *fly* at all times, *fireball* 3/day; breaking summons a phoenix from the Plane of Fire who obeys summoner for three days, then it immolates itself and everything within 1000' and leaves a new egg in the ashes; once used, user is under compulsion to always be in firelight and avoid water)



- ❖ **100 CP:** Golden Bracers of Zamash (bracers of defense, AC 5)
 - ❖ **100 CP:** Golden Bridle (pegasi will faithfully serve a virtuous owner)
 - ❖ **100 CP:** Gold Seal Ring of Al-Kalim (can order efreet to enter containers; if sealed and ring pressed into wax, efreet cannot leave until seal broken)
- ❖ **100 CP:** Great Blade of Ghyrkhos (sun blade)
- ❖ **100 CP:** Hammer of Life (intangible to Chaotic would-be wielders, war hammer +1 to Neutrals, hammer +3 and *heal* 1/day for Lawfuls)
- ❖ **100 CP:** Ixion's Wrath (axe of hurling +1 + flame tongue)
- ❖ **100 CP:** Magic Lamp (summons an efreet to perform one service)
- ❖ **100 CP:** Moto Moto Rod of Thundering Compliance (1/day, summon all elephants and triceratops within 3 miles, who run to user at top speed and then obey for up to 4 hours)
- ❖ **100 CP:** Ointment of Second Sight (a small jar, but a bottomless supply; allows mortal eyes to perceive faeriekind that are *invisible to mortals* or *shapechanged*, in their true form.)
- ❖ **100 CP:** Ring of Three Wishes (*wish*; 3 charges)
- ❖ **100 CP:** Ruby Ring of Onyssa (ring of djinni summoning)
- ❖ **100 CP:** Pre-Blackmoorian Sword of Light (from the FSS Beagle; effectively a sword +4; indistinguishable from a light-sabre; includes three spare power-packs, each good for 12 minutes)
- ❖ **100 CP:** Sword of Olynthos (sword +4, 1/day heals wielder the damage it does in a strike)

- ❖ **100 CP:** the sword Timesweep (two-handed sword +4; *slow* 5/day, *haste* self and six allies for 30 minutes 1/day)
- ❖ **100 CP:** Torc of Reincarnation (*reincarnates* wearer one day after death; one charge)
- ❖ **100 CP:** Viper (whip, rope of entanglement)
- ❖ **150 CP:** Greater Dynamo of Flying (As Dynamo of Flying, but can drive an airship weighing up to 900,000 lbs)
- ❖ **150 CP:** Mirror of Life Saving (if owner killed within 60', their life force is saved within; if any fragment of their body is brought near and *dispel magic* cast, their body is fully restored and they are revived)
- ❖ **200 CP:** Armor of Cure Wounds (heals half of wearer's damage, 1/day)
- ❖ **200 CP:** Blackmoorian Wand of Sunflame (a strange object of metal with a pistol-grip; effectively a wand of fireballs; comes with three spare power-packs that provide twenty-four blasts each)
- ❖ **200 CP:** Ginzani's Riding Tack of Flight (if owner can get an equine (such as pegasus or pegataur) to accept the bridle, they are *charmed* for a year and a day)



- ❖ **200 CP:** Shiera's Mask (*polymorph* into hawk 1/week, summon and control 1d20 hawks 1/month, *fly* 1h/day, eyes of the eagle at will)



- ❖ **200 CP:** Shining Coat of Anessen (bracers of defense, AC 3 + ring of human influence)

- ❖ **250 CP:** Radiant Eye (gem of seeing + *detect lie* at will + *detect magic* at will + infravision + immunity to gaze attacks)



- ❖ **250 CP:** Torcs of Dengar (Str+2, Con+2, bracers of defense, AC 0)

- ❖ **250 CP:** Bottomless bag of Polymorph Candies (*polymorph other* on eaters, who receive the body and instincts of the first other species they think of, lasts until dispelled or another candy eaten)

- ❖ **300 CP:** Chariot of Vix (hitched beasts are *hasted*, chariot can levitate)
- ❖ **300 CP:** Internal Conjuration Engine (converts 1 potion of flying into 1 day of flight for an airship of up to 200,000 lbs)

- ❖ **300 CP:** Diadem of the Sun (helm of brilliance)
- ❖ **300 CP:** Nithian Rod of Building (if provided with detailed interior and exterior blueprints, can build a stone structure from the ground up, at 10 square feet per round)
- ❖ **300 CP:** Staff of the Infernal Arcana (staff of the magi, only functions for evil wielder)
- ❖ **350 CP:** Ala's Throne of Transformation (*polymorph* sitter into ocean osprey, young girl, old man, old woman, gaseous form, or wolf; 1 change/day)
- ❖ **350 CP:** Nithian Pharaoh's Crook and Flail (flail allows bearer to act as fighter of their other class's level, AC of 0 or +5 bonus, first successful attack on bearer reflected on attacker, transforms into mace/axe +5; crook grants Wisdom of 18, acts as ring of human control, offers 50% magic resistance)
- ❖ **500 CP:** The Elvenstar (amplifies spell ranges from 10 to 50 times, and durations up to a year; alerts its user to the approach of evil; once per month, a Lawful user can fully *heal* up to two people in mortal danger)
- ❖ **500 CP:** Ionian Gems (seven gems; six grant *healing*, *ESP*, *spell turning*, and holders can speak telepathically with other holders; the seventh gem can do all that, and also *charm* the bearers of the other gems)
- ❖ **500 CP:** Mill of Sampo (can grind out meal, salt, or gold from straw, up to 100 gp worth per day)
- ❖ **1500 CP:** Islundal's Tree of Life (a demihuman clan relic; can *cure blindness*, *cure disease*, *neutralize poison*, *cure serious wounds*, identify magical items, and turn undead; carefully-removed pieces can be used to create thematically-relevant magic items, such as magic bows, swords, arrows, cloaks, or boots, or with a century or so of work, a flying lightboat; with the proper rituals, a branch can be grown into a new Tree of Life with all the same abilities over four centuries. Or, for the same price, the Jumper could instead acquire a different clan relic, such as a dwarven Forge of Power, a hin Crucible of Blackflame, or a sea-elven Pearl of Power.)



50+ CP: Spellbooks



In general, **50 CP** per ten spell-levels. Is there a particular spell you really want that's ridiculously hard to snag a copy of? Here you go. Some known texts include:

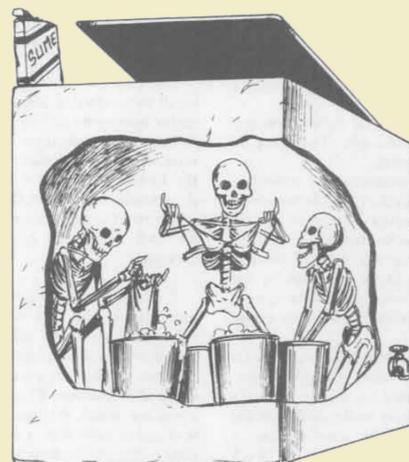
- ❖ **100 CP:** A wizardly library; doesn't actually contain any spellbooks, but allows for the research of spells of all levels.
- ❖ **150 CP:** Trolek's Tome: (All conjuration and divination spells, levels 1 to 5)
- ❖ **600 CP:** Spellbooks of Bargle the Infamous, as of 1000 AC (First Level - *Charm Person, Detect Magic, Magic Missile, Read Languages, Read Magic, Shield, Sleep.* Second Level - *Detect Invisible, ESP, Invisibility, Levitate, Locate Object, Phantasmal Force.* Third Level - *Dispel Magic, Fire Ball, Hold Person, Invisibility 10' radius, Protection from Normal Missiles.* Fourth Level - *Confusion, Hallucinatory Terrain, Ice Storm/Wall, Massmorph, Wall of Fire, Wizard Eye.* Fifth Level - *Cloudkill, Conjure Elemental, Pass-Wall, Telekinesis, Wall of Stone.* Sixth Level - *Anti-Magic Shell, Disintegrate, Invisible Stalker.* Seventh Level - *Mass Invisibility, Power Word Stun.*)



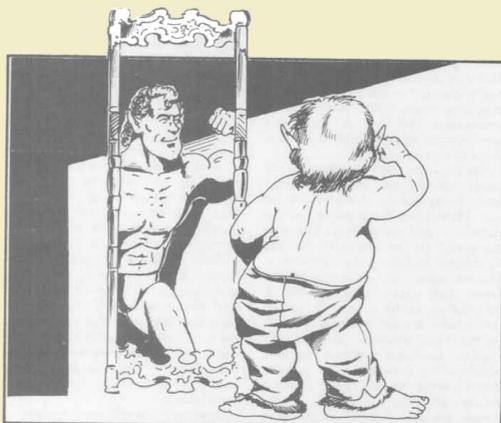
50+ CP: A Wondrous Invention

Spellcasting tinker gnomes can get... creative, if not always practical.

- ❖ **50 CP:** Disteron's Dismal Disposal: A garbage disposal for magic-users and alchemists, making use of a black pudding, a gray ooze, a green slime, and measures to keep them contained.
- ❖ **50 CP:** The Economy Super-Wash Laundromagic II: A combined skeleton-operated washer and "tumble-drier", with programmed settings suitable for every cleaning need from the most delicate gauze to the toughest armor.
- ❖ **50 CP:** The Electric Cooker: A safe, easy-to-use device powered by a wand of lightning.



- ❖ **50 CP:** Fleabottom's Brick Mac: An automated tunnel-digging, bricklaying maze builder.
- ❖ **50 CP:** The Hot Air Balloon: A wood and paper balloon powered by spells and natural weather.
- ❖ **50 CP:** House Vacuum: A built-in house cleaning device powered by a captive air elemental or vortex.
- ❖ **50 CP:** Melrond's Foolproof Dishwasher: A mechanism that lowers dishes and glasses into a black pudding, which eats all organic material on them.
- ❖ **100 CP:** Ardraken's Refreshment Simulacrum: A magical construct of a box-shaped creature called a cola. Colas charge two silver pieces, which they magically convert into a dark, sweet elixir. The 'real thing' is worth 600 gp per metal cylinder, though for anyone other than its owner, the cola might simply eat the money, attack by firing its drinks as missiles, or provide a Special Drink with malign effects.
- ❖ **100 CP:** Borgora's Inflatable Scare-Dragon: A tough, resilient, elastic construct made from the byproducts of petroleum fungi and employed as an effigy to frighten away wandering monsters.



- ❖ **100 CP:** Honest Obie's All-Night Armor Merchant: An automatic device that determines the metal content of scrap materials, and pays fair market value (more or less) for it.

- ❖ **150 CP:** Evem's Mirror of Envidable Image: A mirror that shows the viewer an improved image.

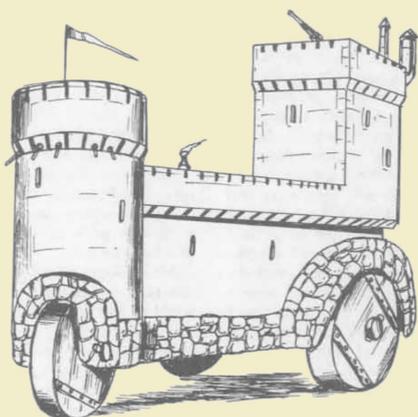
- ❖ **200 CP:** Vanserie's Wondrous Elemental Heater: A magical central heating unit using fire elementals and water pipes.
- ❖ **250 CP:** The Extra-Dimensional Safe: An extra-dimensional strongbox designed to be particularly difficult for thieves.
- ❖ **300 CP:** Darak's Thaumaturgical Printing Press: An advanced and sophisticated printing press using sorcery and machinery to produce printed material in quantity.

❖ **300 CP:** Brandon's Bard-in-a-Box: A portable magical music system for party entertainment.

❖ **400 CP:** Beldane's Subterranean Borer: A manned mechanism for cutting tunnels through earth and rock with relative speed, without the use of large work-gangs.

❖ **400 CP:** The Clockwork Dragon of Mai-Faddah: A mechanical automaton that simulates the appearance and basic abilities of a real dragon.

❖ **400 CP:** The Thermoaerohydro-meteorological Precipitation Generator: This device creates rain with a chemical reaction and magical devices.

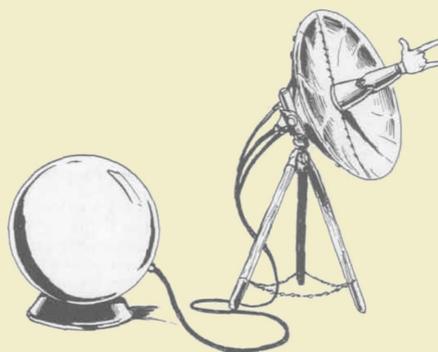


❖ **550 CP:** Marianita's Relentless Spy, with all optional attachments: A sort of magical radar, which displays the local area, including pointing out things that are invisible, metal, evil, or magic, showing three-dimensional diagrams of detected objects

❖ **550 CP:** Morath's Mobile Manor: A miniature castle on wheels, the steam-powered Mobile Manor is equipped with a

variety of weapons and other features.

❖ **600 CP:** Ch'Thon's Astral Ball: A crystal ball that monitors scrying activity in an alternate reality. Post-Jump, you can attune this to any reality you know of.



200 CP: World-Shield Ore

Drawn from the center of Mystara's crust, halfway to the Hollow World, this substance is practically indestructible by mortal means, whether mundane or magic; it requires the heat of a live volcano to melt. As armor, it provides an AC of -2, while only weighing 450 coins (what other realms might call 45 pounds), but this is barely a side note; its true power is that it completely blocks, negates, and neutralizes all

magical effects. Any such spells cast on the wearer sit on the armor's surface, suspended, until the armor touches someone (whereupon the spell affects that individual) or the energies dissipate after six minutes. (Even the wearer's own spells can't affect them, as they draw on the world's external energies; only whatever magic items are worn under the armor will function for them.) However, a month after first being worn, its strange properties wear off, and the armor crumbles.

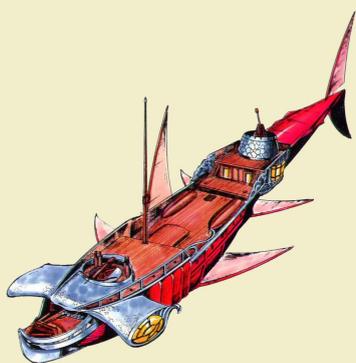
By selecting this purchase, you gain a forge in the middle of a small volcano attached to your Warehouse; the ambient temperatures are over five thousand degrees, and with the smelter, molds, and tools made out of metallic fire from the Plane of Fire, the ore itself reaches over ten thousand. The place is run by a few fire elementals, who are able to produce one suit of armor per month. You can use the facilities to create additional objects, as long as you supply labor that can stand the heat. (Or you could offer the elementals enough payment to hire more workers; they tend to appreciate rare and interesting woods, coals, textiles, and other burnables.)



50+ CP: Airship

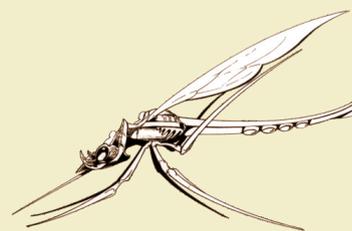
The millennia-old Alphetian Empire has whole fleets of military skyships, and even some private flying yachts. But, while their methods of production are highly advanced, using spells such as *woodform* and *ironform* to create their hulls out of thin air, and laying in the flight and other enchantments into the vessels' very substance,

the process is also incredibly expensive; even a small sky sloop costs at least half-a-million gp, and their ships-of-the-line are on the order of forty million. Fortunately for adventurers, there have been more recent advancements in airship engineering using alternate approaches - and some of them don't even involve gnomish tinkering.



❖ For the low, low price of just **400 CP**, you can have a copy of Captain Blotomus's hammership, resembling a cross between a sailing ship and a hammerhead shark, 250 feet long and with a 25-foot beam; along with a Dynamo of Flying upgraded not to just provide flight, but also create and maintain a breathable atmosphere and reasonably temperate climate even in the cold and void outside of Mystara's skyshield (though those effects will require expending one of the Dynamo's charges per three hours). As a bonus, you'll also receive some *float in air* enchantments on the hull, so if the Dynamo's enchantments are temporarily brought down by a *dispel magic* spell, the ship won't immediately start plummeting to the ground.

❖ For the budget-minded skycaptain, for a mere **100 CP** you can have a smaller, mosquito-shaped airship with a basic Lesser Dynamo of Flying. It only has a helm room that's a bit under 8'x8', a cabin of 15'x10', and an open deck of 5'x50'; but it can still carry you and a few passengers across the skies.

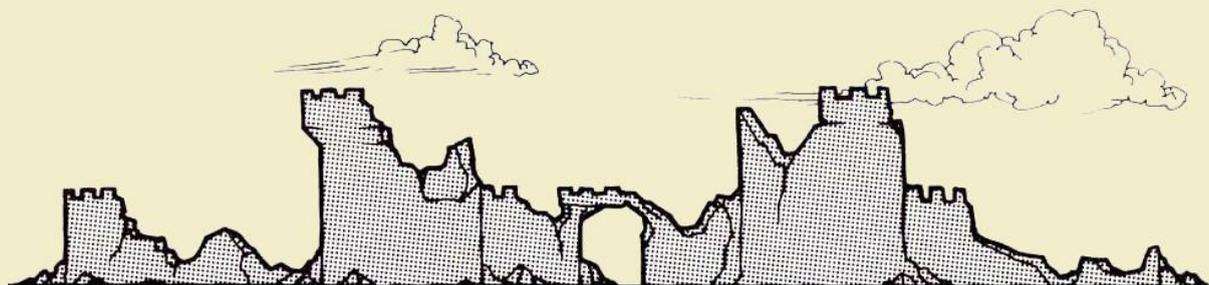


❖ The deluxe option is **700 CP** for a ten-story (not including tentacles) wizard's tower in the shape of a cuttlefish, along with a Greater Dynamo of Flying (with the voidship upgrades).

❖ If you can't resist the lure of gnomish contraptions, for **50 CP** you can have one of Serraine's biplanes or triplanes: a Pflanger-Skyratchet Mk VII Fighter-Bomber two-seater biplane, a Mk IIa Tomcat biplane, Mk VI Polecat triplane, or an eleven-seater Smurfri-Lodestar F3F



Cloud-Clipper biplane with an enclosed cabin. And may the Immortals have mercy on your soul, because the ground certainly won't have any on your body.



0+ CP: Land and Buildings

May either be attached to the Jumper's Warehouse, or imported into somewhere in the Jump's setting.

- ❖ **50 CP: Small Building:** Up to a dozen rooms or so, such as a tavern, small temple, guildhall, or three-story wizard's tower.
- ❖ **200 CP: Fortress of Fangs.** An "Evil Dungeon", containing a moving wall of spikes, secret trap door, catapult platform, hidden treasure slide, falling hatchet, hidden ladder, weapons rack, throne, stalagmite bridge over a river of fire, treasure room, spiked fence, and the dreams of coolness of countless children who wanted a playset for their action figures.
- ❖ **400 CP: Castle Caldwell,** or a good imitation thereof. About 140 feet wide and 160 feet deep, plus a tower on each corner and partially-finished below-ground level. This one is already nice and monster-free.
- ❖ ~~100 50 25 10 6 1/2 a bent copper~~ **0 CP:** For the budget-minded Jumper, we can offer a classic home that's just a bit of a fixer-upper. **Rodemus Keep** is in a picturesque location, somewhat distant from any civilized amenities. It's crumbled a bit since the family disappeared; in fact, I'm afraid that all that's still standing are the front two towers of the gatehouse, and only their first floors. A tribe of goblins has moved in and are a bit kidnappy, so you'll want to evict them. There's a bit of tunnelling underneath the foundations, and I'm afraid there's a bit of a ^{were}rat infestation to clean out. And there may be a certain number of giant crab spiders, stirges, pit vipers, skeletons, ghouls, thouls, zombies, wights, giant rats, green slimes, gelatinous cubes, hobgoblins, bugbears, troglodytes, bandits, rust monsters, carrion crawlers, cave locusts,

cave eels, and quite possibly a small black dragon to deal with, and a selection of traps to find and disarm. But once you've dealt with all of that, the place (and whatever you can find inside it) can be all yours!



- ❖ **200 CP: One Hex:** A piece of land, eight miles from one edge to another, shaped like a hexagon (about 55 square miles). (Most likely, you've paid some corrupt Thyatian officials enough of a bribe to get a fake genealogical chart "proving" your noble ancestry, and that you are the true heir to the cheapest, poorest dominion plot-of-land to be found anywhere in the Empire.) You can multiply the size of your plot by multiplying the cost accordingly. For double the price, you can be a baron.
- ❖ **100 CP: Cloud-Castle Building Gear:** When the blood of a storm Immortal is spilled on a cloud, its appearance doesn't change but it becomes permanent and semi-solid. This set of equipment includes a gem enchanted to glow in the direction of the nearest solid cloud; fog-cutters and fog-tongs (to reshape the cloud), dredges (to scoop up soil), anchors (to keep the cloud in one place when desired), buckets (to collect water), and very long chains. The castle itself is not included; a Jumper may import one, or may have to quarry suitable rock.

500 CP: Mystara's Tiniest Artifact

This object provides a very small benefit, on the order of casting a particular first-level spell once per twenty minutes. However, it has all the metaphysical oomph of being created by an Immortal: the spell is as strong as if cast by a 40th-level caster, it's immune to anything less than +5 weapons or 5th-level spells (and even then it always takes minimum damage from mortal attacks), if it's destroyed by damage its patron Immortal will will it back into existence, it can't be permanently destroyed outside of a ridiculously specific set of circumstances (such as "be eaten by one of the four Immortal Dragons"), and if anyone other than you tries to use it, they have to deal with triggering the conditions that activate its Entropic side-effects, which could range from "lose a point in an ability score" to "become obsessed with something" to "die". (This is the equivalent of a 10 PP Minor Artifact, with the conditions that activate the Handicap and Penalty including "user isn't a Jumper".)

600 CP: Lesser Planar Pendant

Like its larger sister (the one fought over in the castle of Qain), this object was sent into the multiverse from beyond the Dimensional Barrier by the Old Ones, and some theorize that they did so to help ensure mortals continue to be able to express their free will in spite of Immortal plots. This pendant may not share its larger version's ability to drain an Immortal's power, but it does share a more subtle, and perhaps more important, power: no mortal carrying this object can be found or detected by an Immortal, directly or indirectly or by agents, through means mundane or magical. The only exceptions are if its bearer is within mortal sensing range of the Immortal's true body (not an avatar, not a field of omniscience); if the bearer directly draws on any Immortal's power (such as through an artifact, not just through casting divine spells); or if the mortal ceases to carry it.

In future Jumps, "Immortal" can refer to any divine-or-above-level entity, and "mortal" can refer to anyone who doesn't make use of that level of abilities (so sapient undead and imbibers of potions of longevity can still count as mortals).

1000 CP: A Hollow (Micro-)World

This realm may not be as large as the interior of Urt (Mystara's own name for herself; she's a living being, a hollow variant of a sort of entity called a Monolith), but it should be large enough for your needs. A spherical pocket plane, with an internal mini-sun at the centre and a selection of floating islands, its most unusual feature may be that it has a version of the Hollow World's Spell of Preservation. Whatever animals, objects and groups you care to drop off in here will tend to stay the same, even over ridiculously long periods of time.

Companions

50 CP: One Person, or 200 CP for Eight

One new or imported companion. They gain a background (and its discounts), freebies, stipends, and **400 CP** to spend.



100 CP: A Familiar Face

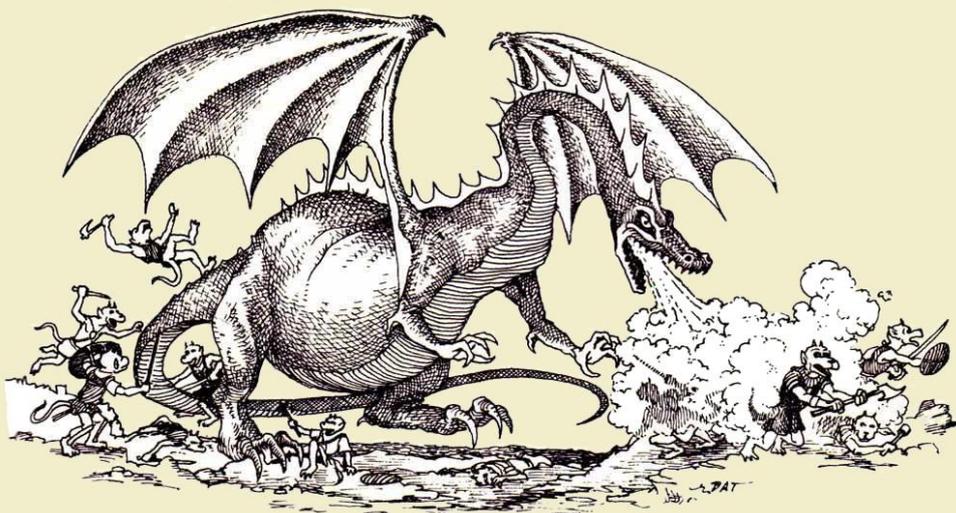
An opportunity to convince one existing mortal to join you on your Chain. (The Karamaikan cleric Aleena Halaran and the paladin Strongheart from Ghyr are popular choices.)

50 CP: Pet

A familiar, dragon's egg, riding griffon, or other such non-sophont mortal individual, of lesser power than your own. If your class abilities provide you with a non-person companion, you receive a purchase of this for **0 CP** to cover them.

50+ CP: Set of Followers

The Jumper's tribe, clan, army, etc. Up to fifty individuals per **50 CP**. If any die, they are replaced a week later by similar people from a similar branch of Mystara's history.



Drawbacks

The Jumper can gain up to an additional **600 CP** from Drawbacks.

+0: Ruleset toggle

By default, local physics are based on the BECFI version of D&D. If you absolutely insist, you can instead use Mystara's other officially-published ruleset, AD&D 2nd edition.

+0: Extended stay toggle

Either to at least a specific end-date (such as 1020 AC), or a minimum in-Jump duration (such as 20 subjective years), or both.

+0: Fanon toggle

You can mix in material beyond what was officially published. Eg, the fan-made Gazetteers and post-1014-AC almanacs from Pandius, or the story "My(stara's) Little Ponies: Friendship is Adventuring" which replaces the Atruaghin Clans with a version of Equestria.

+50: Annoying Sidekick

You can't avoid having a small humanoid accompanying you on all your adventures. For some reason you can't just leave them behind, and you will feel exceptionally guilty if they die. (If they do perish, another will show up by the next new moon.) You have your choice of tinkering skygnome, kleptomaniac kobold, spider-hating phanaton, or ever-drunken pooka. If you really want, after the Jump finishes you can take them along as a Companion.



+50: Starting Debt

You owe at least 100,000 gp (not counting interest) to people who insist on being paid, in cash, and soon. You have to acquire the payments using entirely in-setting resources after the start of the jump; and you really don't want to know the penalties applied by the Interdimensional IRS for any irregularities.

+100: Capped Stat

One of your six main abilities has a score of 10 at most, and cannot be improved above that level. Can be bought up to six times.



+100: Non-Scaling Minor Enemy

Somebody a little more dangerous than the dread gazebo - meddling attorneys, a poor reputation with a particular race or similarly-sized group, an adventurer with a similar level to your own...

+100: Minor Curse

Any one of a variety of relatively minor inconveniences: clouded vision, an unending yen for the finer things in life, deafness, being followed by gremlins, a permanently lamed leg, a missing hand, antisociality to the point that living in an isolated wizard's tower seems a good idea, an unending series of minor annoying ailments, unending and occasionally inappropriate optimism and cheerfulness...

+100: Limited Magic Item Sales

Some regions use more magic than others; but in none of them will you just be able to wander in somewhere and buy that wand of magic missiles or staff of wizardry. You'll either have to make do with whatever particular items that individuals choose to sell, or go to the time and trouble of making your own.

+100: The Spell of Preservation (not for Drop-Ins)

The large-scale effect that keeps cultures in the Hollow World from changing now affects you, and more strongly than average. Whatever your native culture is, you prefer its current ways of doing things over any others; you just can't bring yourself

to wear foreign armor, wield foreign weapons, or cast foreign magic. It takes an exertion of will to avoid being a caricatured stereotype of your group.

+200: Larger Non-Scaling Enemy

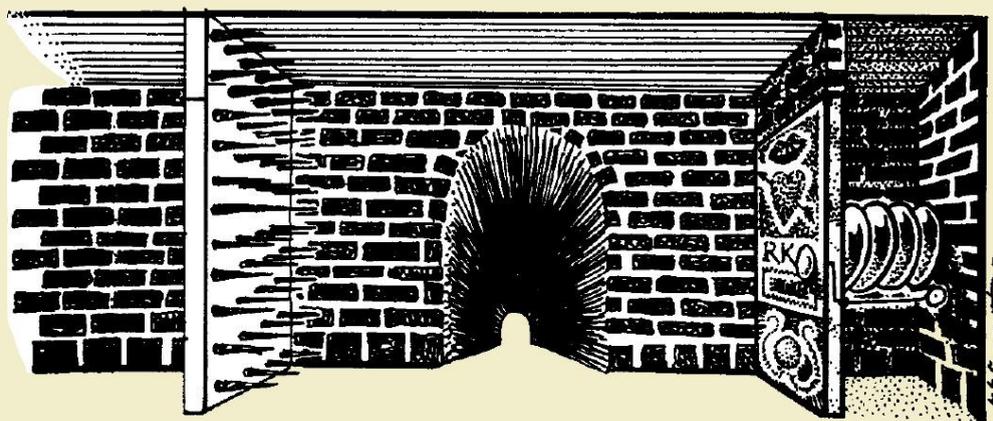
A powerful being (such as one of the dozen large dragons in the Known World, or Bargle the Infamous) or good-sized faction have a distinct dislike for you, and will go out of their way to put you out of their misery.

+200: Capped Level

Including both your purchases here and anything you may be bringing from other jumps, you cannot exceed the abilities of a local 36th-level mortal, one who is limited to this multiverse's resources. For an additional **+100 CP**, all your perks and powers from other jumps are locked out, leaving you with just your Body Mod.

+200: Solo Adventure Module

Not only are you forbidden from buying any Companions, you cannot import any - you will be on your own for this whole Jump.



+200: Standard Warehouse Lockout Drawback

No gear from outside this multiverse.

+300: Powerful Non-Scaling Enemy

You know those parties of powerful adventurers, who fly on airships around the world, saving princesses, slaying dragons, conquering kingdoms, and generally

fulfilling all the plot-points that encourage readers to root for them? Well, now one such group has you squarely in their sights - and they're the sort of party who'd have read the Evil Overlord List, has plans in case they come across Tucker's Kobolds, and, in short, are actually competent instead of just relying on narrativium carrying the day.

+300: The Nightmare Dimension

Instead of starting your Jump on the Mystara described in the Poor Wizard's Almanacs, you will find yourself on its counterpart in the Nightmare Dimension.

The Dimension of Nightmares has been little explored by Immortals or mortals; it is dangerous to both. It is known that the very appearance of these planes are terrifying to look upon; planes, worlds, even architecture are strange, designed with alien and abnormal geometry which gives mortals of the multiverse headaches and jitters to see. There is apparently a certain amount of "bleed-through" between the Nightmare Dimension and the multiverse. People of the multiverse sometimes see creatures of the Nightmare Dimension in their dreams, and the reverse is also true; creatures of the multiverse sometimes appear in the dreams of the intelligent beings of the Nightmare Dimension. It doesn't help that creatures from the two dimensions are regarded as hideously ugly and frightening by one another. For example, *diaboli* (the race corresponding to humans in the Nightmare Dimension) are red-skinned and fiendish in appearance, at least to human eyes; they find humans equally terrifying in appearance.

+400: A Burrower's Emanations

Psionics are almost entirely unknown on Mystara. (Some theorize that it's because the Immortals prefer to promote magic-based civilizations.) But they're only *almost* entirely unknown; one telepathic species that's nearly extinct are the *kopru*, who formerly controlled a vast empire; another are the Burrowers, creations of the Entropic Immortal Thanatos, whose mental powers and cunning rivaled the Immortals themselves. Several thousand years ago, when the Hollow World had its Spell of Preservation emplaced, the Burrowers were entrapped by those magics - paralyzed, unable to move, practically unable to even think.

By selecting this Drawback, one particular Burrower is going to fully awaken; and while it still won't be able to move, and its mental powers are still suppressed, there is one thing it can do: telepathically contact you. Its goals are entirely in service to Thanatos, whose greatest goal is to destroy everything in the multiverse, and to cause as much pain and destruction in the meantime as feasible; and for the next decade, you get to listen to whatever ideas it chooses to share with you. Hope these points are worth having what's practically an incarnation of evil (and not one of the stupid sorts) whispering in your head during your stay here.

+500: Immortal Interest

One of the most important jobs of the Immortals - some might say the only thing of importance they do - is to protect the multiverse against incursions from other dimensions. The Council of Intrusion (containing the reigning Hierarch Immortal from every Sphere) are tasked with keeping a close eye on any threats of this nature, and to apply any and all force necessary. They can literally summon all the other Immortals to combat serious threats, if need be.

You, dear Jumper, are someone who comes from outside Mystara's multiverse; and while normally JumpChan would smooth over your appearance with the local powers, by taking this Drawback that particular part of the behind-the-scenes preparation will be skipped. At least one Immortal is aware of your distant origins, and is keeping a close eye on you to see whether you pose any sort of danger to reality at large; and is metaphorically keeping the Council of Intrusion on speed-dial in case you reveal yourself to be such. Depending on which particular Immortal knows of you <cough>Loki<cough>, and what you can do, you may be able to persuade them that you're harmless, or that letting you stay around provides more pros than cons... or you might not. Either way, they're likely to keep popping into your life and meddling with your plans, ala another franchise's single-lettered nigh-omnipotent annoyance.

+600: Time Shenanigans

From the technomagical Blackmoorians of the distant past to the cybernetic Oards of a distant future, and with who-knows-how-many Immortals of Time, chronomancers, temporal gates, and whatnot, it's no wonder that Mystara's historians don't always agree with each other. You are now thrown into the middle of

all this, and if you let history drift too far off track, your own history will be threatened; someone else may retroactively have started on the JumpChain instead of you.

+600: The Scaling-Enemy Drawback

Now you've done it. The Old Ones have their own plans for this multiverse, and only grudgingly accept your presence in their backyard. In fact, to help make sure you'll be too busy dealing with your own problems to meddle too much with their long-term plans, they've created your equal and opposite, whose values are antithetical to your own.



Scenarios

You can take more than one, if you wish. Failing a scenario does not mean failing the jump.

Wrath of the Immortals

Two groups of immortals will disagree on the risks and benefits of a strange artifact hidden under Glantri. Both sides will gather allies amongst other Immortals, and maneuver their mortal pawns - such as the Empires of Thyatis and Alpathia - into open conflict with each other. (And meanwhile, a third clique of Entropic Immortals will take advantage of the whole mess to spread as much chaos, death, and destruction as possible.) If the Jumper fails to head things off, before the Jump ends, the thousand wizards who rule Alpathia will teleport over the nation of Glantri and bombard the place, devastating it - and then the artifact will explode, completely destroying the country; and the entire continent of Alpathia will sink beneath the ocean.

And even without the Radiance, the two empires are a hair-trigger from going to war over something else, such as competing to control Norwold, or one or another of their client-states on the Isle of Dawn, or over access to the recently-revealed Hollow World. (Not to mention the invasion of Darokin by the Master of the Desert Nomads, or the meteor that impacts southern Glantri with enough force to create a miles-wide crater, or the corruption of the forests of Alfheim and takeover by the Shadow Elves... and more. Let's just say it's a pretty eventful decade.)

Simply avoiding getting caught up in the larger-scale events and being killed is going to be a challenge; holding off the chaos enough to maintain something approaching peace is likely going to need both clever plans and epic heroics.



Reward: What, you need an external incentive to try to keep millions from dying, and even more from enduring massive suffering? Fine, fine. If you manage to keep the Immortals from warring with each other over the Radiance, the empires from warring with each other over whatever excuse they can find, the Desert Nomads from warring on Sind, the Shadow Elves from warring on Alfheim, and Glantri from being blown up by anything, then at the end of the jump you will be given the artifact, the Peaceful Periapt of Pax, to take with you on your future journeys.

(The Periapt is shaped as an alabaster dove, with a sun on one wing and a crescent moon on the other, about the size of a fist. It has 285 Power Points; its powers are *Calm Others* (120', up to 40 HD) for 30 PP, *Mass charm* (120', 30 HD) for 75 PP, *Lore* for 70 PP, *Truesight* (for 50 minutes) for 50 PP, *Cure serious wounds* (14 hp) for 25 PP, *Cure critical wounds* (21 hp) for 35 PP, *Cause serious wounds* (14 hp) for 30 PP, and *Cause critical wounds* (21 hp) for 35 PP. It can only be damaged by +5 or better weapons or artifacts, always takes minimum damage, has AC of -20 and 285 hit points, and will activate its powers to defend itself if attacked. (If it is damaged, then like any other Item from this Jump, it will be restored at the next full moon.) The first time a possessor uses it, they become Lawful if they weren't already, and peaceful unless facing Entropics; their AC is penalized by +5; it recharges by draining 1 year of life from a random person within 50 feet to regain 10 PP, once per ten minutes; it loses 2d10 PP if it strikes anyone who isn't Chaotic or Entropic; the user causes -5 damage when striking anyone other than Chaotics or Entropics, and -3 damage per die when casting magic.)

From B1 to M5

Requires the "Capped Level" Drawback to be taken.

You'll be running through the classic adventure modules, starting with exploring In Search Of The Unknown, sailing to the Isle of Dread, undergoing the Test of the Warlords, and going Into the Maelstrom. You're going to end up chasing after artifacts, running a domain in Norwold, keeping various evil entities from invading the Prime Plane, and generally doing the do-gooder thing.

Reward: Being the central figure of an epic saga. And bringing along the Stronghold and Dominion that you gained and developed as part of your advancement into future Jumps, to either attach to your Warehouse or import.

The Radiance

Requires you to have at least one level of an arcane casting class that can eventually cast 9th-level spells, such as magic-user or elf-wizard from Alfheim.

Ignore the Jump's standard starting age; you start as a twelve-year-old (or equivalent if non-human), enrolled in Glantri's Great School of Magic. (You can start younger, if you wish, but you can't enroll until that age.)

This is Glantri's built-in long-term campaign. Includes study at and graduation from the Great School of Magic, engaging in noble-level politics to eventually become a Prince or Princess (due to the nobility system's hidden tie-in to Radance emanations), and eventually finding and casting the Radiance spell that turns the caster into an Energy Immortal. (Or, after 1010 AC, an Entropy Immortal.)

Reward: Maintaining access to the Radiance after this Jump ends. A large crystal receptacle can store its power (or you can carry some in your own body, which will start glowing with more than a smidgeon), which can be used to increase the effectiveness of spells, create fireballs whose smoke can cause a rotting disease, or even nudge the rolls of destiny.

The Eyes Have It

Looking for an excuse to go adventuring, exploring, and solving mysteries, but without having to bear the weight of the world on your shoulders? Would you like to discover something new about this world that hasn't already been pinned down by its chroniclers? Then you might want to start investigating the reason behind why there are so many magical gems called "Eyes".

Some call the Eye of Traldar the "Fire Opal Eye" and claim that it's a twin to the Black Opal Eye, that both their powers are enhanced when brought together, and that they date back to the mortal life of the Immortal Zirchev. Some speculate that both of them are part of a set of sixteen, dating back even further to the lost Empire of Nithia. There is even a theory that there are fifty Eyes, created by the technomagical Blackmoorians just before they self-destructed in the Great Rain of Fire. (And even a thousand years before that civilization's height, there was the mysterious entity called "The Egg of Coot", which created objects known as the "Eyes of the Egg"...) How many of the other Eyes, such as the Radiant Eye, Oirtulev's Eye, and the Eye of Night, are part of the set, and how many were just named after it?

How many other magical gems are connected to them (such as the Essence-Orb of Trinkla, the Black Sage), where can they be found across Mystara's surface (or beyond), which have been destroyed (and can they be recovered by playing with the Sphere of Time), which have been altered or corrupted since their creation (such as by Arik of the Hundred Eyes) and what happens when they're reunited?

Reward: The opportunity to tell a brand-new tale.

End-Jump Scenario

You may take this jump a second time, to attempt this scenario.

Start as a level one mortal, achieve Immortality, become a fully-powered Hierarch Immortal, give up everything to become a level one mortal again, become Immortal again in a different Sphere, become a Hierarch again, give everything up. (This is the canonical method for becoming an Old One, which is officially a way to win Dungeons and Dragons.) This will take a large amount of time and effort; remember, there are many Immortals who are thousands of years old and haven't managed to become a Hierarch even once.

Reward: The opportunity to travel beyond the limits of the known multiverse, by acquiring an Oldwalker Spark.





End Choices

And That Means Comfort: Return Home

The Adventure Never Ends: Stay Here

The Next Campaign: Continue Jumping



Notes

Written by DataPacRat, with suggestions and contributions from the JumpChain communities.

BECMI Dungeons and Dragons

This version of D&D's rules has a few quirks compared to more recent editions.

- ❖ Most classes have exactly 36 levels. (Some demihumans have fewer, but can still gain additional abilities up to roughly the same XP.)
- ❖ There are only three alignments: Lawful, Neutral, and Chaotic.
- ❖ Races are usually treated as classes, so a PC might be a '10th-level elf'.
- ❖ Lower armor class is better. A typical unarmored human is AC 9; one with a shield is AC 8; leather armor provides AC 7; plate mail AC 3; and so on. Characters have a statistic, THAC0, "To-Hit Armor Class 0". A fighter might have a THAC0 of 19, which means they need a 19 or better to hit; they can then simply subtract the target's actual AC to find the roll needed.
- ❖ Clerics don't gain any spells until they reach 2nd level.
- ❖ There are no real prestige classes (though high-level fighters might become paladins, knights, or avengers); no feats; no psionics; and no explicit rules for rituals outside of the standard spells.
- ❖ There is a system of General Skills somewhat similar to 3rd edition's. There are several ranks of Weapon Mastery - Unskilled, Basic, Skilled, Expert, Master, and Grand Master - providing increasing abilities.
- ❖ One "coin" of encumbrance is roughly one-tenth of a pound.

- ❖ *Wish* spells can substitute for any arcane spell of 8th level or less, or any divine spell of 6th level or less, but have a number of limits: you cannot gain levels or XP with them, you cannot increase maximum levels about 36, *wishing* for treasure removes 1 XP per gp (with a cap of 50,000 gp per *wish*), it takes 17 *wishes* within a week to permanently increase an ability score from 16 to 17, and they cannot affect history more than one day in the past or completely overcome impossible odds.
- ❖ The multiverse consists of the Prime Plane, the Ethereal, the four elemental planes, the Astral Plane (which doesn't directly touch the Prime, and in which mortal creatures, objects, and spells lose one dimension - people appear flat, *fireballs* become disks, *fly* allows *levitation*), and a large number of scattered outer planes (which include the various afterlives, lean more or less towards one or another of the five Spheres, and can be connected to each other in a variety of ways). Limbo can only be entered by Immortals and the dead. The "Demiplane of Time" isn't really a demiplane. The realm of Faerie is hard to classify, but could be treated as a sort of Inner Plane. There are several Dimensions outside of the multiverse, such as the Dimension of Nightmares, the Dimension of Myth (where the d'Ambrevilles hail from), and the dimension from which the Federation Survey Ship Beagle came from; and surrounding them all and containing them is the Dimensional Vortex, into which no mortal or Immortal can venture.
- ❖ Mystara's atmosphere is contained within a Skyshield, beyond which is an airless, cold void. Magical voidships travel faster the further they are from anything else; it would take about two weeks to travel from Mystara to one of its moons, a month to another planet, and two to three months to another star.

Other Editions of D&D:

Some information about Mystara is only described with other sets of rules. There are some explicit rules for converting AD&D 2nd edition to BECMI D&D; other than that, it's probably best to assume that Mystara is a real world which the various specific rules simply try to describe, with more or less accuracy.

Post-Jump divine magic:

JumpChan will arrange for you to continue to use any Immortal-sponsored class abilities even without access to said Immortal.

Rules for sealing Immortality until post-Spark

You can try to achieve non-Draconic Immortality while in this Jump, if you want. However, there are significant limits. You will need to achieve at least three million XP while in this Jump; and remember, XP can only be acquired from actual learning and growth, by facing challenges that you aren't guaranteed to succeed at. (If this isn't your first Jump, you may want to seal away some of your perk-granted powers.) You will have to convince your sponsor that elevating you will be worth the large cost to them, given your nature as a Jumper and the likelihood that you will be leaving the local multiverse in short order. (Most candidates for Immortality have to spend a number of years jumping through specified hoops, including questing for a specified artifact, undergoing a difficult trial, completing a near-impossible task, and leaving behind a long-lasting testimony of their greatness.)

Whatever form of Immortality you may acquire, if you decide not to Stay in this Jump, your Immortal powers will be sealed after you leave, until you gain your Spark. Outside of the relevant Scenario, you must also wait until after Sparking if you wish to attempt to gain Immortality, reach maximum power as a Hierarch, surrender all your abilities to become a novice mortal again, and again try to achieve Immortality (in a new Sphere) and Hierarch-level power therein. (If you don't know why you might want to go through all of that, don't worry about it; you'll still have your Oldwalker Spark.)

References:

Mystara was mainly described in the fourteen Gazetteers, the Dawn of the Emperors boxed set, the four Creature Crucibles, several Almanacs, the Wrath of the Immortals and Hollow World boxed sets, and the Voyages of the Princess Ark and the Known World Grimoire series of articles in Dragon Magazine; plus assorted adventure modules, several supplements that used the 2nd edition AD&D rules, five video games, ten novels, and scattered references elsewhere. It has a thriving fan community with lots of homebrew content that can be found at

<http://pandius.com/> (such as a timeline compiled from various sources at <http://pandius.com/timeline.html>) and <https://www.thepiazza.org.uk/bb/viewforum.php?f=3> . It has articles in both [Wikipedia](#) and [TV Tropes](#).

The BECMI rules are from the Basic, Expert, Companion, Master, and Immortal boxed sets; the first four of which are compiled in the "Rules Cyclopedia", the last of which is updated in "Wrath of the Immortals". All images (except the gazebo) are from various D&D and Mystaran sources, such as the cover of the Basic rulebox, or the 1993 video game "Fantasy Empires".

Dragon growth and the Ceremony of Sublimation are described in Dragon Magazine issue 170, which is also at <http://www.pandius.com/immguard.html> . The Red Curse is described in Dragon Magazine issues 171 and 172, and the "Red Steel" boxed set. Blackflame is covered in GAZ8: "The Five Shires". Warduke is from the action-figure toy-line, the cartoon, and the adventure module XL1: "Quest for the Heartstone". Limbo is described in Dragon Magazine issue 180. The Rainbow Bridge is from the adventure module CM7: "The Tree of Life". The Emerald River is described in the adventure module HWA3: "Nightstorm", and chronomancy in the supplement "Chronomancer". The Deck of Spheres is from the "Dungeon Master's Survival Guide". Magical heraldry is described in Dragon Magazine issue 199. Gnomish technomagical appliances and cloud castles are described in AC11: "The Book of Wondrous Inventions". World-Shield ore and armor are described in the adventure module HWA2: "Nightrage". Captain Blotomus and his hammership are from "First Quest". Deckplans for a Hammership are at <http://www.spelljammer.org/ships/deckplans/Hammership.gif> , a Mosquito at <https://www.dropbox.com/s/3pj0qtzsc81sxjg/Mosquito.PNG?dl=0> , and a Cuttle Command at <https://www.deviantart.com/laggytoes/art/Cuttle-Command-Colorized-779848374> . The gnomish biplanes are from PC2: "Top Ballista". The Fortress of Fangs is from the AD&D action-figures playset. The Haunted Keep is originally from the Basic Box set, and was expanded in a fan-made adventure module at <https://www.dragonsfoot.org/files/pdf/DF23-The-Haunted-Keep.pdf> . The original Planar Pendant is from the novel "Son of Dawn" by Dixie Lee McKeone. The fanfic "(My)stara's Little Ponies: Friendship is Adventuring" can be read at

<https://www.fimfiction.net/story/2857/mystaras-little-ponies-friendship-is-adventuring> . "The Tale of Eric and the Dread Gazebo" can be read at the archive.org copy of <http://www.dreadgazebo.com/index.php?name=News&file=article&sid=8> . The "Evil Overlord List" can be read at <http://www.evilovertlord.com/lists/overlord.html> . Tucker's Kobolds can be read about at <https://media.wizards.com/2014/downloads/dnd/TuckersKobolds.pdf> . The Peaceful Periapt of Pax is from the adventure module M5: "Talons of Night" .

Timing:

If it really matters, 'full moon' and 'new moon' are defined according to Matera's 28-day cycle; if it's not visible, as said moon is seen from Glantri City.

When In Doubt:

Fanwank responsibly, and remember Rule Zero: "Whichever interpretation of a rule provides the most long-term fun for everyone, use that."

Changelog

- ❖ v0.1 (2021-04-25): Initial release of MVP (Minimum Viable PDF).
 - ❖ v0.2 (2021-04-28): Tweaked starting age, Blackflame, Climate Control, and The Emerald River; tweaked and capped One Level and Be the Dragon; replaced Lichdom with The Compost Heap. Added Almanacs to Gazetteers. Added Ring of Three Wishes, Cloud-Castle Building Gear, and Fortress of Fangs; increased price of Lesser Planar Pendant. Added A Burrower's Emanations, revamped Immortal Interest. Added notes on *wish* spells, other editions of D&D, timing, and When In Doubt.
 - ❖ v0.2a (2021-04-30): Fixed typo.
 - ❖ v1.0 (2021-08-30): Called it the final draft, set version number to '1'.
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Deck of the Spheres

THE CARDS OF ENERGY

1. **The Arena:** The subject is transported to an arena which is found on an outer plane, where they face random monsters whose total Hit Dice don't exceed their level. If they are able to kill them all, they gain an experience level, however if they die they reappear with one less experience level.
2. **The Flame:** The subject becomes immune to any fire damage and is able to produce *burning hands* three times per day. However, they suffer double damage from cold-based attacks or from creatures of cold.
3. **The Lightning:** The subject becomes immune to any lightning or electricity damage and is able to produce *shocking grasp* three times per day. However, any contact with water stuns them for 1d4 rounds.
4. **The Mage:** The subject becomes immune to any magic effect, dangerous or beneficial, and isn't able to cast spells or use magic items that require activation. The effect is permanent and can only be dispelled with a *wish* expressed by someone else.
5. **The Enemy:** The card summons a powerful extraplanar creature in front of the subject (with as many Hit Dice as they have levels). The creature knows who summoned it, and that the only way home is by killing them, therefore immediately mercilessly attacks them. If they are able to resist and kill it by themselves, all their characteristics increase by 1 point; if they defeat it with the help of others, they still acquire a bonus point in a characteristic of their choice.
6. **The Sun:** All the subject's characteristics increase to 19 for 1d4 days, at the end of which their body explodes in a blaze of flames and is reduced to ashes; only a *wish* can return them to life.

THE CARDS OF ENTROPY

7. **The Assassin:** The subject's Dexterity increases to 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a *wish* can reinstate the characteristic's original value before the duration ends.
8. **The Gauntlet:** The subject is cursed and suffers a -4 penalty to their attack and damage rolls and Armour Class for their next ten encounters with enemies of equal level or Hit Dice. If they are able to survive without dying, after the last encounter the curse vanishes and they gain one experience level.
9. **The Thief:** The subject's alignment becomes Chaotic; if it is already Chaotic they gain an experience level.
10. **The Spectre:** The subject is cursed and each night transforms into a spectre with equal Hit Dice, who goes in search of nourishment (acting without control, driven by hunger and evil instincts). In



the morning they return to normal without remembering anything. The curse can only be broken with a *wish*.

11. **The Tomb:** The subject is taken to a remote tomb 5d100 miles distant and dies within 1 hour of asphyxiation if not saved. In the tomb it is impossible to move or cast spells, but if they somehow escape their Constitution permanently increases by 1d6.
12. **The Asp:** The subject must make a saving throw vs. poison at -4. If the saving throw fails, they develop a vulnerability to poison that causes a -4 penalty to every saving throw to resist poison, and any damage suffered by contact with poisonous substances is doubled. If the saving throw succeeds, they become immune to any type of natural poison or poisonous attacks of monsters and receive a +4 bonus to their saving throws vs. alchemical or magical poisons.

THE CARDS OF MATTER

13. **The Tree:** The subject's skin is transformed into hard bark and their natural Armour Class becomes 2, with an Armour Value of 2 points (subtracted from any damage taken). Their Dexterity and Charisma are both reduced by 6 points.
14. **The Animal:** The subject acquires the permanent ability to transform into any normal animal, as per the *animal form* spell. However, one year after the first transformation, each time that they assume animal form they must make a Wisdom check: upon the first failure the metamorphosis can only be reversed with a *wish*, which also deprives them of the power.
15. **The Dragon:** The subject instantly acquires a typical skill of a dragon with HD equal to their level (minimum Adult). Simultaneously, the nearest dragon loses this ability and is immediately made aware of the identity and location of the person responsible, knowing that it can only regain it by killing them. If they kill the dragon, they keep the special ability permanently. To determine the stolen ability and the type of dragon roll on the tables:
 - 1d10: 1 Breath; 2 Armour Class; 3 Acute Senses; 4 Claw Attacks; 5 Bite Attack; 6 Spit Attack; 7 Alternative Form; 8 Terrifying Fear; 9 Racial Magic Power; 10 Immunity.
 - 1d12: 1 White; 2 Black; 3 Green; 4 Blue; 5 Red; 6 Amber; 7 Crystal; 8 Onyx; 9 Jade; 10 Sapphire; 11 Ruby; 12 Gold.
16. **The Gem:** Within 24 hours the subject finds a gem of rare perfection, which on the market can reach a value equal to the Experience Points that they had when they drew the card (max. 500,000).
17. **The Giant:** The subject's Strength increases to 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a *wish* can reinstate the characteristic's original value.
18. **The Sword:** The subject makes a saving throw vs spells at -5. If the saving throw succeeds, their favourite weapon is empowered and its bonus permanently increases by 1d4 points (up to a maximum of +5). If the saving throw fails, their favourite weapon is cursed and its bonus permanently decreases by 1d4 points.

THE CARDS OF THOUGHT

19. **The Fool:** The subject's Wisdom and Intelligence are both permanently lowered by 6 points.
20. **The Arrow:** The subject gains a +4 bonus to Attack Rolls with any type of bow or crossbow, but anyone attacking them with these weapons has the same bonus.

21. **The Book:** The subject's Intelligence increases to 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a *wish* can reinstate the characteristic's original value.
22. **The Paladin:** The subject's alignment becomes Lawful; if they are already Lawful they gain an experience level.
23. **The Mentor:** The subject's Wisdom and Intelligence are both permanently increased by 3 points.
24. **The Stars:** The subject's Wisdom increases to 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a *wish* can reinstate the characteristic's original value.

THE CARDS OF TIME

25. **The Hourglass:** The subject instantly ages 30 years and must make a saving throw vs. death ray at -4; if they fail they die due to the physical shock, otherwise their Charisma is permanently increased by 1d6 points.
 26. **The Judge:** The subject undergoes the judgement of Fate. They should roll 1d100 and compare the result with the sum of their Level and best Characteristic: if the result of the roll is lower than this total, all their characteristics are permanently raised by one point, otherwise all their characteristics are permanently lowered by 1 point.
 27. **The Elf:** The subject is instantly transformed into an elf (subrace based on their best characteristics); if they already belong to this race, they gain a Level.
 28. **The Healer:** The subject gains the extraordinary ability to regenerate 1 hp per turn.
 29. **The Moon:** The subject's Dexterity is permanently increased by 2 points, but at the first full moon they transform into a lycanthrope (of a type based on their character), and the lycanthropy can only be removed through a *wish*.
 30. **The Tower:** The subject sees a small, ivory tower the size of a chess piece appear before him. By touching it, they are able to exploit the effects of the *dimensional refuge* spell in a permanent manner.
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