

SHIVERS

CYOA EDITION

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While there are many myths and legends associated with the Mayan people, one of the least well-known involves a lost city known as Zapana, somewhere within the Moche valley in Peru.

According to the legend, a terrible curse befell the city when their king, Motcambo, defied the gods by withholding human sacrifice in celebration of his coronation. In vengeance, they opened the gates of the underworld, permitting the cursed children of the Snake God, the Ixupi, to wreak havoc upon Zapana. Each night, they would devour the life essence of the sleeping citizens of Zapana, leaving nothing but mummified corpses in their wake.

In desperation, Motcambo offered himself as a sacrifice - and touched by this gesture, Ixchel, Goddess of the Moon, offered to aid his people. She provided him with pots and talismans, each baited with an element, and taught him the chants needed to force the Ixupi into the vessels. For six months, they slowly forced the Ixupi into the pots, then sealed them away where they could do no further harm. But the Snake God was furious with this treatment of his children, and while he could not free them, he instead granted them a boon - should they ever be released, then they would gain power over the element they were trapped with, including the power to hide within that element and assume its form.

Unfortunately, it was not here that the tale of the Ixupi came to an end. Eventually, the pots were unearthed in an archaeological dig, and passed around from collector to collector, leaving death in their wake. Finally, they came into the possession of one Professor Hubert Windlenot, an archaeologist well-known for his unique theories on astroarcheology, cryptozoology, and other oddities of the world. Accused of being a charlatan, ridiculed by his peers, and estranged from his family, Professor Windlenot had come to America to follow his dream of creating a museum dedicated to the Strange and Unusual which so captured his imagination. Filled with puzzles and exhibits ranging from the Subterranean World theorized to lie beneath our own to Man's Inhumanity to Man, it would be a paradise for those who thought as he did to come and learn, explore, and enjoy. Unfortunately, this dream would never come true.

Several years after his acquisition of the Ixupi Vessels, two teenagers, Merrick Campbell and Beth

Ann Nelson broke into his museum. Curious about the same odd things which intrigued Professor Windlenot, and intent on exploring the museum, they came across and opened the remaining thirteen Ixupi Vessels. Now free of their confinement, the Ixupi quickly devoured the two, and upon the Professor's return, consumed him as well. With Professor Windlenot dead, his museum lay undisturbed in the hills of Mount Pleasant. Rumor quickly grew that it was haunted, and even the most stalwart souls would not dare to set foot within the abandoned museum.

That is, until tonight. You have come to Professor Windlenot's Museum of the Strange and Unusual, and until the sun rises, will be trapped within its grounds. Unfortunately, as you may have guessed, you are not alone. Ten of the evil entities still lie in wait within the museum, and now that they have sensed you, they have begun the hunt. Ash, Cloth, Crystal, Electricity, Fire, Jade, Metal, Sand, Stone, Tar, Water, Wax, and Wood - each is cunning, impossibly cruel, effortlessly able to blend into their element, and impossible to harm through any means known to man or God. Your only hope to survive the night? Solve the Professor's puzzles, find the vessels which the Ixupi scattered across the museum, and capture them once again. Will you unravel the museum's many layers of mystery? Or will you take the Ixupi's place within the vessel, your mummified corpse simply become another exhibit at the Museum of the Strange and Unusual?

===Background===

As you will not be setting foot outside of the Museum during the duration of your stay, your background is effectively irrelevant. However, if you're still interested, you may choose as follows:

First, you may enter this Gauntlet directly. You will appear directly on the grounds of the museum, exactly as you left the world before - the same age, the same sex, and unless you take a drawback that limits you, the same form as well.

Second, you can enter the Gauntlet the same way as any other Jump. You'll have been born in Mount Pleasant, will have an enjoyable but uneventful life, and at some point will become interested in the Museum of the Strange and the Unusual. At some point thereafter, your friends will dare you to spend a night inside; you will accept their dare, and the Gauntlet will begin at the moment they lock the gates behind you. In this case, you may choose to be anywhere between 14 and 18 years of age, and may choose your sex freely.

===Drawbacks===

Unlike a standard Jump, you do not begin with any Choice Points. If you simply want to participate in this Gauntlet for entertainment value, then you may be satisfied with this. However, if you're interested in acquiring any rewards from your participation, you will need to take on some additional risks to justify them. You must take the drawbacks "Nowhere to Run" and your choice of "Not Fast Enough" or "My Best Puzzles", and any combination of other drawbacks you desire. However, you are limited to a maximum of 2,400 CP gained in this way.

Nowhere to Run (Mandatory): Until the end of this ordeal, you will find yourself entirely unable to leave the Museum grounds, or otherwise escape your challenge. This includes not only the simplest ways of egress, such as simply sneaking back down to Mount Pleasant, but any other methods you might have. Teleportation will deposit you at the edge of the grounds, flight will allow you to go no higher than at least one of the creatures can reach, and you cannot enter or otherwise make use of your Warehouse or similar extradimensional spaces until the challenge ends.

Not Fast Enough (Mandatory if My Best Puzzles is not taken): Although Professor Windlenot designed his museum for all audiences, he never included supernatural beings in the mix. Rather than simply being able to bypass his carefully-designed puzzles, perhaps it would be better to simply relinquish these abilities altogether, at least for a time. Should you choose this drawback, until you capture the last Ixupi, you and all who travel with you will lose all abilities an ordinary human could not possess, save for those purchased in this Gauntlet. You will still remain "you," however, no matter how impossible that should seem under the circumstances.

My Best Puzzles (Mandatory if Not Fast Enough is not taken): Of course, there's more than one way to ensure a fair challenge. Rather than reducing yourself to match the Musuem, the Museum can instead be transformed into something more fitting your capabilities. While it will be reminiscent of the existing Museum, all obstacles will be replaced with ones designed to test your and your friends' physical, mental, and supernatural skills and abilities to the absolute limit, and the Ixupi and any other threats you face will be given enough power to become truly dangerous to you, no matter how mighty you may be.

Me Out There, You In Here (+100 CP): The terms of the dare were that you would survive a night in the museum on your own; it would be unsporting to bring friends along. Until the Gauntlet ends, any Companions or other friends, save those purchased in this Gauntlet, will be locked outside of the Museum. Though they can observe your progress, they will be unable to intervene in any way, shape, or form. Should you not have any Companions, you cannot take this drawback unless you purchase at least one from this Gauntlet - and in that case, you will find them far less capable than they would have been until the Gauntlet is complete.

My Dearest Geoffrey (+100 CP): After many years of separation, Geoffrey Windlenot - the sole son of Professor Hubert Windlenot - has finally decided to seek out the mystery of his father's disappearance, and reclaim what is rightfully his. Unfortunately, his timing could not be less opportune; when you arrive at the Museum, you will find that he is already there, and has already drawn the attention of the Ixupi. While this might not concern you under ordinary circumstances, your success now depends on his survival; should Geoffrey not survive the night, you will fail the Gauntlet as if you yourself had died.

They've Ruined My Museum! (+100 CP): Nothing is as it should be in the Museum of the Strange and the Unusual. If you've visited the Museum before, you will find the layout entirely unrecognizable; exhibits, artifacts, and puzzles alike are all completely different than anything you've seen before, though they still fit a similar theme. If you hadn't, don't worry - the challenge has changed as well. Not only are the Ixupi you face of entirely different elements than those described above, so too is the method for capturing or defeating them. You will have to seek the answers within the Museum, rather than being provided them.

Professor Windlenut (+100 CP): Professor Windlenot's peers often expressed the opinion that their colleague had lost his grip on reality; should you take this drawback, their concerns will turn out to have been quite valid. Possessed of an ever-growing dementia, you will find his writings mostly incomprehensible, his museum design impossible to understand, and - unfortunately - his puzzle designs possessed of a mad logic only he understood. Solving them will require piecing together whatever strange thoughts he may have had at the moment, and connecting tenuous webs of clues from the most minute sources.

Complete at Last (+200 CP): Once again, Geoffrey Windlenot has arrived at the Museum; unfortunately, he arrived long before you did. For reasons unknown, the Ixupi did not claim his life; instead, they let him be while he discovered his father's death, and assumed his legacy. You now find not an empty museum, but one full of socialites celebrating the Museum's grand opening the next morning - a buffet of grand proportions for the hungry Ixupi. While you have no particular obligations to save all of the Gala attendees, any Ixupi who devours one will be free of its vessel forever, and if all ten escape, you will fail the Gauntlet.

Museum of Adventures and Excitement (+200 CP): Rather than the Museum of the Strange and the Unusual, you have found yourself somewhere very different. A gargantuan, labyrinthine structure, far larger than the building should be able to hold, filled with countless exhibits, all of them eerily familiar. It seems that your own travels have been immortalized in this museum, dedicated to the legends and oddities not merely of Earth, but of each world you've visited. Of course, this also means far more hiding places for the Ixupi vessels, and far more ground to cover should you intend to fulfill your goal of imprisoning the creatures.

Nightmare at the Museum (+200 CP): By remarkable coincidence, a certain Egyptian Tablet numbered among the artifacts acquired by Professor Windlenot; said tablet (which will evade any attempt you make to track it down) has the power to animate effigies - like the many exhibits in the Museum of the Strange and the Unusual. Mythological monsters, vengeful deities, and subterranean robots now join the hungry wraiths in hunting you, and while they share no particular bond with the Ixupi, neither find the other to be appealing prey. That honor is reserved solely for the living, flesh-and-blood visitor to the Museum - you.

They Are So Evil (+200 CP): The Ixupi have always possessed a certain cunning, but now, they have developed a true, malevolent intelligence. They will now work together to eliminate you as a threat, spying on you, actively blocking your progress, and hunting you down. Vessels you abandon will be moved and re-hidden; puzzles will be reset; traps will be set. Even if you complete a Vessel, you can guarantee the Ixupi it belongs to will hide upon becoming aware of this fact, while the others will seek to free it as soon as they discover it is captured.

The Collector (+300 CP): Rather than a labor of love, it seems Professor Windlenot's museum was dedicated to far darker forces. No one knows whether some strange insanity came over him or if he truly made contact with the occult forces he sought - there's no one left to say. But the macabre exhibits, sadistic puzzles, and murderous traps filling the museum bear silent testimony to his newfound madness, sickness, and cruelty that took over near the end of his life. Walk carefully should you explore the museum, for any step may be your last - and if, in its darkened depths, you meet Professor Windlenot? Get on your knees and pray.

Wrath of the Snake God (+300 CP): The Snake God, father of the Ixupi, has waited for eons to see his children free once more. He will not tolerate your interference. Though he is forbidden from directly intervening, he has blessed the Ixupi with greater power over the elements, and should this be insufficient, will begin to take further measures. Though initially he will indirectly use his immense power over the elements to inflict you with constant and deadly misfortune, his willingness to bend or outright break the rules will grow with each Ixupi you imprison.

(+300 CP) Brotherly Love: Professor Windlenot's museum once contained thirteen Ixupi vessels; the ten listed above, as well as Fire, Jade, and Stone. Under ordinary circumstances, they would have long since fled the museum - but instead, they have chosen to stay behind and aid their brothers in escaping. Freed from the power of the Vessels, there is nothing which can destroy or contain them; while they can be temporarily disrupted through supernatural means, they will recover quickly, and continue hunting you until the last bit of your life essence has been drained by one of their imprisoned brothers.

(+300 CP) The Gang's All Here (Requires Brotherly Love): Originally, there were far more than thirteen Ixupi unleashed upon Zapana; thirteen is only the number which made it to Windlenot's museum. While the exact numbers are unknown, even the most conservative estimate puts the total number at thirty-seven, and only ten have not rendered the Vessels powerless by imprisoning a human soul in their place. All of them now waiting for you, so that your soul may free yet another of the Ixupi, and bring the family one step closer to being reunited. Run, and do not stop running, for they will never stop hunting you.

Throwing Down the Gauntlet (+1000 CP): If, for whatever reason, you're not a fan of Gauntlets, then there is an alternative. Rather than treating this jump as a Gauntlet, you may choose to follow the standard rules instead. Of course, some adjustments will need to be made. Rather than one night, you will be trapped for ten years - imprisoned in an unfathomably massive museum larger than entire nations, filled with a hundred thousand puzzles and tens of thousands of Ixupi, each with their own Vessel. Should you die here, or fail in your task, you will be sent home unceremoniously; should you succeed, your ordeals will be the stuff of legends. Good luck, Jumper. You will need it.

===Abilities===

If you aren't confident in your ability to survive the Museum of the Strange and Unusual, or simply want to pick up a few new and useful skills, you may redeem the Choice Points you acquired for any of the abilities below. There are no discounts or free abilities this time, however; any purchases you desire must be funded by Drawbacks.

Care to Refresh your Memory? (100 CP): While your memory is no better than it ever was, you've learned a unique trick to help you remember those things important to you. Whenever you read a book, watch a movie, or otherwise experience some form of media, you will be able to save a mental "snapshot" of the media in your head exactly as you first experienced it. By taking a moment to concentrate, you may then peruse it at your leisure, turning pages or pausing and rewinding as you see fit. This still takes as much time as it would take if you were physically reading or watching, though, so be aware of your surroundings.

What Darkness Conceals... (200 CP): Ordinarily, the Ixupi strike with the speed one would expect of the Snake God's children, immediately lashing out when prey enters their domain. However, around you they are strangely dormant; while disturbing their refuge will provoke an immediate attack, any time you discover one's presence you will have a second, perhaps two, before they become aware of you. In the future, this ability will apply to more than just Ixupi; while you are no better at hiding, as long as you can escape from another's perception quickly, they will not recognize that you have entered it.

...Terror Reveals (400 CP): Whether through a well-refined sense for danger, or a blessing from the Moon Goddess, you have the unique ability to sense that which cannot otherwise be sensed. Whenever you face a danger who you are otherwise unable to perceive, you will hear ominous music, warning you that an attack is imminent. Drawing closer will intensify this music, adding other sounds reflecting the nature of what you face - creaking wood, scraping metal, or rustling cloth. Unfortunately, if you could conceivably perceive the danger through some other means besides experiencing it, this ability will not trigger.

Intensely Curious (100 CP): It's rare that you let a mystery slip past you, and rarer still that you let it go unsolved once you're on the trail. You have a gift for noticing things which are out of place, and find it easy to whether they were left that way by mere chance, or by design. Moreover, you have a dogged tenacity that makes you far better at actually following up on those strange occurrences, even when the trail seems to have run cold. Though your actual investigative skills are not improved, this combination is still enough to let you solve most curiosities with pure persistence.

Quite a Good Mystery (200 CP): Everyone has their own foibles. Whether it's rambling about nature's oddities or following people around town and writing about them in a journal, these eccentricities can often be off-putting to those who do not share your passions. In your case, however, they tend to come off as endearing. Even those who are direct victims of your strangeness tend to find you more intriguing and amusing than bizarre or frightening, although all of this will change rapidly should you harm them or act in a way that suggests an intent to harm them.

Ramta Boba Taramba (400 CP): There's nothing quite as frustrating as a puzzle with no clear solution. Fortunately, you never have to worry about coming across one of those again. No matter how unlikely, there will now always be some hidden clue which will at least lead you on the right track, if not provide the entire solution. It might be somewhere you wouldn't expect, or hidden carefully, but if you persevere, you'll always find some hint that will enable you to solve the puzzle. Of course, recognizing the hint, or understanding it, are both entirely up to you.

Am I Dead? (100 CP): You find it easy to keep a level head during a crisis, even under circumstances under which no ordinary person would be expected to or able to do so. No matter how unusual or frightening a situation is, even if it's as catastrophic as your own death, you are still able to act with all, or at least the majority of, your mental facilities. Though you may certainly feel confusion, fear, or even existential horror, you are able to push those things aside, and do what needs to be done to resolve it, or ensure that those in a position to resolve it have your best possible assistance.

Hard To Get Rid Of (200 CP): You are immensely skilled at shadowing others, to a degree some may find worrying. You find it almost effortless to pick your target out of a crowd and track them anywhere they go, while both remaining out of their sight and keeping your actions from seeming suspicious to all but the most observant third parties. Additionally, should you tail a target for a long enough time, you will find yourself regularly identifying any routine which they might have, letting you predict where they might go next, and what steps you might be able to take to outmaneuver them.

The Final Riddle (400 CP): Puzzles come in many forms, ranging from challenges of your logic and intuition to tests of your observational skills. You, however, are an unparalleled master of all of them. Puzzles which would cause the average person to wrack their brains for hours are trivial yet enjoyable for you, and even the most byzantine and complex ones aren't out of the realm of possibility. You also find it easier to follow even the most bizarre examples of lateral thinking, although you may need to find some way of understanding the person's thought processes before making the jumps necessary.

Curator (100 CP): Museum design is both an art and a science; how fortunate, then, that you are both virtuoso and scholar. Labels you create are succinct yet informative, educating your patrons while never losing their interest. Similarly, exhibits and displays you create are masterfully arranged, and you are able to figure out not only the proper decor and arrangement to show off individual artifacts, but which items out of a collection are best representative of a subject. Even the arrangement of each exhibit within the museum comes to you naturally, allowing you to lay the museum out to create a natural progression between even disparate subjects.

In Search Of The Unexplained (200 CP): Like Professor Windlenot before you, you have chosen to seek out the strange and unusual - those things which do not fit into common understandings of how the world works. You are a skilled archaeologist, with some knowledge of anthropology, botany, zoology, and similar useful fields. Moreover, you find it extremely easy to adapt any of these skills - or any other skills you might possess - to investigating curiosities that do not appear to fit into existing scientific frameworks, as well as adapting said skills to whatever new understandings you gain from investigating these unusual specimens.

Puzzling Individual (400 CP): Regardless of your talent for solving puzzles, when it comes to designing them, you are a genius among geniuses. All forms of puzzlecraft come naturally to you - riddles, mazes, tests of logic, even mysteries. You are also quite adept at building machinery to implement your designs, and can even wire completed puzzles into hidden mechanisms, revealing secret doors or caches if solved. Additionally, you can easily assess whether your target audience will be able to solve a puzzle, as well as whether they will find the experience enjoyable, frustrating, or somewhere between.

Serpent's Blessing (600 CP): Somehow, like the Ixupi themselves, you have acquired a portion of the Snake God's blessing. When you acquire this ability, choose a single "element" - any naturally- or artificially-occurring material which you can conceive of. You are now able to enter into objects consisting of this element, merging with it to disappear completely from the world. While you are immobile and unable to act in this state, you can emerge at any time, and can rapidly transport yourself between objects formed of the element or primarily consisting of this element within several dozen meters. Unlike the Ixupi themselves, you can be ejected from an object should it be significantly damaged or dispersed, but should this occur, the only consequence will be that you cannot re-enter this object again.

===Souvenirs===

While Professor Windlenot sought out many legends during his lifetime, most of his expeditions left him empty-handed, and his museum was filled mostly with replicas and artist's depictions. If you'd like to take home something more interesting, then you will need to pay accordingly.

Gift Bag (50 CP): If all you want is something to remember your time at the Museum of the Strange and Unusual, this bag contains everything you could possibly desire, and many things you might not. Significantly larger on the inside than the outside, it holds a plethora of Museum Merchandise that, sadly, was never put into production prior to the Professor's untimely end. T-Shirts, neckties, toys, miniature decorative versions of some of the more popular exhibits, even a curious set of plush Ixupi - all are lovingly crafted out of high-grade materials. Unfortunately, the bag is not reusable.

Sierra Brand Watercolors (50 CP): These watercolor pigments are not a brand you've ever heard from before, but even brief uses will reveal their incredible quality. More colorful and durable than one would expect from even oil or watercolor paint, these paints are available in any color you can think of, and will clean themselves when put away. This purchase also comes with a number of high-grade watercolor brushes, guaranteed to never fray or split, a renewing supply of watercolor paper, and a scanner able to perfectly capture your artwork for digital manipulation.

Brochure of the Strange and Unusual (50 CP): Printed en masse in anticipation of the opening of the museum, these brochures provide a quick summary of the museum itself, as well as a suggestion of particular exhibits one might find interesting. While nothing special in the Museum itself, one will quickly discover that the Brochure rapidly adapts to one's surroundings. In a town, for example, it may provide useful information about the town's history and a list of attractions, while in the middle of a lost tomb, it may detail its construction and abandonment, as well as important objects contained within it.

Music Box (50 CP): Based off a similar box Professor Windlenot ordered for his son Geoffrey and repurposed into an exhibit, this music box plays a hauntingly beautiful tune about Anansi the Spider while using wooden automatons to show the story of how he stole the Sun and Moon. However, unlike the Professor's music box, this one is not limited to the Anansi song; if touched by someone thinking of a piece of music, its contents will transform to display a scene fitting said piece, and play it with perfect crystal clarity. With no song in mind, it will revert to the Anansi Spider song, ready for re-use.

Empty Vessel (100 CP): While this appears to be a mundane earthenware pot and decorated lid, its originates from ancient Zapana - the same village once troubled by the monstrous Ixupi. Crafted by the Moon Goddess as a trap to capture one of these spirits, after all the Ixupi were captured it remained empty. By chanting the sacred words carved into the pot's surface, any spiritual being of less power than a God may be forced into it; once so ensnared, they will remain trapped forever as long as the Vessel remains closed.

Fortune Telling Machine (100 CP): This early 20th century fortune-telling machine is decorated with images of the cosmos and a grinning jester's skull, and has as its fortune teller an androgynous figure wearing ornate clothing and a red veil. For the cost of one nickel, it will lay out a card with a printed fortune for you; on this card will be a message guaranteed to be of some

use to you during that day. Of course, identifying when and how it will be useful is up to you. While the machine can be paid as many times as you want, each day it will only provide the same message; any additional messages must wait until the next.

Jade Skull (100 CP): Originally found in the Honduras, this Mayan artifact is a perfect replica of a human skull, intricately crafted out of a single piece of jade. One of the prize exhibits of the Museum of the Strange and Unusual, it is one of the largest jade items in the world. Although it has no special or unique properties, it makes a perfect centerpiece for a museum exhibit or other display, and could be sold for a truly prodigious sum to any museum, collector of valuable artifacts, or other person willing to pay the price such an item commands.

Windlenot's Puzzle Collection (100 CP): If you're worried that you'll miss the challenges of the Museum of the Strange and Unusual, fear not; you can always take a full supply of those puzzles with you in the future. Each puzzle that appears throughout the museum will be here, as well as several others not present in the museum. These, unlike the museum puzzles, will scale to your problem-solving ability, and are guaranteed to be both entertaining and a challenge for your own level of intellect. Should you solve one, you will find another waiting for you in its place the next day.

Axe (200 CP): An ordinary fire axe, removed first from the Museum Workshop, then from where it was lodged in a pillar in the entry hall. It's in good condition, though not particularly well-made, and is no sharper than an ordinary axe of its type. However, it has one unique property you may find useful - it is capable of striking and even harming spiritual entities. With enough violence weaker spiritual entities may be killed outright or permanently injured, though stronger beings such as the Ixupi will only be temporarily disrupted.

The Black Book (200 CP): This plain, black leather book is written by an unknown author, and has no title but an imprinted pictograph of a snail's shell. Within it, the full tale of the Ixupi Legend has been translated, providing extensive detail about the creatures' origins, nature, behavior, powers, and even weaknesses. At least, that's what it contains when opened in the museum. If opened elsewhere, the reader will find that the text has updated; now, the legends translated will be about those supernatural beings within the surrounding area, and will provide just as detailed an accounting of them as it did the Ixupi.

Jeweled Oracle (200 CP): Something about this ancient stone triangle seems out-of-place even for the Museum, as if it from another world. If you look at it carefully, you can see suggestions of a face, though not a human one. If held when you are faced with a challenge, its eyes and mouth will open, and the Oracle will intone a clue related to the situation at hand. Though cryptic almost to the point of absurdity, the Oracle's wisdom is genuine, and should you decipher its clue, you will find it immensely helpful towards resolving the situation in some way, shape, or form.

Witch Doctor's Drums (200 CP): South African in origin, these four drums are used to speak with the Gods in Sarombe legend. By playing the four sacred drums - Ta, Ba, Ram, and Bo - using the proper rhythm, a shaman can frighten evil spirits and open the door for the dead to pass on. Though you may not be a shaman, should you learn the right rhythms, you can use the drums to lay to rest the unquiet dead, scare away or banish lesser evil spirits, and open more mundane doors. Rhythms differ from place to place and will require experimentation, though spiritual knowledge will help identify a "right" and "wrong" rhythm.

Atlantean Power Crystal (400 CP): Originally discovered by noted psychic Edward Layce, these shining golden gems draw power from the limitless energy from the Sun. When properly harnessed, these crystals can provide enough energy to power an entire city, and if more could be produced, perhaps even a civilization. But be wary, for Atlantis itself once relied on these crystals, and their misuse directly led to that ancient city sinking beneath the waves.

Alchemy Machine (400 CP): Created by the legendary alchemist Louis Garcon, this mysterious machine combines modern science with principles passed down from ancient Egyptian times. Should you have any alchemic ability or knowledge, using this machine will not only drastically enhance the potency of anything you create, but also significantly boost the output. Careful experimentation may even let you learn to automate the alchemic process, allowing the machine to produce indefinitely if provided with supplies. Without such knowledge, though, expect significantly more experimentation before you achieve anything of note.

Transformation Masks (400 CP): Originally created by the Kwakiutl tribe located in the Pacific Northwest Coast of Canada, these five simple wooden masks resemble birds of prey. Each has a seam dividing them vertically; if opened, there is a second mask depicting a ferocious creature underneath. When worn with intent to transform, the mask will change the wearer into a hawk or similar bird of prey if the mask is closed, or an inhumanly strong and fast wendigo-like monster if open. In either event, they will maintain their full facilities, and can remove the mask or switch between these forms with a thought.

Dero (400 CP): This strange, centauroid robot was discovered by Professor Windlenot in his attempts to discover the entrance to the Subterranean World. Its kind are believed to responsible for thousands of disappearances each year, and if the legends are true, may even be the origin of human madness. Regardless of the veracity of these tales, its beaklike head is capable of projecting a ray that causes insanity in those struck by it, and its untiring metal body is far stronger than any human, and more durable than titanium. Fortunately, this one has been programmed with complete loyalty to you, and will obey your every command.

===Facilities===

The Museum of the Strange and the Unusual has been abandoned for decades on the hills of Mount Pleasant. It could certainly be put to far better use than simply collecting dust. Of course, a building of its size would not be terribly portable, so for a price, it - or pieces of it, if you'd prefer - could be attached to your warehouse instead.

Professor's Bedroom (100 CP): This large bedroom, once Professor Windlenot's respite after long hours working on his museum, now offers you the same succor it once offered him. Tastefully decorated in a style reminiscent of Medieval Europe, it includes an elegant four-poster bed, armoire, writing desk, and chest, but can accommodate any furniture you'd like to replace them with. Any furniture and decorations may be stored here indefinitely, as may any items within, although attempting to abuse this and convert your bedroom into a storage facility will find the offending items quietly finding their way to the Warehouse where they belong.

Professor's Office (100 CP): While once ransacked out of desperation, this office has been restored to its pristine state. Classically furnished with a tasteful desk and bookshelves, it manages to feel both homelike and professional at the same time. It also includes a fully-

functional fireplace, and while there is no obvious ventilation system, any smoke will disappear without issue. If the decor is not to your liking, then you can remove and replace anything within, and the new furniture will remain. Of course, like the Bedroom, excess items will find their way back to the Warehouse once you've exited the room.

Museum Theatre (200 CP): Intended to educate and entertain Museum patrons, this desolate theater can now serve as your personal entertainment center. Decorated in a faux-Egyptian style, it takes readily to redecoration, and can be expanded or contracted to suit your needs. Its stage can be adjusted for lectures, movies, plays, or any other audio-visual system you'd care to use it for, and its cramped projection room will easily integrate the necessary systems to enable their functionality. Said projection room can also store an entire media library, hiding away any film or similar medium not actively in use, and comes pre-stocked with the Professor's collection of educational films, self-produced reels, and old B-Grade horror movies.

Museum Library (200 CP): While Professor Windlenot intended for his library to serve curious patrons interested in learning more about his exhibits, it would be better served holding your own collection than moldering in his museum. Small but surprisingly cozy, it will always be just large enough for all of its patrons to fit and find a place to sit comfortably. Despite this, its shelves can hold any number of books, with any not capable of physically fitting being stored elsewhere until required. It also comes with the Professor's old collection, an eclectic set of tomes and volumes picked up during his travels and research.

Deed of Ownership (400 CP): Perhaps you have an interest in seeing Professor Windlenot's life's work completed; perhaps you simply want a place to display your own collection. In either event, you have the opportunity to make a once-in-a-lifetime purchase - the entire Museum of the Strange and Unusual can be yours to do with as you please. While originally an exact copy of the one in Mount Pleasant, you are capable of rearranging the museum as desired; you may move rooms around, enlarge or shrink them, and even add new rooms or remove them if you so desire. You are even capable of causing the museum to appear on any vacant spot of land you own which is large enough to house it, though you will not be able to reshape it or remove it until anyone inside has left.

You also have almost total control over the contents of the museum. With a thought you can rearrange any exhibits you'd like, adding any item from the Warehouse to the museum's permanent collection, then placing it wherever you see fit. However, once an item becomes part of the permanent collection, it cannot be removed; while you can move the item to storage, it cannot leave the museum until you return home one way or another. Objects within the permanent collection lose all functionality they might have had except to the barest extent necessary to educate and entertain; they are incapable of causing harm, anything they do is immediately undone upon exiting the museum, and in no event can they affect anything outside of it in any way. Fortunately, placing an item in the permanent collection is not compulsory; however, any item not placed in the permanent collection will be shunted to the Warehouse when you leave it.

If you've purchased any of the facilities above along with the Deed of Ownership, you may freely choose to incorporate them into the museum. If incorporated, you will gain the ability to fully control their appearance the same way you can the museum's; however, they will maintain any special abilities they might have, and items placed within them will become part of their libraries or decor instead of the permanent collection.

===Companions===

Three lonely ghosts now lie within the Museum of the Strange and the Unusual, waiting for someone to come along and grant them freedom. While it would be simple to release them from their imprisonment and send them on to their final destination, if you'd prefer, you can choose to bring them along with you instead. They will be incredibly grateful for this opportunity, and while they have no physical forms, their eyes, ears, and minds will be at your service for as long as you desire.

Merrick (100 CP): Originally hailing from New York, Merrick was a bright young man who became fascinated by the Museum of the Strange and Unusual primarily out of boredom. Though somewhat antisocial, he was very determined and curious, enough so to stalk Professor Windlenot for months and come up with the plan to infiltrate the museum in the first place. He is still distressed by his fate and that of Beth, and will take some time to adjust to the fact of his death and his new existence as a spirit. He possesses the abilities Intensely Curious, Quite a Good Mystery, and Ramta Boba Taramba, and can use them to assist you.

Beth (100 CP): Native to Mount Pleasant, Beth was a clever young woman who fell for Merrick shortly before their ill-fated museum trip, and helped him along the way. She was both extremely cunning and far more sneaky than Merrick was, though her own curiosity led to her downfall when she convinced Merrick to open the Ixupi vessels. While Beth handles her death and nature as a spirit far better than the others, she is still internally quite distraught by her death, as well as Merrick's. She possesses the abilities Has Am I Dead?, Hard to Get Rid Of, and The Final Riddle, which she will put to use along the way.

Professor Windlenot (100 CP): Founder of the Museum of the Strange and the Unusual, Professor Windlenot left his wealth and prestige behind to pursue the truth behind mythology. He had lived a long and varied life prior to his untimely passing, and has acquired a variety of skills and knowledge, as well as a natural charm and playfulness. However, much of this lighter side will be lost at first, while he recovers from his death and the destruction of his dream. He possesses the abilities Curator, In Search of the Unexplained, and Puzzling Individual, and use of them however he can to ensure the Ixupi are sealed once more.

===Reward===

Should you fail to capture all ten Ixupi prior to the end of the night, or should the Ixupi claim your life and seal you within a vessel, your time here will be at an end. Unless you took the drawback "Throwing Down the Gauntlet," you will continue on to the next Jump with no reward but your memories; should you take that drawback, however, you will find yourself returning home instead.

Otherwise, you will have the standard three choices to make. You can head home regardless, keeping everything which you purchased and acquired from the Gauntlet, hopefully to seek out and explore the legends of your own world. Or you can stay in the town of Mount Pleasant, having solved the 15 year old mystery of the strange disappearances of Merrick, Beth, and the Professor. From there, where you go is up to you; perhaps you'll take up Professor Windlenot's dream, or perhaps you'll want to take a vacation with your friends. I've heard that Cyclone, Arizona is lovely this time of year. Of course, you can always choose to go on to the next world instead, seeking out the strange and unexplained as only you can. No matter what choice you make, you will be able to keep all purchases made, and if you have purchased any of the three Companions, you may choose to return them to their human bodies. Of course, you may also keep them in their incorporeal forms; while obviously they would prefer it if you would provide them with a second lease on life, the choice is ultimately yours.

We hope that you have enjoyed your time at the Museum of the Strange and the Unusual. We hope that what you have seen has enlightened you, and made you think more about the world around you, and what truths may lie beneath its surface. Perhaps we'll see you again one day - after all, there's always more to learn, and more puzzles to solve. Until then, farewell.