Welcome to Sel, a land of magic and signage. By day a yellow sun shines down upon the kingdoms and by night a single moon brings dreamers succor. The people here practice many different crafts and skills, and yes indeed, many forms of magic as well. Though the Rose Empire has their stamps, and the Fjordell Empire their monks, all know well the city of Elantris.

Elantris was beautiful, once. It was called the city of the gods: a place of power, radiance, and magic. Visitors say that the very stones glowed with an inner light, and that the city contained wondrous marvels. At night, Elantris shone like a great fire, visible even from a great distance.

Yet, as magnificent as Elantris was, its inhabitants were more so. Their hair a brilliant white, their skin brilliant silver, the Elantrians seemed to shine like the city itself. Legends claim they were immortal, or nearly so. Their bodies healed quickly, and they were blessed with great strength, insight, and speed. They could perform magics with a bare wave of the hand; men visited Elantris from all across Opelon to receive Elantrian healings, food, or wisdom. They were divinities.

And anyone could become one.



A Jump by Clover

The Shaod, it was called. The Transformation. It struck randomly—usually at night, during the mysterious hours when life slowed to rest. The Shaod could take beggar, craftsman, nobleman, or warrior. When it came, the fortunate person's life ended and began anew; he would discard his old, mundane existence, and move to Elantris. Elantris, where he could live in bliss, rule in wisdom, and be worshipped for eternity.

An eternity that ended years ago.

+1000CP

=Locations=

The planet of Sel has many places one can set forth from, the lay of the lands so entwined with their magic. Be aware that some native magic is an oddity in foreign lands, and plan accordingly.

The main civilizations live on the two continents. The southern continent of Opelon and the northern continent that houses the Rose Empire, separated by a vast sea.

Roll 1d8 or pay 50CP to choose your starting location.

1 Elantris, the capital city of Arelon, the only independent nation left on the continent Opelon. It was once the magnificent citadel of the Elantrians, though it is now a mere ruin populated by its now cursed citizens. You may choose instead to begin in the nearby Kae, the interim capital.

2 Seraven, the capital city of Svorden, the easternmost nation of Opelon. Famed for its university and navy, they still retain their national identity and language despite strong Derethi influence.

3 Widor, capital of Fjorden and seat of the Fjordell empire. This nation is known for its expansion, at first militarily, then through mass conversion, it is the strongest nation of Opelon, headed by the church of Shu-Dereth and its head Wyrn. The Derethi monasteries are strongest here.

4 Teoin, capital of Teod, the southern nation of the northern continent. Their strong navy protects their borders from Fjordell advance but they are still within influence of Opelon. There are passes leading to the Rose Empire, a monastery to Shu-Korath, and rumours about political succession.

5 The Imperial Seat of the Rose Empire, a magnificent palace rests on the center of seven hills, the glorious city of the Northern Empire. Rule of the emperor is contested among its eighty factions, each headed by five arbiters, and strong smuggling and trade is also conducted.

6 MaiPon, client state of the Rose Empire. The homeland of the magic of Forgery, though it is seen with suspicion across the empire.

7 Dzhamar, client state of the Rose Empire, bordering Mulla'Dil. It is a swampy and overgrown nation, home to the magic of Bloodsealing. The Dzhamarians have an intense hatred of their neighbours of Mulla'Dil, the Strikers.

8 Free Choice, You may freely choose any known location on the planet of Sel.

=Backgrounds=

Where you come from matters almost as much as who you are here on Sel.
Roll 18+1d8 for age and previous gender. Pay 50CP to alter both.
If you choose a non-Drop-In background, you may start in their homelands for free.

Drop Ins

Wanderer *Free*
Just a simple traveler among many worlds, but not in that sense. You start with no memories, connections or family in this land, but for a good wind at your back and the sun on your face. You may soon understand what it means to be devoted, and what it means to be granted dominion.

Foreign Noble *100CP*
Perhaps the life of a vagrant wasn't for you? You now live a life of comfort and ease, and never need to work a day in your life unless it fancies you. While this position grants both power and prestige, be aware that some societies demand certain duties of their nobility.

Opelonians

Arelonian Citizen *100CP*
You are a simple citizen of Arelon, mostly satisfied with your lot in life. You once worshipped the Elantrians as gods until they were all cursed years ago, and now life goes on, even as the remaining nobles switch to a system of mercantile advancement that exploits the lower classes. Arelonians have light skin and a variety of eye and hair colours.

Derethi Missionary *100CP*
You are one of the many priests, missionaries and servants of the Great Chain of Shu-Dereth, ultimately swearing loyalty to your god Jaddeth through his living prophet Wyrn. However, the Derethi faith is both highly militaristic and expansionist, teaching to unite all men under the rule of one nation. Your duty is one of conversion and proselytizing, expect to be snubbed.

Rose Imperials

MaiPonese Artisan *100CP*
After apprenticing to a talented scholar and craftsman, you have struck out on your own with nothing but a bag full of stamps and unreasonable expectations of history. The average MaiPonese is short of stature, with dark brown skin and fine features. You share the same ethnicity with the JinDo. You're basically Chinese. You even eat with chopsticks!

Dzhamari Embalmer *100CP*
Halfway between surgeon and carpenter, your craft is shunned, abhorred, but often effective and necessary. Lots of people find you unnerving. You would possess pale skin, white hair, and red eyes with an ageless quality. Also, you hate the Strikers, the people of Mulla'dil, a lot. This cannot be overstated.

=Perks=

All perks are half off to their origin. 100CP perks are free to their origin.

Take the Air 100CP *Wanderer*

You now have an athletic body fit for hiking, rough travelling and marathon walks. You are in perfect condition to start any voyage or adventure.

Your Humble Servant 200CP *Wanderer*

You are beneath notice, just one of many in the background. You could easily slip into castles by acting the fool and are an indistinct blur in crowds, especially so if you dress unkempt.

Martial Meditation 400CP *Wanderer*

You know simple meditative exercises that can calm the mind and focus the senses. With a short breath and stance you can calm your emotions to clarity and are granted vision beyond the use of eyes. This meditation can be performed at any time.

ChayShan Forms 600CP *Wanderer*

The power in the martials forms of ChayShan lies in its applicability to any that perform them correctly. Often resembling a dance, the practitioner channels Dor through circular patterns and continuous movements of their arms and legs, becoming imbued with supernatural strength and speed. While channeling the Dor a faint glow can be seen in the wake of the user's movements.

Upwards Nobility 100CP *Noble*

You are talented at advancing in the good graces of the local high society, whether through obtaining wealth, political connections, great deeds, and so on.

A Gracious Host 200CP *Noble*

You are an impeccable host, capable of charming your guests with comfort and hospitality. This includes cooking up a storm, charming people through flattering conversation and interior decoration that makes people welcome and drop their guard on your home territory.

Wilder in my Youth 400CP *Noble*

Though you may seem tame and genteel nowadays, you were an accomplished and dangerous individual in your past. Whether you were a pirate lord, notorious bandit or spymaster, those days have tempered your wild soul into something more polished. With experience you have gained insight to manipulating others and explaining away your Jumper nature.

Seonic Crafter 600CP *Noble*

You can channel Dor, the power of the land, into objects and create artifacts, without being an Elantrian. You can craft the head-sized magical servants known as Seons or Skazes. These floating orbs are intelligent and loyal, acting as advisors to their charges and providing communications by linking to other Seons or Skazes. Long-lived, they are often passed down families. You can also create simple Aonic amulets that perform only the basic Aonic effects.

A Trade Learned 100CP *Citizen*
You have gained ten years' experience in an ordinary job, like farming, carpentry, so on. Nothing that would require post-industrial infrastructure, but you could easily make a living anywhere.

Commoner's Sense 200CP *Citizen*
You possess such intuition and wisdom uncommon in these lands. With your ability to plan and sense of humour, you can easily give advice in the form of humorous anecdotes and folk wisdom, defusing tense situations.

Aonic Heritage 400CP *Citizen*
As one in tune with your heritage you have knowledge of the AonDor. This makes you an expert on understanding glyph based languages and mapmaking as AonDor is heavily involved with geography. You may also create the basic Aonic glyphs by sketching them in the air.

Shaod Ceremony 600CP *Citizen*
You have been taken by the Shaod and transformed into one of the Elantrians of old. Your body is one of incredible grace and beauty, your mind increased in insight, your skin a metallic silver and hair a brilliant white, shining with an inner light. Elantrians can manipulate the Dor with their symbol-based magic of AonDor in nearly limitless ways, creating light, fire, travelling instantly, crafting illusions and so on by manipulating the basic Aons in complicated ways. As a side-effect, most Elantrians were worshipped as gods by onlookers. Elantrians heal quickly and live longer than normal humans due to their connection to the Dor, the potential to transform passed onto their descendants. **Cannot take with Dakhor Initiation.**

Monastic Training 100CP per, *Missionary*
You completed your training as a Derethi priest in a monastery, trained in religious workings and specializing in another path. Multiple trainings can be purchased. Missionary gain the first training free, with further purchases discounted.

Fjeldor Monastery
Fjeldor monks are definitely not renowned for their espionage, or their powers of observation. They are not trained in disguise and cryptography. They do not send monks to subvert nations.

Ghajan Monastery
Ghajan monks are trained warriors, adept in fighting with weapons like swords and spears, archery, tactics and unarmed combat. They are the soldier-priests of Shu-Dereth.

Rathbore Monastery
A monastery with very strict entry, only devoted monks who have killed for Shu-Dereth are admitted and the training makes them the most dangerous and highly sought assassins in Sel.

Rhetoric, Rancor and Candor 200CP *Missionary*
You are an accomplished demagogue and public agitator capable of using logic and emotion to sway crowds. One minute your impassioned speeches bring them to the brink of riot and tears, the next your coldly arguments turn them back again.

Shepherd the Sceptics 400CP *Missionary*
A missionary's success is found in heathens saved. By appealing to their guilt, desperation, curiosity or just sincere preaching, even the hardiest souls will change their hearts. You could even walk into a brothel and walk out of a nunnery. Any you convert are willing to sacrifice for you.

Dakhor Initiation 600CP *Missionary*
You have completed training within the most secretive of Derethi monasteries and joined the ranks of the Dakhor monks. Your bones have been painlessly twisted into nearly indestructable shapes, both abnormal and beautiful and resembling characters in ancient Fjordell, granting you enhanced speed and strength. You may power certain spells through human sacrifice, such as teleportation. You are also more resistant against hostile magic, and may negate invoked spells with mere glances, especially runic magic and the Aons of Elantrians. **Cannot take with Shaod Ceremony.**

Steady Hands and Light Work 100CP *Artisan*
You are an accomplished craftsman and artist, capable of creating many works of art swiftly and under pressure. Your steady hands are also capable of making the intricate stamps and sigils necessary for Forgery.

Eye for History 200CP *Artisan*
Those who do not study history are doomed to never profit from it. Nor appreciate it. As a true student of the past, you could investigate paintings to divide fakes from the genuine article by walking through a gallery. You would be invaluable as the advisor to archeologists in ancient tombs or working as a restorer. You could even turn your skills to people and be a biographer.

Magnificent Liar 400CP *Artisan*
Creativity is paramount in your line of work. Even deception is an artform that needs the right spark of brilliance. You could weave lies so sublime they become almost self-sustaining, working at the doubt and guilt of the audience. This makes you an even greater artist, your skill at both lies and truths elevating your craft with the power of their illusions.

SoulForger Supreme 600CP *Artisan*
Seen as blasphemous in its homeland, the Rose Empire, Forgers alter objects with soulstamps, leaving sigils that alter history itself. Rememberers change the nature of objects, turning simple tables into masterworks for example, Resealers edit wounds with a stamp, and most terrifyingly of all, SoulForgers who change the natures of men! You are now capable of Forging at this level, causing great change with well-carved stamps and inks. Though their complex stamps may require intense study to craft and prepare, they use minute amounts of Dor to activate compared to the other Forms of Sel.

Preserve Us 100CP *Embalmer*
You have knowledge in how to best prepare perishable objects for long term storage. This includes funeral arts burial and storage, or the more mundane pickling of food and care of artifacts.

Sawbones 200CP *Embalmer*
Though more often used in context as a mortician, you have the basic skills of a surgeon and can safely diagnose your patients for invasive treatment. Your skills also make it a chore to draw blood from patients for further use.

Cloak of Bones 400CP *Embalmer*
Death is often a frightening notion, and those who willingly associate with it are given wide berths. This can be used to your advantage, as the more trappings and ceremonies of death you garb yourself in, the more frightening or intimidating you become. From wearing veils, sleeping in coffins, it all adds to the myth, and great pains must be taken to avoid angering or even disappointing you. If this proves too much, simply discard your ghastly wardrobe like a cocoon.

Written in Blood 600CP *Embalmer*
You have joined the mysterious ranks of Bloodsealers, scribes who work with blood to perform strange necromantic rituals. They can concoct wards to trap and trace targets with a drop of their blood, or raise menacing skeletal servants to heed their commands with a simple stamp. Even though their powers may seem like the Forgers, they are antithetical to one another.

=Items=

All items are half off to their origin. 100CP items are free to their origin.
Drop-Ins may gain one discount on non-* items.

Aon Jumba *Free*
A symbol representing a looped chain. Foreign to Sel, it feels very familiar. When you use this as a focus for Form-based works, it draws on your personal power rather than that of the land, the Dor. The Forms will no longer weaken outside their homelands, but will be very draining.

Small Favor 50CP
A small fortune, enough to buy a hovel in Kae or put your foot in the door for the plutocracy the nobles have instated.

Funeral Offerings 50CP
You have a small refilling pouch of your favorite food, enough for three simple meals. Customarily given to the departed, others see it as a cruel reminder of the hunger they feel daily.

Ralkalest Item 100CP
Better known outside the Rose Empire as aluminium, this material is impossible to Forge away or activate Aons on. This item is inert to any of the Selic arts you may encounter. Perhaps large enough to make a personal stamp or cup of. You may import any item to share these properties.

Wanderer's Disguise 100CP *Wanderer*
A shabby cloak that wraps around the body and a large floppy hat with a notch for your eyes, this weatherproof ensures comfort in blinding heat to freezing winds.

Storyteller's Guide 200CP *Wanderer*
This book contains the various stories, histories, jokes and fables of thousands of cultures, each a different experience. It teaches the reader to use props such as coloured sands, smoke, reflections and echoes to enhance any story telling experience. This tome updates with each new world.

Fine Weapon 100CP *Noble*
You may choose a finely made weapon. This may be a rapier, broad axe, bow or any other simple weapon. Inscribed with Aons for battle, feeling lighter and swifter in your hands. Free imports.

Grand Venture 200CP *Noble*
A well-established business is yours, such as a field of sharecropper farms, a merchant trade fleet, or stables of pedigree horses. It cements your status and follows you to new worlds.

Sketching Easel 100CP *Citizen*
This simple easel and brush set is perfect for commemorative paintings and calligraphy, containing enough inks and replenishing canvas for all your needs.

Linguistic Atlas 200CP *Citizen*
This set of scrolls and maps is a Rosetta stone for understanding language across natural borders. It contains samples of languages and maps native to the locations of Sel, and is a useful tool for any traveler or anthropologist or diplomat you could name. Easily adapts to new worlds.

The Good Book 100CP *Missionary*
From lowly Dorven to overseeing Ragnet, the ministry of Shu-Dereth started their path here. The holy book of the Derethi, the Do-Dereth, containing the teachings of Dereth, preaching unity under one nation. Studying this will give your spiels more common ground, attracting converts.

Gyorn's Armor 200CP *Missionary*
A symbol of authority and ambassador, a Gyorn is only below the monastery leaders and head of church Wyrn. Fully functional instead of ceremonial, this suit of red armor invigorates the masses into a religious fervor and the constant weight trains your body whilst worn.

Stamping Kit 100CP *Artisan/Embalmer*
Meteoric materials, organic inks, carving chisels and blotting cloths. This portable satchel of tools and supplies is enough for any aspiring whittler or embosser to make their most basic stamps with.

Soulstone Vein 200CP *Artisan*
A vein of valuable soulstone ore, this white, red-flecked rock is soft to carve and hardens under fire, making it a valuable material for carving soulstamps with. Only crystal is a better material, and notoriously difficult to carve with. This vein is later added to the Warehouse for easy access.

Bleeder's Knife 100CP *Embalmer*
This knife contains serrations and channels that encourage wound opening and free-flowing veins, forming wounds that heal malformed. Makes an amazing steak knife as well.

Mortuary 200CP *Embalmer*
Containing everything you could need to harvest and preserve the recently dead, many an embalmer will swear on sets of ropes or jars of larder beetles. A mix of surgery, prosthetorium and carpenters workshop, it may be part of your Warehouse when you leave.

Aonic Artifact 300CP *Opelonians*
This may be a simple object, such as a cup or plate, etched with an easily modifiable Aon sigil. It could boil water, eject object placed on it, create flashing lights or other basics. Needs no Dor.

Bloodseal Marker 300CP *Rose Imperial*
This stamp creates the monsters skeletals. Just add blood to the seal and apply to an appropriate and available whole human skeleton. These creatures are hardy and untiring, containing simple intelligence for simple orders. Altering their bones beyond recognition breaks skeletals.

Loved and Obeyed 400CP *Opelonians*
You have a matched pair of devoted Seon and obedient Skaze to act as your personal assistant, advisor and confidante. Wise in the ways of Aonic magic, they act as tutor, translator and observers. Functionally immortal, they can conduct lag-free communication between each other.

Essence Mark 400CP *Rose Imperial*
A single Essence Mark stamp and its lattice, usually the product of years of study and hundreds of networked stamps. Essence Marks are usually keyed to individuals, but this can be used on anyone. The create plausible changes in one's history. It cannot make a lowly beggar into a deadly warrior unless they spent time begging outside dojo, nor can it change any Perk purchases the individual might have made. Its effects are temporary, lasting a day at most, but easily reapplied. You may change the history of the Essence Mark, but it may take years to do so blindly.

A Dor Way* 400 CP
A waist high pedestal containing a basin of shimmering sapphire liquid, immersing yourself or consuming it grants a feeling of peace and relaxation so powerful you will sigh. It emits a presence of profound calm and comfort, and comatose people in its presence momentarily regain consciousness. Those that give into the pool are dissolved, their Dor given to the pool. Drinking the liquid restores your Dor. Replenishes weekly should it be emptied.
*This may strengthen your connection to the Dor.
**This Ancient Elantrian resting place grants access to and from the Cognitive Realm.

Fortress of Ire* 400CP
A simple brick of luminous stone marked with the Aon for time, you can feel the weight of ages emanating from it. By placing it in a suitable location and willing it, the stone unpacks into a doorway to a magnificent walking fortress, containing rooms for a garrison. This bastion exists and passes between worlds, and may be used as a Sanctuary or as a Safehold. The bottom room of the fortress contains a large augur, to drill into the land and extract Dor.
*This may strengthen your connection to the Dor.
**This Ancient Elantrian walking fortress grants access to and from the Cognitive Realm.

=Drawbacks=

You can only obtain a maximum of 600CP from Drawbacks.

+0CP Cosmeric Continuity

This doesn't appear to do anything? What is a Cosmere, and why would your actions still resonate through it? There's a note from the boss here: "Say hi to Hoid for me".

+100CP Hunger of the Damned

There is pit in your stomach that gnaws away constantly. It saps at your strength and breaks your concentration, the smell of food enough to get it started. You have a deep need to eat and three times your usual amount at that just to keep yourself at peace. This does not prevent you from getting fat or bursting your waistline.

+100CP Zealotry

You are now a devout convert to either Shu-Korath or Shu-Dereth. Korathi preach unity through love, while Derethi teach unity through obedience. Whatever your faith, you believe in it wholeheartedly and will spend all your free time preaching, even interrupting conversations to attempt conversions. Some may see it as hogwash, but what do they know? They're heathens.

+200CP Cursed Earth

Your body has been twisted since your arrival, grey skin with black patches and balding hair the least of what is visible. Seen as cursed, your injuries will always scar and the pain will be ever present. The more superstitious will seek to murder you and even Aons cannot remove your curse. Try not to throw yourself off any cliffs. Any charisma or appearance perks you have are nullified.

+200CP How Mysterious

A hidden faction who follow the Jeskeri Mysteries believe you hold the key to controlling the future. They will target any female Companions or citizens you are close to and will attempt to sacrifice them every month. Females targeted become helpless in their grasp and cannot Return during this jump. The more they sacrifice the better they become at altering the past and future.

+300CP The Wyrn Crusade

It finally happened. Wyrn has declared the return of the Derethi God Jaddeth to be immanent. All that remains according to the newly interpreted scriptures is a sacrifice, a sacrifice of one that borders worlds. They will be relentless in their pursuit of one who fits these criteria, with legions of converted soldiers and ranks of Dakhor monks bearing bone twists from every corner of Sel. Perhaps we can talk this one out in court?

+300CP Worth a Thousand Worlds

You no longer stay for ten years. All your out-of-jump powers and items have been turned into a thousand mystic symbols, you must search the lands and collect these symbols if you wish to regain your powers and possessions. Should you fail to regain all you possessed before the end of your natural lifespan, you may either choose to continue without the remainder or fail your chain.

=Scenarios=

Entirely optional. Pick one.

A City in the Shape of You

Your powers, your companion's powers, and anything you make or bring with you remain as strong as they ever were should you stay exactly where you were when you arrived. The further away from this exact spot you or any of yours move, the weaker they all become. Crossing the sea will reduce you to basically human, while hopping to other worlds would render you comatose.

There is one way around this if you choose to pursue it.

It will take a city to raise a Jumper.

You will no longer be limited to 10 years, instead you are now limited to a mortal lifetime. From the empty lot surrounding your point of entry, build a city to act as a focal point and amplifier for your abilities. The better you make the city, the more it exemplifies you and your journey, the more it amplifies and the further your reach becomes.

Bring in workers and materials from distant lands. Contract the greatest architects and craftsman of the entire world. Bribe and coerce the merchant fleets of empires to bring you precious materials and labour and brick by brick, raise your city.

You will be tested, every time you lay down the final stone or think that row of houses is to your liking, a DOOM will befall it. Your fledgling metropolis will be struck with disaster after disaster, each a different flavor of calamity. It might be a hurricane, a political upheaval, a massive sinkhole. You will suffer setback after setback and press on, dusting yourself off in the wreckage.

If you can finally create a city worthy of your dedication (and ego), and that can withstand whatever crazy natural disaster or act of god that comes down, you will succeed

As a reward, you may keep the city you raised up. It is entirely impervious to any damage that could destroy a city, from floods to earthquake, though disasters that would destroy a nation are beyond its ability to repair. It no longer retains its amplifying properties.

Any citizens living within this city will enjoy any services that you are personally capable of providing and catering, all without your attention or upkeep. Meals are prepared just the way you like them, transportation is arranged on your schedules, stray animals are herded up and so on.

And finally, you may place this city in each Jump, it will effortlessly become part of the landscape without fuss and become a valuable hub for trade, culture and your own influence. It can be accessed from the Warehouse while not deployed.

Citizens sold separately.

The Thousand Year Seal

Essence Marks are considered the height of Forgery, able to alter one's own history to fabricate new knowledge and skills, blasphemies that reshape your own soul. A good Forger can make one that affects themselves after several years of careful study and testing. An exceptionally talented one can make these yearly. Imagine what a cabal of genius Forgers could do with enough time?

After a thousand years of experiments, genealogy and blood spilt, they were ready to Soulforge a perfect human, the prototype of a newly invested world order.

They got you instead.

Your existence on this world is a tenuous one. For you only exist as a Soulforgery, a memory on a stamp. To keep your powers, identity and most importantly memories, you must keep applying this personal Jumper stamp to exist, otherwise your powers fade away after a day, and you soon after. You don't have to worry about the accompanying lattice, small favors. Any world altering powers you might have had before are limited by the power you can draw through one person.

As a stamp needs to be freshly applied you will also need to find appropriate inks and only the highest grade of organic inks will be enough to draw out your old potential.

The worst part? The stamp is highly valuable on its own, made of the rarest materials and a fine work of art, and somehow keeps finding its way into the wrong hands.

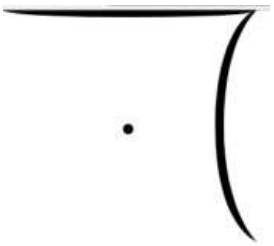
Make no mistake. The cabal is still out there. They want that stamp back.

If you somehow survive 10 years on stamp support, then as a reward you get to keep it. The *Thousand Year Seal* can no longer transform normal humans into Jumper tier dimensional lunatics, but at the least it will Reseal any injuries, illnesses or conditions they had into perfect health; arms will regrow, scars will fade, trauma will disappear. The recipient of these stamps gain the bodies of a peak human, a perfect human, but not necessarily the skills or knowledge. Constant daily application will give them something approaching immortality as their bodies are never allowed to age or grow infirm. This seal can be applied to <u>any</u> human.

As a side note, this stamp can also be used as a unique personal seal for documents. Doing so causes the affected paperwork to become a perfect representation of itself, all imperfections in the materials repaired. The seal itself is incredibly difficult to duplicate and any forgeries are incredibly obvious to those who have seen the genuine article.

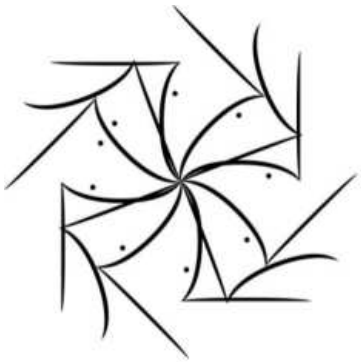
=Afterword=

We hope you enjoy your time in the land of Sel.



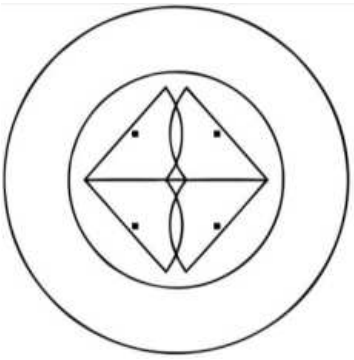
Aon Aon: First, Language, Origin

A starting point. A return to basics. Home.



Aon Ela: Focus, Center

A settling down. A prolonged stay. The City of Elantris.



Aon Tia: Migrate, Travel

An onwards journey. A distant location. To teleport.

=The Many Forms of Dor=

The Dor is the source of spiritual energy on Sel that powers its various magical systems. It shows its presence through bright glowing. The religions of the world see it as an Overspirit, as a force which controls the world, as harmony and balance in nature. Others see it as fate, as controllable and malleable. For the purposes of the jump, the Dor is simply the energy of the lands. It is an expression of Investiture, and as such may be altered to work with similar systems.

All magic systems on Sel are form-based. These systems share similarities. The symbols at the core of the system must be representative of the native land the magic originated from. Conversely, the further the practitioner is from the land, the more diminished the effect of the magic. Each art share the power source of the Dor, but achieve very different ends and abilities, and glow when in use. Not much is established on the Selic magic of ChayShan, Seon/Skaze or Bloodsealing. As such, the information is bolstered with speculation whenever necessary.

AonDor

AonDor is an ancient art, its precise origins are lost to history. By using the shapes of Aons, one can manifest different effects. However, only an Elantrian can use the Aons to draw power from the Dor with their fullest potential, and may do so by either sketching glowing symbols into the air or by etching them into materials with intent. Each Aon has a unique effect, determined by its shape, and misshapen Aons will simply fade away or in worse cases cause their targets to become like the fallen Elantrians of the Reod.

Aons are representative of the land the language originated from, meaning complex sentences are essentially complicated patchwork maps.

Aons are disyllabic, with two hard vowels, representing words and meanings as opposed to sounds. This sample list of Aons are the basics, and those who purchase Shaod Ceremony will instinctively know how to adapt them for new lands, while Aonic Heritage easily discover them.
https://coppermind.net/wiki/Aon
Cardinal colours: Red, Green, Blue, White, etc.
Cardinal directions: North, South, East, West, Centre.
Simple elements: Fire, Light, Heat, Air, Water, Wood, Flesh, Metal, etc.
Simple concepts: Truth, Bravery, Unity, Beauty, Silence, Hope, Travel, etc.

For example:

Aon – *"First, Language"*, this Aon serves as the origin for all Aons.

Ashe – *"Light, Illumination"*, this Aon served as indoor lighting in Elantris, emitting bright, heatless light strong enough to fill large rooms when inscribed on metal plates.

Ate – *"Silence"*, this Aon has the ability to make a room go completely silent for a short time

Daa – *"Power, Energy"*, the preferred offensive weapon of the Elantrians, when drawn correctly it will emit a burst of light which twists the air and strikes targets with explosive force.

Edo – *"Protection, Safety"*, this Aon creates a thin wall of light to serve as a barrier. It draws more power from the Dor to resist anything pushing against it with equal strength.

Ehe – *"Fire, Warmth"*, an Aon with a long history, it is one of the strongest destructive Aons without modification, summoning a column of fire facing outwards. As a Modifier, it creates wards and chains. Often used as a symbol for danger or artistry.

Ene – *"Wit, Cleverness"*, occasionally representing intelligence or trickery, the light emitted by this Aon enhances mental capabilities. As a Modifier, it links Aons, joining lists of Aons together and determining when they activate. Associated with books, research, merchants and bankers.

Ien – *"Wisdom"*, this Aon is the basis for healing, though special modifiers are used to target the parts that need it most, as well as how the healing should take place.

Ire – *"Time, Age"*, see the Fortress of Ire

Kii – *"Justice"*, this Aon causes the guilty to feel pain when drawn

Mea – *"Thoughtfulness, Caringness"*, this Aon best represents a map the Shaod can occur. The Aon marks an area that corresponds with fertile land, a high density of life and cognitive activity.

Omi – *"Love"*, an Aon with strong ties to faith and positivity, it emits a pure white light when drawn, and those touched by it will have their negative emotions removed, replaced with a feeling of peace so strong that even maintaining hatred is difficult. The Elantrian drawing it must feel sincere affection for those around them. When used as a Modifier it will link together lines of Aons or serve as a minor power enhancer.

Rao – *"Spirit, Essence"*, this Aon serves as a power amplifier, evident in the shape of Elantris.

Shao – *"Transform, Change"*, this Aon can be used to create illusions, such as disguises tied to pieces of clothing. To do so in any meaningful manner requires extensive use of Modifiers.

Tia – *"Travel, Transportation"*, this Aon was used to transport Elantrians between two points. With the right Modifiers, both direction and distance can be fixed. Elantris had these Aons inscribed on metal plates to act as a transport network. Be aware that teleporting into obstructions is both possible and hazardous.

Aons, while powerful on their own, can also be modified to specify certain shapes, like the length of a column of fire from Aon Ehe or where Aon Tia will take you. Additional lines must be drawn around the central Aon to modify the effects. Modifiers include linking Aons to control the timing of effects, setting off different chains of Aons, modifying the power level or time delay.

Equations are an extremely advanced use of AonDor, where multiple Aons can be used in conjunction to modify each other, similar to programming. These are used to channel the Dor in the most specific ways possible, and the most skilled Elantrians could fabricate any object from nothing. In addition to their regular effects, each Aon has a secondary effect in equations.

Complex Aons Equations can be used to turn garbage into food, create telescopes from the air, instantaneously transport large groups, heal the sick, etc. The most complex of Aon equations being the Shaod, the transformation of a normal human into an Elantrian.

However, the power of an Elantrian diminishes the further they travel from Elantris, their perfect bodies deteriorating unless renewed by either the Dor or Investiture. Furthermore, the power of Aons rely on your surrounding geography, you must be careful of any major civic works, landscaping or natural disasters.

Dakhor

Dakhor was only recently developed, just before the Fall of Elantris. It shares a connection to the Dor through Dominion, god of land and control, and is used by the monks of Dakhor Monastery in Fjorden. It is, however, one of the darkest arts as it requires sacrifice. Both to learn and to utilize. For to become a Dakhor monk requires that another give their life for you to gain the power, which twists and changes the shape of your bones to match the intent. The shape and changes that occur depend on the amount of sacrifices and the ritual chanting of the ceremony.

One does not need to alter their entire skeletal structure to gain Dakhor, it is entirely possible to alter individual limbs. Dakhor is only possible on Sel, unless you possess the Dakhor Ritual perk, though altered bones retain their abilities. Oddly enough, the power contained within the bones does not weaken the further from Fjorden, however it does weaken if the Ritual performed to obtain them was distant from Fjorden.

Various powers are granted to Dakhor monks, and their bone twists will glow while in use.

At the lowest level, they are granted extreme strength, enhanced speed and nigh indestructible bones comparable to metal. Another power is that by sacrificing a Dakhor monk, one can teleport groups of people, from a single person to a small army, just about anywhere instantaneously. The body and spirit of the monk is sacrificed to power this ability, and the practitioner must know where they are going for the transportation to function.

Another ability of Dakhor is the ability to change the appearance of the monk. This includes aspects such as race, age, health, height and bearing.

Finally, the most costly ability of the Dakhor is the resistance to attacks from the Dor and negation of Aons drawn by Elantrians. This ability requires the sacrifice of 50 men to grant, rarely given and a high honor for the recipient. This resistance and negation may even apply to any magic that draws from Investiture. Furthermore, purchasing Dakhor Ritual grants resistance to any magics, especially form- and rune-based ones, and you may attempt to negate their spells on sight.

Dakhor was developed as a counter to the magics of Arelon and the Elantrians, and so those who have obtained Dakhor Ritual cannot obtain Shaod Ceremony.

Forgery

Or better known as Remembers, however only Forgers can create Soulstamps. The whole idea is to build a plausible lie, by connecting with the Spiritual Aspect of an object and altering it with seals and stamps. The path of a Forger is one of a scholar and researcher as well as the artist.

Stamps create an embossing in the object, regardless of the material. The seals resist removal by force than the physical properties of the object would allow, and the ink of the seal does not run or fade until the seal is broken. This is due to the seal impressing itself onto the physical, cognitive and spiritual aspects of the object. Removing or damaging the seal causes the object to revert to its

previous state, undoing the effects of the Forging.

The basic Forgery is Remembering, manipulation of object history for mainly aesthetic purposes, but can also be used creatively. An example is altering a table to be one which a famous artist visited and carved, so that the table become engraved and magnificent. In this way, one can save labour when replicating paintings or fine crafts, mass producing wonders with a lie and a good stamp. A good detectives eye or history education helps for such manipulations.

Then is Resealing, also known as Flesh Forgery, which allows repairing damage to objects and living bodies. This requires knowledge of anatomy, but not necessarily medicine, merely an in-depth knowledge of anatomy, from the muscles, veins and bones of the subject will suffice. A Resealer can repair a body and make it anew with their 'medicinal' stamps. This miraculous art can be used offensively.

Finally is Soulforging, powerful but difficult. Capable of altering one's history by telling a plausible alternate backstory with hundreds or thousands of interconnected sigils, all linked to a keystone stamp, the Essence Mark, when applied it can turn a peasant into a great warrior, artists, cunning banker, so long as it is **plausible**. Each Essence Mark is unique to the individual it was made for. Notoriously complex affairs, it may take years of study and experimentation to affect plausible change onto a stamp.

Any material can hold a stamp, however only fresh, organic inks will function correctly.

Bloodsealing

The necromantic arts of Sel, which one uses to make bloodwards and bloodseals

The first is the most basic, creation of Bloodwards. These are blood-based wards that cause pain to the targets and monitor their movements, but it must be their own blood. It may even be used beneficially or to imprison the unruly, even those who manipulate Dor.

The other use of Bloodsealing is the creation of constructed servants. These servants, known as Skeletals, are made using the whole bones of a creature and a bloodseal upon their forehead to animate them. They make tireless watchdogs, guards and trackers, and can track anyone from a single sample of their blood. Bones may be replaced with wooden copies if damaged. They follow simple instructions and possess unerring tracking instincts.

While Bloodsealing and Forgery have striking resemblances to one another, they are fundamentally different. While Forgery is based around the creation of plausible lies, Bloodsealing is not. As an unintended result, any Bloodsealed object becomes unForgeable, and vice versa.

ChayShan

ChayShan appears to be a simple meditative martial art, and indeed can be taught to others as such. It incorporates moving in circular patterns and slowly speeding up, where one continuously moves their arms and legs. However, it soon becomes obvious that this is no mere martial art, as

one with access to the Dor soon leaves a glowing wake in the motions of their limbs.

At the simplest level, it is used to focus both the mind and body of a warrior before battle. While the limbs are in motion, they may gain in both speed and strength, easily breaking even the durable limbs of a Dakhor monk. Even amateurs of ChayShan can do so much.

Another ability that ChayShan can grant is extrasensory perception, as one can easily throw themselves into the thick of combat with blinded eyes and deafened ears, their motions and connection to the Dor providing ample feedback.

Finally, a practitioner of ChayShan may obtain speed and focus. A near blinding speed of movement and reaction builds up from the forms, which are only manageable with the foresight and mental acuity the advanced forms grant. The glowing wake of the practitioner now grows a constant blur, transforming them into a shifting haze of almost unreadable lines and limbs.

Seons and Skaze

These are actually the splinters of the local gods, Aona of Devotion and Skai of Dominion, that were created during an event known as the Splintering when they were shattered and scattered.

These eventually formed the magical orbs we know.

Seons serve those that they love, and Skaze serve those that they obey.

Each contain an Aon at the center of them, that was once the splinter of a god. Notably, they do not get weaker the further away from their homeland they are.

Their function will be expanded in Elantris 2, an upcoming sequel whose date is unannounced.

An Open Dor

If you have purchased either the Dor Way or the Fortress of Ire, your capstones are boosted due to your strengthened connection with the Dor that flows from Sel, and the Dor that flows from all lands. You may even be able to create taps into the Dor of foreign worlds in time, allowing the natives of that land access to your learned Forms.

ChayShan Forms may now be applied to channel Dor through extensions of the body, through melee weapons, armor, and other objects of intimate connection such as piloted vehicles.

Seon Crafter may make both Seons and Skazes, in addition to making each servant contain a single Aon that may be “completed” in order to activate its effects, which kills the Seon or Skaze in question. Any created amulets may now contain simple AonDor Equations.

Elantrians get to make Elantris-based cities that can cause Shaod transformations to affect people not related to them. They may also discover new Aons unlike any seen before.

Dhakori may substitute animal sacrifice or symbolic Domination by service or bloodletting to power their magics and rituals, in addition to being able to induct others into the ranks of Dhakor.

Forgers become engraving savants, even the most complex of Essence Marks can be completed within a hundred days, normally considered an impossible task. Their normal crafts enter the realm of legend, seemingly beyond human hands.

Bloodsealers expand their spheres, learning to work their arts with any appropriate humors. Animals bleed, trees have sap, replicants have oil, and so on. Assume the same principles that govern Forgery to apply.

The Cognitive Realm

Sometimes called Shadesmar. The people of Sel are some of the most knowledgeable of it. What is known about the Cognitive Realm is that while supernatural powers become inert, force of will allows one to perform similar feats, such as willing fire to ignite or running great distances in a single stride. As a wise man once said “You think that’s air you’re breathing?” However, Shardholders, Gods or similar entities may retain their abilities in this Realm.

The landscape resembles the local geography but the distances between landmarks are defined according to the amount of “thinking” in the area. Places with minimal thinking are small, while extreme thought creates vast vistas. On the far end, the empty spaces between planets contain barely any thought, making interplanetary travel in the Cognitive Realm a breeze. It is not recommended to do so during this jump, as the collective power of the Splinters present on Sel makes travel really tough. The raging uncontrolled Dor there is similar to a hurricane or whirling tempest. Mere intercontinental travel is also possible.

If you choose so, the Dor Way may instead act as a beacon and gateway to the local afterlife or similar spiritual realms. We hope you do so while well prepared, as you will soon attract all manner of local inhabitants interested in its appearance.

If you choose so, the Fortress of Ire may instead access the local afterlife or similar spiritual realms. We hope you do so while well prepared, as the existence of the Fortress and the Cognitive Realm will become apparent to the determined or occultly aware.

IMPORTANT NOTES

1. This jump shares a setting with Mistborn, and any other books set in the Cosmere. This jump is one of the first, chronologically speaking, by an unknown amount of years. This jump covers the events of the book Elantris and its possible sequel. It is assumed the events of The Emperor's Soul take place within this period.
2. It is not recommended to challenge the one who caused the Splintering. Very unwise.
3. Gold Mistings, Mistborn who can burn Allomantic Gold, can create personal Essence Marks faster due to the nature of their powers, easily making one a month if they also have a boost.
4. Aluminium, known as Ralkalest to the Rose Empire, cannot be altered at all by Forgery. This makes it a perfect material for imprisoning Forgers or preventing soulstamping if a Bloodsealer isn't around. Aluminium tends to act the 'ground' or 'sink' for Investiture-based magic systems.
5. Obtaining both the Dor Way and the Fortress of Ire will not somehow 'double up' the boost in ability. They do not stack. They will, however, be really neat to have. Also, Ire is pronounced "Eye-Ree".
6. In Sel, the Dor recirculates and recycles, never truly being created or destroyed. This may not be the case on other realms. It might even be proposed that one could *drain* the Dor from a foreign land, but who could think of doing such an act?
7. Using Aon Jumba as the keystone allows anyone to draw upon their personal power instead of the Dor to use these Forms. However, the resulting abilities and spells will be more draining than usual. You may spend time and effort adapting the Forms with different symbols to draw on the Dor of new lands to reduce this drain.
8. Interestingly enough, your unique nature means that the Warehouse, and subsequent properties, become potent origins for the Dor, easily the center of a new, migrating, "Homeland" to draw upon. No such luck for any natives you meet, they have their own homelands. Companions obviously excluded.
9. It is NOT POSSIBLE to replicate the Shardpool Dor without either the Dor Way or the Fortress of Ire. Not the Shardpools of Sel will allow the power to be replenished or duplicated.
10. It may be possible, upon consumption of the appropriate Splinters, for you to lay claim to the power and take the place of the God in question. This grants you god-like power within this Jump over their portfolio. This will also allow you to produce Dor, Seons (if Devotion) or Skazes (if Dominion) at will. However, taking either power will automatically be considered as choosing to stay in Sel forever, mantling their position. Your Jumps will end, and you will have to be content with being a bodiless force of Love and/or Control for the rest of forever, or until you are somehow destroyed.
11. The religions Shu-Dereth and Shu-Korath are derivate of Shu-Keseg. The main schism was a difference in how to obtain unity among people, one believed in obedience, the other in love.