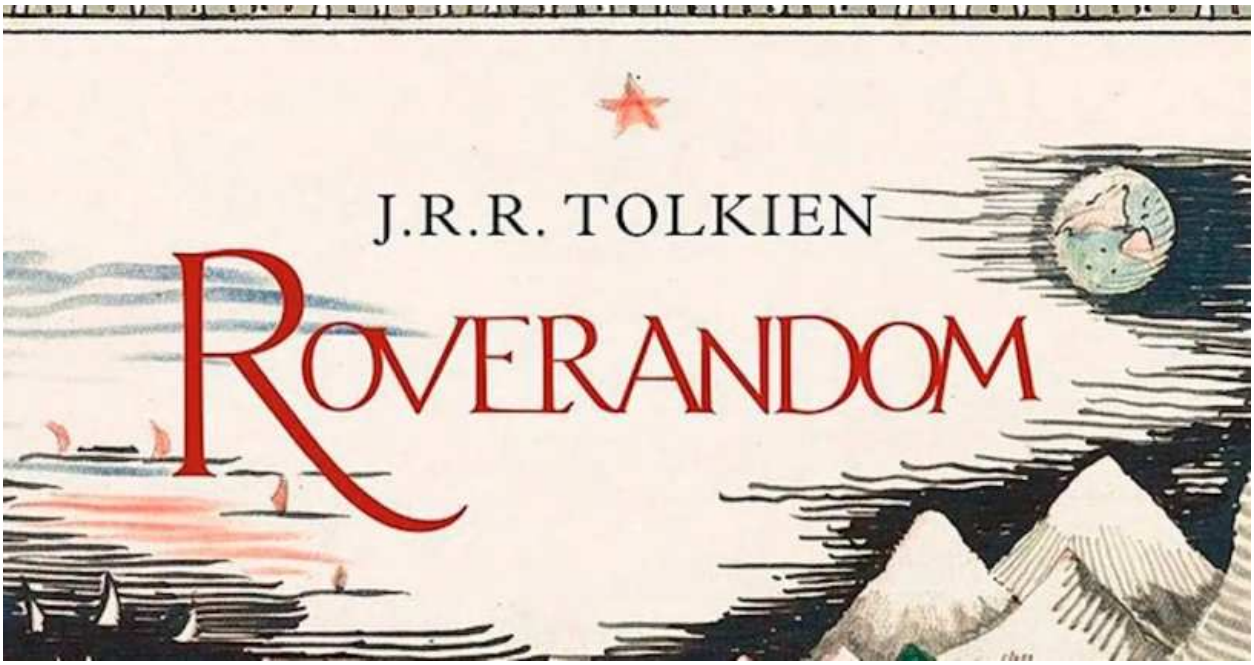


WARNING: THIS DOCUMENT CONTAINS SPOILERS
A novel by J.R.R Tolkien
Jump by EYouchen/MadaMada/Eli
1.0 - Original Edition

Greetings, Jumper, and welcome to another world born from the writings of J.R.R Tolkien. In this case, you aren't going to Middle-Earth. In fact, you're not showing up *anywhere* in Arda - rather, you are going to another world entirely. Worlds, depending on how you see it.

Rather, you will be going to Earth, though there is much of the extraordinary present, in fantastical and far-off areas. The world and beyond are peopled by whimsical beings such as a Sand-Sorcerer, a great and terrible Dragon, a Mer-King, and a Man-in-the-Moon, if you know where to find them. But the tale isn't about said beings.

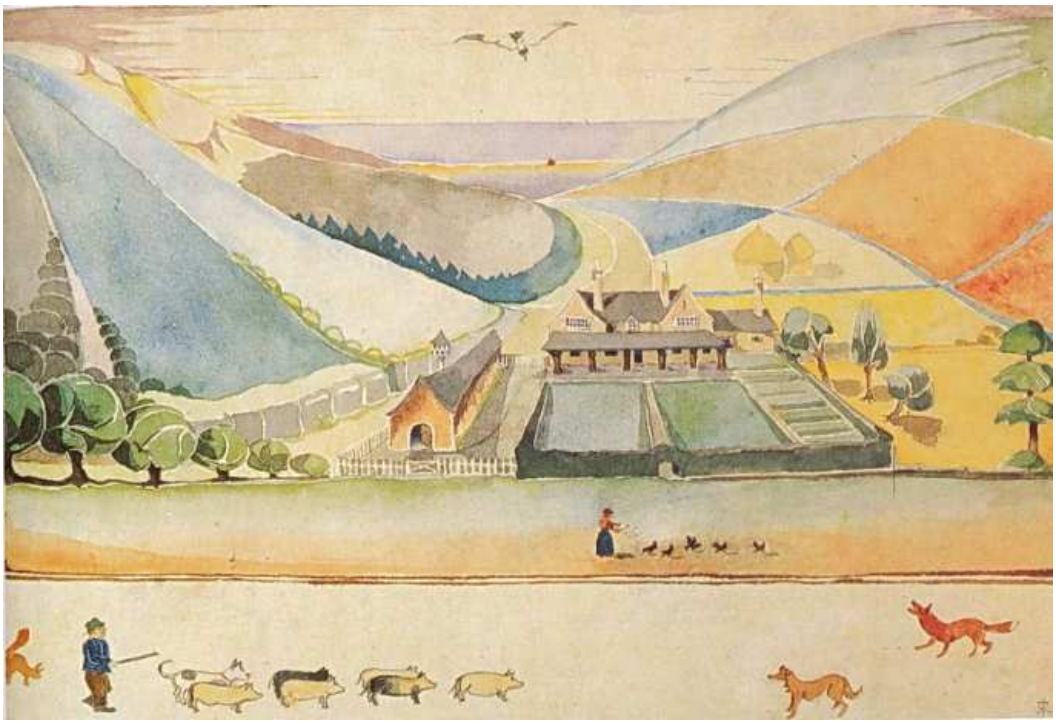
Rather, our story is about a small puppy named Rover. Upon running afoul of an old Wizard, he suffers the misfortune of being morphed into a tiny toy dog - one who is soon whisked off into all sorts of escapades to the stranger places in the world, from the moon and back, witness to all kind of gallivanting and adventures. You will spend ten years in this world. Afterwards, a decision awaits.

But before we get to that, there's something that was left for you.
+1000cp

Location:

While mapped out, the world is still a place where much wonder and merriment is hidden beyond the eyes of men. And even if it wasn't, there are still plenty of sights to see and roads to tread. As an aside, it's worth it to remember that the world may or may not be flat here. It's probably round. *Probably.* Though there's evidence against it, so can't be too sure. To determine your location, roll 1d8 or pay 100cp to choose.

1. **The Seaside Town**
   This is a nice town on the east coast of England. It's probably in North Yorkshire. To be specific about where you are, it's near a nice little white cottage overlooking the sea. Nearby is a beach with a clean yellow shore, bordered by a foamy blue sea. There is also a toy store, many homes, and all the usual trappings of a town. Coincidentally, a Wizard is spending his holiday here, and will soon cross paths with a small dog in a garden. There are strange things on the sands if you know where to look...

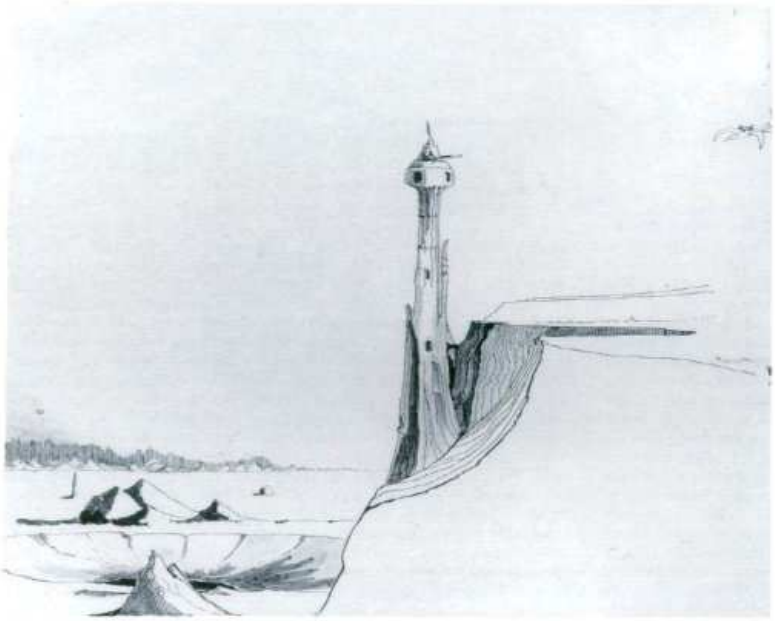


2. **Pershore**
   You're still in England, but this time, you'll find yourself in a small market town down in Worcestershire. The same Wizard on holiday right now, Artaxerxes, now makes his residence here. That happened after he wandered astray and was directed here by the first person he met, rather than to his native Persia. There's an annual plum festival that takes place in August.

3. **The Isles**
   No, not the British ones. You have a choice here. You may either choose to go to one of two isles. The Isle of Gulls is situated atop a sheer black precipice of stone towering over the

waves, too high to be climbed. Hundreds of seabirds live at its highest point, flying, swooping, gliding, talking in sombre tones, saying nothing at all in repose. It's a nice place for a bird, with many perches and roosts to rest on.

Alternatively, there is the Isle of Lost Dogs, where all deserving or lucky dogs go. There's always a hullabaloo of yipping and yapping and other doggy noises, as the inhabitants can be as loud as they like. There are trees of bone sprouting out of the ground; they bear delicious food just like meaty bones when ripe. Every night when the moon shines, a concert of barking rises with it.



4. **Bright Side of the Moon**
   A place of mystery and wonder, a silver world glittering and gleaming like a cold night's frost discovered at sunrise. Some say the air is very thin, but clearly, they've never been there. The landscape is dotted with tall mountains and great swards of green and blue. It is a white place of beauty, with blue woods that blossom into gold and a spectacular extravaganza of exotic lunar flowers that chime and sing in quiet harmony. There are lots of tiny animals and some fierce insects.

   Most importantly, this is the home of the greatest of the magicians, the Man-in-the-Moon. He lives in a splendid white tower shimmering and shining with moonlight on a high cliff, glistening like an opal. The Wizard himself is a decent man, kindly if a little curmudgeonly like all old Wizards wont to be, who spends a lot of time shut up in his workshop, making fireworks and dreams. He *also* has a dog named Rover.

5. **Dark Side of the Moon**
   Even more mysterious than the bright half of the moon is its dark counterpart, starting at the shadowy grey edge, interspersed with ashy mountains and valleys. The grey area isn't the safest, as here is the place where the white dragons dwell, as all white dragons originate

from the moon. While ferocious, all of them fear the Man-in-the-Moon except the greatest among them, and even he is half-afraid.

Beyond the lairs of dragons is the dark side proper; with dark hills and valleys amidst a pale sky. It's the virtual opposite of the bright side in terms of color. In terms of wildlife, it is inhabited by many beautiful insects as colourful as gems - fireflies and diamond-beetles and ruby-moths, as well as dark-plumed birds and poisonous black spiders who hate the light and sometimes weave bad dreams. If the terrain isn't that of rolling hills, it's wet, boggy terrain, with nasty things hidden below and the most extraordinary flora and fauna.

6. **Garden of Dreams**
   While technically located within a valley on the dark side of the moon, this part of it is different altogether. Illuminated by soft afternoon light is the place where children come when they dream, coming from their beds when in slumber. Gravity works differently here - some things fall slower, or not at all. The garden itself is full of fountains and verdant green lawns, and it is a carefree place where they freely laugh, sing, and frolic. There are frequently parties here, hosted by the Man-in-the-Moon.

7. **The Palace of the Mer-King**
   There are people under the deep blue sea, too, and like the movie, there are merpeople and songs down there. For the purposes of being here, an enchantment has been put on you so you will not be harmed by being so deep under in any way, shape, or form. The grand palace is made of pink and white stone, surrounded by gargantuan underwater trees of natural rubber, the branches of which are home to many sorts of small fish. Behind the gate - a gigantic nacre door - are the merfolk, who busy themselves with delightful song and dance. The Mer-King has thousands of children and is quite wealthy, and soon, a Wizard should be brought on board to become the magician of the sea.

8. **Free Choice**
   You're certainly fortunate this time around, because you may choose anywhere in the world to appear, save one which shan't be elaborated on. Go someplace nice, or not. It's really all in your hands. You could visit Uluru in Australia, or the peak of Mount Everest, or even Pot, the deepest point of the oceans!

Origins:

Who are you? What's your story, and where is the native country you come from? As always, there is a chance to determine this. Are you a mundane dog or person from somewhere in England? A fantastical creature? An age-old sorcerer? Or perhaps, somebody from outside the circles of the world. Choose now.

Your gender remains as it was before, or you may pay 100cp to choose. All origins except for Wizard can be taken as a drop-in.

Dog (free): You are a dog. Just a normal dog. You are sentient, have your own doggy language, and can even talk to people. Other than that, you are just an ordinary dog. If you are not a Drop-In, you have lived an ordinary, happy life in England so far. You have four legs, a tail, a fluffy coat, and a keen olfactory sense. You may choose what breed of dog you are.

Your age is 1d6.

Human (free): Homo Homo Sapiens. The modern man. Or woman, or child, or whatever noun best describes you. You are a mundane person in your younger years. Like the Dog, if you aren't a Drop-In, you are most likely a British citizen whose life has been nice and ordinary so far. Maybe that'll change. While you are in no way special, you have normal skills and possibly a knack for something more.

You may choose to roll from either 2d4 + 6 or 2d8 + 20 to determine age.

Beast (200cp): Ah! You're something strange and noteworthy, something one doesn't see every day. An animal with a few things to set you apart, or perhaps even a creature of wonder! Of course, except for dogs. What you precisely are will be determined later, but you likely live in a secluded area far from civilization and are quite old.

Your age is 1d8 x 100.

Wizard (200cp): You are a sorcerer. A wizard. Or a witch. You do magic. In all likelihood, you're quite eccentric and extremely familiar with wherever you dwell. You know your fellow magicians quite well, and they know you because it's important to keep an eye on their doings. You are very, very old, and possibly quite wise (though wisdom doesn't always come with age.).

Your age is 1d4 x 1000.

Species

There are many fantastic beasts in this universe. Here's your chance to be one of them. All of these options are restricted to the beast origin, except for Merfolk, which may be taken by any origin except for Dog.

Merfolk (free): One of the people of the sea. I see. You are mostly human, except for your tail, which is large and fishy. You can breathe on both land and sea and are a superlative swimmer. You may start at **The Palace of the Mer-King** for free.

Seagull (free): You are a seagull. Being a seabird, you can fly quite far and can even dive somewhat well. You've got warm feathers. You may start at **The Isle of Gulls** for free.

Spider (200cp): You're an arachnid, but you're not just any old spider on Earth. Rather, you are a moon-spider. You may choose between the pale, grey, and black variants. Firstly, you're huge for a spider, being four feet tall, and are very skilled when it comes to spinning silk - not only can you make webs, but also rudimentary things like lassos and hammocks. You can spin dreams, but only the bad kind, and have poisonous fangs.

Whale (200cp): A creature of the seas. Perhaps you're a servant of a sea-god, pulling his cart. You are large and strong and can dive for long distances. Your great size comes with corresponding might, and you have large stores of blubber to keep you warm and store energy. You are capable for holding your breath for over an hour, and can even echolocate to find your way among the depths of the ocean. You may start at **The Palace of the Mer-King** for free.

Dragon (400cp): How frightful. You're a scaly reptilian beast. You are a white dragon, hailing from the moon (for white dragons aren't native to Earth. They all come from the moon. You are powerful in strength and covered in steel-hard scales, with great wings like huge sails that may bear you aloft, propelling your mighty form through the air. Dragons are the most powerful creatures above the sea by a wide margin, except *maybe* wizards. And that's just with their physical bodies - one can't forget their iconic ability to breathe fire (which can be red or green)! Your scales are slightly more tender on the tummy, though, and like to go out for a drink at midnight every night. If you don't like being a white dragon, you can be a red dragon instead, though those haven't been seen for a long time. You may start on the **Dark Side of the Moon** for free.

Perks:

This world has plenty of good things, and its inhabitants have their virtues and blessings. You can get some of these, too. Perks are discounted by 50% to their corresponding origins, with the 100cp perk being free.

General:

Pretty Princess Pam (100cp): The natural beauty of the world and beyond is breathtaking, and some of it shows in you. You are fetching in all the right ways, and your looks could make you quite popular and bring you no shortage of admirers.

Up the Moon's Path (400cp): At night, the moon rises from the sea, reflecting a beautiful silver path amongst the waves. And this has its uses for those who know the ways. If you follow the moon's path, it will guide you to the edge of the world and then beyond its circles, going into the infinite expanse of outer space and onto the moon. You have learned of this path and memorized it, and it will be there for you every night in future jumps, no matter if the world is round or flat. Follow the silver path and fly over the edge.

Dog

Doggy Life (100cp): Dogs are a quarrelsome bunch, prone to bicker with each other when they meet before making friends. You've been in these quarrels and have learned to squabble and scuffle with your fellow dogs, and how to quickly make friends with them afterwards. Also, being dogs, they have good senses of smell and hearing, which you now have too. If your old senses were superior to those of a dog, you retain their quality.

DRINK PUPPY DRINK (200cp): Once again, many dogs don't mind their manners, but you've learned. You have a polite, affable attitude about you and will have an instinct of how you should act to avoid offending anyone in unfamiliar cultures. Etiquette can go a long way, after all. Powerful people, like wizards or royalty, are just a little more inclined to favour you. Maybe that's just due to your well-behaved manner, though, rather than an effect of the perk.

Not All Those Who Wander... (400cp): That's part of a line from a poem about a man who would go on to become a great hero and king. But before that, he was a traveler for many long years, and he lived in some very interesting times. You will see both in your time as well. You are quite adaptable and quick-thinking, a natural at improvisation. This makes you quick on the uptake - a very useful quality to have when suddenly thrust into strange lands and countries, or wherever else the road might sweep you off to. Speaking of which, there will be plenty of opportunities popping up for you to seize. They'll lead you to new and fantastic places, and should you take them up at every turn, you'll never be left wanting for any excitement.

Fairy-Dog (600cp): Oh, my. It seems like you've been to lots of strange places and met lots of strange people. Chiefly, wizards. And being wizards, they've put all sorts of enchantments and bewitchments on you. Luckily, this has turned out to be very beneficial to you. The first time you were ensorcelled, you were shrunk and possibly transmuted - but unlike a certain *other* dog, you can turn back the first part without any outside help, allowing you to go between your normal size and a tiny one quite easily. The second time, you got wings. They compliment your fur colour and look great, but more importantly, they fulfill their purpose, allowing you to fly with quite some grace. The third and final time you were enchanted saw you under the sea, so a nice wizard decided to make your tail more fish-like, make your paws webbed, and allow you to breathe underwater, altogether optimizing your body for underwater life. And the good fortune of the first enchantment has rubbed off on both of the successive occasions, allowing the wings and the undersea adaptations to disappear and reappear whenever you like.

Human

An Ordinary Life (100cp): Requires you to learn something to make ends meet, and you're no exception. Pick one normal profession you'd find in everyday life. You know have three years of experience in that. You also have an education from a good school in the area and have remembered most of it.

Come Back Large And Real (200cp): Sometimes you lose things and never get them back, and it's a real shame. While you'll eventually get over it, you'll certainly be sad. For the things that really matter, this isn't a problem. If something (or someone) is dear enough to your heart, and the object/person of your affections is parted from you, fate will contrive itself to increase the likelihood of them eventually making their way back to you. This won't bring back anything that's been destroyed or is exceedingly difficult to get back, but it'll be a nice surprise when you find somebody or something long-missed at your doorstep.

The Power of Words (400cp): Even without magical incantations and other manifestations of power, the spoken and written word has always been one of the most powerful inventions to ever exist. Words are what enlighten people, conveying information. They can cause great battles and wars to be thought, give rise to great technological innovation, ignite the hearts of thousands in thunderous oratory, encourage, educate, heal, harm, humiliate, and more. They have their speakers, and then there are those who go beyond. It is an art you have an astounding, astonishing affinity for. You have a great love and talent for languages - learning them, speaking them, and even constructing them would be something that you'd take to with much aptitude and gusto. You also have talent with the pen - not only in terms of penmanship but the act of writing itself. Maybe you could be an author.

The Dreamer (600cp): As we grow, we gain wisdom but lose the wonder in our eyes. It'll never happen to you, though - your eyes will remain starry forever, and you'll always have a vivid imagination. But that's just the tip of the iceberg, as it's a side effect of the real perk. When you sleep, you go somewhere else. A land of dreams. In this world, it would be the Garden of Dreams (which, I might add, nobody awake has ever been to), where you will have grand adventures and good times. A paradise. Every night, you may go to this realm of good dreams, and you will remain fully lucid while there and remember everything after waking up. The Man-in-the-Moon, the greatest of wizards, is there, and you may even see those dear to you, yet departed in some way or other. In future jumps, you will go to the domain of a god or other powerful being when you sleep, where you can confer with the departed or deceased (provided they were dear to you in life) or paradisical dreamscape if there is no such place.

Beast

Far-Off Lands (100cp): Not many people on Earth know about fantastic beasts like you because your kind generally prefers to avoid them. You've gotten particularly good at this, and have a knack for hiding and finding comfortable, secluded nooks where you won't be bothered.

Singer of Songs (200cp): Even on the moon or under the sea, one can hear gentle music. It is beautiful, but being a part of it is even better than just listening to it, and now you can, as you've been granted a wonderful voice. While you'll still need to practice, your voice is inherently a thing of beauty, and many will appreciate you for it.

The Postman (400cp): The wizard's postman is something else. He makes regular trips from the moon and back, and has been all over the world. Though it'd be more accurate to call him a postbird because he's a seagull. His name is Mew, and you've picked up a few things from his example. You have knowledge of the geography of the whole world and the celestial objects in its orbit - not just what you'd learn from a school - but in-depth expertise of what's where and shortcuts and other ways to get around faster - for example, if you were a creature of the sky, you'd have an encyclopedic knowledge of air currents you can ride, or ocean currents if you were a whale or merperson.

At Caerdragon (600cp): You are - put simply, the greatest of your kind. You are a paragon of whatever you are, the peak of potential. In some cases, though, it might just be that a wizard has laid a powerful enchantment on you, one that'll never wear off. This depends on whatever you are. Merfolk are strong and wise, being the fastest swimmers in the sea. A seagull would be Mew's rival in speed and agility - being capable of flying at lighting speeds, faster than the wind, over a thousand miles a minute. A spider would be even larger and more powerful, spinning incredibly strong webs while being at least six feet tall, with a hide resistant to blades and extremely potent venom - much like one that haunts a mountain pass in another world. A whale would draw the attention of any sea-gods nearby, as they would be able to stay under for hours and doze, and strong enough to tow islands through the sea. A dragon's roar would be able to rock the mountains and cause avalanches, and they could destroy mountains with their strength or let out enough fire to put out the sight of the moon from Earth.

Wizard

Magician (Free and exclusive to Wizards): A wizard wouldn't be a wizard if he couldn't do any magic, would he? Fortunately, you can. You are capable of all sorts of magic, including transformation, conjuration, teleportation, and more. Really, this is quite versatile and can achieve no end of things if you're creative. Sometimes, you will need to sit down and physically make spells, stuffing them into vessels like bottles for later use. By default, you'd be slightly worse than Psamathos (who's a very good magician) but much better than Artaxerxes. More on magic in the notes section. Finally, you are immortal.

Rope-Climber (200cp): For somebody so old, you sure are nimble. Or maybe you're old but don't look like it at all. Either way, you are skilled in activities like climbing all sorts of ropes, hopping between rocks, and all sorts of things. You might impress people, especially with how your age belies your agility. Staying spry is stupendous. But, as you might have surmised, you are especially good at climbing ropes.

Psamathos Psamathides, Chief of the Psamathists (400cp): Don't forget the "P"s! Names aside, crusty as this perk's namesake may be, he is well-loved and wise - qualities you now share. Psamathos, crusty as he may sometimes be, is popular for a reason. He is charitable, charismatic, well-connected, and the first to hear of a lot of events. All qualities you've got the beginnings of, having a particular knack for networking and being the life of the party - you're likable in your eccentric ways and make for a great party host, and you'd be surprised at what you might be able to talk another into. Also, sand doesn't bother you at all. In fact, you like its texture. You could lie in it and sleep all day and be very comfortable.

The Sorcerer of Selene (600cp): While before you might've almost been an equal to Psamathos, you now blow him out of the ~~water~~ sand. You are an equal to the greatest magician of them all, the Man-in-the-Moon. This serves as a boost to any magic you already know. You have also learned the esoteric art of making good dreams, whether that's weaving them directly into the minds of sleepers or inviting dreamers to appear at a place you've marked out. Your magic is strong enough to stun great dragons and drive them off, or even, given enough time, sink a continent. You are a master of all sorts of tramsutations and transfigurations, conjurations and curses, and many arcane abracadabras. When it comes to magic, you are a creative genius, able to invent all sorts of tools, potions, and enchantments for whatever purposes you like. The sky and beyond are your limits, here.

Companions

Life's better with friends. So bring in your adventuring crew or make some new ones! Get some company! This is the time for that.

Import (free): Whoever finds a friend, finds a treasure. And leaving those treasures behind would be tragic indeed. You may bring in up to 8 companions, all of whom will be granted +800cp.

Export (0cp): Or perhaps you like someone here. Maybe you want to take one of the Rovers, or Psamathos, or Artaxerxes, the Great White Dragon, one of the merfolk, Mew, or someone else. That can be arranged, as long as you truthfully convince them and they voluntarily agree to come with you under no influence.

Items

Go get yourself something nice, would you? Like perks, items are discounted by 50% to their corresponding origins, with the 100cp item being free. If lost, damaged, or otherwise destroyed, items will be repaired and/or returned within a weak. Any properties may become warehouse attachments or be dropped in future jumps, or merged.

General

Roverandom (free): The book. You have a copy in perfect condition, with the introduction by Hammond and Scull. Give it a read. You also have a little black-and-white spotted toy dog that seems to have been found on a beach. This one's actually just a toy.

Dog

Yellow Ball (100cp): It's quite nice and bouncy. This is an entirely mundane yellow ball. No matter what, playing with it will always be fun to you.

Dog Plate and Bowl (200cp): No matter where you are, if you get hungry, there will be this dog bowl. Simply set it down, and bread, dog-bones, and gravy will magically appear on the plate, while the bowl will fill itself with water. Post-jump, good food apropos to your species will appear on the bowl and plate. Enjoy!

Garden (400cp): This garden is quite a nice place. While it is completely normal, it is suffused with an aura of happiness and content, and you will be generally left to your own devices while inside. It can accept any plants from anywhere, provided they aren't explicitly supernatural, and is simply an idyllic place to stay and lounge about in.

Human

Job (100cp): You have a decent-paying job that you enjoy, or if you're too young for that, you're enrolled in a good school. Congratulations. You have something to do. In future jobs, you will have a similar occupation to go to.

Car (200cp): Choose any car that one could find in 1925 - you now have a model of that car, in pristine condition. It never seems to need maintenance (though you should probably learn anyways) or run out of fuel. Pretty simple, but still a nice way to get around.

House (400cp): It's quite a nice place. You have a cottage by the seashore, a beachside home. It's fully furnished with running water, and is quite a nice place to live in. The nearby beach is a spot of much natural beauty, and observing the sun and moon from a vantage point is wonderful. At night, the waters and sands may attract more than just wildlife, but nothing will be dangerous.

Beast

Web-Hammock (100cp): Made by a spider, and not sticky at all. This hammock, being made of spider-silk, is sturdy and comfortable. Somehow, it is portable, making it your ultimate mobile bed.

Postal Bag (200cp): This postman's satchel may look ordinarily, but it has some enchantments put on it to help it accomplish its job. It conforms to any form you may take, and will never spill its contents, no matter how fast you're going. Finally, it can store

Cave (400cp): Even the Great White Dragon and the Sea-Serpent of the deep have places of of their own, so why shouldn't you? This cave is huge - no matter what, it will be large enough to accommodate your size.

Wizard

Pershore Special (100cp): Artaxerxes sure likes his plums. They are tasty, after all. You've got a replenishing supply of the purple pearls of fruit - all the plums, prunes, plum jam you'd ever want. You also have a big book of recipes involving plums, from sugaring them to baking them in pies.

Telescope (200cp): A replica of one of the Man-in-the-Moon's favourite tools has fallen into your hands, and it is no ordinary looking-glass. For one thing, it's huge, so you get a tripod to mount it on. It's collapsible, and can look so far to pick out individual people on Earth while you're on the moon.

White Tower (400cp): No, not the one in the South-Kingdom, though yours rivals it in beauty. This is a tall citadel like the one on the moon. It has all the rooms you need to live, and a magically-restocking pantry. There are high doors and windows, and the tower itself glows at night, reflecting the light of the moon. There is a workshop in the basement, where you have everything you need to work spells, including many magical reagents, with a whole bunch of powerful spells pre-prepared.

Drawbacks

Looking for more points? They are plentiful here. There's just one tiny caveat if you want them... you'll have to suffer for it. There's no drawback limit here. Just try not to go overboard. Drawbacks disappear after the Jump ends.

Rover, Rover, and Rover (+100cp): Wherever you go, there will already be somebody who bears your name. You'll meet and befriend them, but they will insist on being referred to as the name you share. You get a nickname - that'll be the name everybody will refer to you by.

The Mottled Monster (+100cp): Oh, my. It looks like you had an unfortunate run-in with a wizard's rocket, and it shows. While it hasn't caused you any harm, it left a mark. A big, splotchy black mark that you'll never be able to get off, no matter what you do.

Apt to Exaggerate (+100cp): You have a habit of boasting, of playing yourself up to a pretence of being bigger and better than you really are - and sometimes, you might even believe it yourself. This may fool others who could feel let down when they learn the truth, or even get you into some trouble.

Without A Please (+200cp): You have no manners and are quite rude. It's likely that you'll tactlessly demand things you want in a very insolent way, and resort to even more churlish means if you don't get what you want. This has no effect on your morals and your manners can be relearned, but you *will* get your comeuppance and be humiliated in one way or another.

Ripped Tome (+200cp): Every book you read, plus any you own, has been desecrated. More specifically, pages 25 and 26 have been torn out, so you'll need another way of reading what you've missed. This'll work on ebooks, audiobooks, and any other alternative means.

PAM (+200cp): You're getting old, and your powers are drying up. While your out-of-world abilities and items are at their full power at the beginning of the jump, they'll start weakening very shortly, until they fizzle out entirely by the ninth year. This also applies to magic here.

Toy Jumper (+400cp): You have been subjected to the very ordeal that started the entire story! By offending a wizard, you've been turned into a toy. You're so small that even blades of grass seem like giant trees, and you can't even move - during daylight, you are stuck in a rigid pose and can only move very little when nobody's looking. Only after midnight can you properly move, and even then it's stiff. For as long as you are a toy, you have no access to any out-of-realm perks or items, or even perks or items from this jump.

You'll have to seek out the wizard you originally offended and offer him a sincere apology if you want to return to how you were. And you'll want to, for if the jump ends before you do, you fail the chain.

Future

It's time. The ten years have ended. It is now up to you where the road shall next take you. Choose.

The Countryside: If all your adventures here have made you homesick, you may return to whence you came, keeping all that you gained. Farewell, adventurer. May you be greater and wiser than you were before.

The White House by the Sea: I see. This world has charmed you, has it not? If your heart lies here, you can stay and settle. Your friends will certainly be happy with you around. Your interdimensional travels have come to an end.

Over the Edge of the World: The road goes ever on and on, and now it leads to you to some new and unfamiliar country. Your travels continue, and time shall stand still until the end of your chain. Hopefully, you remember your time here fondly.

NOTES:

Jump Notes

Made with a somewhat liberal amount of the secret technique of Jumpchain - fanwanking.

On Magic:
Magic is incredibly vague. It's something that wasn't really shown in the Lord of the Rings, and while it's more prominent here, it's still not well-defined. Some things we see wizards do include transmuting a dog into a toy and then turning him back later, conjuring food and drink, giving creatures wings, teleporting (or at least vanishing into thin air), clearing out smoke numerous enough to cover the entire moon, enchant a seagull to fly over 1000 miles per hour, knock out a dragon by shooting him with a spell, allow land creatures to breathe underwater, turn things into stone, make dreams, and prevent other wizards from undoing their spells. At its high end, a continent was sunk in a failed spell. It happened because the Man-in-the-Moon, on request, tried to contain the great Sea-Serpent (who's *at least* 100 miles long when uncoiled). They do seem to sometimes need equipment and workshops to pull these things off, and a long time to work particularly powerful magic like the failed spell.

On *At Caerdragon*:
This is based on the Great White Dragon, and a little bit on Uin and Mew. Basically, if you take this as a dragon, you are pretty much Smaug. If as a Spider, you're Shelob. If a seagull, Mew. If a whale, Uin. It's kind of fanwanked. The Great White Dragon is the cause of all lunar eclipses (breathing lots of fire and letting the smoke cover the moon) and is a troublemaker. He's responsible for a good portion of Welsh Myth.

The Sea-Serpent is off-limits. He's huge and too bothersome to write a perk about. Maybe I'll update the jump to make an option based on him. 1.1. Probably.

Credits:

- EYouchen/MadaMada/Eli, the Jumpmaker
- The Jump-Elector Counts, my sounding board

Changelog:

- Document first created on June 20th, 2023. I had (have at the time of my writing this on the 22nd) a deadline of finishing it by the 27th. The deadline was initially the 18th, but I am a procrastinator. And I failed again.
- 1.0 published on July 13th, 2023

Location Categories:

Total: 15

- Not Earth: 4 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch

- Earth, Global: 4 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom
- Earth, Specific: 4
    - Canada: 1 - The Troop
    - UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling
    - USA: 1- The Amazing Spider-Man

Other Notes

This jump is dedicated to my dog.

Mada Mada Plus Ultra. EYouchen/MadaMada/Eli Jump #15.

I think I'm going to make myself a list of criteria I want to fill on all of my jumps. There's a lot of crap I've got lying around that I want to update. My list of jump ideas, my actual builds, and more. It doesn't help that I want to make a lot of jumps.

The town that Rover starts in and the Seaside town are probably separate. Probably. I'm not sure.

I have to update DCeased. And Fire Punch.

I decided early on in the making in the jump that this was going to be a bad thing, but I'd try to make the best of it.

I went looking for a sentence in a section of the introduction, only to briefly forget what I was looking for when I found it.