

Welcome to the world of Deltora Quest. This is a large world but your main concern will be Deltora, a large kingdom once known as the Land of Dragons. Once a land of many separate tribes, it was united by a common blacksmith called Adin who forged a belt to wield the mystical, unique and powerful gem of each tribe and to push out the Shadow Lord to the North.

Adin became the first king of a united Deltora, helping to safeguard against the Shadow Lord (who occupied the only lands that were connected to Deltora by land). However, as time went by the palace was infiltrated by servants of the Shadow Lord, slowly taking real influence and power away from the Deltoran Kings and Queens.

Jarred, best friend of King Endon, realized the truth and tried to warn Endon but he was chased out by the Shadow Lord's servants. While Endon would eventually realize the truth and begged for his old friend's forgiveness, it was too late. The Shadow Lord had begun his takeover of Deltora scattering the gems of the belt over Deltora. Endon and his wife Sharn assumed the identity of Jarred and his wife Anna while raising their son Lief, preparing him to reforge the Belt.

Indeed, with the help of Barda, the last of the palace guards and the son of Endon and Jarred's old nursemaid, Lief has set out towards the Forests of Silence where he and Barda will soon meet a wild girl called Jasmine who will become the third member of their party...

As a land created by an Australian who clearly thought Australia wasn't dangerous enough, you're going to need some protection. Take 1000 CP.

Gender

Gender doesn't seem to have as big of an impact here - even the royal line is determined merely by age and not by gender. So you may choose it for free.

Location

Roll 1d20 to determine location or pay 100 CP

1. Del - the capital city of Deltora and the origin of the Del Tribe. The Kings and Queens of Deltora have lived here since Adin. Now it lives under the oppressive and watchful eye of the Shadow Lord and his servants...
2. The Forests of Silence - close to Del and the nightmare of every person living in Del.

This forest is filled with monsters like the Wennbar, the dead Jalis warrior known as Gorl and many others. It is, however, also the home of a young wild girl called Jasmine and her friends.

3. The Lake of Tears - this giant lake stood where the gorgeous city of D'Or once stood. It is now home to many dark creatures including the cursed Soldeen.
4. Raladin - the home of the Ralad people. Currently, the true Raladin lies underground a false deceptive Raladin that appears abandoned. Few outside the Ralads know this truth - perhaps you will be one of them?
5. Noradz - as life goes in Deltora currently, Noradz is not so bad a place - the people live under an oppressive regime by the tyrannical Ra-Kacharz but at least you're fed fine foods on a regular basis.
6. City of Rats - once the proud city of Hira, this city belongs to the rats - and to the great serpent Reeah. Finding yourself in the dark here is not a wise proposition as the rats may well eat you alive.
7. Rithmere - this place is the capital of the Mere Tribe. It is also host to the Rithmere games, an exciting competition of strength and agility. The Grand Champion gets a thousand gold coins and the finalists a hundred gold coins each (and a free trip to the Shadowlands Arena though this is generally not mentioned).
8. The Shifting Sands - the Shifting Sands are dangerous place where Sand Beasts lurk, ready to surprise and eat any unsuspecting person on the surface. They are the least of the danger, however, for beneath the sands lay an even greater and more alien danger...
9. Dread Mountain - this is the home of the Dread Gnomes. It is overgrown with boolong trees and the Gnomes have found themselves enslaved to the evil giant toad Gellick. They do use his incredibly painful and lethal poison on their arrows so you should be quick in convincing them you're friendly.
10. The Maze of the Beast - this sticky maze is home to the Glus. Even the walls will eventually kill you and leave you for the Glus to eat. Hope you can find a way out soon.
11. Tora - this is the home of the Torans. Or it was. They seem to have all left after breaking their oath to the King of Deltora. This is now an empty and harmless city - unless you're an evil creature in which case pain and death will soon follow the longer you stay.
12. Jaliad - the capital city of the Jalis Tribe, like Tora, this place is abandoned by the Jalis since they've been killed off or taken to the Shadowlands. For now, the sole inhabitant is Glock - a man who believes himself to be the last of the Jalis (unless you are a member of the Jalis Tribe as well) and is preparing to go to the Rithmere Games.
13. The Valley of the Lost - this valley is shroud with mist and filled with lost people who seem to be unaware of what is going on. There is one person - the Guardian - who is master of this domain. You can solve his puzzle and win his prize but if you fail, you'll join the horde.
14. Plume - deep beneath Deltora and at the beginning of the Secret Sea lies the island of Plume. This is the home to the Plume Tribe. Every year, they sacrifice one person to the Fear - a giant squid that blocks the passage between Plume and the rest of the Secret Sea. If, however, they can get an outside to sacrifice, many of them will be all too happy to do so.
15. Auron - the territory of the Auron Tribe. The Auron Tribe is divided into two - the dome-dwellers on the island and the people who live on rafts in the sea. The Dome is surrounded by giant spiders called Arachs...

16. Keras - the island home of the Keron Tribe. This place is close to the Shadowlands but still safe. The Kerons are a generally friendly people but make sure not to offend the leeches...

17. Broome - this town, founded by foreigners from elsewhere, settled on the bone of Capra is a relatively safe location compared to much else of Deltora but it is still under the eye of the Shadow Lord.

18. Os-Mine Hills - these hills are located in Topaz territory and is filled with Granous - strange beings who like to play riddles and eats the fingers and toes of other sapient beings.

19. Shadowlands - if you think Deltora is dangerous, it is nothing compared to the Shadowlands. This is the land once known as Pirra and the heart of the Shadow Lord's territory. People are either experimented on to become deformed human-animal hybrids or sent to the arena to fight vraals and other creatures.

20. FREE CHOICE - you may choose to go anywhere in Deltora even those locations not specified.

Backgrounds:

Explorer (FREE) - you are an explorer, discovering new places and lands in Deltora and beyond. You can also take this as a Drop-In Option. Your age is anything between 16 and 60.

Blacksmith's Child (100 CP) - you are the son of an average blacksmith - or are you? Perhaps some power runs through your veins that even you are unaware of. Either way, you've lived your entire in one place. You do not have to actually be a blacksmith's child - you just merely have to have the son of a professional that would not be unusual for your tribe/people. Your age is 16.

Wild Child (100 CP) - you've been raised most of your life in an incredibly deadly place and have managed to find the beauty of it. You are closer to the beasts and trees than other humans though you do secretly long for company. Your age is 16.

Servant of the Shadow Lord (200 CP) - you are a creature of the Shadow Lord and you wear his brand proudly. You work towards furthering your master's goals to destroy the will of the Deltoran people and bring his will elsewhere in the world. Your age is yours to choose.

Species:

Human (FREE) - the vast majority of the inhabitants of Deltora. The peoples of the Del, Tora, Jalis, Mere and Plains Tribes are all composed of humans as well as many people who have settled here after the time of Adin.

Ralad (100 CP) - the Ralads are one of the seven tribes of Deltora and one of the two non-human tribes. They are small blue people with a huge knack for architecture. Currently,

they are cursed by the sorceress Thaegan to be unable to speak - though this curse will soon be lifted when Thaegan is slayed. Choosing this allows you to start in Raladin.

Dread Gnome (100 CP) - the Dread Gnomes are one of the seven tribes of Deltora and one of the two non-human tribes. Currently, they serve the giant toad Gellick, collecting his poison sweat.

Kin (100 CP) - the Kin are a friendly creatures that were once inhabitants of the Dread Mountain. Much beloved by the rest of Deltora (save the Dread Gnomes) but thought to be extinct, they live near the Dreaming Spring unable to breed and truly live. The Kin eat mainly of the Boolong tree.

Pirran (FREE) - the Pirrans are a bipedal dog-like species (but still capable of breeding with humans). They were once natives of Pirra, the lands that became the Shadowlands. They now live in the secret sea beneath Deltora.

Monster (Variable) (Servants of the Shadow Lord get discounts on all of these SAVE Dragons which cannot be bought by Servants of the Shadow Lord. Options marked with an S also shows options that can ONLY be bought by a Servant of the Shadow Lord.)

Granous (100 CP) - the Granous are furry creatures who love riddles and love eating fingers and toes (though they can eat other meat).

Grey Guard (100 CP/S) - the main infantry of the Shadow Lord. Grey Guards look human but are grown and live only seven years (you're special and can live another three years). They are also divided into separate pods of identical brothers.

Ols (FREE/100 CP/300 CP/S) - Ols are all servants of the Shadow Lords and all of them are capable of taking different forms. Grade 1 Ols always travel in pairs and can only hold the form of living beings and cannot eat or drink, have the mark of the Shadow Lord easily available to see, and are cold to the touch. In addition, they can only hold a form for three days before going through the telltale tremor.
Grade 2 Ols can make their skin feel warm, pretend to eat and drink, hide their mark incredibly well, and can travel on their own. However, they still suffer from the tremor.
Grade 3 Ols can take the shape of non-living things as well as living things and do not suffer from the Tremor. They are warm or cold to the touch at their decision, can actually eat or drink, hide their mark to the point it is almost unrecognizable. However, unlike lesser Ols, anything that could kill a human can kill a Grade 3 Ol.
In their native forms, Ols resemble white flickering flames with holes for eyes and a toothless mouth. Their heart is located on their right side - this must be pierced to kill Grade 1 and Grade 2 Ols.

Capricorn (100 CP) - you are a lost child of Capra. You have been told all your life of its beauty and you resent its loss despite it occurring millenia ago long before your birth. You are clever and sly if not particularly physically intimidating.

Thaegan's Child (200 CP) - you are the fourteenth child of the sorceress Thaegan. You look monstrous and slimy (your design) and possess incredible strength. You can also shapeshift into different forms such as a wolf and can cast minor illusions. This is impossible to take with Drop-In.

Ooze Toad (300 CP) - while you're not as big as Gellick, as an Ooze Toad you're a huge toad with poisonous sweat and an insatiable appetite. You're as about as big as a Sand Beast.

Ak-Baba (500 CP/S) - you are one of the Shadow Lord's most powerful servants - the dreaded flying Ak-Baba, a giant vulture-like bird. Your skin is thick enough to resist most conventional weaponry, your talons are as sharp as swords, and your eyesight while flying is amazing. You know how to work with others of your kind - even the dragons have something to fear (and indeed, for it was the Ak-Baba that nearly made them extinct).

Dragon (600 CP) - the dragons, though thought to be extinct, are reduced to a dragon of every color still in a mystic sleep. Except, it seems, for you. You are a Dragon of a color of your choice (Diamond/Emerald/Lapis Lazuli/Topaz/Opal/Ruby/Amethyst - this also determines the color of your flame). This means apart from being a flying fire-breathing giant reptile with titanium-hard skin, you are connected to the land of Deltora and can tell when it needs repairing. And if the need is "dire," you can reproduce alone. Exposure to your gem (even shadows) will slightly improve your strength and exposure to the true gems will massively increase your power. However, this does come with a few negatives. Dragons are extinct save for seven slumberers. Once the Shadow Lord finds out you're around, he WILL send all seven Ak-Baba to take you out and if that fails, he'll be gunning for you for every second he controls Deltora. Not to mention the other dragons will probably be curious to know where you come from once they wake up too..(and whatever you do, don't enter the territory that is not your color).

Tribe

You may only buy a tribe if you are a Human, Dread Gnome, Ralad or Dragon. These tribes are in no way mutually exclusive - since the unification of Deltora under Adin, the tribes have become far more lenient and have mated amongst each other multiple times. You will, however, most likely have a primary tribe that most people will identify you with - for Ralads and Dread Gnomes this is already decided. Servants of the Shadow Lord can take this but you will be considered a traitor to your tribe. Drop-Ins can also take this with people generally assuming you are a member of the tribe you've picked. Dragons freely get the Tribe associated with their color but they cannot get any other tribe (so a Topaz dragon automatically gets Del Tribe but nothing else.)

Ralad Tribe (Mandatory and FREE for Ralads, 100 CP for everybody else) - the Ralads are a clever tribe and close to one another. Due to their muteness, they can read and write in Ralad Script and have always been a clever people - especially when it comes to architecture.

Dread Gnome Tribe (Mandatory and FREE for Dread Gnomes, 100 CP for everybody else) - the Dread Gnomes are the people of the Dread Mountain. They are a proud and honorable people though they can be vicious when they want to.

Del Tribe (100 CP) - the Del Tribe have spread far and wide through Deltora and always seem to be in the thick of most of the action.

Jalis Tribe (100 CP) - the Jalis are the tribe with the strongest warrior tradition and every Jalis, whether they are a knight or not, are always ready for battle.

Mere Tribe(100 CP) - the Mere Tribe are a superstitious people and are very fond of games and gambling, revering fortune above all.

Plains Tribe (100 CP) - the people of the Plains are for the most part a common hardworking folk but the people of the Opal Territory have produced some veritable oddities over the years...

Tora Tribe (100 CP) - the tribe of Tora are perhaps the most close-knit, living entirely within their shining city. However, they are also more talented with magic than the vast majority of the rest of Deltora.

The Masked Ones (100 CP) - this strange troupe has so much blood from around Deltora that stating they are one tribe would be the height of ridiculousness. They always wears masks and even disdain the bare face.

Unaffiliated (FREE) - As it says on the tin. You are an outsider and do not belong to any tribe. You receive nothing special for this. If you choose this, you may not have any of the other tribes as well.

Pirran Tribes

These are available only if you are a Pirran. You MUST choose one and can only choose one and they are mutually exclusive.

Auron (100 CP) - followers of Auron the Fair, the Auron Tribe is now divided into the dome-dwellers and those who have accepted the savage beauty of the secret sea. You are among the latter.

Keron (100 CP) - followers of Keras the Unknown, this tribe is the closest to the Shadowlands and have mated with Deltorans, giving many of them blonde hair.

Plumes (100 CP) - followers of Plume the Brave, these people live closest to the secret entrance to the Deltoran surface.

Unaffiliated (FREE) - You are an anomaly - a Pirran who is not of any of the three tribes. Expect for every tribe to believe that you are a member of another tribe.

Perks

Explorer

Mapmaking Abilities (100 CP) - you can draw maps at an extremely accurate level and take explorer's notes that easily and precisely convey the message you are trying to impart. Indeed, your works could easily find themselves in the Deltora Annals.

Traveling the Road (300 CP) - many people choose to adventure but know not what they get into. But to you the road is a beloved friend. You take joy in the best parts of travel and even the unenjoyable parts of travel will make you happy in their own way. You also know the dangers of Deltora and what to do to avoid them and in the future, you can quickly realize and learn what is dangerous in the wilds you travel.

Dragonlover (600 CP) - Deltora - anywhere really - has many strange cultures and beings. Most people can't interact with those too different from themselves. But you? You can make friends with dragons and get them to tell you their real name, you can make friends with beings built on paranoia or other strange creatures. You can have the descendants of the strange communities you met still revere your name centuries later. Once those friendships are built, you can also even convince them to come to your aid - dragons would help fight for you in a conflict that doesn't involve them. Of course, there are some limits to this - you couldn't get the dragons to work for the Shadow Lord for example (and you wouldn't ask it - after all, friendship is a two-way street).

Blacksmith's Child

Blacksmith (100 CP) - you have been trained as a blacksmith for all you life thanks to your parents. You are an expert to the point where you could make a perfect replica of the Belt of Deltora (minus the magic). This skill does not have to be blacksmithing - it can be a general skill close to your tribe.

One Small Problem (300 CP) - your ability for hope is a powerful one. No matter what happens - until even the very end - you can continue to hope against the darkness and evil. Even if an

entire land is covered in darkness, you can see a way out of it. This isn't blind hope either - this is the kind of hope that makes you carry on so the fight can continue.

Blood of Adin (600 CP) - the blood of Adin runs through your veins. You are one of his descendants and as a result, this gives you certain rights. You can control the belt and use it as Lief would. You are also a charismatic leader and know how to rule and can remain free of corruption - and you remember, of course, that you are a man of the people.

Wild Child

Survival (100 CP) - you know how to survive in the wilds of even the worst places imaginable. No, not survive. You truly know how to live and find enjoyment and life in the harshest situations created by nature (and of course, still survive.)

Athletics (300 CP) - you're incredibly athletic and an incredible gymnast, being able to jump from tree to tree. You're already comparable to many trained gymnasts and can do so in environments that are far from ideal with little fear of falling.

Beast Master (600 CP) - you can speak the 'language' of the beasts and the trees. While they may not have many intelligent things to say based on what sort of animal you're speaking to, you can influence them into doing things. For example, you could have a tree willingly drop a branch to hurt an enemy of yours or have a school of fish hide you. You can't have them do anything that would be truly against their nature but you can get as much help within those rules.

Servant of the Shadow Lord

Chief Advisor (100 CP) - many creatures of the Shadow Lord cannot bring themselves to act truly good in the name of greater evil. But you can - you can convince even the most paranoid that you are a friend and not a foe - which makes stabbing them in the back all the more delightful.

I Have Plans Within Plans (300 CP) - you are a very patient person and you can make plans that take a long time to wait, plans for if those plans fails, and then plans if those plans fails. Needless to say, every time your opponent thinks they've foiled you, you have another dastardly plot waiting for them.

Dark Sorcery (600 CP) - you're no Thaegan but you have some incredible magical powers. Things like telekinesis, teleportation, can inflict terrible curses, and even place a barrier over all of your body (except for one critical weak spot which is open). The only negative thing is that these powers depend on your master and come from him - and what he giveth, he can taketh away (though for some strange reason, unless you outright rebel against him, he won't do so) If

you're taking this from another origin, the magic depends on your loyalty to Deltora instead. Either way, this restriction is lifted after the jump.

Other Perks

Palace Librarian (100 CP) - you're trained as a palace librarian which means you're good at keeping a library tidy and at research. But there's more than that - you know how to hide the safekeeping and preservation of knowledge when it is ordered destroyed and are good at having the will to keep on going and preserve and save knowledge for future generations.

Good at Riddles (100 CP) - you're exceptionally good at solving riddles and other puzzles on a limited amount of time.

Archery (FREE Dread Gnomes) (100 CP) - as a Dread Gnome, your aim as an archer is incredible. You rarely miss your target - such as a baby kin flying miles above you.

Tenna Birdsong Tales (100 CP) (FREE Jalis Tribe) - you know each and every one of the Tenna Birdsong Tales by heart and can recite them. You know how to make them feel exciting even to people who have heard them a thousand times. These also aren't the versions seen in the real world - these are true exciting and sometimes even epic tales.

Luck (100 CP) (FREE Mere Tribe) - the Mere love their games and their gambling. So do you and it seems luck seems to smile on you more often than not when it comes to games of luck. Not all the time though, just most - after all what would be the fun in always winning?

Favored by Destiny (100 CP) (FREE Del Tribe) - members of the Del Tribe always seem to be in the thick of it and of destiny - after all, Adin was a man of the Del Tribe. This gives you a certain amount of plot armor in terms of fighting. You won't be killed any undramatic ways - well, so long as you don't push your luck and act like an idiot.

Ralad Architecture (400 CP) (FREE Ralad, Discount Ralad Tribe) - like all Ralads, you know architecture. You are clever and can figure out new and exciting ways to make beautiful buildings - even cities. You also know how to work alongside other architects and incorporate their ideas and to be able to recognize when their ideas are better. You're also good at the actual physical process of making the building. You can also imitate things really well - for example, with time, you could make a small false city almost identical to another in the effort to deceive an enemy.

Ralad Trapmaking (400 CP) (FREE Ralad, Discount Ralad Tribe, Discount Dread Gnomes) - you are an expert trap maker and are extraordinarily good at making things that hurt your enemies or deceive them entirely. For example given time, you could make a giant pit that your enemies won't realize is there until they're falling.

Jalis Knight (300 CP) (Discount Jalis Tribe) - you are trained in the ways of the Jalis Knight. You are now huge and incredibly muscled and strong. You know the Jalis lessons and well and they are part of you. You're quick to react to even the smallest signals that may relay danger. Apart from possibly the palace guards, you are now among the best warriors in Deltora.

Maskmaking (400 CP) (Discount the Masked Ones) you are familiar with how to make incredibly beautiful if mundane masks that feel almost like wearing no mask at all. You also know how to make the masks for the 'inner circle' - the true Masked Ones. You know how to make a mask that many people would almost swear is real, a mask that is meant to never be taken off for the boiled purebond roots glues the skin and the mask as one. These feel like wearing no mask at all. As a bonus, you feel no discomfort at wearing a mask at all times.

Jumper the Bear (300 CP) (Discount Del Tribe) - you are trained as a palace guard, the best trained warriors among Deltora save for possibly the Jalis Knights. As a bonus, it seems you're exceptionally good with children and teenagers and can become both a friend and mentor to them.

Steven Is Never Alone (600 CP) (Discount Plains Tribe) - within you, you contain another person. This person is comfortable living inside you and can communicate and talk with you. You can release them at will, but this is not advisable unless you're in danger. For this person could almost be defined as a monster, easily being able to rip through a whole pod of Grey Guards but he sometimes has trouble defining friend from foe.

Ol Sense (400 CP) (Discount Del Tribe)- you can detect Ols Grade 1 and 2 without problems. Every time you strike having sensed an Ol, you will never fail. For another undiscounted 100 CP more, you can go beyond the abilities of the rest of people with Ol Sense, you can also detect Grade 3 Ols. In future jumps, you will also be able to tell when other supernatural shapeshifters are around you to the same gradients - i.e if you've got Grade 1 and 2 Ol Sense, you won't be able to detect future shapeshifters while they're items.

Merchant Telepathy (200 CP) (Discount Plains Tribe) - you have two people with whom you are connected sharing a telepathic link. If you've taken Blacksmith's Child, these are your siblings. If not, you can choose two companions or people who will you will meet almost immediately. However, if one of you allies yourself with the Shadow Lord or some other great evil, the majority of this link will be broken (though you will still receive the traitor's thoughts once in a while).

Bee Powers (400 CP) (Discount Plains Tribe) - you have a near-perfect control of several hives of bees. They will protect you and attack your enemies and do your will as you command. The honey they make is also special and has healing properties. Of course, your command is not quite perfect - even you must use smoke on them when collecting their honey.

Very Light Fingers (400 CP) (Discount Mere Tribe) - you've got slippery fingers and can pickpocket people with ease. Why, you could pickpocket the Belt of Deltora right off the King's waist without him realizing. On top of that, you're an excellent conman and can easily deceive people into giving you their money one way or the other.

Quiver With Its Beauty (100 CP) (FREE Pirran, Discount Ralad) - you know how to play both a pipe and flute really well. Enough to make people cry from the sheer glory of it as if hearing true beauty for the first time or make a monstrous fish want you to keep playing forever to make its life more beautiful. You are essentially at around the level of a Pirran Piper.

Hair of Gold (100 CP) (FREE Keron) - you've got incredible blonde hair. This hair is so good that even if every other part of you was completely ugly and disgusting-looking, you would still be a ten out of ten. Just make sure to keep your head covered around dragons.

Truth is Important (100 CP) (FREE Auron) - truth is important to the Aurons and you. As a result, you're very good at telling when you're being lied and not being fooled by illusions.

Plume Bravery (100 CP) (FREE Plume) - you are possessed of a form of bravery in many ways. Some of the tribe might find you to be reminiscent of the seven traitors. You are willing to go up to the surface, to fight the Fear - you are among the bravest of the Plumes.

Pirran Magic (Discount Pirran) (600 CP) - you have some Pirran magic. These abilities are a bit vague and undefined, but they usually work either based on the trust of your people or the unerring belief of your people. Examples of powers will include freezing people on spot or maintaining an illusion of a place long gone.

Higher Toran Magic (FREE for Tora Tribe for the jump, Discount Tora Tribe to keep) (600 CP) - you are a son and daughter of Tora and you are connected to its magics. You can read the thoughts of other Torans and have your thoughts read by them, you are able to create and produce food from the ground at ridiculously fast rates (growing crops in a day for example), control the weather, forge an entire city out of a giant block of marble, sew hiding cloaks. Most of this magic, however, weakens the further you are from Tora. If you choose to buy this, you can designate a city or area where your magic works similar to this.

Gear

Explorer

Pure And Clear (100 CP) - this powder upon exposure to water completely cleans and purifies that water making it drinkable. This stands within reason, of course - dropping this in the ocean or other large bodies of water won't make much of an impact. About half a teaspoon will purify

about a quart of water. This is a small jar of about sixteen teaspoons - putting the lid back on refills it.

Coiling Rope (300 CP) - this rope when thrown up to some sort of surface that you want to climb will automatically coil around the strongest and most secure point close to it. You have five of them and if one is destroyed, you get a new one the next day.

Part of Deltora (600 CP) - you have seen many things and wonders in Deltora. What if you could bring a part of it with you? With this you can. You can bring one of the beautiful and wild parts of Deltora with you (your choice - it can be part of the Secret Sea, Dread Mountain, the Forests of Silence, etc.). The only rule is you can't bring sapient people. You can then bring it as land or make it into a personal dimension.

Blacksmith's Child

Sword (100 CP) - this is a sword forged by the finest blacksmiths. It's steel is true and sharp and it is easy and light to wield.

Cloak (300 CP) - this cloak, created with Toran Magic and a mother's love, can take on the colors of the surrounding environment. It can also hide at least three people - expanding its size as necessary.

Belt (600 CP) - this is the Belt of Deltora - or at least a very close approximation. This has all the powers of the real belt save for being able to chase off the Shadow Lord from Deltora - but it does have a strength - it can actually leave Deltora without burning you alive. The belt starts off empty but every time the real Belt of Deltora gets a gem in it, this belt receives the same gem. That is unless you buy gems from the Talismans/Gems of Deltora section down below. You get all seven gems regardless of the status of the real belt when you leave though any bought gems seem just a little more powerful.

Wild Child

Kin/Blackbird Companion (100 CP) - you get a small Kin or Blackbird. They are unusually intelligent and are friendly to you. You may purchase this both times but it is only free for Wild Child once - after that is is discounted.

Mother's Potion (300 CP) - this potion, of which you receive the recipe for, can cure any form of supernatural and natural paralysis known to man (so long as it isn't caused by something like a broken back).

Lilies of Life (600 CP) - the nectar of these lilies will cure any wound - and even bring back the recently deceased. You have a small bottle each jump - enough for about six uses.

Servant of the Shadow Lord

Blisters (100 CP) - these silver eggs to be put in slings are filled with ooze toad venom. Contact with the venom is incredibly painful and is sure to put a stop to anybody trying to run away. You have a dozen of these and get them every day.

Crystal (300 CP) - this nearly indestructible crystal allows you to communicate with your master (and your servants after the jump ends). It also allows you to peer into the minds of those close to it (close being defined as within a mile) and whisper and help corrupt them.

Sister of the Jumper (600 CP) - this small disgusting looking creature was given to you by your master. It 'sings' a song causing famine to hit the land around it hard. It can stop singing at your request. As with most things of the Shadow Lord, it serves him before you - until the end of the jump anyways.

The Talismans/Gemstones of Deltora

Do certain parts of the belt appeal to you while other parts don't? Here's your chance to buy the gems you like. As with the Belt item, these are NOT the real Talismans and Gemstones and neither the real Belt or real gems will accept them as such. On the plus side, you can take these from Deltora whenever it strikes your fancy. If you buy a gemstone and the Belt item, any Gemstones will appear in the belt at the beginning of the jump. If you buy more than three, you also get a "mini-belt" item.

Diamond (200 CP) (Discount Jalis Tribe)- the gemstone and talisman of the Jalis Tribe. It is the symbol of innocence, purity and strength. It grants physical strength and courage to the user and can remove pestilence. If stolen or obtained through trickery, the thief will soon meet an unfortunate end.

Emerald (200 CP) (Discount Dread Gnome Tribe) - the gemstone and talisman of the Dread Gnomes. It is the symbol of honor. It dulls in the presence of evil (true deep evil - not just merely the evil that everybody has in their hearts) and when a vow is broken. It is a remedy for sores and ulcers and an antidote to poison.

Lapiz Lazuli (200 CP) (Discount Mere Tribe) - the gemstone and talisman of the Mere Tribe. It is the symbol of good fortune and brings good luck to its wielder. It is also known as the Heavenly Stone and has a special relationship with the Opal.

Topaz (200 CP) (Discount Del Tribe) - the gemstone and talisman of the Del Tribe. It is the symbol of faithfulness. It protects its wearer from the terrors of the night and opens and clears the mind - allowing one to see through illusions and evil magic. It also opens doors to the spirit world allowing some precious moments with the wielder's loved ones. The power of the Topaz waxes and wanes with the full moon.

Opal (200 CP) (Discount Plains Tribe) - the gemstone and talisman of the Plains Tribe. It is the symbol of hope. It can give brief glimpses of the future and can aid those with weak sight. It has a special relationship with the Lapis Lazuli.

Ruby (200 CP) (Discount Ralad Tribe) - the gemstone and talisman of the Ralad Tribe. It is the symbol of happiness and is red as blood. It grows pales in the presence of evil - or when misfortune threatens its wearer. It wards off evil spirits and is an antidote to snake venom.

Amethyst (200 CP) (Discount Tora Tribe) - the gemstone and talisman of the Tora Tribe. It is the symbol of truth. It calms and soothes. It changes color in the presence of illness, loses color near poisoned food or drink and guides the wearer towards sincerity, security and peace of mind.

Other Gear

Gold Coins (50 CP) - a set of a 100 Gold coins. You can get some decent spending out of this.

Gems (50 CP) - a large sack of a specific type of one of the seven precious gems of your choice (Diamond/Emerald/Lapis Lazuli/Topaz/Opal/Ruby/Amethyst). You get a new sack every year. This can be purchased multiple times. For Dread Gnome Tribe, one purchase gets you all of the gems.

Lumin (100 CP) (Discount Ol) - this strange and sickly light creates a narcotic effect in those exposed to it. It can become addictive if used too much. After this jump, you get a non-addictive (but still narcotic) variant.

No Bakes (100 CP) - these are little white circles that upon exposure to water blow up to full leaves of bread.

Cushioned Socks (50 CP) - these are cushioned socks for sore feet. They help reduce the wear and tear on your feet after a long journey. You get a pair that freshen up every time you put them away.

Fire Beads (100 CP) - this bead, once crushed, creates a large and comfortable fire with no other supplies needed. Generally two beads will do. You have fifteen of these and they regenerate each day.

Water Eaters (200 CP) - these crystals, once dropped into a large body of water, literally sucks and absorbs the water around turning into large gelatine walls that block water, thus creating dry land. This only lasts for about an hour so don’t dawdle when using them.

Bubble Light Pipe (50 CP) - this pipe blows literal bubbles of light. While they're a bit more hardy than normal bubbles, they will pop in time. This is more of a toy than a weapon, but who knows - maybe you'll find a use for it.

Queen Bee Cider (200 CP) (Discount Mere) - this incredibly delicious cider made from Queen Bee honey gives a lot of energy to fighters and warriors - just make sure to actually exert the energy you've consumed lest you become bloodthirsty. You get five bottles a day.

Queen Bee Honey (400 CP) (Discount Plains) - this honey, while not as effective as the Lilies of Life, are very good at healing fatal injuries that have not yet taken the life of its victim (for example, an infected stab wound). You get three jars of honey a week.

Dreaming Water (600 CP) (Discount Kin and Dread Gnome Tribe) - you get five bottles of this per month. Drinking it allows you to see those you want to dream about in real life and in real time. They will not be able to see you but they may be able to sense some presence. Both Kin and Dread Gnome not only get this discounted but get to the actual spring.

Secrets of Deltora (50 CP) - this is a perfect copy of the Secrets of Deltora. To be clear, this is not the version published in the real world - this is the actual copy of Secrets of Deltora written by Doran the Dragonlover. It is far more in-depth and intriguing and is an accurate map of much of Deltora at the time of the writing.

The Deltora Annals (100 CP) - this is a perfect copy of the Deltora Annals. Like the Secrets of Deltora, these books are far more complex and intriguing than the few excerpts we see.

Belt of Deltora Replica (50 CP) - this is a perfect replica of the Belt of Deltora. While it possesses a shadow of the power as all gems possess a shadow of the power of the true gems, it is really nothing more than a nice shiny bauble. Though for those unmagical people, it could make for a nice deception.

River Queen (400 CP) (Discount Tora Tribe) - this is a steamboat. Yes, despite everything else being closer to a Medieval era, Deltora somehow has steam. It can be used to ferry people across the river, making you a decent amount of money

Fighting Spiders (100 CP) (Discount Mere Tribe) - these two fighting spiders will fight each other until one is defeated every time they are allowed to do so. The loser will seek out the winner for revenge no matter what happens allowing you to track them over miles.

Pirran Pipe (600 CP) (Discount Pirran) - this is a perfect replica of the Pirran Pipe. Like the Belt item, this item's power will increase when the real Pirran Pipe is reunited allowing you to hurt the Shadow Lord even in the Shadowlands. For now, it can still be used to hurt less powerful evil creatures.

Pig Rat (100 CP) (Discount Ralads) - you now have ten of these delicious weasel-like creatures. You get another ten every year.

Green Moss (100 CP) (FREE Kin) - this moss that grows on Dread Mountain is good for healing wounds and injuries - if not a miracle worker. When it grows old and dies, it then turns into purple moss that will burn the skin of those it comes into contact with.

Traveler's Weed (50 CP) - a tasty weed that grows on the Painted Plain - when eaten raw, it tastes crisp, refreshing, and slightly peppery. You get a bunch of this a day.

Sweetplums (50 CP) - a sweet purple-blue fruit that grows throughout Ruby territory. They tend to grow in clumps on low bushes and can be made into juice. They're also good to eat just plain. You get a bushel every month.

Special Mask (200 CP) (FREE Masked Ones) - this is one of the special masks that the inner circle of the Masked Ones wear. Once put on for an hour, it is impossible to remove and appears so lifelike that most would swear that the wearer had a real animal head. This particular mask is of your design. After this jump is over, you can take the mask off though the lifelike part of it does not fade. You also get enough purebond sap to make more.

Keep Out Moths (200 CP) (Discount Masked Ones) - this insect is controlled and raised by the Masked Ones. They create a barrier around your camp or other border you want them to protect. When approached by barefaces, the moths will attack with a corrosive and painful liquid. You can train them to attack on another signal. You start off with several thousand and can breed more.

Soul Stones (100 CP) (Free Pirrans) - these shifting stones have no real color, appearing to be different to others and constantly shifting. They help ward against the loss of memory that appears when leaving the Secret Sea.

Jalis Armor (100 CP) (Free Jalis Tribe) - a set of Jalis Knight golden armor. It is hardy and looks badass.

Muddlets (200 CP) (Discount Plains Tribe) - you have a herd of these strange and unusual creatures, incredibly fast and good listeners, they do have a weakness for overripe animals and can be hard to control sometimes.

Companions

Companions Two (200 CP) (First purchase FREE) - you can import two companions, giving them a background, and tribe for free. You can spend your own CP on them and you get 200

CP to spend on them. You can purchase this four times for a maximum of eight imported companions.

Grey Guard Squad (100 CP) (FREE Grey Guard) - a squad of Grey Guards. If you're a Grey Guard yourself, this is your own pod. If you're not, then this is just your personal guard (if you're a Servant of the Shadow Lord) or a pod that somehow went wrong and were bred with mercy and compassion (if you're against the Shadow Lord).

Tribesmen (300 CP) - soon after jumping, you will meet a member of one of the seven tribes of your choice. They are representative of everything that is best about their tribe and have all the perks, free and discounted for their tribe. If you are a member of that tribe as well, this is half price.
Kin Companion (300 CP) (FREE Kin, Discount Dread Gnome) - these flying cuddly creatures are both noble and fun companions. They can transport you in their pouches.

Dragons (600 CP) (Discount Dragon of same color, plus another 200 CP if dragon of a different color. Discount if you bought the appropriate gemstone) - it seems that there is another surviving dragon that Doran didn't see. You will meet them soon after the jump is begun and can convince them to do the impossible and actually leave Deltora. Like all Deltoran dragons, they are divided into one of seven tribes (Diamond/Emerald/Lapis Lazuli/Topaz/Opal/Ruby/Amethyst).

Drawbacks

You can only take +600 CP worth of drawbacks or +1000 if you take Defeat the Shadow Lord.

The Time of Adin (+0 CP) - instead of beginning at Deltora Quest, you can begin in any time of history beforehand from before Pirra and Deltora collided to the reign of King Endon. Dragons cannot take this.

Anime (+0 CP) - if you want you can go to the anime instead, though things are slightly different there.

Wider World (+0 CP) - as stated by Emily Rodda, the world of Rowan of Rin, the Golden Door, and Star of Deltora are all now canon in this jump and can be visited with some effort.

Liefless (+100 CP) - Endon and Sharn were killed before they could ever leave the palace. Barda was killed by Grey Guards. Jarred and Anna have been raising Jasmine in Del doing nothing but keeping their heads down. The Quest to restore the Belt of Deltora and to find the Heir (there will be an heir - but hint - it's not Marilen or any of the Masked Ones) is up to you and you alone.

Easily Recognizable (+100 CP) - there's something about you that makes tracking you easy. Maybe it's a strong scent, perhaps it is a curious choice of companions, maybe it's an unusual scar. Whatever it is, it's there and your enemies will take advantage.

Mute (+100 CP) - like the Ralads, you are cursed to be never able to speak. Unlike the Ralads, this curse won't end with the death of Thaegan and you will be mute until the end of this jump.

Puzzles and Codes (+100 CP) - puzzles and codes are an important part of the series. However, these puzzles and codes are pretty simplistic - it is a kids series after all. With this drawback, these puzzles and codes have their difficulty greatly increased OR your intelligence is reduced for any puzzle and code mentioned in the books or which there are actual stakes on.

Superstitious (+100 CP) - even the Mere think you're a bit crazy. You have a thousand and one superstitions and you WILL be following each and every single one of them no matter what.
The Quest Goes On and On (+100 CP) - it seems that every time you've finally finished a quest, another one is waiting just along the horizon. And it nevers end - ever.

Socially Blunt (+200 CP) - you don't seem to understand social etiquette and will often insult people when you try to point out their legitimate faults. This runs the risk of you being run out of town or making too many enemies.

And of Course the Dreaded Ichabod (+200 CP) The Dreaded Ichabod is coming after you. He irrationally will blame you for everything bad that has happened in his life (including his own murder of his siblings). He is also immune to any of your out-of-context abilities and gear that would flatten him in a second - no, if you want to take out Ichabod, it's going to have to be with a mundane Deltoran weapon.

Sticky Fingers (+200 CP) - you can't help yourself but you love to gamble. If only you were good at it - you seem to always end up losing far more than you expected to and always seem to get into deals with predatory casinos. You win only enough to convince you to keep on going.

Savage Beauty (+200 CP) - you cannot lie. Well, you can but you would feel immense guilt for doing so - even a lie by omission would be one of the hardest things for you to do and thus when asked, even if you shouldn't, you will always tell the truth.

Welcome to Pirra (+300 CP) - you have convinced yourself completely and totally that the Shadow Lord has not taken Deltora or Pirra, that you are still within the good times and that anything or anybody that says otherwise must be disposed of.

Dain and Adin (+300 CP) - sometime early in your quest, you will meet a friend. He'll become a close ally in your fight against the Shadow Lord (or for the Shadow Lord) and the two of you will become close. As it turns out, he is a traitor and will backstab you at the most dramatic moment and could easily destroy months if not years of work. You will forget having taken this drawback.

Here Lies Doom of the Hills (+300 CP) - who sheltered a friendless stranger and so met his death. He will be avenged. You forget everything about your past lives and will soon meet a friendly stranger who will die protecting you. You will take his name and identity and swear revenge. You will not remember who you really are until at least nine years in the jump.

Fantasy Australia (+400 CP) (Not Available for Dragons) - the land of Deltora is clearly insanely dangerous - and now even more so for you. The wildlife goes fucking nuts for you with every dangerous creature and plant gunning for you. They will cross territories and miles just to get a bite of you. And whatever natural defenses you would normally have just don't seem to function.

Reckless Teens (+400 CP) - soon after entering the jump, you will encounter two well-meaning but seemingly suicidal teenagers. They are firmly on your side (whatever that may be) but they basically seem intent on putting themselves in as many dangerous and insane situations as possible and it is your job to see them alive. If they are not both alive by the end of the story, you fail the jumpchain. And no, you can't simply lock them up and throw away the key - they have to be allowed to roam.

Defeat the Shadow Lord (+600 CP) - some believe the Shadow Lord impossible to defeat. After all, his mortal body died long ago. Now he is just pure will and malevolence. But you can still defeat him and you'll have to. Until the Shadow Lord is gone and the Shadowlands are once more pure and pristine, you will not be leaving this world - not even if it takes a thousand years. If you're a Servant of the Shadow Lord, your goal is instead to usurp him. (Note: you cannot use time travel to defeat the Shadow Lord. Also, the Shadow Lord scales in power with you - if you arrive as an Elder God, he'll be even more powerful than canon).

The Shadow Lord Knows (+600 CP) - the Shadow Lord has felt your arrival in this world. He knows of all your abilities and has a way to counter them. He also wants to destroy you and will be using all of the many many resources at your disposal to destroy you. Good luck.

End of Jump

Now that the jump is done, you have a decision to make.

Go Home - living in this childhood series has made you nostalgic for home.

Stay - despite being fantasy Australia, you've come to love this world.

Continue on - after all, there's always one more quest.

This jump was made by JuliantheUnknown.