

Not Another D&D Jumpchain

A NADDPOD* Season One Jump
v1.0 by TheWalrus

**[Not Another D&D Podcast](#) (a D&D podcast with Brian Murphy as DM and Emily Axford, Caldwell Tanner, and Jake Hurwitz as players)*

Not long ago, an evil necromancer attempted to conquer the realm of Bahumia in the name of Asmodeus, ruler of the Nine Hells, but he met his match against three legendary heroes. Thiala the human cleric, Ulfgar the dwarf fighter, and Alanis the elf wizard. After a valiant campaign, the heroes amassed a great army and defeated the necromancer on the battlefield and then traveled to the Nine Hells and destroyed Asmodeus themselves.

The realm rejoiced... for a little while. Then everything started sucking ass again.

The three heroes did everything you're supposed to do in a D&D campaign. They convinced the isolationist high elves to join the war, they restored a rightful heir to his throne, and they toppled the dark kingdom, but those actions all have consequences. The high elves are now on the verge of extinction, the rightful king is a terrible politician, and the orcs without a homeland split off into nomadic clans and cause more trouble than they did before.

This is a morally gray post-war world that still has its share of problems, many of them caused by the very heroes who quote-unquote saved it. To make matters worse, Thiala, Ulfgar, and Alanis have gone into hiding and haven't been seen in over a year. Now you, the Jumper, are left with their mess.

+1000 CP

STARTING LOCATION

Choose a location between #1-9 (0 CP) or roll a D14 to determine the jumper's starting location (+100 CP):

1. **Moonstone:** founded by an old halfling druid named Thistle, a hermit who placed a powerful magic trident at the bottom of the bay, which lured creatures from the sea and made for easy fishing. As the town established itself, the evil dragon Shadowfang began terrorizing the community. Two years ago, the legendary heroes arrived at Moonstone, killed Shadowfang, freed the village from the grip of the dragon, and inadvertently left them open to a whole new slough of problems.
2. **Ezry:** a small city and hub for arcane research and experimentation. During the war against Asmodeus, the Ezrian scientist Professor Duttle developed a method for artificially turning soldiers into eldritch knights by injecting them with the blood of wild magic sorcerers. Targeted by the dark army for its strategic importance, Alanis, the legendary Elf wizard, helped create a force field bubble to protect the city center and their research. Now the city is in crisis - the surviving eldritch knights eventually saw their powers fade away and became ill. A drug developed to help them quickly led to abuse and addiction. Paranoid wild magic users roam outer Ezry and an ambitious drug dealer is its unofficial ruler. Meanwhile, those fortunate ones living within the arcane bubble are either blissfully ignorant to the outside danger or racing to find a solution.
3. **Galaderon:** Galaderon is one of the most influential cities in Bahumia, and the capital of the humanoid empire. Before the war against Asmodeus, the city was run by a king and a council of elected officials. But during the war against Asmodeus, King Henrick Asagar was killed in battle, leaving his ten-year-old son Robin in charge. The Boy King was not fit to lead, and without a

strong leader, the council was caught in constant political gridlock, and was slow to act on the growing threat of Asmodeus's army. Finally: Thiala, Ulfgar, and Alanis convinced the Boy King to dissolve the council, and replace them with a single advisor who would be quick to deal with the Dark Army. Thiala was the first advisor, commanding the Galaderon Army and toppling the cursed city of Asmodea. Once the war was over, Thiala disappeared and was replaced by High Priest Hubert Duncap, a geriatric cleric who's borderline incomprehensible. But now, Merrick High Hill, a highly-capable cleric, friend of the Green Knights, and Priest of the Nature Domain is about to take over the position.

4. **The Crick:** long ago, two lovestruck elves were banished from Gladehome and settled in the Living Woods where they could be free from judgement. The reason for this banishment is much debated: the high elves believe they were banished because they were cousins who wanted to get married; the crick elves believed that they were third cousins at most - the truth is somewhere in the middle. The Crick is actually a series of creeks; a long river begins north in the Galaderon glades then runs south to the living wood, where it diverts into many streams. The crick elves live betwixt cricks in different crick stricks in hollowed out stumps connected by rope bridges. In the center of the crick is the Grandma Tree, planted by the founding MeMaw and used as a gathering place for all crick elves. The current MeMaw is Jolene Cybin who leads the cricks with the help of the old folks circle, a council of elders who advise her. Crick elves are deeply hospitable people. They would welcome any and all folks with open arms. This has attracted half elves, lesser born elves, and societal rejects of all kinds from high elven society. The snooty propriety of Gladehome has no place here where younguns play with fire, crick bullywugs chase nannerflies, and a friend might just show up in your stump at any time, for any reason, because crick elves have no sense of privacy. Life was simple until shortly after the war with Asmodeus when a strange plague began to slowly take over the Crick and now, 'somethin' ain't right.'
5. **Frostwind:** the only city in the Frigid North. Frostwind is renowned for its powerful military. The remaining giants fled in exile to the Frigid North after the War Against the Giants, and now the major powers of Bahumia pay the city to keep the giants at bay. The city of Frostwind is ruled by King Cyrus Coldain, a dwarf who is head of the Coldain family. He sits in the Cold Iron Keep. The king's son is known as The Pale Prince and is set to marry Gemma Bronzebeard.
6. **Smuggler's Bounty:** A hidden pirate haven famous for its gambling.
7. **Gladeholm:** the oldest city in Bahumia, founded by the high elves, its home to the famed university of arcane arts and sciences, where virtually all of the most powerful mages of Bahumia have attended, including heroes like the wizard Alanis, and villains like the necromancer Ildsed. The university castle is the oldest building in the city; it originally housed the royal family, who in recent generations donated the building to the university, and moved to a smaller, sleeker castle. The location of the city itself is a triumph of magic. Currently located on the western coast of Bahumia, Gladeholm is essentially a floating island and has had many locations across Bahumia in the past, and has even teleported to the Feywild. Most of the populus and the nobles in particular are leery of outsiders. Gladeholm is home to some of the most powerful and dangerous magic in the world. Should it fall into the wrong hands, it could mean the end of the elves, and the end of Bahumia as a whole
8. **Hill Home:** Hill Holm is a bucolic place, surrounded by green, wooded countryside. In the background, snow covered mountains can be seen. It is a quaint little town, with halfling houses built into the hills. The houses are small with round doors, with gardens and farms outside. There is a large house for the village's mayor. And, of course, there is also a Shoney's.
9. **Irondeep:** capital of the Dwarves, it is located in the Cloudbreaker Mountains.
10. **Autumn Court** (Feywild): the domain of Autumn's ruler, the Fae Princess Jovyre.
11. **Grimhawk** (Shadowfell): *"This town is bad!" - Deadeye Cybin*

12. **War** (Nine Hells): a land where devils bargain for soul coins in order to use mortals in their wars against each other. The devils want to descend further into hell, but those without enough coins can't. Separated from the lower levels by the River Styx, the ground is hot and covered in ash. The smell of fire, blood, and brimstone fill the air, as well as the sounds of screams and clanging steel. Bright orange molten lava surrounds the uneven landscape where the mortals fight one another. The mortals here are guilty of making deals with devils to perform better on the battlefield or committing war crimes.
13. **Husk** (Astral Plane): the musky corpse of a dead god floating through the cosmic heavens.
14. **Free Choice**: Dice Christ smiles on you, and if you fudge this roll, Dice Christ forgives you. You may choose any canon location visited by the Band of Boobs.

SPECIES

Select one of the following options:

1. Human
2. Summer Dwarf
3. City Halfling
4. Crick Elf (or Field Elf)
5. Frost Dwarf
6. Other: any Official D&D 5e player race

ORIGINS

Select one of the following options:

- **Drop-In**: the jumper enters the setting without any memories, with no established history or relations
- **Dwarphan**: the jumper was raised in a Dwarphanage (probably either in Frostwind or Iron Deep)
- **Green Teen**: the jumper is a member of the (primarily) halfling youth organization, the Green Teens
- **Crick Young'n**: the jumper was raised amongst crick folk and probably have a tale or two from their time spent in the time-out sack
- **Drawn from the Deck**: the jumper was placed in the deck of many things as a contingency and have recently been drawn as the "Knight" card - they have no memory as to why they were placed there

PERKS

The first 100 CP perk from the jumper's background is free. Other perks from their background are discounted by half. Perks marked with an asterisk (*) can be purchased multiple times.

General

- **Titan of Bahumia*** (-400 CP) This perk awards the jumper 1/5th of a Divine Heart. For each purchase of this perk, the jumper gains equivalent abilities to two levels in an official D&D 5e class of their choosing, and an additional class feature from any other official D&D 5e class of their choosing (any single class feature awarded between levels 1-4). A warning: Divine Hearts are extremely coveted in the world of Bahumia and others may take notice if the jumper does not take precautions. If the jumper selects this perk five times, they receive a fully intact Divine Heart, which causes them to ascend to godhood and may have dramatic effects on their personality (unless the jumper has ways to prevent this). The powers of a god are staggering, but not infinite, and are limited to a particular sphere of influence. The jumper would gain powers equivalent to other beings with Divine Hearts, such as Asmodeus, Erathis, Kord, Moradin, Pelor, and Thiala.

Drop-In

- **D&D 5e Mechanics** (-100 CP) Jumps now operate under the mechanics of D&D 5e. Every individual and creature in your Jumpchain (including the jumper and their companions) now have D&D characteristics and stats (appropriate to existing abilities - this almost certainly will involve significant amounts of homebrew); weapons and abilities have specifically defined effects (such as particular amounts of damage they deal); the ability to complete difficult actions will be randomized on a 20-point scale (taking into account ability modifiers); and all of the rest of it. By gaining lived experience, the jumper will level up as if they were a player character.
- **Feat*** (-200 CP) The jumper gains abilities equivalent to one official D&D 5e feat of their choosing.
- **XP Share** (-400 CP) Whenever the jumper is part of an adventuring party (or the equivalent) their abilities improve as if they were having the same experiences as their party members. If a party member gets better at something, so will the jumper (assuming they have whatever is needed to use that skill - this perk can make you better at using magic for example, but it cannot give you access to magic to begin with).
- **Milestone Leveling** (-600 CP) When the jumper accomplishes or completes certain events or challenges in this or future jumps, their abilities improve by the equivalent of one level in an official D&D 5e class of their choosing. This perk caps out when the jumper reaches level 20 in each D&D character class (not cumulative levels, 20 levels in each). Level milestones resemble events that a Dungeon Master might designate, such as when:
 - Accomplishing one in a series of goals necessary to complete an overarching adventure
 - Discovering a hidden location or piece of information relevant to the adventure
 - Reaching an important destination

Dwarphan

- **Watch This!** (-100 CP) If the jumper audibly says "Watch this!" within earshot of another creature, their next action is guaranteed to result in either spectacular success or dramatic failure (generally in a way that will be amusing to them in hindsight) - nothing in between.
- **Thick of Calf and Quad** (-200 CP) The jumper has a powerful build with impressive muscle definition in a way that they find aesthetically appealing. Anyone who appreciates a nice set of muscles is going to look at them with at least some level of respect for their physique.
- **The Oft Dead** (-400 CP) When the jumper is knocked down, they have a habit of standing right back up. The jumper recovers quickly from being knocked out (generally within 6-18 seconds) and are immune to long-term adverse effects of concussions or similar injuries.
- **Storm Born** (-600 CP) As an avatar of Kord, god of storms and battle, the jumper is a whirlwind in combat. The jumper is one of the greatest melee fighters that the world has ever known. Able to push themselves beyond the abilities of a mortal, the jumper is truly a titan of Bahumia.

Green Teen

- **I Was in a Bag!** (-100 CP) The jumper is able to maintain a positive outlook despite whatever circumstances they find themselves in.
- **Kill Your Heroes** (-200 CP) The jumper can sever their emotional attachments to others at-will. Once severed, the jumper will feel nothing towards the severed individual.
- **Touch Hands!** (-400 CP) The jumper is able to heal injury and disease by placing their hands upon the injured and concentrating. A major injury or disease might take up to an hour to heal. This ability will not regenerate lost appendages, it will just cause healing as if the natural healing processes had been accelerated.
- **Goof a God** (-600 CP) The jumper is able to pull the wool over the eyes of omniscient beings. Somehow, omniscient or all-seeing beings will not properly anticipate actions of the jumper when the jumper actively seeks to deceive them.

Crick Young'n

- **Crick Hospitality** (-100 CP) The jumper is excellent at making others feel welcome. They are also an excellent cook with a specialty in crick cuisine (which resembles something like cajun, but with fantastical elements). They can take organic ingredients that should not be edible and find ways to make them edible.
- **Watch a Bitch Call Lightning** (-200 CP) The jumper can cause lightning to strike targets of their choosing within line of sight (even in cloudless skies) three times per day.
- **Rapport Spores** (-400 CP) The jumper can create a telepathic communication network by infecting others with their spores, which are contained in the jumper's bodily fluids. Those in the network must be within at least one mile of someone else that is in the network in order to communicate - the Jumper must be part of this chain of networked individuals for the ability to function. Those in the network can communicate with other individual members of the network, a specific group of individuals within the network or with the entire network telepathically at-will.
- **Symbiotic Entity** (-600 CP) The jumper gains a fungoid alt-form that they may transform into at-will. The alt-form will appear as if the jumper's active form prior to transformation was covered in or replaced with fungus. In this form, the jumper can take tremendous amounts of damage, release spores that have different effects, and necrotize organic matter they are in contact with. In this form, as long as some of the jumper remains intact, they will eventually regenerate from any injury - they will not be considered to have died by jumpchain rules unless they are completely destroyed. They may release clouds of spores that can cause one of the following effects when breathed by others: sleep, paralysis, poison or blindness.

Drawn from the Deck

- **Appreciation for Blandness** (-100 CP) The jumper is able to take satisfaction from things others might categorize as bland or boring, as if they were something the jumper would have previously categorized as enjoyable.
- **Bumbling** (-200 CP) The jumper can convincingly appear less competent than they actually are (either generally or with a specific skill) causing others to underestimate their abilities.
- **Carrier of the Bags** (-400 CP) When an object is placed under the jumper's care, it cannot unwillingly be removed from their person while they remain conscious. In addition, they will never act encumbered despite the amount or weight of what they carry until it reaches their maximum carrying capacity (ex. if they had a maximum carrying capacity of 500 lb, they could run / jump / maneuver / etc. normally when carrying 499 lb.).
- **Memory Wipe** (-600 CP) The jumper may either permanently remove or temporarily block memories of their own. If permanently removed, these memories cannot be restored. If temporarily blocked, the memories become inaccessible until either a specific amount of time chosen by the jumper passes or until a specific trigger event set by the jumper occurs. Memories (or the absence of memories) cannot be detected through any means.

ITEMS

Items from the jumper's background are discounted by half. Unless otherwise noted, all items are highly durable, self-cleaning, and self-repairing. If permanently lost or destroyed, the item will reappear in a location convenient and accessible to the jumper after 72 hours. Items whose magic is normally 'used up' without recharging will not reappear, or be recharged, until the beginning of the next jump.

Drop-In

- **Starting Equipment** (-100 CP) The jumper receives a martial weapon, a common weapon, a ranged weapon, light armor, 25 gold coins and either a burglar's, diplomat's, dungeoneer's, entertainer's, explorer's, priest's or scholar's pack. The jumper receives a new pack of their choosing each jump.

- **Wondrous Item (Common)** (-200 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e common item.
- **Wondrous Item (Uncommon)** (-400 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e uncommon item.
- **Wondrous Item (Rare)** (-600 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e rare item.
- **Wondrous Item (Very Rare)** (-800 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e very rare item.
- **Wondrous Item (Legendary)** (-1000 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e legendary item.
- **Wondrous Item (Artifact)** (-1200 CP) The jumper may choose a magic item with equivalent abilities to any D&D 5e artifact. If artifacts are permanently lost or destroyed, they will reappear at the beginning of the next jump.

Dwarphan

- **Ulfgar Goes Punch** (-100 CP) The jumper receives a series of children's books centered around the legendary heroes: Ulfgar, Alanis, and Thiala. If the jumper successfully completes the jump, they will receive a similar book series based on the jumper and their companions' adventures in Bahumia.
- **R. Cane** (-200 CP) The jumper receives a small bag with a replenishing supply of the magic (and highly addictive) drug R. Cane. The bag has one dose each of red, yellow, and blue R. Cane. Once used, a dose of the matching color replenishes itself after 12 hours. R. Cane produces a specific magic effect dependent on the color and then also generates wild magic effects for the duration of its use. Each dose of R. cane lasts for roughly one hour.
 - Red: grants equivalent ability to Hellish Rebuke - when the user is struck in combat their attacker is hit with a gout of flame
 - Yellow: grants the ability to perform a shocking grasp where the user produces electricity from their hands.
 - Blue: grants the ability to create ice knives that shatter into frozen shrapnel upon impact.
- **SS Stormborn** (-400 CP) A flying, wooden, sailing ship roughly the size of a Carrack. The ship has several cabins, a Captain's quarters, stowage, and a galley for cooking. Several powerful orbs allow the ship to fly. One orb is in the back, which acts as a thruster. When the lever by the steering wheel is pulled, a barrage of spell-based explosions are created by this rear orb and the ship is propelled forward. This process only happens for a few hundred feet. Two separate orbs sit on the side of the ship, attached to two planks. These two orbs use levitating spells to create lift, taking the airship up into the sky. Once in the air, the ship uses a regular sail to maintain its momentum and travel forward. The ship has eight magic cannons (four per side) with replenishing ammunition that each can be fired once every six seconds.
- **Queenshammer** (-600 CP) A magic warhammer blessed by the Dwarven god Moradin, it can summon the spirits of three past Dwarven kings at a time to fight alongside the wielder (with abilities roughly equivalent to level 12 fighters), absorb magic cast at the wielder defensively, and issue a mighty wave of thunder that can knock nearby opponents backwards and prone. The hammer grants the user superhuman strength and dramatically improves their fighting ability with a warhammer when wielded.

Green Teen

- **Humor Badge** (-100 CP) When wearing this badge, the jumper always knows whether or not jokes will land before they are delivered.
- **Green Knight's Armor** (-200 CP) This suit of full plate armor has the added benefit of giving the user the knowledge of an Eagle Scout while it is worn.

- **Mistbreaker** (-400 CP) This magic longsword glows faintly when evil persons, creatures or objects are nearby. The sword significantly improves the swordsmanship of the wielder while it is in use.
- **Birdslayer** (-600 CP) The sword dramatically improves the swordsmanship of the person who wields it while it is in use. The sword flashes with divine light when it strikes against undead, devils, demons, and fiends - this light can immediately destroy the lesser of these beings and significantly damage the greatest of them. In addition, the sword gives off a 10 foot aura that grants the user and their allies resistance against curses, diseases, poisons, and magic. The aura may be toggled on / off by the user.

Crick Young'n

- **New Betsy** (-100 CP) This fiddle always remains in tune, even when shoved in a bag for a few weeks.
- **Snot's War Horn** (-200 CP) A silver war horn that summons 10 berserker ghost pirates with equivalent abilities of a D&D challenge rating of 2. The ghosts follow the commands of the user. They disappear an hour after blowing the horn. Once the horn is used, it can't be used again until 7 days have passed.
- **Rosaline** (-400 CP) The Greatsword Rosaline is enchanted with an ability that allows it to scry on other blades. Once a month, Rosaline can mark another blade by being placed in physical contact with it. The wielder of Rosaline may scry on any marked blade at will. A fire gem set in the sword allows the blade to catch flame.
- **Nh'oa'Thi'all (The Thinking Cap)** (-600 CP) Wearing the thinking cap grants the jumper access to the accumulated knowledge of the elves with the ability to commune with its former wearers. Not only this, but it improves the user's intelligence to superhuman levels. The thinking cap doubles the user's ability in concentrating on maintaining multiple magical effects and grants limited telekinesis.

Drawn from the Deck

- **Tuna Salad** (-100 CP) The jumper has a tupperware container with an endless supply of tuna salad made with tuna and mayo nuts from the Feywild. When the tupperware is emptied, it refills itself when the lid is put back on.
- **Bud Heavies** (-200 CP) The jumper can pull an endless supply of bud heavy cans from any bag they reach their hand into. The jumper may only have a 40-rack worth of "active" cans at any time.
- **The Bag** (-400 CP) The jumper has an adventurer's bag of standard appearance with extradimensional space on the inside and that never weighs more than 15 pounds regardless of the contents. The bag can hold 500 pounds of items regardless of the item's dimensions. There is roughly 200 liters of air in the bag at any given time.
- **Deck of Many Things** (-600 CP) The deck contains 22 cards. When the jumper or any other willing creature pulls a card from the deck, a magical effect specific to the particular card that is drawn manifests. Unlike the traditional deck of many things, cards that are drawn may be reinserted into the deck and drawn again. Effects from drawing a card from the deck are backed by fiat.
 1. Balance. The user's mind suffers a wrenching alteration, causing their personality to change dramatically. Every facet of their personality takes on the opposite characteristic (shy becomes outgoing, altruistic becomes selfish, etc.).
 2. Comet. The user gains a year's worth of skill and experience in the relevant abilities of the next significant feat the user accomplishes singlehandedly.
 3. Donjon. The user disappears and becomes entombed in a state of suspended animation in an extradimensional sphere. Everything they were wearing and carrying stays behind in the space they occupied when they disappeared. They remain imprisoned until they are found and removed from the sphere. They can't be located by any divination magic, but a wish spell (or equivalent) can reveal the location of their prison.
 4. Euryale. The card's medusa-like visage curses the user. The user becomes significantly more vulnerable to all forms of injury and significantly worse at avoiding it. Only a god, the magic of The Fates card or an equivalent can end this curse.

5. The Fates. Reality's fabric unravels and spins anew, allowing the user to avoid or erase one event as if it never happened. The user can use the card's magic as soon as they draw the card or at any other time before they die.
6. Flames. A powerful devil becomes the user's enemy. The devil seeks the user's ruin and plagues their life, savoring their suffering before attempting to slay them. This enmity lasts until either the user or the devil dies.
7. Fool. The user loses their last year of memories.
8. Gem. Twenty-five pieces of jewelry worth 2,000 gold coins each and fifty gems worth 1,000 gold coins each appear at the user's feet.
9. Idiot. The user loses some cognitive ability, enough to lower their IQ by 25 points.
10. Jester. The user gains a year of memories in a different background of their choice that was listed in the jump doc.
11. Key. A rare, thematically appropriate magic weapon with which the user is proficient appears in their hands.
12. Knight. The user gains a companion with abilities equivalent to a 4th-level fighter. They appear somewhere nearby. The fighter is of the same species as the user and serves the user loyally until death, believing the fates have drawn them to the user.
13. Moon. The user can cast a spell with effects equivalent to the Wish spell 3 times.
14. Rogue. Someone close to the user is now their enemy. The identity of the new enemy isn't known. Nothing less than the equivalent of a wish spell or divine intervention can end the enemy's hostility toward the user.
15. Ruin. All forms of wealth that the user carries or owns (with the exception of things backed by fiat and magic items) are lost to the user. Portable property vanishes. Businesses, buildings, and land they own are lost in a way that alters reality the least. Any documentation that proves they should own something lost to this card also disappears.
16. Skull. The user summons an avatar of death—a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears within 10 feet of the user and attacks them, warning all others that they must win the battle alone. The avatar fights until the user dies or it is defeated, whereupon it disappears. If anyone tries to help the user, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.
17. Star. One equivalent area of ability of a D&D attribute (Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma) of the user's choosing is increased by a significant amount.
18. Sun. The user gains the equivalent of five years of training in skills related to a D&D class of their choosing. They also gain a thematically appropriate wondrous item relevant to the skills that were improved.
19. Talons. Every magic item the user wears or carries disintegrates (unless they are backed by fiat). Artifacts in the user's possession aren't destroyed but do vanish.
20. Throne. The user gains superhuman proficiency in persuading others. In addition, they gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which they must clear out before they can claim the keep as their own.
21. Vizier. At any time the user chooses within one year of drawing this card, they can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps them solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.
22. The Void. This black card spells disaster. The user's soul is drawn from their body and contained in a thematically appropriate object in an unknown location. One or more powerful beings guard the place. While the soul is trapped in this way, their body is incapacitated. A wish spell (or an equivalent) can't restore their soul, but the spell reveals the location of the object that holds it.

COMPANIONS

Import (-100 CP) The jumper may import any of their existing companions. They receive a species, background, and 600 CP to spend on perks and items. They may not take companions or drawbacks.

Create New (-100 CP) The jumper may create their own companion with abilities equivalent to any 3rd level 5e D&D character that someone could make using official rules. They receive a species, background, and 600 CP to spend on perks and items. They may not take companions or drawbacks.

Canon (-200 CP) The jumper may take any character featured in NADDPOD as a companion as long as they can convince them to join them on their chain.

DRAWBACKS

A World Without Heroes (+100 CP) The band of boobs don't exist in this world - there are no Moonshine, Hardwon, Beverly or Balnor.

Prone to Goofs (+100 CP) The jumper has an irresistible urge to make goofs in life threatening situations, which will only make the situation worse.

Bahumia Forever (+200 CP) The jumper is plane-locked - they cannot leave the plane that they start in (ex. Bahumia, Shadowfell, the Feywild, the Nine Hells or the Astral Plane).

Welcome to the Two Crew (+200 CP) Whenever the jumper takes an action that would require a D&D 5e character to make a skill or ability check, events result as if the jumper had rolled a 2. The jumper better hope that they have decent modifiers in the relevant ability if they hope to succeed.

Bad Timeline (+400 CP) Alanis believes the jumper to be a threat to the timeline and will actively work against them. They will not try to eliminate them at first - they will begin by trying to ensure the jumper does not interfere with the plot. If the jumper is persistent in attempting to take actions that affect the standard plot in any way, Alanis' strategy will shift to be more deadly.

Bigger Bads (+400 CP) All enemies that the band of boobs encountered have abilities equivalent to 5 CR higher than they would have otherwise. This will quickly lead to a total party kill unless the jumper intervenes.

The Goddess (+600 CP) At the start of the jump, Thiala has already achieved her full power and immediately begins the apocalypse. Worse still, Thiala knows the jumper has entered the universe, understands the implications of that, and sees the jumper as a direct threat that she will spare no resource to destroy.

SCENARIOS

Green Teen Jamboreen: The Green Teen Jamboreen is super cancelled. The Green Teens arrived in Moonstone under the care of Scoutmaster Denny who, after learning that the druids were cancelling the guided tour of the bay over safety concerns posed by the Cracked Tooth Clan, took the Green Teens anyway and attempted to give the tour himself. The Green Teens were promptly kidnapped by bullywugs and taken into the swamp. If you can save the Green Teen Jamboreen from being cancelled as a result of the kidnappings by bullywugs and the savagery of the Cracked Tooth Clan, you will be awarded honorary membership in the Green Teens and a "the Show Must Go On" badge as scenario rewards. While wearing the badge, any semi-public organized event that you wish to attend in this or future jumps will be held regardless of

extenuating circumstances - the Living Woods could be actively burning to the ground, but that's not going to stop the Crick Elves from holding a Crickmas festival.

The Watchman's Watcher: Following the destruction of their first world, the gods made a pact of non-interference preventing them from returning to Bahumia. The Watchman is the lone god that stayed behind on the mortal plane. In order to do so, the Watchman was forced by the other gods to relinquish a significant portion of their godly powers and was made to swear not to interfere with the world around them. Now, the Watchman resides atop a magically cloaked watchtower in the Galaderon Glades, observing and remembering all that transpires on the material plane. The Monks of the Unseen Eye guard the Watchman's tower and control access to the Watchman. Adventurers often seek out the Watchman to ask questions of the near-omniscient being, but the monks ensure that only the worthy are able to approach the Watchman. As Uku, the leader of the monks, puts it, "The Watchman will tell you the truth, but he doesn't care what you do with it." Besides watching the Watchman, the monks keep a written record of all of Bahumia's knowledge and history, which they are sworn to protect at all costs. If the jumper dedicates themselves to the monks and is chosen by Uku to lead the Monks of the Unseen Eye at the time of his passing, you will receive the Third Eye as a scenario reward. The Unseen Eye grants the wielder: True Sight in 360°; the ability to see through solid objects; an at-will ability equivalent to the Identify spell; as well as the ability to remotely scry on individuals, locations, and objects that the wielder is familiar with and have seen with their own eyes.

Under New Management: The Nine Hells is a plane of existence created and formerly ruled by the god Asmodeus. Focused on the eternal punishment of the souls of mortals that made deals with devils, it is divided into nine levels that are each dedicated to a separate mortal sin. The Hellfire Crown, a powerful artifact created by Asmodeus to be worn by the ruler of the Nine Hells grants the wearer authority over all devils and is currently worn by Akarot, a lich occupying the body of the necromancer Illed. If the jumper manages to claim the Hellfire Crown for their own, they will receive the Nine Hells and its occupants as a scenario reward. When worn, the crown cannot be removed and will fuse to the wearer's skull, as well as burn out their eyes and replace them with fiery pits. The wearer is granted lordship over the Nine Hells, a plane of existence that will travel with the jumper to all future jumps, and they will gain the ability to command the devils that occupy the plane, as well as gain tremendous, infernal magical ability.

Spark of the Divine: The multiverse began as a concentrated mass of magic. In the beginning of the universe as we know it, this magical singularity expanded in a cosmic explosion of unimaginable scale, which left fragments of the pure magic of creation scattered throughout existence. The largest shards of magic rose as primordials, the gods. The gods, in turn, created mortals in their image using fragments of their own Divine Hearts. There is magic at the core of every living thing, but less than a speck of dust when compared to the primordials. With all the Divine Hearts claimed, the only remaining way for a mortal to become a god is to take the Divine Heart of another god. Gods can relinquish their hearts, but they are loathe to do so, as it is the source of their power and their immortality.

Should the jumper acquire and absorb a Divine Heart, or a fragment of a Divine Heart, they will gain significant power. The power that the Divine Heart bestows will depend on the individual's mindset at the time it is absorbed and the nature of their intrinsic character. While fragments may bestow power enough to become Titans of Bahumia, only a whole Divine Heart will grant godhood. Any power the jumper or their companions gain through absorbing the pure magic of Divine Hearts (or their fragments) will be fiat-backed as a scenario reward.

END

After surviving ten years in Bahumia, you have three options:

- **Go Home:** your chain has ended, you return to your world.

- **Stay Here:** your chain has ended, you make a new home here in Bahumia.
- **Jump Again:** you continue your chain, you head to the next world.

NOTES

At the time of writing, the official D&D 5e classes are: Artificer, Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, and Wizard; the official D&D 5e races are: Dragonborn, Dwarf, Elf, Gnome, Half-Elf, Halfling, Half-Orc, Human, Tiefling, Leonin, Satyr, Ravenloft Lineages, Fairy, Harengon, Owlin, Aarakocra, Genasi, Goliath, Aasimar, Bugbear, Firbolg, Goblin, Hobgoblin, Kenku, Kobold, Lizardfolk, Orc, Tabaxi, Triton, Yuan-ti Pureblood, Feral Tiefling, Turtle, Changeling, Kalashtar, Shifter, Warforged, Gith, Centaur, Loxodon, Minotaur, Simic Hybrid, Vedalken, and Verdan.

CHANGELOG

v0.9, 2021.12.20

- This was the first version made public

v1.0, 2021.12.22

- Added origin descriptions
- Added the general perks section
- Replaced the 400 and 600 CP Drop-In perks
- Added the scenarios section
- Added the notes section
- Minor formatting, grammar, and corrections