

THE WONDERFUL LAND OF OZ JUMP

The Year is 1898, and this is the year that Dorothy will make the first of many visits to the Land of Oz. The Land has been without a true ruler for many years and has grown darker and more dangerous than it would be under the rightful rule of Ozma. Dorothy's adventures here will set the stage for the return of Ozma and the restoration of the Princess to the throne. You'll Need these to get started: 1000CP, oh and the Guardian of the gate said to give you these as well.

AGE - Age is merely a number in the land of Oz, once Ozma is restored to the throne, people only age as they choose to. So you may choose any age you like, and age or not.

Location - Roll 1d8 for location or pay 50 cp to choose. Should the location present a danger, you will not appear in danger, but will be nearby. Do be careful.

1 Munchkin Country - A land of bluegrass and bluer people. The denizens of Munchkin Country are so fond of the color blue, that they paint or dye most everything they make blue. The land itself reinforces this by tinting many of the plants toward blues as well.

2 Gillikin Country - A land north of the Emerald city, known for its Purple Mountains, whose inhabitants embrace the color with their choice of flowers, paint, and dye.

3 Winkie Country - A land with many yellow rolling fields of tall grasses. Its hills and mountains have plentiful Tin deposits.

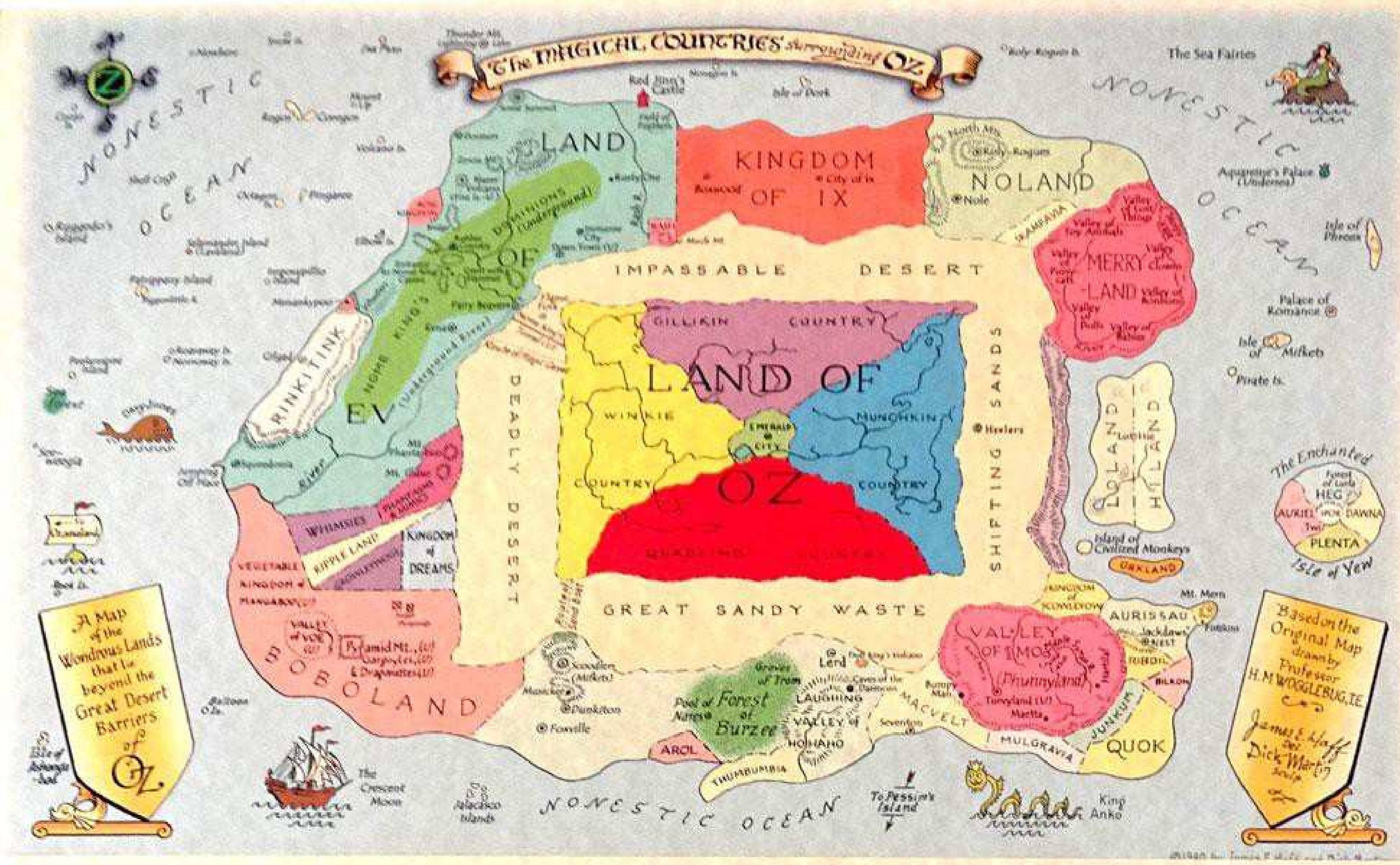
4 Quadling Country - A land of red clay laden earth, redwood trees, and flowers tending toward shades of red.

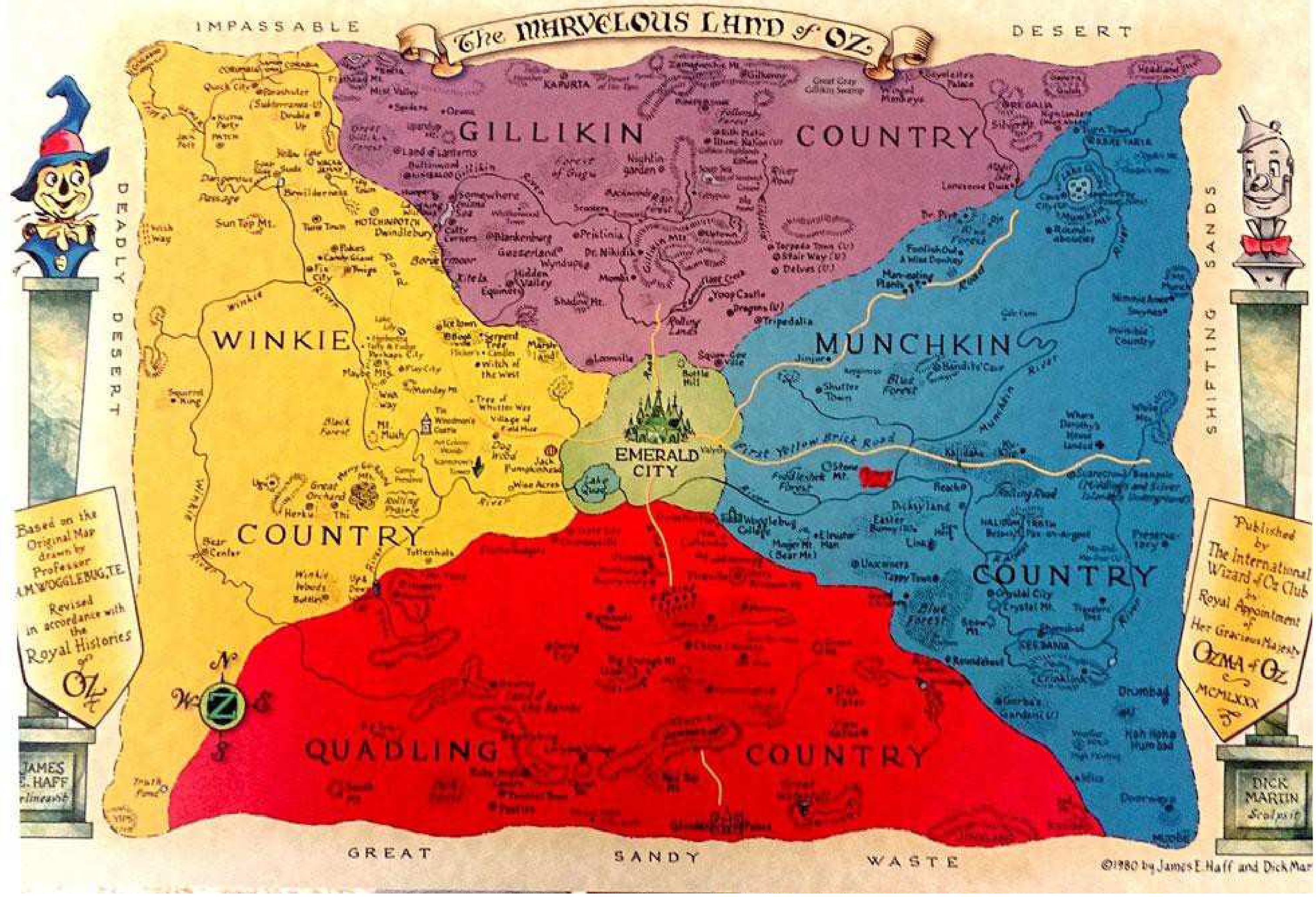
5 The Emerald City - Lucky you! You are at the gates of the Emerald City, you'll need to check in with the gatekeeper to get a pair of green glasses before being allowed to enter, but depending on your background, you might even get to see the Wizard.

6 The Kingdom of Ev - The royal family has been missing for some time, the land is currently ruled by Princess Langwidere, a cousin to the royal family with a fondness for collecting the heads of beautiful girls. It will be at least a year before Dorothy finds her way here.

7 Kansas - Instead of Oz, you find yourself in the normal world of Dorothy's Kansas, and the land here is grey and harsh. The weather has turned the wooden buildings, and even the people somewhat grey. Dorothy and Toto however still retain their bright and colorful outlook. Watch out, it looks like a twister is on the Horizon.

8 Choose Freely from any location described in any of the Oz Books written by L. Frank Baum


The Magical Countries Surrounding Oz
NONESTIC OCEAN
LAND OF EV
KINGDOM OF IX
NOLAND
MERRY LAND
IMPASSABLE DESERT
GILLIKIN COUNTRY
LAND OF OZ
WINKIE COUNTRY
MUNCHKIN COUNTRY
EMERALD CITY
DEADLY DESERT
SHIFTING SANDS
GREAT SANDY WASTE
RINKITINK
BOBOLAND
WHIMSIES
KINGDOM OF DREAMS
VALLEY OF MO
Phunnyland
Forest of Burzee
LAUGHING VALLEY of HOHAHO
MACVELT
MULGRAVIA
QUOK
AROL
THUMBUMBIA
AURISSAU
ORKLAND
Island of Civilized Monkeys
The Enchanted Isle of Yew
The Crescent Moon
King Anko
The Sea Fairies
A Map of the Wondrous Lands that lie beyond the Great Desert Barriers of Oz
Based on the Original Map drawn by Professor H.M. Wogglebug, T.E.
James E. Haff Del.
Dick Martin Sculp.


The Marvelous Land of Oz
IMPASSABLE DESERT
DEADLY DESERT
SHIFTING SANDS
GREAT SANDY WASTE
GILLIKIN COUNTRY
WINKIE COUNTRY
MUNCHKIN COUNTRY
QUADLING COUNTRY
EMERALD CITY
First Yellow Brick Road
Based on the Original Map drawn by Professor H.M. Wogglebug, T.E. Revised in accordance with the Royal Histories of Oz
Published by The International Wizard of Oz Club by Royal Appointment to Her Gracious Majesty Ozma of Oz MCMLXXX
JAMES E. HAFF Delineavit
DICK MARTIN Sculpsit
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BACKGROUNDS

Dropin - Much Like Dorothy you have managed to drop into a world not your own. You have no history here, nor do you have any particular memories of the setting other than those you bring with you.

Ozite - You are one of the many human-like residents of Oz, your family has been here for many generations, and you have taken on the characteristics and preferences of whichever of the five countries of Oz is your home.

TALKING ANIMAL- You are from one of the many forests, fields, or mountains tucked away in the great land of Oz, you are, despite appearances just as intelligent as a human and fully capable of human speech.

WITCH - You are a magic user from one of the four lands of Oz You might be powerful enough to rule over a whole quadrant of the country, but for now you merely have a small valley or mountain whose residents know of your powers.

PERKS

Perks are discounted to their origin. 100cp perks are free to their origin.

UNDISCOUNTED

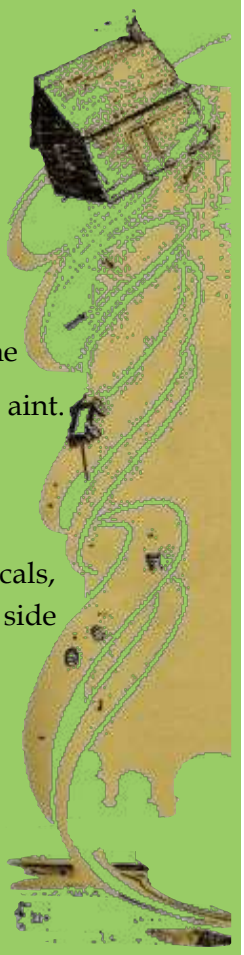
Living Construct* -400CP So long as your body is kept in good repair, tin patched and oiled, wooden pegs replaced regularly, cloth patched up and stuffing replaced, etc. you will continue to live indefinitely. You no longer age, save through wear and tear, and skilled repairs made to your construct body translate to any fleshy form you may have. You have no need to eat, sleep, or even breathe. Your only weaknesses are those natural to the material you are made of. You lack brains, or a heart, but can think and feel without them. Your memory is as perfect as it needs to be for an immortal life. Your other senses are quite as sharp as they need to be, though they can be improved through good craftsmanship, and though you cannot feel pain, you can feel touch.

*Dropins awake, having just been created, other backgrounds have memories of being created and living for a time.

Dietary Requirements -100CP No matter your form, or size, you are quite capable of surviving on simple foods in modest portions. While you may have cravings for specific foods in certain forms, you will never starve if, for example, fed a vegetarian diet in a carnivorous body, nor will you ever develop any diet based illnesses due to eating things that are not intended for your current form. If a food isn't a poison to your original form, it won't be to any of your alt-forms or magical transformations. If rather than food, you require fuel, or have an unusual powersource, you will find substituting simple, and far more effective than it should be

DROPIN

Landing on your feet - 100cp



You may be a stranger in a strange land, but you always manage to land on your feet, your appearance and attitude always strike just the right note to be thought of favorably by the locals upon initial meeting when you find yourself out of your depth in a new environment. WIth a bit of effort, the locals will be happy to help you on your way, especially if you have somehow done them a favor. This first impression can of course be ruined by your subsequent actions.

Horse Sense -200CP While a philosopher might expound on the nature of the soul and the seat of consciousness, a truly wise person simply knows some things are sensible, and others aint. You have been gifted with that inestimable horse sense, common sense, Sensus communis, aísthēsis koinè. You have the rare ability to see things as they are, and know better than to point that out to others unnecessarily. When you find yourself amongst peoples or cultures that are truly alien to your experience, you will quickly learn what is common sense to the locals, and have the wisdom to not comment on it without good reason. As a completely unrelated side benefit, you are also now quite good at riding and caring for horses and horse-like creatures.

Laughter in the face of the Grey -400CP Into every life sorrow and hardship will come. That has been a near universal constant in every world. You however have managed to resist the weight of years and the burden of sorrow. You have managed to remain a bright and colorful beacon of hope and joy even in worlds turned grey with despair. Your hopefulness, optimism, good cheer and earnestness make it far easier to befriend those you meet and keep up morale in the face of hardship. Moreso, if you are in a position of power your unbridled positivity will influence any lands or peoples in your dominion toward the positive, the land will flourish and become easier to work, the people will flourish and find happiness easier.

Kiss of the Witch of the North -600CP This powerful enchantment immediately lets anyone wishing you harm know that you have a very powerful patron. It might not keep beasts from harming you, but any intelligent person or creature who sees your face will be as reluctant to attack you as they would your patron. In subsequent worlds, the patron will always be one of the four most powerful people in the land. This can be toggled off, and only works on those that can see your unobstructed face.

OZITE



Fantastical Farming -100CP you have a strange knack, an ability if it were to sucessfully grow the most fantastical and unusual crops in the land. No matter how difficult the terrain, or obscure the conditions required, you can grow magical plants and trees with ease. If given good soil and a highly magical area, your crops will always be bumpers.

The Simple Things -200CP Oz is mostly a peacefull place unless you go looking for adventure. Most of the inhabitants of Oz never seem to and yet they are satisfied with their lot in life, whether farmers, bakers, craftsmen, or even kings of kingdoms with less than 100 citizens, the people of Oz are, for the most part content. You have internalized that contentment. You can be happy with what you have and where you are, even when the days go by with nothing new appearing under the sun. You do not grow bored, and great each day with enthusiasm happy to live in such a bucolic time. In times of danger and strife too, you are able to easily perservere and hearten those around you, instilling in them an appreciation for the important things in life, and a willingness to fight for their peace.

It's Only a Flesh Wound! -400CP This may be an effect of the land, but you seem to have internalized it. You simply don't bleed excessivly, or grow weaker from your wounds. Should a limb be chopped off you can pick it up and carry on as though you stubbed a toe. You will never die from a wound that would only be fatal over time. Evan normally fatal wounds can be repaired with death being held off for a day or two unless your body is completely destroyed.

Witch



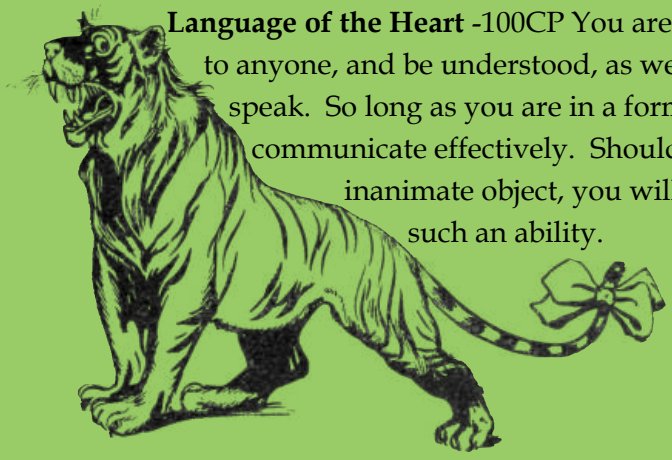
A Delicate Touch -100CP You can unravel enchantments with the best of them, you can even strip curses from enchanted objects without damaging their positive magic. You can also create a variety of enchanted objects, powders, elixirs, pills, and such, it will require experimentation, but any magical effect found in the lands described by the Royal Historian of Oz, could potentially be yours to craft.

Unnatural Nature -200CP You have the rare ability to transform yourself magically into a variety of shapes and forms, much like the witch Mombi, you can become a blooming rose, a Griffon or an Ant, or anything in-between. In fact, you can become almost any living thing, be it plant or animal, so long as you are familiar with its form. You retain your mind and full senses even when transformed into things that have no equivalent sense organs and may revert at will.

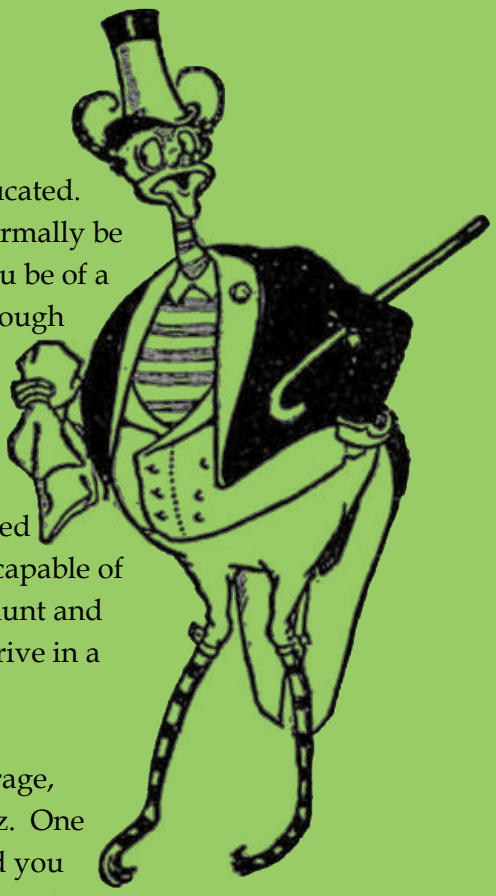
Gift of Magic - 400CPYou are an excellent teacher, so much so that you could take a con-man from Nebraska and turn him into an actual magician capable of true magic given a few months. You cannot teach anyone an ability you yourself lack, nor can you with only this teach them something that is truly out of their world, but with your skill at teaching, you don't need to worry about things like potential. You may freely teach any power or ability you possess to anyone if it, or something very similar exists in the world.

Demenses -600CP You have a connection to the land you start in, and any land you legally own. Whether you gain it through coin, sword, or quill, your demenses have a powerful connection to you. Your magic is stronger when worked on and in land you own, and any divination magic you have works flawlessly, it is almost impossible for others to hide from you, or deceive you in your own domain. The larger the contiguous area of land you control becomes, the more powerful you become in that land.

TALKINGANIMAL



Language of the Heart -100CP You are quite capable of speech, so much so that you can speak to anyone, and be understood, as well as understand no matter what language they actually speak. So long as you are in a form that is living, or a close facsimile, you will be able to communicate effectively. Should you be turned to stone, or otherwise rendered into an inanimate object, you will not be able to do so unless your new form should have such an ability.



H.M, T.E. -200CP You are both Highly Magnified and Thoroughly Educated. You are quite large for a member of your species, Should your form normally be smaller than that of a human, it is magnified to Human size, should you be of a larger species, you are an order of magnitude larger by default, but through Ozian magic can reduce in size to the local Human Average.
You have also spent quite a lot of time around scholars, and have the equivalent of a masters degree in Ozian History and philosophy.

Call of the Wild -400CP You are as comfortable in the wild and untamed portions of the land as you would be in a city or village, you are quite capable of surviving in rough conditions and with little to no supplies. You can hunt and scavenge, find or build shelter, whether the elements, and generally thrive in a completely wild and untamed environment.

King of the Forest -600CP There's just something about you, your courage, wisdom, heart, or determination has resonated with the creatures of Oz. One of the many forested areas in the various quadrents of Oz has declaired you their King. This title will follow you to future worlds. As king of the forest, animals will not attack you, will tend to obey your commands so long as they are not suicidal, and can be called to aid you in times of strife.

Items

There are many wondrous items of power found in the Land of Oz and its neigboring countries. Sadly none of those items continue to function when removed from a Fairyland. However these items below are guaranteed to work wherever they may be.



The Books - 0cp/50CP Just for taking this jump you get a mint condition, freshly printed set of first edition L. Frank Baum's Oz Books. The first twelve are even signed by the Author. Getting the last two signed might be harder as they were only published posthumously. As they are Fiat Backed they will always remain in mint condition, and will return to your warehouse if lost or stolen. For fifty CP, you get similar copies of each new edition, whether the binding changes, or the book is being reissued with new art, you get them all. You also get copies of all of the sequels, and derivative works, Including the stage plays and screenplays written by Baum and other authors each a signed first edition. This collection updates with new additions as you go from world to world where Oz books exist.

Witches Attire - 100CP (Free Dropin/Witch) Fine stout clothing in either White or Black, or if you are particularly ambitious, checked with either white, or black and the country color of your choice. Do be aware that everyone will know at a glance that you are a good witch or a bad witch based on your attire.

Arboreum -100CP (Free Talking Animal) There are many enchanted trees in the fairy lands of Oz and its neighbors. This large arboreum contains examples of each of the unusual trees and larger plants, no matter how rare. See the notes section for a list of many of the marvelous trees found in Oz. While in Oz, this will appear near a property of yours or, if you have none, attached to your warehouse, if you have no magical land that follows you, it will remain a warehouse attachment. Seedlings from the trees can be planted on any magical land, but will wither and die in mundane worlds.

School Pills -100CP (Free Talking Animal) This curious collection of bottles are clearly labeled with various subjects of differing complexity. Consuming an entire regimen will grant the equivalent of four years of dedicated study leading toward a broad knowledge base with no clear focus. Advanced maths, geography, history, languages, philosophy, elocution, and the sciences as they were known in the 19-teens. According to the instructions each pill is the equivalent of four hours of study. They are used to great effect by the students of Royal Athletic College of Oz. In addition to a full set, you have the recipe to make more, the information imparted by the pills can be adjusted through careful selection of textbooks during the creation process.

The Love Magnet 200CP (Discount Dropins) The Love Magnet is just a bit of metal shaped like a horseshoe. It is dull and brown, and not very pretty. Possessing it and showing it to others may cause issues, it is great for

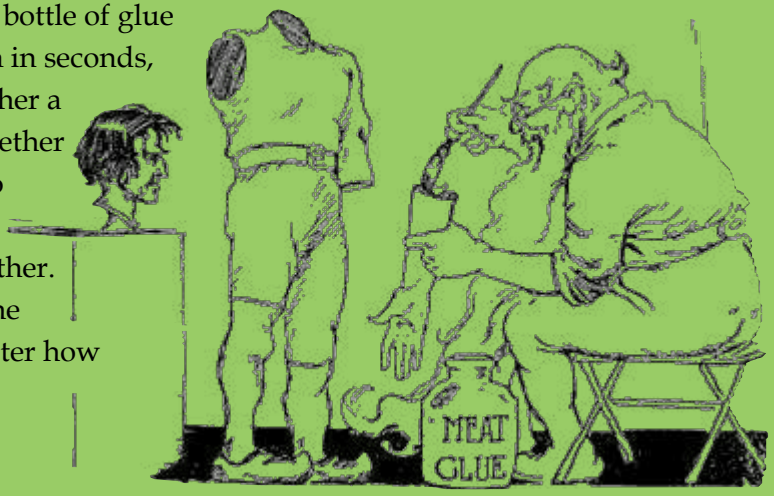
making friends, but can cause unwanted suitors. Hanging it above the door or gate to a city or home will instead allow all who enter to love and be loving in return. Does not work on those without hearts.



Magic Picture - 200CP (Discount Ozite) This picture is remarkable for two reasons, one it is framed in a silvery glowing metal that sheds a green light. Every test will show it is Radium, except it mysteriously fails to cause health problems… It is also enchanted, the picture in the frame is usually of a pastoral landscape, but it will show whatever scene the viewer requests, from specific locations to specific people, unless they are protected against magical scrying or in a location without light, the picture will show them.

License to Practice -200cp (Discount Witches) Some time after being restored to the throne Ozma, in her wisdom, banned the practice of magic and witchcraft in her land with exemptions granted to certain specific practitioners such as Glinda the Good. You have one such exemption. It cannot be destroyed, and will be restored to your possession should you lose it or it be stolen. It can be shown to any officer of the law to demonstrate that you are allowed to practice magical arts, even in lands where it is normally forbidden. It will not allow you to violate other laws with magic, but with it, having and using magic is no longer a crime.

Magic Glue -200CP (Discount Ozite)This strange bottle of glue allows you to not only seal wounds, healing them in seconds, you can even use it to reattach limbs. Simply slather a bit of glue on the limb and stump; press them together and in a few seconds the limb is good as new. Do ensure it is on correctly. It may also be used when transplanting parts from one person to another. Or assembling a new person from spare parts. The thick viscous liquid never seems to empty no matter how many amputations you fix.



Silver Slippers -200CP (Discount Dropins) These wondrous shoes resize to fit any wearer, never rub or cause callus, and are quite unable to wear out. You could walk or run a marathon and these babies will sparkle like the day they were made. Nor will your feet ever get tired, swollen, or sore from wearing them all day. They are comfortable enough to sleep in yet protective enough to walk across a bed of nails. The Silver Shoes have wonderful powers. And one of the most curious things about them is that they can carry you to any place in the world in three steps, and each step will be made in the wink of an eye. All you have to do is to knock the heels together three times and command the shoes to carry you wherever you wish to go.



Silver Whistle -200CP (Discount Witches and Dropins) Toot this whistle once and a pack of Black Timber Wolves will come to your aid. They can understand you perfectly and are quite loyal, like most animals in Oz, they are capable of speech. Should they perish they cannot be summoned again until the next jump. Toot Twice with the Silver Whistle, and a Murder of Crows will decend from the skies. They too are loyal to you and obey your commands. Should the Murder be slain they will not respawn until the next jump. Toot thrice upon the Silver whistle and a sky darkening swarm of large Black Bees appears. They too will understand and obey, though they only reply in bee. Should they all be killed they will not respawn until the next jump.

Golden Cap -200CP (Discount Witches and Dropins) A Golden Cap, with a circle of diamonds and rubies running round it inside the brim is an incantation: while wearing the hat you must stand upon your left foot and say slowly:"Ep-pe, pep-pe, kak-ke!" Then stand upon your right foot and say: "Hil-lo, hol-lo, hel-lo!" After this you must stand upon both feet and cry out in a loud voice: "Ziz-zy, zuz-zy, zik!" This will summon a legion of strong intelligent flying monkeys who will do their best to do any single task you ask of them, if you ask the impossible, they will simply depart, one use expended. They can be summoned in such a fashion three times per wearer, per jump.



Powder of Life - 200cp (Discount Ozite)This tin pepper canister contains enough powder of life to animate three living constructs, it refills once at the start of each jump. You must simply sprinkle it upon the surface of the construct and incant, with the proper hand gestures, the three magic words written on the tin. The construct will be immediately brought to life, and will have a childlike wonder and appreciation for the new. Their personality will be shaped by their immediate interactions and the common sense of the setting they are awakened in. They are considered followers, but may be taken as companions should you so choose. Using the remains of a living creature, such as a taxidermied head, will instead result in the personality of the former person or creature to be restored, though it is animate, it is not the same soul but a newborn one.

A Modest Cottage with an Orchard -400CP (Free Ozite, Discount Witch) This cottage never seems to need cleaning, and always has enough beds to grant a space to rest to any travelers that wander by. The attached Gardens and Orchard always seem to have ripe and flowering plants year round and grows many unusual items, including full meals. You may select any of the food producing trees or plants, one magical effect producing plant, and one product tree or plant to be in your garden. Those not open to the idea of magic, or hostile to those that have it will fail to notice your strange plants. The land itself is magical and will grow any magical plants you choose, even in worlds without.

Dr. Nikidik's Celebrated Wishing Pills – 400cp (Discount Ozite) This small collection of three silver pills is quite deceptive, to use them you must count to seventeen, by twos, and swallow one of the pills. Then clearly state your wish. Sadly the pills cause tremendous pain in a normal human stomach, and it can be difficult to focus on a wish. Most users find themselves wishing they had never swallowed that pill. Strangely this works. Any *other* wish of course results in the loss of the swallowed pill. If purchased along with the Powder of Life, the pills will refill once per jump.

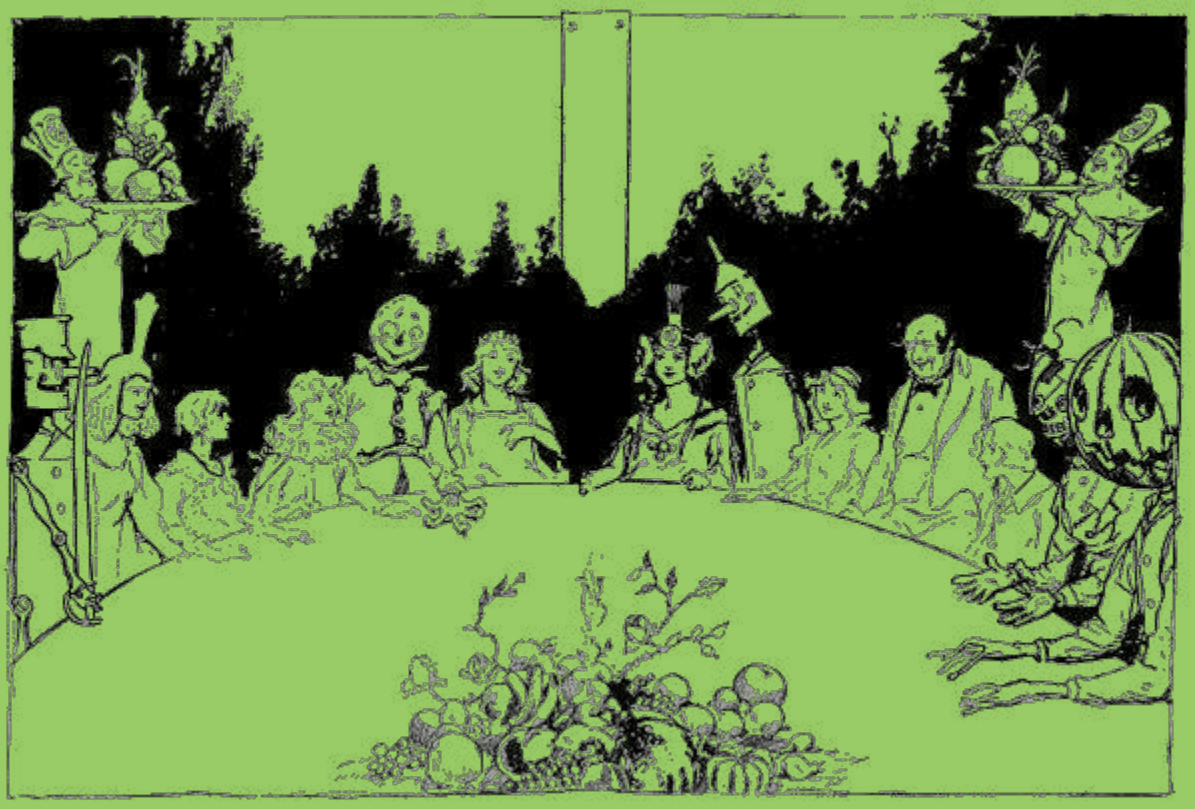


The Great Book Of Records -400CP (Discount Witches) This impressive tome records everything that happens just after it happens. It can be searched and cross referenced to learn the real history of things. Sadly you must attune it to the area you want it to record. By default it records everything that happens in its associated fairylands and Earth. Each Jump you may pick a Single solar system and its associated alternate dimensions. The book will then begin recording, once attuned, everything that happens until its attunement is changed will be carefully noted. It does not record events that happened prior to attunement, though it retains previous records when it is set to a new land. It can only be attuned once per ten years, or once per Jump, whichever is soonest.

Pyrzqxgl – 400cp (Discount Ozite) You have a small piece of paper containing a most curious word, along with a simple guide to its pronunciation. Anyone correctly pronouncing this word can transform anyone or anything into another form or creature. Even themselves. When transformed into inanimate objects with this word, they have no sense of self, or awareness of their surroundings. Turning yourself into a plant or rock with this word would be very unwise.

The Magic Belt -800cp (Discount Dropin) This golden jeweled belt grants the wearer several magical powers, the wearer may open and close passages of solid stone, transform people into random inanimate ornaments, conjure food, teleport themselves or others, and once per day, grant lesser wishes. It also greatly enhances the magical power of the wearer, allowing them to accomplish feats of magic that would normally be beyond them. Sadly though it can create carved wooden ornaments, and restore them to their original form, it cannot enchant existing wooden objects.

Your own Fairy Land -1000cp (Discounted Witch) You have a magical kingdom to call your own, it is small and Isolated, but grows over time. The magic of the land ensures that no one ever dies of natural causes, and can even allow mortal wounds to be easily repaired. The population does not age past their prime, unless they rebel against your rule, and the birth rate never exceeds the land's ability to provide. Here it is nestled between two or more of the Fairy lands near OZ, in future jumps it will appear in its own pocket universe, connected to the real world only by great magic, or your will. Should you have acquired wondrous items in your stay here, they will continue to function in your fairyland even if they don't work in the mundane world.



COMPANIONS

A Local - 0CP Anyone you meet in and around the lands of OZ may choose to join you on your journey. However Ozma herself will insist on staying in her kingdom unless you also purchase a Fairy land for her to dwell in.

A Motley Crew 200cp You may import up to eight companions with a background of their choice, they have 600 points to spend on perks and items, they may take any drawback they choose so long as it only affects them.



Victor Columbia Edison 0cp - This animated phonograph was accidentally brought to life with the powder of life, while his voice may be scratchy he can be quite endearing. He has a propensity to play Classical and Jazz music in an effort to make friends. He got in a spot of trouble and vanished from the land, but by selecting this you are guaranteed to find him and he would be happy to go along on an adventure with you. Unlike most phonographs he is capable of playing any record you come across, what's more, his sound quality only seems to improve the longer you know each other. In a few short years, it's almost like you are in the recording studio.

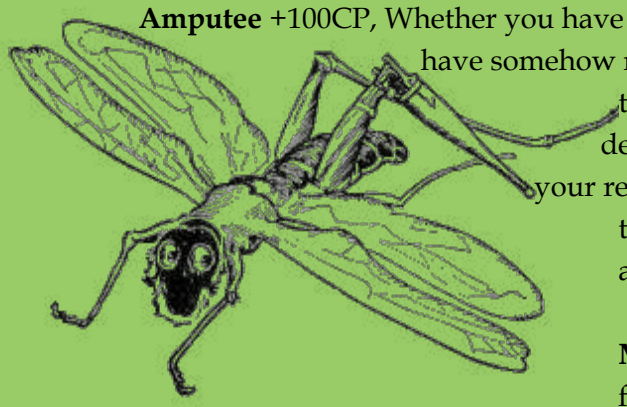


The Royal Historian Of Oz - 50 I'm not sure how you did it, but somehow L. Frank Baum himself has agreed to go with you. Perhaps his declining health persuaded him to go when Ozma herself offered him a place in Oz. But regardless he has agreed to join you on your continuing adventures and will likely write child friendly versions of your stories in every world you visit.

Drawbacks

Fourteen'll get cha twenty - 0cp Rather than staying for ten years, you will be here for a full twenty. From the events of Dorothy's first foray into OZ, to the conclusion of the events of Glinda of OZ.

Famous Forty -0 Twenty years not enough? I suppose you can stay a bit longer. You will now be here until the entirety of the Famous forty OZ books have concluded. Or until sixty years have passed.

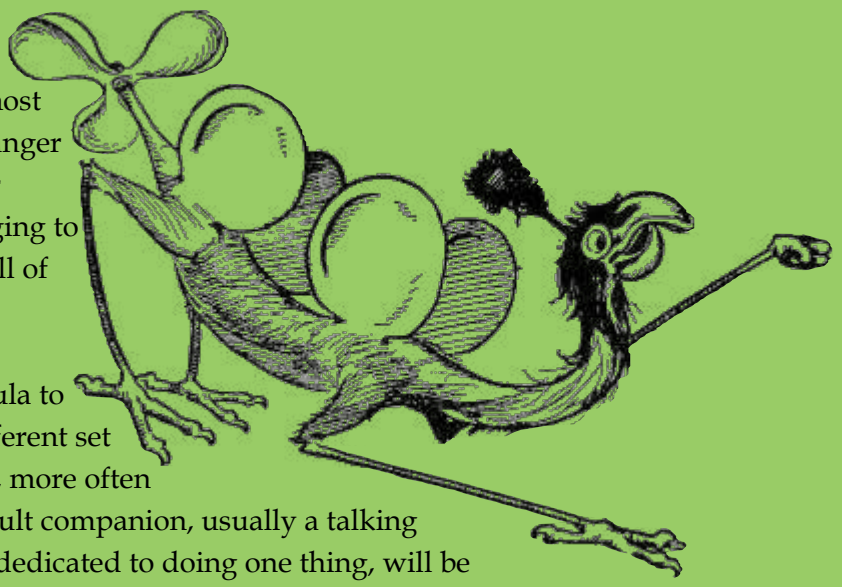


Amputee +100CP, Whether you have a wooden leg like Cap'n Bill, or a tin arm like ChopFyt, you have somehow managed to get along. Sadly no magic or science will be able to restore your missing limb, nor will you be quite as agile or dextrous as you were in your original body. What's more, your replacement limb will be clearly visible should you ever be transformed, as it will retain the material it is made of even as you are changed.

Mortal After All +100CP While some people in Oz benefit from the magic of the land, allowing them to survive being

beheaded, dismembered, drowned, buried alive etc, you are not one of them. Should you take a wound that would normally be fatal, you will die from it. Being replaced with prosthetics, glued back together, reinflated, stuffed, etc, will not allow you to carry on. Instead your jump ends in failure.

Strange Biology +100CP There are many strange and unusual creatures in Oz and its surrounding fairy countries. You are now a most peculiar example of that. Select one of the stranger and more Bizarre creatures, with no particular magical abilities to speak of, other than managing to live. You will be in this form for most, if not all of your time here.



RPT Continuity +100CP There will be a formula to your time here. You will be caught up in a different set of Oz stories. A Child, usually from America, more often than not a boy, is transported to Oz, has an adult companion, usually a talking animal, they find themselves in a community dedicated to doing one thing, will be captured, forced to do the thing, and eventually rescued. The elderly characters around you will frequently be reduced to "Marriageable Age" romance will be more common, and people with powerful magical artifacts will forget to use them when they should. "Humor" and puns are more common now, and even the wisest characters find themselves talking and behaving more like children.

Ovaphobia + 100CP Fear of Eggs? What are you a Nome? Well you might as well be, should you somehow eat a raw egg you will become terribly ill, and if not cared for may die. Being egged, that is having eggs broken over you will be so traumatizing that you will faint dead away and awaken hysterical. Simply looking at an egg is enough to turn your stomach, and seeing one rolling toward you is enough to send you off in a panic.

Sometimes they Come Back +200CP When Dorothy first adventures in Oz, several villains were destroyed. Once Ozma resumed the throne however, the magic of Oz prevented death in most cases. Your enemies now benefit from this enchantment. They cannot be killed, will break out of prisons, will have their memories of you restored, will be transformed back to their normal forms, in general, any way you have of limiting, or containing them will eventually fail. Any enemy you or your friends defeat will somehow be restored a year or so later and must be confronted again.

Fat Babies! +200cp You have a very large appetite. So large in fact that you are rarely satiated. You almost always feel hunger pains, and what's worse, you have… inappropriate tastes in food. This wouldn't be a problem as your willpower is sufficient to make do with more acceptable fare, but you do insist on talking about it much to the dismay of those around you.

Hydrophobia +200CP (Witches and Constructs only) -400/200 What? No not Rabies, you have a terrible fear of water, with good reason. Being thoroughly doused in pure water has a very good chance of causing you to rust if you are a construct (200) or melt away into nothing if you're a Witch(400). You should do your best to avoid water, and may take up carrying an umbrella everywhere you go.

Wound Down + 300CP (Living Construct Only) You sadly are not self sufficient. If not wound, polished, inflated, fluffed, or some other form of regular maintenance is not performed, you will cease to function. You cannot perform this action yourself and must have someone to do it for you at least once every other day.

Fountain of Oblivion + 400cp You have been dosed with the waters of oblivion. This sadly means that for the next decade, all of your memories before awakening at the start, including your purchases in this document have been erased. Once your time here has ended, all of your memories will be restored, but during your time here, it is tremendously unlikely anything will be able to undo this curse.

She Dodged +600CP The odds of Dorothy's House landing on the Wicked Witch of the East and killing her must have been quite low. So low in fact that that didn't happen. Now Dorothy will find herself in a Munchkin Land still ruled by a Wicked Witch with enchanted slippers and powerful curses at her disposal. WIthout Locasta's Kiss protecting her, she will need your help to make it to the Emerald CIty.



Notes

Magical Pear Tree - Golden Pears that grant the eater a Pair of Golden Wings.

Pale Lavender and Dark Purple berry bushes that shrink and grow the eater respectively.

Joe Candy Has fields of jackson-balls, lemon-drops, bonbons and chocolate-creams. Also he had large fields of crackerjack and buttered pop corn

The Dama Fruit makes the consumer invisible for a day.

Clock Trees	Button Trees	Hotel Trees
Banjo Trees	Ham Trees	Bread Trees
Cheese Trees	Sundae Trees	Fighting Trees
Nail Trees	Book Trees	Metal Trees
Cake Trees	Steel File Trees	Tapis Trees
Stocking Trees	Gun Tree	Ice Cream Cone Tree
Sandwich Trees	Bullet Tree	Graham & Wheat Bun Tree
Padlock Trees	Lunch Box Trees	Rubber Tree

There are many, many other magical items, plants and creatures not listed heirin. At least forty novels worth. Should you choose to become a Witch, you may learn the sorcery behind the creation of such marvels. Though some of them are the creation of the faeries, and thus beyond any mortal magic other than the Wish. Should you acquire items from your travels here (Without spending CP) that are quite magical, they will continue working as they aught, so long as they remain in a realm of magic. Should you take them to a mundane world, their spell shall break and the items be destroyed. Enchantments created by yourself will work in any world you still have the power to create them.

Wonderful Land of OZ Jump Version 1.0 By Quietloving man. Based on the Novels by L. Frank Baum, with illustrations by William Wallace Denslow and John Rea Neill

