



**Lost Mines Of Phandelver Jump
v1.0**

by LJGV/Sin-God

Welcome to the Sword Coast Region of the Forgotten Realms! You are somewhere not particularly far from the famed city of *Neverwinter*, a city that is itself part of *The North*, a region of free settlements that are perfect adventure bait for young adventurers and for jumpers new to the Forgotten Realms. A group of upstart adventurers have been hired from Neverwinter to escort a dwarf explorer's mining equipment to a nearby town, and the day you enter this setting their journey is about to go sideways.

Author's Note: This is a jump-conversion of a 5e adventure, specifically the adventure in the starter set *Lost Mines of Phandelver*. Hopefully this doesn't need to be said, but since this is a conversion of a D&D 5e adventure this will include spoilers for said campaign. To read the specific adventure [click here](#).

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d5** to determine where you start, otherwise, pay 50 CP to choose your Starting Location.

Road to Phandalin

You start your time in this setting not far from a cart containing some mining equipment and a group of adventurers minutes from getting ambushed.

Phandalin

This small town is home to a number of friendly humanoids and is under the oppressive thumb of the bandit gang *The Redbrand*.

Wave Echo Cave

The central location of the last leg of this adventure, this place is packed with monsters of various sorts and a powerful relic known as *The Forge of Spells*, a forge that facilitates the easy creation of magic items.

Thundertree

The decimated ruins of a town, this place has some monstrous and undead inhabitants, as well as the lair of a young, and dangerous monster.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You can freely decide both your gender and age for the purposes of this jump.

Origins

All origins are drop-in friendly.

Adventurer [Free]

You are one individual in a merry band of traveling adventurers. You and your cohorts were hired just days ago by a dwarven explorer, and tasked with taking his gear to the town of Phandalin.

Local [Free]

You are a local, and very possibly either from Phandalin or perhaps some hermit's cottage. You've had time to acclimate to the current, unfortunate circumstances of the small town, but with the appearance of some new adventurers, there may be a chance to help the town return to its peaceful roots.

Criminal [Free]

Ah so you're of a more morally flexible persuasion? That's fine. With this you're one of the underlings of either a local criminal boss, such as Glasstaff or a hobgoblin, or you directly report to *The Black Spider*. Regardless of who is directly above you, you may want to keep an eye out for a small band of adventurers...

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Please note, you may have some of these perks through other D&D campaign jumps. If you do, you can opt to get new iterations of them or you can choose to ignore them, even if the text says that they are mandatory. Simply go for whichever option is better for your story.

Race [Free & Mandatory]

What race are you? Or rather, what is your species? You can select any [playable 5e species](#) and in future jumps, you will retain any form you choose here as an alt-form you can access at will. Please note that some species are not normally in Faerun and in the world of Abeir-Toril, but if you wish to play a species like a Leonin, a Giff, or any other 5e species that are considered within the scope of the 5e playable races but normally in the Forgotten Realms that is fine. That said your benefactor may ask you to devise a backstory fitting for that race or ask you to be a drop-in. **This fiat-backs the abilities you gain through your chosen race, though these abilities are locked to this form.**

Background [Free & Mandatory for anyone who isn't a drop-in]

Your background is a special customization feature for D&D characters that explains their lives prior to and in some cases during their earliest days as an adventurer. This background provides you with a bit of additional knowledge, an additional ability you can use (usually but not always during social interactions), and also some extra gear, though how easily you can access said gear may depend on your starting circumstances in this jump. This background will follow you in future jumps, updating as necessary, and you can select any of the backgrounds that makes sense for Abeir-Toril (so you wouldn't be able to select something like Dimir Operative), though if you select a species where a different background is fitting or have some OCP you may be able to select a normally unavailable background.

In future jumps you can choose to have this background subtly modify facets of your new jump identity or you can choose for it to effectively go inert and leave your new jump identity unmodified though you'd still gain the benefits of training your background would give you.

Alignment [Free]

You now possess an alignment. You could be lawful good, lawful neutral, lawful evil, true neutral, neutral good, neutral evil, chaotic good, chaotic neutral, or chaotic evil. Your alignment is determined by your overall behavior, and moves as you move morally. There are benefits to this, you interact a bit more smoothly with someone who matches one of your moral areas and interact noticeably better with someone who matches both of your moral areas (someone the exact same alignment as you) and critical hits of yours count as your alignment for the purpose of overcoming things like damage resistance based on alignment (and deals just a bit more damage to those who are beings of strong moral values such as celestials, demons, and devils, who are morally opposed to you).

Additionally, objects of strong moral values that align with your morals are receptive to you.

Class [Variable cost; beginning at free, not mandatory]

What is your class? There are multiple classes in 5e; artificers, barbarians, bards, clerics, druids, fighters, monks, paladins, rangers, rogues, sorcerers, warlocks, and wizards, and you can select any one of them which would become a part of your build and you would start off at level 1 by default. Each of these classes comes with multiple subclass options (though many do not get their subclasses right away), and if you wish there are multiple customization options here. If you wish to multiclass you can, for a cost of 50 CP per additional class. If you wish to start at a level higher than 1 you can, for a cost of 50 CP per level. If you take this perk you get access to a D&D-type progression system that rewards you for your adventuring accomplishments, allowing you to level up and gain access to your class's higher-level class features. This comes with all the experience, training, and proficiencies of the chosen class, though by default this is only just enough training to reach level 1 (unless you paid for more levels, in which case it's enough experience to reach those levels). **This also fiat backs your classes (and subclasses) and feats, ensuring you don't lose the ability to use these skills and abilities in future jumps such as a warlock losing their powers by losing contact with their patron.**

Long Term Campaign [Free]

This is a continuity perk. With this when you repeatedly visit the same setting you can opt to have people remember your actions (provided they happened in the past, such that if you go to The Elder Scrolls and spend time in Cyrodiil during the Oblivion Crisis and then go to Skyrim your actions will be written in historical texts and any sufficiently long-lived individual such as a daedric prince might remember you in Skyrim), with as few tweaks as possible for continuity's sake such as changing memories of your species from a tiefling to a drow if in this jump you are a drow but were previously a tiefling. This allows your reputation and other such things to precede you and to benefit from the connections you've made in the past. When it is applicable you can pick and choose whether or not this perk activates at the start of a jump.

Feats, Ability Score Improvements, & Epic Boons (Variable cost)

There are a plethora of feats; which are unique abilities a D&D character can have that help make more modular, ability score improvements; incremental improvements to one's ability scores (Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma), and even Epic Boons; unique buffs normally only available to characters past level 20, that one can acquire in D&D. By purchasing an installment of this perk you can select a feat, ability score improvement, or epic boon to attach to yourself even if you don't otherwise meet the requirement for it. Feats and ability score improvements only cost 50 CP per feat or ability score improvement, but epic boons cost 200 CP per individual boon. **Beyond this, you can acquire feats, ability score improvements, and epic boons as you progress in levels, but this is a bit of a cheat that, in exchange for CP, allows you to give yourself a head start as well as purchase feats and epic boons you may not qualify for otherwise.**

Adventurer

Danger Sense [100 CP | Discounted for Adventurer]

You have just the faintest inkling of a danger sense; an ability to supernaturally detect dangers before you see actual evidence that something is amiss. This is a handy trait that constantly provides you with the tiniest bit of protection, and it can be trained and honed to become something stronger over time. This also subtly helps you spot traps and ambushes.

Work [200 CP | Discounted for Adventurer]

You're only ever as unemployed as you'd like to be. Opportunities for work practically fall into your lap, even unofficial ones such as a child asking you to avenge their parents or a captured individual willing to pay you for their rescue. You're also uncannily skilled at getting paid for your work, with those you work for sincerely trying to pay you for your labor. Even if you work for a duplicitous bastard they'll tend to be straight when it comes to your pay and in the rare instances you get double-crossed you'll usually find someone else willing to pay for the work you've done or perhaps willing to pay you to double cross your less upstanding original boss.

Diplomacy [400 CP | Discounted for Adventurer]

Diplomacy is a handy skill, and one you have in spades. You are able to easily talk down sophomoric foes, and people have a tendency to chat with you, seeing you as approachable and sometimes even in the midst of battle opponents might talk to you and be persuaded to cease fighting. This is also great for making new friendships, making you slightly more charming and easily able to earn people's trust.

Restorer [600 CP | Discounted for Adventurer]

You have a hilarious skill when it comes to making things better. Your actions can cause permanent or nearly permanent change, allowing you to leave an impact where you go more easily. With this when you clear out a dungeon or clean up all the local undead in a haunted place others can more easily settle and fix it up ensuring meaningful differences when you leave a place behind if you take the time to try and make it better before going to your next destination. You can even use this to more easily fix things like damaged artifacts such as a forge that has suffered structural decay over the last few years. If you can't outright do something restorative yourself you are luckier than you should be when it comes to finding someone who can, ensuring that you can leave a place better than you found it so long as you put your mind to it.

Local**Font of Hope [100 CP | Discounted for Local]**

You are indomitably hopeful. Even in the most distressing or despair-inducing places you'll find a way to cling to hope. This also helps you recognize opportunities when they arise.

Historian [200 CP | Discounted for Local]

You are uncannily skilled at uncovering the history of the world around you. You can reliably expect to discover both well-known and obscure historical trivia, from the founding of the modern iteration of the town you've been a long-term inhabitant of to the long-forgotten or misunderstood roots of the community that was once in its place. You can also connect more easily with long-lived beings, and when you invoke shared

histories people are more receptive to your efforts and to honoring or at least learning from that history. This also improves your ability to discover social maladies and to come across wrongs that need to be corrected, making you a veritable font of adventure hooks.

Quest Giver [400 CP | Discounted for Local]

You are quite persuasive and people naturally tend to want to help you. When you ask people for help, sincerely, that sincerity shines through and moves them to try and aid you. You are also, thankfully, quite adept at finding something to give them for their help that they'll accept as fair pay for their services and take graciously.

Helpful Home [600 CP | Discounted for Local]

You have a helpful nature and naturally attract those in need of aid. You can invariably offer people who come to your home, and/or business, some sort of help and a push in the right direction. People who have similar objectives to you and a helpful nature (what "Helpful" means in this context is a bit subjective but basically they are helpful to you and morally in alignment with you in some way) are invariably drawn to you and you will always have some meaningful service or good that you can loan them that ingratiates you to them and that will come in handy during their adventures. This also improves the odds that they'll go out of their way to help you specifically.

Criminal

Ambusher [100 CP | Discounted for Criminal]

You have a keen eye for both setting traps and for catching foes off guard, particularly when it comes to ambushes. You can innately detect the best possible places to lie in waiting for your foes, and when you successfully use a trap or ambush an enemy you are pushed further, able to deal just a bit more damage or leave foes in a state just a bit worse than they would have been left in. This also makes you better at patrolling places and keeping watch by enhancing your patience.

Animal Ally [200 CP | Discounted for Criminal]

You have a certain ease around animals that makes them more receptive to you and easier to tame. Animals are also more likely to leave you alone naturally, but the real power of this is the potential to gain animal friends who can do things you cannot, like set up ambushes for foes by hiding in water, scouting for enemies in the air, and other distinctively animal-like abilities.

Take Them Alive [400 CP | Discounted for Criminal]

You are skilled at capturing your foes without murdering them while leaving them well and truly helpless, even ones like barbarians or magic users who are good at taking advantage of the smallest opportunities to escape. Very importantly you're also someone that your foes see fit to keep alive if they can, recognizing your value as a hostage or seeing you as someone they must deliver to justice. Your enemies go out of their way to not kill you if it's at all possible.

Under New Management [600 CP | Discounted for Criminal]

You possess a keen, villainous charisma. Other criminals and those with criminal-like inclinations are more likely to listen to you and see you as a fitting boss to follow. This is

especially true if you've demonstrated your skill in a wicked, criminal context and doubly so if you either outright end your former bosses or arrange for them to be defeated by an outside party. You also have a criminal's sense of opportunity, particularly when you spot a power vacuum and can take advantage of a sudden change in circumstance to persuade newly unemployed ruffians to follow you and become your underlings. Those who feel this charisma are less likely to try and stab you in the back or turn tail and run, especially once you've got your hooks in them. This could be the start of your very own criminal empire.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Basic Survival Kit [Free]

You possess a replenishing stockpile of basic survival tools. This includes unenchanted weapons and armor, basic tools for outdoor survival, and a small stockpile of rations. This isn't enough to keep a full group of adventurers well fed but if rationed it'll keep you from starving. This also includes something small for people with backgrounds, giving you the most basic material necessities for your background.

Magic Item [Variable Cost]

If you wish to purchase a magical item you can do so in a manner that grants it fiat-backing, through here. Each tier of rarity comes with its own price, and you can only purchase Common, Uncommon, Rare, Very Rare, and Legendary items with this, with Common items costing 50 CP, Uncommon items costing 100 CP, Rare Items costing 150 CP, Very Rare items costing 300 CP, and Legendary items costing 400 CP. **Magic items can be acquired as normal during this jump, and you can attune to them as normal, but with this you can attune to any item you purchase with CP, and you can attune to as many items as you purchase with CP, and all items acquired this way come with fiat-backing.**

Adventurer

Contract [100 CP | Discounted for Adventurer]

This a contract you can call upon once per year which will serve as the introduction to a short, fairly simple adventure that will pay you well and lead to a boost in your reputation. This contract will spawn all the necessary individuals for the adventure and

create some small quest for you to go on. This will be in line with your skills and interests and the adventure will always be rewarding in terms of both material goods and excitement.

Stockpile of Potions [200 CP | Discounted for Adventurer]

You have a small stockpile of potions of various sorts. These potions are handy, restorative and strengthening things that replenish daily when used, and can do things from cure diseases to fix wounds. They aren't incredibly powerful but can absolutely save your life in a pinch, and can be helpful on a day to day basis.

Adventurer's Camp [400 CP | Discounted for Adventurer]

This item is two things. One of the things it is, is a small backpack that is much larger on the inside than the outside, vaguely akin to an unremarkable *Bag of Holding* but smaller than they tend to be. The other thing this item is, is located inside the bag. In the bag there's everything for a handy camp from multiple tents and sleeping rolls to everything to start a fire, to a miniaturized wagon that takes its full size outside of the bag. This camp is perfect for a small group of adventurers, and is surprisingly comfortable and luxurious. It's also fitted with minor enchantments such as a small field that radiates outward that repels wild animals and weak monsters, and an alarm spell keyed to you that wakes you up from even magical sleep if it goes off.

Local

Family Business [100 CP | Discounted for Local]

You are the owner of a family business of some sort that you decide when you purchase this item. You have just enough employees to allow the business to run smoothly even without your direct leadership and it provides you a nice though small income.

History Book [200 CP | Discounted for Local]

This is an accurate history book keyed to the area surrounding Phandalin for this jump, but in future jumps it is keyed to an area near and around your starting location. You can, twice per jump, de-sync the areas this book is keyed for and resync it to a new region through a ritual you intuitively understand and it'll empty and then fill itself with the accurate and unvarnished history of the new place.

Phandalin [400 CP | Discounted for Local]

Ah so it turns out that Harbin Wester is not the townmaster anymore. Now you are. You are the leader of Phandalin now, and the town follows you into future jumps. At the end of this jump anyone in Phandalin is asked if they'd like to follow you on your chain, and if they agree they become followers. You can leave Phandalin in your warehouse, or import it into future jumps as you wish. This comes with all of the businesses and all of the resources of the town, which is admittedly not much but it's a nice starter town, especially if you either take it upon yourself to fix stuff or hire people to do it for you. This town retains changes across jumps.

Criminal

Animal Ally [100 CP | Discounted for Criminal]

With this you have an animal ally follower who is loyal to you, smarter than it should be, and is a touch more powerful than it normally would be. This can be something as fierce as a giant spider or bear, and is an intimidating pet that will likely deter many would-be foes.

Symbol Of Might [200 CP | Discounted for Criminal]

You have some minor magical item, such as a +1 sword, a magical staff with some spells embedded in it, or a piece of armor that is magically enchanted in a way that is helpful to you. This serves as a symbol of your criminal authority and is something your underlings can recognize you by even if you are otherwise disguised. This symbol is a helpful tool and criminals who see it are less likely to try and be insubordinate or sway your underlings to their side.

Criminal Lair [400 CP | Discounted for Criminal]

You have converted a small area, such as a mansion or a small cave into a lair for your band of criminals to call home. This place is surprisingly comfortable, outfitted with tools for criminals such as traps, weapons, cages, and poisons, and comes with a small contingent of generic criminals who obey you and keep the place protected. It can be changed to accommodate growth if you work at it, and has a private place for you to rest your head after a long day of thievery and dastardly deeds.

Companions

Companion Import/Creation [50-200]

Use this option to import a companion from another jump or to create a new companion you are destined to meet during this jump who'll quickly join you on your chain.

Regardless of the option you choose the following section is uniform; the imported or created companion gets 600 CP to use to purchase perks and items and gets discounts and freebies the same as they would if they were a full jumper.

Canon Companion [50]

This option gives you a token you can offer to friends you make during this journey.

Someone who is offered a token is filled with knowledge concerning a chain and what it means to be a companion and is offered the chance to be your companion from here on out. If they accept the token is used and becomes powerless. If not the token is returned to you and you can decide whether or not they remember what the token told them.

This purifies them of mind control and allows them to make a truly impartial decision regarding whether or not to come with you. If you have tokens you have not used during a jump when the jump ends your points are refunded and you can spend them elsewhere.

Scenarios

Each scenario awards, at a minimum, 200 CP in addition to other more expressly outlined rewards.

Lost Mines of Phandelver

The typical *Do the Adventure* scenario. With this you are one of the adventurers who is asked to escort the dwarf's goods to the town of Phandalin and you are there when

things go sideways. This doesn't require you to be an adventurer or anything, and this scenario is not locked behind origins. This scenario is completed when Wave Echo Cave is freed from Nezznar the Black Spider's grip. This scenario also asks that you design the NPCs in your adventuring party, which could be between 1-3 other people. You can give them the following free perks: **Race**, **Alignment**, **Background**, and **Class** (though they start off at level 1).

Reward

For rescuing the *Forge of Spells* from the grips of the foul drow who wanted it for himself you have the ability to take it for yourself. Events will naturally conspire over the next few days after you free the cave from Nezznar's occupation that will see a dwarven wizard come to the cave and offer to fix the forge. With this you have ownership over an artifact that can expedite the creation of new magical objects! You are also viewed as a *Friendly Hero* which serves as a reputation booster and makes it more likely that people in need of rescue find ways to approach you and ask for help, even and especially indirectly. Additionally your fellow adventurers can join you as companions for free (though you still need to pay to import them as usual), and over the course of the scenario they gradually unlock the perks in the Adventurer origin.

Take Wave Echo Cave

This scenario is not necessarily linked to the *Lost Mines of Phandelver* scenario, though completing that one is part of completing this one. To complete this scenario you need to clear out and restore Wave Echo Cave, dealing with things like Mormesk the Wraith, the Spectator, and restoring the Temple of Dumathoin. When you complete these tasks, you are approached by people from Phandalin and dwarves who ask you to be the third party to a new iteration of the *Phandelver's Pact*.

Reward

Wave Echo Cave is now able to follow you along your chain! It acts like a property item as far as interacting with perks and items that modify such things. Additionally, you gain a small group of dwarven and human followers who wish to stay and guard the cave and honor the pact in the future. You can import this location into future jumps or keep it in your warehouse where its inhabitants will constantly be expanding the cave and using the resources within to produce new weapons, new tools, and various items.

New Boss

You are a roguish, impish sort and see an opportunity in the groundwork done by Nezznar the Black Spider. And you hate to see something good go to waste. You need to seize control of the burgeoning criminal empire the drow has created, which will obviously require, among other things, dealing with him and exploring the area around Phandalin to become the boss of individual criminal groups.

Reward

You have become a *Criminal Kingpin*. You specialize in hostile takeovers and are adept at surgically removing naysayers and loyalists and inserting your own cronies into criminal groups. You also have an aura you can activate at will which intimidates people and invigorates allies based on how criminally inclined they are.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to. **This is a supplement toggle. With this you can select another jump and fuse this with it in a way that is conducive to your story and the narrative of your chain. Keep the point totals separate and devise builds for both settings, keeping track of drawbacks to implement and any other such valuable world modifiers.**

Adventure Toggle [+0 CP]

If you wish you can use this as a prelude to the [Out of the Abyss jump](#), which will begin when you complete either the events of the adventure or the scenarios you've chosen. This also works for any adventure/campaign jumps made in the future that are of D&D Forgotten Realms adventures and campaigns. You do not get to design an OOTA build until you finish the prelude here, though if you do things like have an OoC supplement or something to that effect active in this jump then this toggle may not be usable, it's up to your benefactor to decide how to square that outside context stuff. If you wish to do things like swap species through the **Race** then your benefactor may ask you to devise an appropriate backstory for that, though that's not impossible in 5e. There is an intermission period between adventures, and drawbacks from this jump will slowly taper off and lose potency during the first few weeks of the second jump.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the D&D universe you're about to enter.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years. You can purchase this up to three times for points, and after that it simply extends the duration of your time here.

Ambushed [+100 CP]

You're constantly surprised. This doesn't just mean in battle either, but in battle you're enemies never fail to get the drop on you, and even having allies on hand only somewhat reduces the odds that you'll get jumped by foes.

Status Sponge [+200 CP]

Your enemies are really, really good at bludgeoning you with status effects. You are also more likely to actually suffer from those status effects. This could be a dragon inflicting fear upon you, it could be someone charming you, or even someone smacking you with a sleep spell. You find it much harder to shrug off the status effects once you're hit as well, but thankfully many status effects go away if you kill or drive off the source of them.

Criminal Bait [+200 CP]

Somehow you draw criminals to you like flies are drawn to manure. And the criminals are not interested in befriending you. Prepare to be busy dealing with a lot of criminals from here on out, jumper.

Overencumbered [+400 CP]

You are perpetually overencumbered. This means that your speed is always reduced, and you are more susceptible to fatigue and exhaustion. This also reduces how far you can travel in a single sitting.

Perpetual Disadvantage [+400 CP]

Whoa did you piss off your DM? You are effectively always "Rolling with disadvantage" meaning that you will nearly always be unlucky, less likely to hit your foes, persuade people to help you, more likely to get diseases, and to otherwise suffer a great deal. This status effect blows, and if you "Get advantage" (have an ally help you strike a foe, be aided by someone intimidating when you are trying to convince a foe to give up their boss, etc.) that just means you're only as successful as you might otherwise be, rather than be bolstered by the context you're in.

Lockdown [+600 CP]

You have no **Out-of-context** items, powers, or warehouse. Alternatively, you can make this a partial lockout, sealing away access to your warehouse, out-of-context items, or OoC perks, for 200 CP for each thing you seal away.

Nezznar's Nemesis [+600 CP]

Nezznar becomes aware of you early and quickly realizes how much he loathes you, specifically. He focuses on capturing and killing you, and orders his minions to make that a priority as well.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Jump document was initiated on December 23rd 2024, and completed and published on December 24th. 2024