Not Another D&D Podcast Jumpchain

Welcome to the jump after the campaign. The world of Bahumia was recently saved from the world ending threat of a powerful necromancer after three legendary heroes did everything you're supposed to do in a D&D campaign. They convinced the isolationist high elves to get involved in the war, restored the rightful king to the throne, destroyed a dark kingdom, and even defeated Asmodeus himself. All was right with the world…for a while. It's been a year since the defeat of Asmodeus and the legendary heroes are nowhere to be found, even as problems fester under the surface of society. In just a few days the Green Teen Jamboreen is taking place in Moonstone, and the events that follow will shake the foundations of not just this world, but several other planes as well. This is Not Another D&D Jumpchain. You'll be spending the next 10 years in the realm of Bahumia and beyond, so you'll need these 1,000 Choice Points if you want a chance to survive.

+1,000 CP

LOCATIONS

Roll 1d8 or pay 50 CP to choose

1. Moonstone: Once terrorized by an evil black dragon, the city of Moonstone is built next to a bay where a magical trident has granted the town excellent fishing.But without the dragon to keep the town safe, barbarians have taken over the town.
2. Ezry: Known as the bubble city for the arcane dome covering the innermost part of the city. Outside the dome, crime and drug use is rampant, and inside the dome sinister experiments are underway, with people disappearing off the streets by the police.
3. Galaderon: A city built into a mountain, and home of the boy-king. As you climb the mountain, the city gets wealthier, with the king's castle situated at the top.
4. The Crick: Home of the Crick Elves, The Crick is an extremely rural community known for its hospitality. The various streams that run through The Crick are both alcoholic and caffeinated, which the local wildlife has adapted to to survive. Unfortunately, something's amiss at The Crick, as people have been getting Crick Rot recently with no apparent cause.
5. Smuggler's Bounty: A secret pirate island you can only see if you get within fifty feet of. Pirates from all over come to spend their ill-gotten gains on alcohol and games. The casino has very advanced magical games that actually put you into the game, with no risk to yourself, aside from losing money.
6. Frostwind: Home of the frost dwarves, this icy land is the last bastion against the war of the giants, and they're the strongest army in Bahumia. Steam powered defenders prowl the streets, and the people here are very uptight and distrustful of outsiders.
7. Gladehome: Home of the high elves, this island can fly to relocate itself in times of need. The surrounding area is also high magical, with crystalline trees that have rainbow leaves. Also home of the arcane university, the world's premier home of magical learning.
8. Free Choice: The dice are in your favor, pick any location on the prime material plane to start out at.

BACKGROUND

Drop-In: You arrive in this world with no new memories, friends, or connections at all. Hopefully in time you'll be able to make some friends, as no one gets far in this world alone.

Dwarfphan: Raised in the Dwarphanage of Iron Deep, you have no idea who your parents were or what happened to them. Life was tough growing up, especially if you were a non-dwarf, but you stuck it out and grew up strong. You even managed to dig deeper than anyone else into the mountain. But, now it's time for you to go out on your own and show the world who the Bastard of the Mountain really is.

Crick Folk: You've grown up in The Crick, surrounded by an innumerable number of brother-nephews and cousin-uncles, as well as Meemaw, the current leader of The Crick. You got into plenty of trouble in your time as a young'n, but now something is amiss at The Crick, so it's time for you to grow up and do something about it.

Green Teen: You are a 5-Leaf Junior Green Knight and proud member of the Green Teens, an organization dedicated to teaching teens how to best become proper paladins that venerate Pelor. You've lived quite a sheltered life so far, thanks to your wealthy parents, but that doesn't mean that your father isn't quite strict with you if he thinks that you're goofing around.

Card Knight: You've been summoned from your home by the power of the Deck of Many Things. Ordinarily this would bind you into the service of someone else, but it seems that whoever drew your card immediately died as the result of the next card that they pulled. You only have vague memories of where you come from, but you know that it was at war, and you had a family. Maybe one day you can make it back to them.

PERKS

Race (Free): A great many races inhabit the realm of Bahumia and beyond, from your standard dwarves and elves, to stranger things like dragonborn and satyrs. You can choose any standard D&D 5e race to be, gaining their features and ability score improvements. Most races in this world live peacefully with one another, but you may be seen as something of an oddity if you pick a truly strange race, seeing as the majority of the world is human, dwarf, elf, and halfling.

Classes (Free): Every hero in this world needs a class, and you're no exception. You may choose from any of the standard 5e classes and subclasses, gaining their abilities as you level up. Leveling up occurs as you grow stronger over time, from fighting powerful enemies, to uncovering important truths about yourself and the world around you. You start at level 1, barely more competent than your average commoner or city guard, but if you play your cards right, you just might get all the way to level 20 by the end of the jump, able to affect politics on a global scale and go toe to toe with godlike beings.

Bonus Party Member (100 CP, Free Drop-In): You're a natural extra party member, easily able to join up with the main group of heroes as a temporary member for the duration of a short adventure. The heroes will naturally trust you, as long as you don't do anything obviously against their interests. When you're done, you can part amicably until the next time you want to team up for another mini adventure.

Ol' Jumper (200 CP, Discount Drop-In): This ain't your first rodeo, partner. You've got decades of experience adventuring behind you, giving you plenty of knowledge about adventuring, including knowledge of monsters and lore about the world around you. This also allows you to speak with a cool southern drawl that everyone thinks makes you sound old and wise.

Champion of Air (400 CP, Discount Drop-In): You are the champion of the titan of air. This has permanently increased your speed by 10 feet per round, and increased your Dexterity by one. In addition, once per jump you can call upon the titan's full power for an hour, greatly enhancing your physical and magical abilities, so long as they pertain to the air, such as creating powerful gusts to blow people away.

Third Eye (600 CP, Discount Drop-In): Jumper receives a magical tattoo on their forehead, showing them as the head acolyte of The Watcher. This magical tattoo grants the wearer True Sight, allowing them to see past any form of illusion, shapeshifting, or invisibility. It also grants the bearer a photographic memory of all that they have seen.

Beard (100 CP, Free Dwarfphan): Jumper possesses a magnificent beard. Size, shape, coloring, and any accessories are up to you. Yes, this applies even to women and races that don't normally grow beards like kenku (which would have a feather beard).

Thick of Calf and Quad (200 CP, Discount Dwarfphan): You're far stronger than the average man, and not only that, you've got incredible muscle definition that would make you a shoe-in at bodybuilding competitions. This is most defined in your calves and quads, of course.

Champion of Earth (400 CP, Discount Dwarfphan): You are the champion of the titan of earth. This has permanently increased your toughness and vitality, in effect raising your Armor Class and Constitution by one each. In addition, once per jump you can call upon the titan's full power for an hour, greatly enhancing your physical and magical abilities, so long as they pertain to the earth, such as reshaping the land.

The Oft Dead (600 CP, Discount Dwarfphan): You just won't stay down, will you? Something about you is just really hard to kill, and even if someone manages to knock you out, given a few moments, you'll pop right back up, heavily wounded but ready to rejoin the fight. Of course, if someone really focuses on you even after you're knocked out, you can still be put down for good, but if you're knocked out and ignored, you'll be right back up in a round or two.

Hospitality (100 CP, Free Crick Folk): You're naturally very easygoing and inviting, and can always find room to invite guests over to your home. People are likely to appreciate this

hospitality and take you up on offers to avail themselves of it. In addition, you can make a mean pot of jambalaya.

Rapport Spores (200 CP, Discount Crick Folk): Exposure to myconid spores has allowed you to share your own form of rapport spores with others. If someone breathes in these spores they can telepathically communicate with anyone else that breathed in the same batch of spores. This lasts for an hour, and can only be used a few times a day.

Champion of Water (400 CP, Discount Crick Folk): You are the champion of the titan of water. This grants you a swim speed and the ability to breathe underwater indefinitely. In addition, once per jump you can call upon the titan's full power for an hour, greatly enhancing your physical and magical abilities, so long as they pertain to the water, such as raising a swamp from the ground.

Fungal Entity (600 CP, Discount Crick Folk): You have an alternate form, a symbiotic entity made out of fungus and decay that grants you extra powers. The form fits over you like a second skin, giving you an extra layer of hit points. In addition, while the form is active, you can shoot spores at someone on your turn, hitting them for a moderate amount of acid, poison, or necrotic damage. The form lasts an hour, and you'll need to rest a bit before using it again.

Merit Patches (100 CP, Free Green Teen): You've earned a variety of merit patches in your time as a Green Teen, leaving you with a wide array of situationally useful skills. You've got skills in classic survival skills like fire starting and knot tying, but you also have more esoteric badges such as snake identification and bullywug mating calls.

The Green Teen Creed (200 CP, Discount Green Teen): A teen of green is never mean…These words begin the Green Teen Creed, a motto which you have dedicated your life to. This Creed always gives you the motivation to keep going, and hold the light of Pelor in your heart.

Champion of Fire (400 CP, Discount Green Teen): You are the champion of the titan of fire. This grants you permanent resistance to fire damage. In addition, once per jump you can call upon the titan's full power for an hour, greatly enhancing your physical and magical abilities, so long as they pertain to fire, such as shooting bursts of flames from your hands.

Goof Planning (600 CP, Discount Green Teen): You have incredible luck when it comes to completely inconsequential actions. You could be missing all of your attacks, failing your saving throws, and whiffing your skill checks, but as soon as you decide to do something stupid, your luck immediately turns around and you're able to succeed with flying colors. This even gets around the Drawback 'Shoutout to the 2 Crew', but only when you're doing something silly.

Background Character (100 CP, Free Card Knight): You're quite forgettable, able to blend into the background without anyone remembering that you're even in the room. This doesn't work if you're in combat, of course, but otherwise you're able to avoid the notice of others.

Keeper of the Bag (200 CP, Discount Card Knight): As the Keeper of the Bag, you're able to guard everyone's luggage with the utmost efficiency. Under your watchful gaze, no one will be able to steal from or otherwise endanger the group's bags in any way.

Lucky (400 CP, Discount Card Knight): You're quite lucky, able to turn any situation around to your benefit. Three times a day, when you find yourself in an unlucky situation, you're able to turn around the odds into your favor, essentially rerolling your chances. Of course, this could still end up in a bad situation even if you're lucky, and you're only able to use one luck 'point' per situation, so you can't use up all daily chances on one roll.

Ultimate Supporter (600 CP, Discount Card Knight): You are the ultimate sidekick, able to keep the heroes going no matter what. Anyone that falls down, you're there to revive them in a flash, anyone that needs the Help action, you're ready to lend a hand. You can toss an open potion from across the room and have it land right in someone's mouth.

ITEMS

Ring of Defense (100 CP, Free Drop-In): This simple enchanted ring makes you slightly harder to hit, adding one to your armor class.

Whetstone (200 CP, Discount Drop-In): Once a day, you can use an action to sharpen your weapon with this whetstone, causing it to glow with a green energy. Your weapon attacks are more likely to avoid near-catastrophic misses for one hour after using this. In game terms, it allows you to reroll any 2s.

Pirate's War Horn (400 CP, Discount Drop-In): This magical warhorn can be blown once a day to summon approximately 8 ghost pirates to aid you in battle. The pirates disappear after the fight, or if they take enough damage, but they're good as new the next time you summon them.

S.S. Jumper (600 CP, Discount Drop-In): Congratulations, captain, you're now the proud owner of your very own airship. Sure, the paint's peeling off, and there's a few holes here and there, but it's nothing a little love and elbow grease can't fix! The ship is about the size of a small yacht, with a few rooms inside, and a secret compartment or two. Comes equipped with 4 cannons on the deck.

Hellish Hair Tie (100 CP, Free Dwarfphan): This hair tie has a pretty simple enchantment on it, allowing you to cast Hellish Rebuke once per short rest. It also does a pretty good job of keeping your hair tied back.

Pirate Hat (200 CP, Discount Dwarfphan): This tricorn cap is so stylish, it actually increases your Charisma while you wear it. Not only that, it gives you the knowledge of how to pilot an airship.

R. Cane (400 CP, Discount Dwarfphan): Three vials of the drug R. Cane, a powerful magical narcotic which grants the user magical powers, in addition to a buzz. Red R. Cane allows you to

do extra fire damage on attacks, similar to a paladin's smite attack, Yellow does lightning, and Blue does cold damage. This batch is guaranteed to be the purest stuff, so there's no risk of you exploding, though other magical mishaps may occur. Each vial refills itself once a day if used.

Queenshammer (600 CP, Discount Dwarfphan): A powerful hammer, blessed by Moradin and enchanted by the three extant dwarven king lineages. In addition to being heavily enchanted for accuracy and damage (A +3 Weapon), the hammer can cast the spells Spirit Guardians, Absorb Elements, and Thunderclap, once a day each. Spirit Guardians take the form of previous dwarven kings, and can be called upon for advice, but they might be grumpy about it.

Flask of Crick Water (100 CP, Free Crick Folk): This hip flask contains a never ending amount of Crick Water, the substance which flows naturally through The Crick. It is alcoholic and mildly caffeinated, but you don't drink it. The best way to enjoy Crick Water is to huff it like paint, that's how you get a good buzz going.

Rosaline (200 CP, Discount Crick Folk): This magical greatsword is of fine elven make, but otherwise unassuming. Its true strength is a secret function that it possesses. Whenever the sword strikes true (scores a critical hit) it gains a magical charge which it can use to enchant another sword. The enchanted sword can be scried on at any time by the holder of Rosaline.

Deadeye Hat (400 CP, Discount Crick Folk): This stylish hat boosts your Dexterity slightly, but more importantly makes you more accurate when you've already got an advantage to hit. In effect, if you would have advantage on an attack roll, you can re-roll one of the dice, and use the best of all 3 rolls.

Thinking Cap (600 CP, Discount Crick Folk): This magical hat expands the wearers mind, giving them genius level intelligence. In addition, the wearer can cast the Telekinesis spell at will on unattended objects. Finally, you can cast a spell through the cap, allowing the item to hold concentration on it. In this way, you could have two concentration spells active at once!

Green Teen Handbook (100 CP, Free Green Teen): No Green Teen would be caught dead without their trusty Green Teen Handbook. This handy guide has information on how to survive in the wilderness, how to perform various arts and crafts, and how to venerate Pelor. Also, weirdly enough, it tells you to kill your idols.

Yippee Skippy Boots (200 CP, Discount Green Teen): These boots of speed allow you to double your walking speed for up to 10 minutes a day. However, to use them you must click your heels together and shout "Yippee Skippy!". To deactivate your boots, you only need to click your heels together again.

Amulet of Pelor (400 CP, Discount Green Teen): This holy symbol of Pelor can fill anyone who looks upon it with vitality. Once per short rest, a creature can look upon the amulet and spend up to half of their hit dice to heal themselves. Creatures can only do this to themselves, it's impossible to use the amulet on a creature that is already unconscious.

Birdslayer (600 CP, Discount Green Teen): A specially made Holy Avenger made with killing angels in mind. The sword deals extra radiant damage to fiends and undead, and extra necrotic damage to celestials. In addition, anyone within 10 feet of the sword has advantage on saving throws against spells and other magical effects.

Picnic Supplies (100 CP, Free Card Knight): What kind of dad wouldn't be ready for a picnic with a limitless supply of tuna sandwiches (with plenty of mayonnaise) and Bud Heavies. Mayonnaise is sourced from the Mayo Nut plants of the Feywilds, so you know it's good stuff.

The Bag (200 CP, Discount Card Knight): The solemn duty of every hireling to protect, this is a Bag of Holding, capable of holding nearly 500 pounds of items inside while only weighing 10 pounds on the outside. There's enough air in the bag for one creature to breathe for 10 minutes, as well.

Mistbreaker (400 CP, Discount Card Knight): This is a magical +2 longsword with the added ability to sense evil creatures, and deal extra damage to them.

The Deck of Many Things (600 CP, Discount Card Knight): This is a terrible idea. Please don't take this item if you value your sanity. That said, the Deck of Many Things is a deck of 22 powerful magical cards. A creature must declare how many cards they are going to draw in advance, then draw that many cards, even if they wish to stop partially through. Cards range from fantastic, like conjuring up great riches or gaining a level, to terrible, like conjuring up a specter of death or trapping your soul deep underground. You can even get the service of a low level knight as your helper! Once a card is drawn, it fades away and goes back into the deck, so you could in theory get the same card more than once in a row.

COMPANIONS

Band of Boobs (200/400 CP): For 200 CP, you can create or import a party of 4 companions, each with their own Background and 600 CP to spend on Perks and Items, discounted for their Background as normal. For 400 CP, you instead receive 8 companions in the manner described above. Alternatively, instead of creating or importing a companion, you can choose a canon companion to take with you on your adventures, but they don't receive any CP to spend outside of what they get in canon.

Animal Companion (50/100 CP): For 50 CP, you can get your own little animal buddy, small enough to ride in your overalls with you. This animal isn't useful at all in combat, but they make an excellent party mascot and who knows, maybe with some druidic magic you can buff them up to be of some actual use. For 100 CP, the animal is instead Awakened, having a human level intelligence and able to speak Common.

DRAWBACKS

Undead (+100 CP): You are no longer counted among the races of the living. Now you are an undead race such as a revenant or a skeleton. This doesn't affect your personality at all (besides maybe an urge to make more bone puns), but you'll be weak to effects that target undead. To keep you from being immediately smited, you may choose to start in the Shadowfell for free.

Humor Patch (+100 CP): You can't help yourself whenever you see the opportunity for a good goof or a prank. Even if there's a much easier way to solve your problems, you're the first to suggest a convoluted scheme, especially one that'll allow you to wear a funny outfit. You may even try to goof an all-seeing god, regardless of how well that might turn out for you.

Drug Addict (+200 CP): You're addicted to some sort of drug, anything from mundane pipeweed to the magical drug R. Cane. If you go a few days without your fix you start to get a bit irritable, and a few more days leaves you feeling jittery and having the shakes. It may be possible to break this addiction with a lot of time and willpower, but expect frequent relapses.

Watch This (+200 CP): You've got a prideful streak a mile long, and you're constantly seeking the approval of others. "Watch This" will become your new catchphrase whenever you try some new stunt you're going to pull. Be warned, you might look like a huge tool, especially if you say "Watch This" and totally whiff whatever you're trying to do.

Shoutout to the 2 Crew (+300 CP): You've got the natural luck of a black cat walking under a ladder on Friday the 13th. Whatever it is that you attempt to do, there's a large chance that you'll fuck it up somehow, as if you rolled a 2 on your metaphorical d20 roll.

Damned (+300 CP): You must've done something really bad in your previous life, because you're in Hell. Your starting location is the first layer of the Nine Hells, War, where roving bands of marauders on soul powered war machines raid each other Mad Max style. You are still currently alive, despite being in Hell, but if you die your chain ends as normal.

ENDINGS

Stay Here: You decide that you're not done with Bahumia after only 10 years. Your chain ends, your drawbacks are removed, and you spend the rest of your days here.

Go Home: You miss Earth, and decide to head home after this jump. Your chain ends, your drawbacks are removed, and you return to Earth with all of your powers.

Next Jump: You proceed to the next jump, seeing where you go next. Your chain continues, your drawbacks are removed, and you head to the next world.

NOTES

By GW2Anon !3ZmXiJrYAI

Version 1.0: Full Release
Version 1.1: Fixed typo in Champion of Fire, added Drug Addict drawback

It is quite likely that the Jumper may acquire part of a Divine Heart in their journey's here. A Divine Heart is literally the spark of divinity that empowers gods. Even a fraction of a Divine Heart is enough for someone to be considered a full god, while a full Heart would make someone a major deity. Even smaller fractions of a Divine Heart, like 1/9th would make someone a Titan of Bahumia, capable of great feats and empowering the wielder. If you do get your hands on a full Divine Heart somehow, who knows what you could accomplish? Fan wank responsibly.