Race to the Sun Jump

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Yá’át’ééh (Hello) Jumper, you've found yourself on an earth where the Navajo myths are real. Centuries ago, the hero twins (sons of the changing woman) killed or sealed all the monsters inside the shiprock volcano to make the world safe for people. Monsters didn't appear for a few centuries but slowly they began crawling out of the holes they lived in and started tormenting and killing people.
In response, the descendants of the hero twins who have inherited their powers began fighting them. This generation’s hero twins are a sister and brother, Nizhoni and Marcus who have inherited the power of the Monster Slayer and Born-of-water respectively.

You spend 10 years in this wonderful world. Take these 1000 CP and decide your fate in this world.

Your gender is up to you to decide, but heroes are around 11 to 12 years old, parents are around 30 years old. Monsters and holy people are around a few thousand years old.

General perks:

Two 100 CP general perks and three 200 CP general perks are discounted. Discounted 100 CP perks are free of cost.

- ***Fitting in(Free/100 CP):*** The novel’s set in a school for Native American kids. So, most of you would have trouble fitting in. Once per jump this perk lets you change your appearance to fit in with the local population. This doesn't grant you any abilities or powers those species or people would normally have, just changes your appearance to fit in. This perk is free for this jump but you need to pay 100 CP to keep it.

- ***Not so ancient legends***
  (100 CP): From now on, any setting you go to has one active mythology, if it didn't have one or isn't active due to various reasons. Which mythology is active can't be determined by you but it's power and influence is scaled to the setting.

  You can decide if you're related to the mythology, like a distant descendant of a Greek god or the grandson of a beloved priest of a god, etc; This perk is toggleable. For settings with multiple pantheons or mythologies already active, this doesn't do anything, except making you related to one particular pantheon based on your perk choices. You can easily find the mythology if it's hidden.

- ***Internet Investigator(100 CP):*** Trying to find the truth on the internet is like finding a needle in a stadium filled with haystacks. But you know the best sites and places to find real news and information about anything.

- ***Patience and Optimism(100 CP):*** With patience and a little optimism, you can do anything. Atleast, that's what your grandpa said. In your case, this is technically true. You don't lose optimism and patience as long as the thing you're trying to do is theoretically possible, even if the possibility is one out of hundred. This perk doesn't make it so you get results faster. It just makes it so you don't lose your way and your hope as long as you keep working towards your goal.

- ***Monster sense(200 CP):*** You can see monsters' true form even when they're disguised. This perk also protects you from any problems (mostly cognitive hazards) seeing a monster's true form would cause. And gives you one hell of a poker face to pretend that everything is alright even though your kind homeroom teacher is a scary monster in disguise.

- ***Hero twin(200 CP (Can be purchased only by the hero or parent origin):*** You're a descendant of one of the hero twins of Navajo mythology. Choose whether you want the powers of 'Monsterslayer' or 'Born of water'. Both twins have the power to speak with animals (birds, insects, mammals, etc, etc)

  Monsterslayer has the ability to sense monsters in disguise (based on the aura monsters give off), enhanced strength, speed and reflexes, this enhancement is especially potent when you're facing monsters and you're immune to the special powers of monsters, like paralyzing eyes or toxic breath, etc; Even if you're facing humans, you're at least twice the level of a peak human physique. If you're facing monsters, you'd be five times as powerful as a comic book peak human.Pick one weapon type and you'd be an expert in its usage, you can learn how to use other weapons faster than a human. Monsterslayers also have the ability to see in pitch darkness and with enough practice manipulate lightning (not create, but direct it).

  Born of water doesn't have the same immunity to the special powers of monsters (they're around thrice as resistant to the powers than ordinary humans but not immune) and they're only at the level of a peak human. Their true power is the ability to manipulate water and sources of water. With enough training, they can learn to manipulate all kinds of liquids.

  If you're not interested in both the powers on offer, you can pay an undiscounted 200 CP to get something that's on par with the above two as your ancestral ability.

- ***No more Dad-nappings(200 CP):*** Most of the plot was the heroes trying to save Nizhoni's dad from Charles and his goons. This perk makes it so people who are targeting you won't go after your powerless friends and relatives.

- ***Adventure finds you(200 CP):*** Once a year, you can go on a grand quest or a few minor ones. There's a chance of you getting injured or worse, but your life won't be boring. The quests always give you rewards worthy of the danger. This perk can be toggled off.

- ***Hold on(200 CP):*** You have a curious ability to ride any manner of beast or creature and don't fall off their back even when you're engaged in strenuous combat or escaping from an enemy at high speeds. This ability works even if there isn't a harness attaching you to your ride.

- ***I had to leave to protect you(200 CP):*** Basically you can leave and return whenever you want (like leaving for years at a time and returning) but people who love you won't lose their love towards you as long as your reason is genuine. Don't do this too many times in succession though.

Origins:

Each origin's perks are discounted to that origin, with 100 CP perks being free.
There are 4 origins in this jump.
The Hero, The parent, The monster and ***The god.***

The Hero:

You're around 12 years old and currently attend a school. If you're a drop in, you have a guardian (select a companion to be your guardian. If you don't have a companion, people don't mind your lack of a guardian) and all the documents that prove your existence. If you're not a drop in, you have a family and live in the suburbs.

- ***Popular kid(100 CP):*** You're the popular kid in school. Pretty, nice, smart, etc,etc, whatever's needed to put you at the top of the pyramid in your current social circle. If you're a student, you'd be athletic, booksmart, funny, kind, pretty and so on to be the most popular student. At no point would this make you the best in a category but together, you'd be the most popular.

- ***Back to school(100 CP):*** You might have gone to school and got a degree already, but in jumpchain, quite a few stories happen in schools, so this perk helps you go through school again and again without getting bored. You can complete homeworks in a tenth of the time it usually takes and you don't get bored sitting and listening to things you've learnt a dozen times by now.

- ***Fight uninterrupted(200 CP):*** Your fights aren't interrupted by anyone else, unless you're losing. Usually this perk makes it so your fights happen in abandoned areas or make people move away from your fights, depending on your preference.

- ***He's really a monster(200 CP):*** Making people accept that the old lady you're beating up is really a monster is impossible in these types of settings, due to monsters' ability to disguise themselves as humans. Thankfully, people do believe you when you tell the truth, even when it sounds far-fetched.

- ***Helpful gods(400 CP):*** Gods or godlike beings are sympathetic to your plights and help you out whenever you need help. This may be things like giving you food when you're really hungry, giving you a bow to hunt, etc; they just need that you don't be rude to them and help them once in a while. The more you help them, the more benefits you receive.

- ***Besting tests(400 CP):*** You're the best at passing tests or challenges, being in the top 5 places with a minimum effort. If the test requires you to get first place, you'd get it if you put in an average amount of effort. It's as if you remember all those half heard lessons and know how to best apply yourself to ace the test,your body moving in the best way to reduce the effort, your brain working sharper, your luck gets better so that you come across the most useful thing to win a competition, etc; This perk works for any kinds of tests, but mostly for challenges or things you need to do for a reward or to prove something.

- ***Heroes of ages past(600 CP):*** Many inheritors of the powers of the hero twins tried to complete the trials set by the sun but failed their tests and were trapped in Amber, until Nizhoni freed them all. In this world and in future worlds, you have the ability to summon or bring together ghosts and people respectively who share your cause to fight. This ability can only be used once per month to summon the spirits of dead heroes in flesh temporarily, the stronger the heroes the less time they can stay around to help you, while weaker heroes can stay for a day or so, stronger ones leave after doing a task or after an hour. The spirits would listen to your orders and complete them based on the spirit of the order and be loyal to you. As for living people, you can find and gather them to become part of a team easily and the more people you have in your team, you'd be noticeably better equipped to deal with your enemies, either mentally or physically.

The parent:

You're around 30 years old and may or may not have a kid in elementary school. If you have kids, you can freely insert them in the hero origin.

- ***A job (100 CP):*** A job in a sector of your choice, pays enough for a middle class family to live comfortably in 2024.

- ***Caring parents(100 CP):*** Most parents in their struggle to provide more material benefits to their kids, keep forgetting that they need to be there for their kids while they're growing up. If you're a parent, you'd always have time when your kids need you. If you aren't one, your parents would always make time to look after you or help you when you're down.

- ***I'm ashamed of you(200 CP):*** Raising kids is a hard task. Thankfully, you know how to make them feel bad when they do something wrong. With just a few choice words, you make them regret their actions. This perk works on anyone younger than you.This perk also gives you knowledge on how to perk up those you've made sad.

- ***Sharing is caring(200 CP):*** It really is, whenever you share whatever food or wealth you have with those who need it, you get good things in return from the universe. Share your food with a hungry man and your neighbor invites you to an all you can eat buffet,share your money with the needy and you'd win a lottery that gives at least twice the money you donated, etc;

- ***Experienced slayer(400 CP):*** You've a few years of experience in using your powers and any mundane skills that help in using your powers. Like learning martial arts to use your slayer powers effectively or learning skateboarding or swimming to use your water manipulation powers in tandem. In future settings, if you have any powers you'd have at least 3 to 5 years experience in using them and any other skills that help in using them more effectively. Never get caught without knowing how to use your special powers.

- ***Stuck in Amber(400 CP):*** Nizhoni's extended family got back into fighting monsters immediately even though they had been trapped in Amber for decades. This perk makes it so that decades of paralysis or being in a vegetative state or not using them won't reduce your abilities (powers, perks or anything else) or diminish your physique, you can use your powers and skills as if you've just used them yesterday. This perk also helps you adapt to different cultures and time periods faster and don't lose your mind even if you're trapped in your own body for decades.

- ***Bloodline abilities(600 CP):*** Nizhoni and her brother inherited their powers from their mother who in turn received it from her ancestors. Any perks or powers you have can be turned into bloodline abilities to be passed on to your lineage (your children, their children and so on) without any diminishment over the generations. There isn't a limit to the amount of powers you can pass on in this way, but the more powers you give to your kids, the weaker they would become when they appear in your kids. If you pass on a hundred abilities they would be almost useless. If you pass on just one ability, your child would be better and more powerful with that power than you could ever be.

The Monstrous one(200 CP):

You're one of the monsters, beings who don't belong in the human world. You're an adult member of your race.

- ***Monster(Free and exclusive to monstrous origin):*** You're one of the monsters who live in this world. Usually your kind is sealed beneath the shiprock but you're free to roam the world. Pick a monstrous form from the Navajo myths or any other myth if you aren't familiar with them. The monster you pick should be around the level of the monsters shown in this setting, so you're strong and tough enough to kill normal humans easily but be defeated by the hero twins. (Example monsters include the red eyed bird people who look like human sized vultures with bulging eyes. They can shapeshift into any form they want and their eyes can paralyze anyone who looks into them or the demon drum (a humanoid deer monster who can take the form of a drum) whose sound causes people to slowly become evil (do bad things or fight with each other, etc) and food to go bad). Monsters have weaknesses that can be taken advantage of, like fire for the red eyed birds (due to their oily skin and feathers) and water for the demon drum (rawhide shrinks when water is applied to it, so demon drums become tiny when you hit them with water). Monsters have a humanoid form they can take when they want to fit in human society and don't bring much notice to themselves. This form has some features that hint at your true nature. All monsters are ageless but they can be killed.

- ***Beneath notice(200 CP):*** As a monster, you've learnt how to stay beneath the notice of powerful beings and gods, basically those who can squash you like a bug or mob you in groups. Beings who would generally try to kill you if they know about you have a habit of overlooking you in this world and in future worlds.

- ***Divide and kill(200 CP):*** The heroes can use their powers and number to kill your kind but you know how best to seperate and end opponents, how to sow doubt in their minds and when to strike.

- ***The real evil (400 CP):*** You're the true monster of this era, a corporate overlord. You have all the skills to run a successful business and know how to use your skills, powers and connections to start or take over a company and gain vast resources to destroy those pesky brats who try to kill you. Additionally, you know how to cut corners and employ good marketing to become one of the leading businesses in your country or the world.

- ***Gifted Minions(400 CP):*** You've a knack for finding people/beings with superpowers who are down on their luck or don't know what to do. You can employ or use them and they'd be completely loyal to you.

- ***Great beast(600 CP):*** You're not one of these newborn monsters, youngsters who don't know about the days when monsters roamed freely and took what they wanted.

You're one of the original monsters of legend. Your strength, speed and powers are mind-boggling to all but the toughest gods. You have scores of lesser monsters (of your lineage) under your control who would gladly offer their lives to protect you. If you do get killed, your legend would bring you back after a few years or before the jump ends, whichever is earlier.

Divinity(200 CP):

You're one of the gods (also known as a holy person) of the Navajo (or any other clan).

- ***Holy person(free and exclusive to divine origin):*** You're one of the holy people talked about in your clan. Pick one location (a holy mountain) or thing (crystal, wind, etc) to be a god of. Powerful and immortal, your body can be made of crystal or other inorganic material depending on your title, like crystal boy or black jet girl. You can change your appearance to look however you like so you don't have to be fixed in the form of a man or woman made of crystal. You can manipulate the material or location you're a god of, like the crystal god of the mountain determining who can approach or leave the mountain or launch crystal bolts from their body.

- ***Legendary legend(100 CP):*** You're one of the more popular gods of your pantheon and there would be legends about you in future settings as long as myths and stories of your pantheon exist there.

- ***Rhyming Prophecy(200 CP):*** Once per year you can foresee a major event that'll come to pass and can make a prophecy on how to overcome or solve the situation. The prophecy comes in the form of a poem that needs to be solved. Don't worry about tacky poems, these poems are pretty good and your long experience with prophecies made you an expert in writing poems.

- ***The wise god(200 CP):*** Your long life and experience made you one of the wisest beings. You know how to face any kind of situation in life and how best to guide young people to be the best they could be. You can also guide them to do things that help you and know when to help budding heroes so they help you out in future.

- ***God of the masses(400 CP):*** Most gods are too busy to deal with normal people but you're a god who takes an active role in their people's lives and knows how to help them and how much help you need to give. You can always empathize with them even when you're beyond mortals and their concerns.

- ***Trials of the jumper(400 CP):*** Want to play the mysterious benefactor? You can choose a location to stay at, and once you pick it, you can decide if and how people should approach you, maybe you only accept visitors once every year or they need to follow a particular set of trials to find you. Once they find you, you can give them

anything you want, maybe share a weaker version of any of your powers or perks or items? Or a favor they can ask at any time? You can decide how the trials function, maybe they adapt to the times and the challenger or only a certain kind of people can travel to visit you.

- ***Chief God(600 CP):*** You're no longer one of the many many gods of your tribe. You're a major god of the Navajo or any other tribe. This grants you power greater than almost all of your fellow gods. Pick a domain to be a god of, like Moon or earth, etc and an element to manipulate (like fire or ice, etc). You can control the thing that falls under your purview and have powers related to it. You can create sacred items that harm the unholy and evil. Your purview determines the type and effect of the item. For example, the sun god makes weapons made of lightning. There is enough leniency in the type of item you can make, you can make a book that grants knowledge about various monsters because knowledge is a weapon against ignorance or bottled lightning that behaves like a liquid.

Items:

You get 400 CP to spend in this section only. You get two discounts per price tier.

- ***T-shirt of thoughts(free):*** A comfy t-shirt with doodles that say whatever you're feeling at the moment. The wording changes based on your thoughts. You can disable this feature and just have a t-shirt that says what you want.

- ***Credit card(Free):*** As long as your total purchases per month doesn't exceed 20,000 dollars, you can use this one for free. If you spend more than 20,000 dollars, you need to pay back whatever money is left after you deduct the free 20,000 from it.

- ***Smart phone(Free):*** Gets a signal as long as cellphones are a thing in the setting. Infinite memory, internet and doesn't need charging.

- ***Fry bread(Free):*** Unlimited amount of fry bread with side dishes or condiments of your choice.

- ***Car(100 CP):*** A car of your choice. Comes with unlimited fuel.

- ***House(100 CP):*** A two storey house. You don't need to pay any bills or taxes on the house. Food gets replenished weekly.

- ***Feathers(100 CP):*** A bag of feathers. Each feather is enchanted to turn into whatever you need at the moment as long as it isn't more complex than a crossbow or weighs more than 20 pounds. Like a bag of salt to be dropped in a fire to blind the monsters, etc; You have 12 feathers and they replenish every week.

- ***Book for Overcoming X(200 CP):*** Monster Bestiary, has info about their appearance, powers, habits and weaknesses. Updates in every jump.

- ***Sacred weapon(400 CP):*** A weapon made of lightning or ice or any other element. It appears in your hand if you lose it and always strikes true and is harmful/poisonous to monsters. Weapons that use ammunition replenish them hourly but one shot is enough to kill most monsters.

- ***Special school(400 CP):*** This school is a magnet for weird people. Weird in the sense that it attracts supernatural beings (magical beings, aliens, cyborgs, people with anime backgrounds or super powers, etc) to attend it or work as an employee. All of them would be loyal or at worst, neutral to you. You also make a neat amount of money as the school owner. You can pay 100 CP more to make this item a university that offers education from grade school to PhD.

- **Business(100/200/400):** A business of your own. From a rug making business to a restaurant or even a multi-million dollar business, the purchase tier determines the size of the business. This business makes a good amount of profit and you just need to put in some effort to keep it in profits.

- ***Divine realm(400 CP):*** The seat of your power. This realm can't be reached by anyone you don't give access to. This is an alternate dimension that overlays a physical location and occupies an area of a few hundred acres. The weather is pleasant and the realm is filled with animals and plants of your choice.

Companions:

As long as you can convince them, you can take anyone in this setting along with you.

- ***Team Jumper (50/100 CP):*** Insert 2 (50 CP) to 4 (100 CP) companions in the jump. Each of them gets an origin and 800 CP to spend on the doc. They can take drawbacks as long as the drawback only affects them.

- ***Jumper clan(200 CP):*** You can insert as many companions as you want and each of them gets an origin and 600 CP to spend on perks or items. They can't take drawbacks unless they only affect them.

- ***Mr.Teddy(200 CP):*** A stuffed animal of your choice that came alive and now speaks with you. Its behavior is mostly dependent on its species and the name you've given it and it seems to know all the myths and legends of a given jump.

- ***Heir of Lightning (free if you pick born of water):*** Your sibling, you can decide their personality, age, appearance, sex, etc; they get 1000 CP each jump.

- ***Heir of Water(free if you pick the monster slayer power):*** Your sibling, you can decide their personality, age, appearance, sex, etc; they get 1000 CP to spend each jump.

- ***Heralds (Free to holy person):*** Your herald. They might be a 8 foot tall talking bear or a talking bird big enough to carry two people. Holy people get 2 heralds for free and can purchase multiple heralds at a rate of 100 CP per 2 heralds. Heralds are immortal and have minor powers of their own.

Drawbacks:

- ***Wider Riordanverse (+0 CP):*** Usually 'Riordan presents' books aren't part of the verse written by Rick Riordan but now this book is a part of his wider setting. Have fun with demigods and mages. If you pick this option, the hero siblings and those with their powers count as legacies in riordanverse terminology.

- ***Supplement Mode(+0CP):*** This jump can be supplemented to any other urban fantasy jump.

- ***Extended stay(+100 CP):*** Extend your stay by 10 years per purchase. Can be bought a maximum of 6 times.

- ***Today's the start of my popular phase (+100 CP):*** You're desperate to become popular in your school but you're completely unpopular and don't know how to increase your popularity. Expect to spend the majority of your time here in useless pursuits to raise your popularity.

- ***Bullyable(+200 CP):*** You're the prime target for bullies and pranksters. Expect to be targeted by your peers every chance they get. Life's gonna get hard for you these ten years.

- ***Shitty childhood (+200 CP):*** You've a similar shitty childhood like Nizhoni, a dad who left, a mother who works too much to look after her kids, etc; you need to look after your younger siblings (roll 1d4 for the number of younger siblings) on your lonesome.

- ***Sugar Free vegan oatmeal cookies (+200 CP):*** All the food you eat is healthy but tastes really bad, like they aren't even trying to make it taste palatable.

- ***Follow the rules(+200 CP):*** You like following rules even when they're detrimental to you and you make sure everyone follows them.

- ***Snobby(+200 CP, only for hero origin):*** You're a know it all daddy's girl/mommy's boy who keeps talking about how your mommy/daddy taught you about everything in the world and you try to lord your self proclaimed smartness over your plebeian classmates. Sooner or later, your behaviour makes your classmates punch you in the face.

- ***Crippled(+200 CP):*** You don't have an arm or a leg or an eye, you can pick this drawback a maximum of 6 times to remove your eyes, hands and legs. You can't heal them or use any prosthetics for the duration of your stay here.

- ***Monster Magnet (+300 CP):*** You keep attracting monsters wherever you go.

- ***Dumb and dumber (+400 CP):*** You're an idiot. Additionally you've to babysit another one who's dumber than you, when you're together your intelligence decreases further than it already has. Have fun trying to figure out if a million is less than a dozen.

- **Amnesia (+400 CP):** You lose memories of jumpchain. Can't be taken by those with the holy person origin.

- ***Lost and found (+600 CP/+300 CP):*** Your companions (or friends if you don't have companions) have been trapped in the lost and found room after failing the trials of the sun. You need to save them from the room by winning the trial and impressing the sun by being ready to sacrifice something you truly love. And no, you really need to mean it, no self hypnosis powers or the like work and you forget taking this drawback. Attacking the sun means you automatically fail and your companions are lost forever. The 300 CP power makes it so at some point in your time here, you'd be captured and at least one of your companions need to be willing to drop from the chain to release you. All of you will forget picking this drawback.

- ***In context only(600 CP):*** All your out of context powers, items and companions have been locked out. You can only use the things you bought here and the companions you've selected on this doc.

- ***Opened Seal(+600 CP/+1000 CP):*** All the monsters are out of the seal and it seems Nizhoni failed too, just like her mother. Now you need to kill the monsters before they destroy the world. The second tier of the drawback causes monsters who scale to your strength to appear.

Notes:

I'm completely unfamiliar with Navajo myths, sorry if I got something wrong.

The part of the monster slayer perk that mentions immunity to special powers of monsters works on the abilities that target you. Abilities that target themselves won't fall under this perk. Like say, you're fighting the medusa, you're immune to her petrifying gaze. If you're fighting a nemean lion, you won't be neutralizing its ability that grants it its invulnerable hide. As for abilities that grant them say a poisonous skin or something like that, you're obviously immune to the poison since it targets you.

So, what happens here?

Nizhoni Begay is a 12 year old Navajo kid studying in a school for Native kids. Due to her mom leaving when she was two years old, Nizhoni was raised by her dad.

Her only goal in life is to be one of the popular kids. Unfortunately she lost her chance at being one because she was distracted by a monster. Yes, she can see monsters and they disguise themselves as humans.

Even more unfortunately, the monster's her dad's new boss. The monster, known as Mr.Charles, tests her and finds out that she can see his true nature and provokes her into attacking him.

Since normal people can't see the true forms of monsters and magic weapons, Nizhoni's father walks in on her attacking his boss and grounds her. This leads to her father ignoring her warning about Charles being a monster and Charles kidnaps her dad the next day.
Charles' goal is to kill Nizhoni and make her brother Marcus work for him in his oil company because he inherited the power of an ancient hero called Born of water, who can control liquids.

Nizhoni runs away from her home with her brother and her friend Davery on the advice of her talking stuffed toy Mr.Yazzie, who looks like a horned toad and behaves like one (can't move around in cold climates, etc);

She receives a prophecy from a lunch lady (who's actually the wind god in disguise) at the train station and begins her quest to find weapons that can kill Charles and his cronies.

This takes her to the four sacred mountains of the Navajo people where she finds four treasures to give to the spider woman who will show her the way to the house of the sun god.

The rainbow road that leads to the house of the sun god has four trials they have to pass before they can reach their destination.

Nizhoni passes the tests while her brother and friend fail theirs. She enters the house and gets sacred weapons for herself (a wooden bow and arrows made of lightning)and her brother (a

bottle of liquid lightning that can be used once) and friend (a book about the weaknesses of monsters). Later, she finds that many of her ancestors and her mom tried to reach the sun and failed their trials and were in stasis in an amber like material.

Nizhoni chooses to sacrifice her wish to be a hero and the sun approves her sincere sacrifice and frees the trapped people and arms them with sacred weapons (Nizhoni's mom gets a lightning sword that strikes true).

Later, the monsters get released from their prison by Charles and all the heroes (including Nizhoni because the sun considered her intent to sacrifice her chance to be a hero as enough to free her extended family) decide to fight the monsters.

Nizhoni and her mom, brother and friend fight the flying monsters on the back of huge sacred birds while the remaining heroes fight the land bound monsters.

Nizhoni kills Charles by channeling the lightning from her arrow, which also kills all the monsters that are the same type as Charles.

Nizhoni’s mom and dad have a tear filled reunion and her maternal grandma meets her brother who too was trapped in the amber along with her great aunt and many other ancestors.

The short story sequel takes place a year after the book ends and deals with Nizhoni and her friends dealing with a possessed drum during the meeting of various tribes in a festival.

Ending

Now that you've spent a decade or more here, you've a choice to stay here or move on or even return to your world. All the drawbacks you've taken have been removed.