



"Once upon a time in a generic fantasy world (also known as Midgard), a traveller from a different world arrived. Stay a while and listen, and I will tell you their story. A story of Dungeons and Dragons, of Goblins and Orcs, of Ghouls and Ghosts, of Kings and Quests, but most importantly --- of Wizards and Jump --- Well a story of Wizards. Wait why are you turning arou--"

*"No! Don't leave! I'll give you something if you come back! Oh you're back. Good, good. Since you returned you can have this, **1000 CP (Cheese Points)**."*

Revival: Death is little more than an inconvenience in these lands, so it wouldn't precisely be fair if you didn't benefit from something that literally everyone else does not? When you die, you float around in Niflheim for a couple hours before your jump is considered ended, if someone, whether a friend or a fairy revives you, then you're alive and well again. Simple no? Of course this trait does not carry after this world, that would be far too powerful for the likes of jumpers!

The Ten Elements and you:



Life: The element of life, heals you for all of your woes. No it does not make you younger, but it sure does make you feel it! As a bonus it harms the undead!



Fire: Good old Fire! Very useful for keeping people warm and then they die from burning. Whenever you're wet you can set yourself on fire so you won't be soaked anymore!



Earth: Sometimes, you just need a big rock to throw at someone, or break down a wall. Either way, this is excellent for all your brute force needs!



Lightning: The phenomenal power of electricity! Smite your foes with the power of the sky!



Cold: A blast of the icy winds of the north, chills your opponents to the bone making it difficult for them to move and freezes water on contact.



Water: A surge from the ocean, excellent for parties and knocking people around! It's like a firehose!



Arcane (aka Death): A beam of raw, Magickal energy! Excellent when combined with other elements, giving them range and a bit of a kick! It also heals undead.



Shield: Less of an element and more of an intent really, combine this with any other element and create a barrier! Or mines in the case of Arcane or Life. Casting it raw creates a solid, yellowish force field.



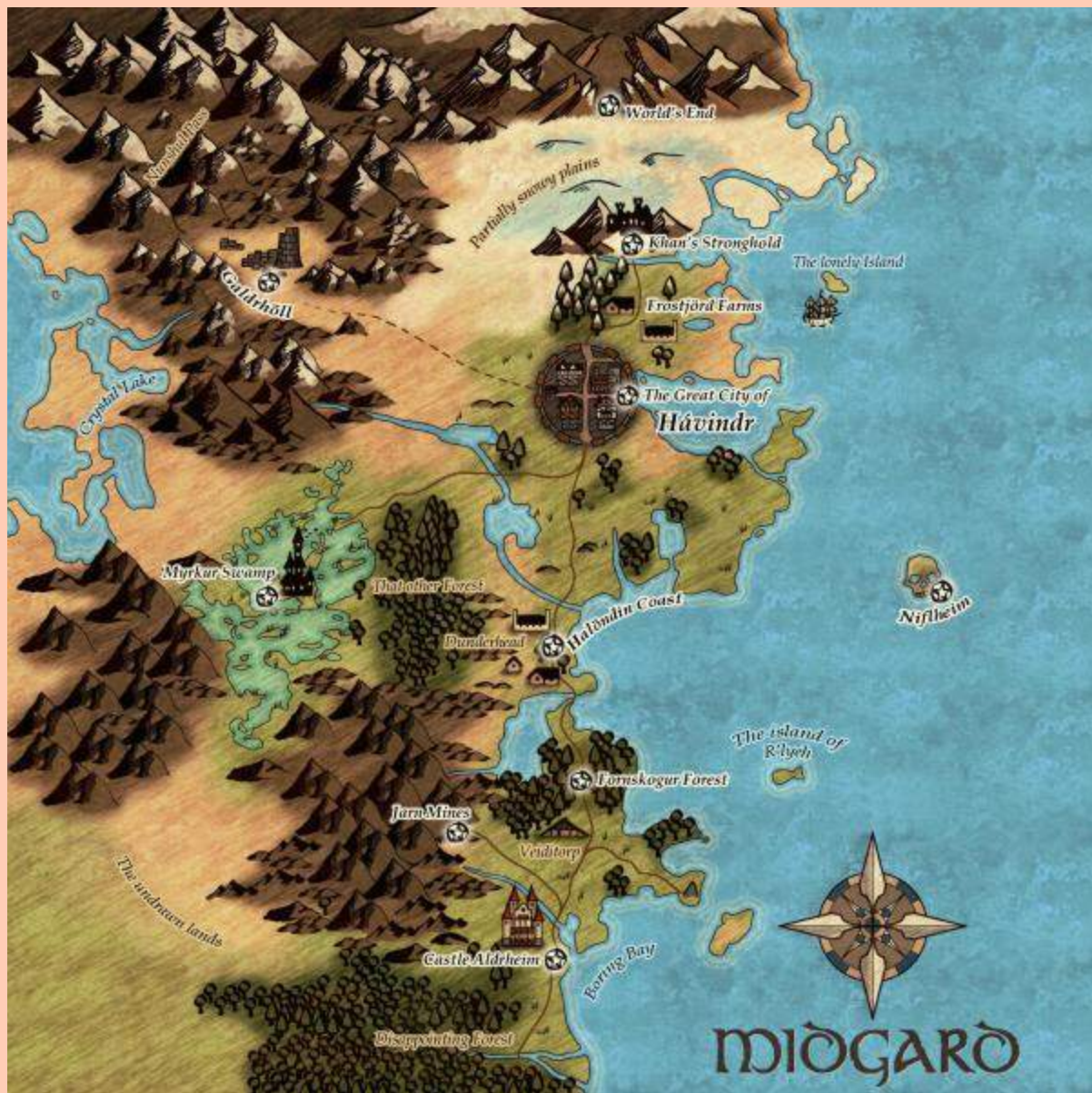
Steam: Created from combining Water with Fire, great for airing out your pores or for making steamed goblins!



Ice: Created from combining Water and Cold, fire several Icicles towards your foes! Perfect for those extreme snowfights!



Locations: Roll 1d8 to see where you end up in this generic fanta- I mean Midgård.



- 1: **Castle Aldrheim:** The home of the Order of Magick. They train the wizards that will one day succeed at saving the world... hopefully. Just watch out for friendly fire while you're here.
- 2: **Dunderhead:** A small village and source for gunpowder for the kingdom of Midgård. It is also the home of the legendary blacksmith Angus.
- 3: **Håvindr:** The capital city of Midgård. The King lives here!
- 4: **Outsmouth:** A small fishing community that is certainly not suspicious in the slightest. It's best if you move on before the night falls...
- 5: **Vlad's Estate:** A small community in a swamp ruled by Count Vlad who is certainly not a vampire.
- 6: Hmm? Where are you? And why are there floating islands everywhere? It's almost as if you're at the end of the world!
- 7: **Free Choice:** Lucky you, you get to choose where this tale begins.
- 8: **Niflheim:** The land of the dead. Maybe if you ask Death nicely he'll send you back to the living world.

*Origins: May determine Age and Gender for 50 CP each. Otherwise your gender remains the same and you must roll **1d8+20** for your age. Origins are free.*



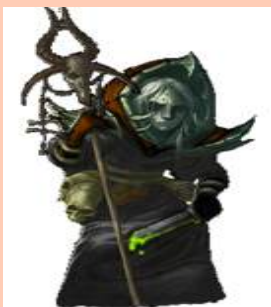
Hedge Mage:

Most Wizards are hyper focused on magick to the neglect of everything else such as hygiene, social skills, physical abilities, creativity, survival instinct, and lastly empathy. You of course, have none of those problems, but that's more because you never learned Magick properly instead just having the information dumped into your head. You don't seem to be from around here do you?



Wizard:

A member of the Order of Magick, you spend your time doing whatever the Order needs of you. You get to witness (and experience) amazing Magicks that your fellow Wizards cast pretty often. However villagers tend to really dislike you since wherever a Wizard goes, trouble follows. It is your Order's goal to prevent the world from changing... Forever...



Warlock:

A follower of Grinnir, you were cast out by the Order of Magick for researching dangerous subjects such as crop enhancement, cleaning spells, regeneration wards, and various other things that would cause massive amounts of change to the world. Perhaps you can fulfill your dreams now?



Cultist:

A servant of the elder gods! You are among an enlightened few that have chosen to worship the Great Old Ones! And for your loyalty you shall be blessed with the opportunity to be eaten first by Cthulhu when he awakens and spared from the horrors he shall do to the world and its inhabitants... In 60 years...

Perks: Origins get relevant perks discounted with the related 100 CP perk for free.



General Perks:

Free: Basic Magic: Comes with the ability to use all ten elements and channel three spheres along with a couple of very basic Magicks such as Haste and Revive. You require a staff to channel the elements, you can channel elements into a weapon to apply its effects. For example fire would set things on fire when you hit them.



Free or 200 CP: Vlad the Vam- Count: Every once and a while this dashing teacher (who is not a vampire) will appear to comment on your progress and *maybe* provide some useful tips and then leave in a puff of smoke. You may choose whether or not he follows you on your journey after this world. However if you don't pay him 200 CP he will just show up to comment then ditch yo- I mean go about his business instead of becoming a full time companion.

100: Advanced Magic: comes with collapsing Ice and Steam into single spheres and ability to channel up to 5 spheres of elements at a time. Of course you can get to this naturally on your own, but buying this helps.

300: Support Magic: Most wizards are incredibly self absorbed in combat. Not you! You know just how to heal and shield your allies. In fact! Your healing magicks is noticeably improved!

600: Competence: You are a genius, an innovator. Using magic in new and novel ways comes easily to you. You understand what your opponents are planning, you are quick to adapt to dangerous environments, you solve puzzles in moments. For a Wizard, you're actually quite smart. You rarely ever die unless someone else causes it.

Hedge Mage Perks

100: Life skills (Free for Hedge Mage): You have learned things that Wizards normally ignore like swimming, talking, cooking, looking for medicinal herbs, making tea, and last but not least have a vague sense of self preservation, something particularly rare in the lands of Midgard.

200: Accuracy: Your aim is superior to most wizards: a beam will never waver, and a fireball will always hit its mark, and somehow this applies to guns and bows as well though it's a bit reduced. In fact you can even channel a beam while being attacked and your aim will not suffer for it.

400: Magick resistance: The vast majority of people are helpless against the power of Wizards! But not you! Oh no, you take quite a bit less damage from all sources of Magical sources! At least enough to give you the edge you need against all sorts of magical neerdowells!

600: Druid Arts: There are more to Magick than the ten elements, there is a long forgotten eleventh element known as Poison, its secret has long since been protected by the ancient Druids, and it seems that they have dubbed you worthy. Poison is a deadly element, capable of slowing and even stopping the heart of the greatest of beasts. The Druids share with you their knowledge making you one of their own, as such you become as one with nature and learn to awaken the trees around to call for aid in the form of treants. Your attunement with nature gives you a natural resistance to its maladies, both of poison and disease.



Wizard Perks

100: Basic Magicks (Free for Wizard): The basics! You know understand how to cast magicks containing three spheres or less, such as portal, rain or grease.

200: Constant Channeling: It doesn't matter if you're frozen, on the ground, drunk, or otherwise inconvenienced. You will still be able to cast magick.



400: Rapid spellcasting: Whereas before you were just tossing fireballs at an okay rate, now you're a machine gun in the guise of a Wizard. You are now able to cast a fireball, fire off a beam spell, and have set up a shield before the average wizard can even finish their fireball.

600: Advanced Magicks: Now you are capable of using the magicks that contain more than three spheres. Fortunately you can still use the magicks even if you can't channel 5 spheres. This excludes legendary spells such as Corporealize, Vortex, and Summon Death (He doesn't give his number out to just anybody after all).



Warlock Perks

100: Understanding (Free for Warlock): You now have some basic academic understanding of magicks, more than most Wizards can say.

200: Alternate Channeling: You discovered a rather odd ability to channel magick through things that aren't really meant to. It's inefficient, but hey! Now you can cast spells even if you're chained up!

400: Necromancy: Everything is a tool, even the dead. You are able to animate the corpses and skeletons of others. These constructs are only capable of following simple orders. As a bonus, you can summon five obedient zombies to crawl out of the ground every hour.



600: Forbidden Magicks: Spells on this scale were considered the work of Madmen so long ago. Conjuring great meteor storms, vortexes that tear everything apart and continually grow, communing with mad gods. All in the sake of understanding and developing Magicks to extents far beyond our kin. You will be able to create Magicks! Although requiring much time to do so. Potentially decades to create a single five element spell, a year or two for three or fewer element spells.



Cultist Perks

100: Song Magic (Free for Cultist): With but the tone of your voice you may channel elements by singing certain notes.

200: Lore of L: There are many strange things in the world, you have be taught since youth about the glories of these magnificent creatures! Indeed you can even identify a vampire from three hundred yards!

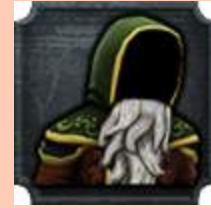
400: Community: With some preparation and materials (mostly blood) you are capable of performing a ritual to convert someone into a cultist. You get to specify what they worship. They're capable of being subtle and innocent until it's time to strike! However those of strong will are able to resist. The effect slowly wears off over the course of a year so use them while they're still new!

600: Summoning: There are times when subtlety is no longer required, usually when the townsfolk are at your doorstep with pitchforks and torches. With this you can summon unspeakable horrors to bring ruin upon those that would seek to harm you. Take care though lest they turn upon you themselves... Comes with a phone that you can call Death with!



Odd Perks:

50: Beard: Any proper wizard has to have a beard! And what a fine beard it is! I dare say that you would be respected by all of your peers for such a beard!



100: Weapon usage: You mean you actually know how to use a sword? Other weapons too!? How!?! Wizards are well known for being terrible with weapons! How do you use them properly?



50-150: Multiplayer! Invite 1 to 3 friends over to help you on your quest! Or even possibly make some new friends while here! They get a free background and **600 CP** each.

300: Apprentices: Not happy with only three companions? Well now you can import up to 8 of your companions in as apprentices! Or perhaps gains even more new friends. Each Apprentice gains **200 CP** each.

400: Albinism: Your eyes are red, your skin is pale white. You regenerate by consuming blood (For some arbitrary reason), have pointy teeth (Probably due to genetics), have a sensitivity to life magic and an immunity to arcane energies (How queer). You also no longer need a staff to channel your magic (How fortunate!). Unfortunately you may occasionally have to deal with people claiming that you're a vampire, which is absolutely absurd I tell you.



Equipment: 50 CP Items are free for the appropriate origin.

Free: A set of Vanilla Robes, A standard magic staff, and a blunted sword. Rather basic, but it's free!

50: Magical Primer: Teaches the most basic principles of magic! Such as the elements, some of the more common magical creatures, and what happens when you cross the beams.

100: Cheese: You found it! You've found the cheese! You may summon any type of cheese. Cheddar, Swiss, Mozzarella! All kinds are available!

100: Magick Tome: A simple tome that teaches you how to create Magicka Tomes. A Magicka Tome contains a single spell that you know, when used the tome is destroyed and whoever used it learns how to cast the spell with their magic. No you can't give someone without magic the power to cast a spell, that would be silly.

100: Robes: So don't want to wear the usual set of robes? Well no worry! With this you get a set of robes to wear! Doesn't come with weapon or staff.

300: Fairy Familiar: You get a lovely little fairy friend that follows you around and respawns in a week when used. During this jump it revives you to full health on death, after this jump however it merely heals you from critical condition to full health. Pretty quickly too! Unfortunately if you instantly die outside of this jump the fairy won't be able to heal you.

600: Dragon Egg: Oh? What is this? Aren't Dragons mostly extinct? Well it seems that today is your lucky day because you've found yourself a mythical Dragon Egg! Try not to break it, it's rather fragile and it's probably the last of its kind. Or you could eat it, I hear that Dragon Omelettes are delicious, and probably the reason why they went extinct in the first place come to think of it.

Hedge Mage

50: Bag of Herbs: This bag generates a medicinal herb over time. The herb when smoked soothes the nerves, helps the mind focus, and induces minor regeneration. Comes with a free pipe!

100: Gram: The legendary Dragon Slayer! It would be far more useful if they weren't extinct. Yet even then it is a fine high quality blade, be sure not to drop it into lava!

300: M60: This is a weapon built by Dunderhead's master-blacksmith Angus, who made it out of a paper-clip and a shotgun. It has too many moving parts and as such far too complex to be part of a fantasy setting. Well at least it comes with infinite ammo.

600: Airship: Private airships are expensive and usually not worth the effort to build considering how easy it is to crash them. This one on the other hand is the exception, and it is, indeed, exceptional. It can fly across all of Midgard in a day. It can shrug off cannon fire to its hull with nary a scratch. Most importantly however, it has a full stock of sausage and cheese!

Wizard

50: Sausages: While this isn't cheese, you get an infinite supply of sausages instead! Once per day you get a long line of sausage links, enough for a full party!

100: Staff Of The White Wizard: A legendary staff once belonging to the White Wizard, it is said that its brilliance will scare away your foes! Well most of them anyway, the stronger ones will just be annoyed by the shining light.

300: Imp Army: Every good wizard needs meatshield- I mean minions. With this you now have 100 Imps who while small and stupid will follow your orders (yes especially the ones where they charge suicidally at the enemy). If any of them dies they'll just come back to life the next day. Though they're not that bright so do try to keep your orders relatively simple. They count as summons rather than companions.

600: Grand Tome Of Magick: An ancient tome handed down from Headmaster to Headmaster. And now, we give it to you. Using this tome will allow you to teach anyone how to channel the elements of Magick. It could take days, or even years depending on their innate talent for Magick. But by the time you finish their training they will be capable of Basic Magick at the very least. Capable of channeling all ten elements up to three at a time. However, from here they must progress on their own.

Warlock

50: War Staff: Heightens your resistance to physical damage, doubles your health, and can even fire an arcane blast when wielded. A staple for servants of Grimnir.

100: Orc Bodyguards: A pair of large brutish and heavily armored orcs. They can take quite a beating,

300: Vlad's Gauntlet: This gauntlet was once owned by the handsome teacher Vlad who most definitely is not a vampire! Anyway it lets you cast magic without a staff along with making you take damage from Life but granting you Arcane immunity. You can also drain the closest person to restore your life.

600: Grimnir's Notes: Ah, it seems you've discovered some of Grimnir's research notes describing the creation of new Magicks, making it significantly easier to create new magicks, potentially cutting development time by half.

Cultist

50: Sacrificial knife: While this knife is in fact sharp, it's true danger lies in the poison covered blade.

100: Octorod: This staff with a little squid on the top of it lets you summon a conscious blaze to set your foes on fire. Do be careful not to stand too close to it or else you'll catch on fire because you know the thing breathes fire..

300: Deep One: Your service to the old ones have been noted and rewarded. You now have your very own Fish Man Servant! It is incredibly loyal, although its smell can get on the nerves.

600: Necronomicon: The masterpiece of a madman who delved deeply in lore beyond this world. It contains many rituals, ceremonies, and random trivia of the old ones. A wonderful tool to aid with Summoning!

Drawbacks: Maximum of 600 CP except for drawbacks that give **more** than 600 CP.

0: Totalbiscuit and the Yogscast (Requires 150CP Multiplayer). You get to join Lewis, Simon, and Totalbiscuit on their adventure through Midgard! Now isn't that exciting!?! Now I'll admit they're not the best players, but you're certainly not taking this for skilled allies.

100: Gibberish. You can't understand what anyone is saying! So you'll have to read the text boxes. Sure is a shame that they only show one person talking at a time.

100: Annoying Fairy. Damn thing won't leave you alone, and it won't even resurrect you when you die!

100: Rats! Sure they're weak, but they show up almost constantly! So annoying they don't even drop loot.

200: Swift Drowner. Everyone knows that Wizards can't swim so good luck if there's any rivers, ponds, or anything big enough for you to drown in your way. Thankfully you can still freeze the water to get past them. For some odd reason you cannot fly or teleport past any sources of water big enough to drown in.

200: Silent stares. You have no social skills. Absolutely none. In fact if you had to talk to someone you will probably end up in a fight with them because of your awful communication.

200: Your hands are slippery. Be careful not to drop your- Oh it seems you already have. Nevermind then, be sure not to step on the sword you dropped.

300: Goblin Mook. You're just some Goblin, probably cannon fodder meant to be slaughtered by the heroes. You will forever be marked with the stigma of being evil while you're here. Luckily there is companionship in your fellow goblins who will support yo- no wait the heroes are killing them. Nevermind. You should probably do something about them before they move onto you.



300: Friendly fire isn't. You are one of the four wizards sent to Havindr to aid the King in defence of the great capital city. Unfortunately you're the only one that isn't capable of being revived so don't die. Oh yeah did I mention that your fellow wizards didn't learn anything at all and are complete idiots? You can never get rid of them for the ten years you're here.

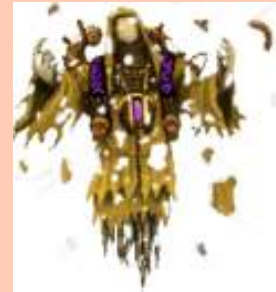


300: Vietnam. Welcome to one of the biggest wars in the history of Midgard. You're going straight to the front lines so you best get ready to fight! Expect the enemy to have lots of weaponry and not be afraid to use them. In fact the more of a threat you become the more they escalate. The War lasts for ten years.



600: Magickless. What do you mean you're not a Wizard!?! You don't even have any powers from outside this jump for Pete's sake! Well at least you still have your skills and memories.

600: Take Off Your Mask: Oh dear it seems that the students sent to stop Grimnir have failed. They were so close to winning too... Thankfully Vlad by all means is not a vampire succeeded in escaping alive and has chosen you to take up their staff in defeating the Mad Wizard and his disciples. However Assatur appears to have wisened up after that narrow victory and has stopped holding back as such he won't stay gone should you defeat him for long. He and his followers will not stop until you are dead- oh hey look there he is. Maybe you should start running?



800: The Stars Are Correct: You arrive in this world after Grimnir has been defeated by the heroes of Aldrheim. Now in their twilight years, they have been sent to investigate the strange town of Outsmouth and discovered the horrors of what lurks in R'lyeh. And then they died horribly because who expects some old wizards to be able to win against Cthulhu? Oh yeah since they showed up in his home and decided to break some stuff, Cthulhu and his followers have decided to convince the rest of Old Ones (yes even Assatur who should be gone) to launch an all-out invasion on Midgard to destroy it. Luckily everyone will stand together to fight- Yeah who am I kidding that's not going to happen. If the world ends while you're here then your journey is over and you are sent back to your world. Yes that applies even if you're a Cultist. Hope you have your snorkel because there is going to be lots of water!



Endings:

"And so our hero (and possibly their companions) survived their ten years and must make a choice for the future."

Banana! Well then it's time for you return home with all of the things and powers you've gained.

Town Portal: Oh hey that Magick actually exists? I guess this means you choose to stay here. Pass the cheese will you?

Revive: Another life another Jump, do remember to call while you're on your way.

Notes:

When in doubt fanwank, especially when it comes to metajump interactions.

Revive is the honeybadger of resurrection spells. It doesn't care, it does its job. Although you may attract the attention of certain individuals if you abuse it **Cough** Gods of the afterlife **Cough**. You know, people whose business relies on souls, don't worry though, the local Death is a cool dude.

Death's Travel Agency is something you and your friends can use to easily return to old worlds post-spark.

[List of Magicks](#)

[List of Robes](#)

Don't cross the streams. It's bad for your health.

Casting Magicks with more than three elements when you cannot properly channel that many elements is difficult.

After you get your Spark, return home, or if you decide to permanently settle down someplace then you receive a full powered Revive.

Vortex is a black hole (one that's a bit slow) so don't be surprised when it ends up eating the world.

No Time Magicks outside of this Jump, it would only bring trouble.

Gram is far more effective against Dragons than any blade has any right to be.

"It sure would be a terrible pity if you didn't keep our little secret, the one so secret that the whole world might cease to be if it is spoken of, to yourself... A terrible pity indeed... A great pity indeed... Oh what a pity it would be... If you didn't keep it to yourself... It would be such a pity... For you..."

Very special thanks to KnightButters. Without him this would be nothing more than a Pastebin.

Special Drawback (Reveal Vlad's secret): Vlad the Vampire Count



Despite the warnings not to reveal his secret, you went ahead and did it anyway. And so he has declared that he will have revenge. Keep in mind that this is the vampire capable of sending people straight to Niflheim, time travel, long range instant transportation, easily finding where you are, and so on. He is immortal, relatively durable, incredibly intelligent and highly charismatic. He has connections in high places, Death owes him multiple favors. Despite appearing like an idiot to most people, this is the vampire that has managed to survive a lot of things. Oh yeah did I mention he can split into three spirits of retribution when the situation is dangerous enough? They're highly resistant to almost all elements and surprisingly durable even to their weakness.

On the bright side if you can convince the people you told he's a vampire to keep it a secret, he'll stop trying to kill you. Unless you go ahead and reveal it again.