The Sandman



It is June 15th, 1916. A certain wizard, Roderik Burgess, also known as Lord Magus or Daemon King of the Order of the Ancient Mysteries, uses a ritual from a book called the Magdalene Grimoire in an attempt to summon and bind Death. The ritual fails, summoning and binding Dream instead. Still, Burgess keeps Dream locked up in his basement, trapped by arcane circle and glass sphere. Eventually, Burgess dies, and his son takes his place. It is only when Burgess' son is himself near death, and old, that he makes a mistake. And on September 14th, 1988, roughly 72 years since the start of his imprisonment, Dream finally breaks free. He finds his domain in ruins, not just the Dreaming lying in decay and abandon but also many people who suffer from eternal dreams or cannot sleep at all, and he has to collect his tools once again to recover his power and fix his domain.

After this, many things happen. Dream meets old friends, makes new friends, punishes some wayward nightmares, and even briefly becomes owner of Hell due to Lucifer retiring, and ends up giving the key to Hell to a pair of angels sent from the Silver City. Eventually, circumstances align, and the Furies are set upon him for the sin of killing his son Orpheus. Thus, Dream dies only a few years after the end of his imprisonment, and a grand funeral is held as the new Dream gathers his bearings.

You will arrive in this world in September 14th, 1988, the day Dream is set free. If you're quick and in the right place, and have the motivation to do so, you could be just in time to prevent his escape. Or perhaps you'll help him instead. Or perhaps you'll do something else entirely. Regardless, you will stay here for 10 years, and will gain the following boon:

+1000cp

You may dictate your background and local identity however you wish, within reason, if you have a background in this world at all. There are many strange things to be found in this world, so whatever you are you'll likely fit right in if you know where to be. Likewise you may choose wherever in the universe to be at the start of the jump, within reason.

Perks

You get one floating discount per price tier, except for the 1000cp perk. Discounted perks are half-off

Patience -100cp

When you're Immortal, you eventually learn how to be patient, whether because your sense of time gets warped or simply because you learn how to deal with boredom. Whatever you did, you certainly have the patience to be expected from an ages-old being, easily capable of waiting for 70 years even trapped in a glass orb and incapable of doing anything for the whole duration. You wouldn't even go insane from such an experience either. Hopefully this doesn't come in handy, it would be rather inconvenient, no?

The Oldest Game -100cp

Known by pretty much anybody who isn't particularly young in the supernatural community, the oldest game is rather simple; you say you're something, like a snake for example, and the other guy has to say they're something that beats you, like a bull that crushes snakes underfoot for example, then you have to say you're something that beats whatever they said they were, like maybe a lethal disease. It's essentially a game of pretend, albeit with a supernatural flair that means you'll also feel whatever you would feel if you actually were what you said, such as feeling the fur on your back and your hooves on the ground if you said a bull as an example. This goes on until one side can't come up with something, or takes too long to come up with something.

With this perk, you gain not only a respectable amount of experience with the oldest game, mainly in the sense that you're quite familiar with many common tactics and already know plenty of trivia that help you come up with counters for whatever your opponents bring up, but also guarantees that the oldest game will be known in any future worlds you go to as well. It might not have any supernatural flair if done among mundane people, but at least you won't have to go through the tedium of explaining and legitimizing it when going to other worlds. The results of a game may or may not be honored, but, well, supernatural beings tend to stick to deals and contracts anyway don't they?

Not Playing Along -100/400cp

Death is a scam, or so you say. Mercifully, it seems Death has seen fit to humor you, perhaps to see how long you plan to stick with it. In other words, you'll be stuck at your physical prime indefinitely, and won't die of old age. Strangely, this also extends to nearly any cause of death that isn't violence or harm. Disease never goes as far as kill you (although you should probably avoid particularly bad ones still), starvation is like hell but doesn't actually make you die, same with dehydration, drowning also feels terrible but is similarly non-lethal, and even hypothermia and heatstroke won't kill you. Of course, if your skull is bashed in or something Death isn't going to just let you walk it off, not unless you'd already be able to survive it with just this, so you'll still have to be careful.

And don't worry, Death will always be waiting with open hands, if you wish. Occasionally, in quiet moments, she'll appear before you, ask you how you've been, and whether you want to keep living. She might even introduce you to one of her siblings. Don't worry about briefly wishing for death during some torturous experience, Death isn't so petty. She'll only ask you if you want to continue on when you're in your right mind.

If you want to really embrace immortality, you can get something else instead, perhaps some kind of divine blessing, for 400cp. This'll be even more thorough, preventing you from dying even if you're beheaded and kept in a temple for centuries on end. However, this doesn't help you regenerate from your wounds, so if you're actually beheaded you'll be stuck as a head unless you have some other method to regain your body in some way. So try not to get crushed at least. Unfortunately, this blessing of immortality will be divine in nature, so things that work against supernatural or divine protections against death will be effective at actually killing you.

Muse -200cp

Well, perhaps you're descended from one of the greek muses or something, as you have the same strange trait that they have. Namely, anyone you have sex with gains an immense boost to their creativity and inspiration for making stories. Even a nobody would be able to write extremely popular and high-quality stories. Unfortunately you can't benefit from this yourself. Try not to get kidnapped and imprisoned in a rape dungeon or something. That has already happened to one of the muses.

Of The People -200cp

Whether you were raised as one of them or learned their ways through some contrived circumstances, you've been taught the ways of the forest people. This includes immense skill in hunting and stealth, to the point you could stop yourself from making any noise at all if you wanted, as well as physical capabilities sufficient to outrun any normal prey animal you try to hunt, at least if you aren't weighted down by carrying too many things. More notably, this also includes knowledge on how to transform into a wolf and back, which may or may not be a supernatural trick.

Supernatural -200cp

If you want to be something other than a human, this option is for you. With this, you can be some sort of minor supernatural being. Not a god, but maybe a demigod, or perhaps a demon, or some sort of dream creature, or whatever else might tickle your fancy. You won't be on the level of gods by any means, but you do have some amount of power of your own, enough that a human would have to be well trained or possess at least minor superpowers of their own to hold up in a fight against you. Outside of whatever supernatural abilities you may have, you'll still be comparable to humans physically, unless your innate ability involves superior strength. Just keep in mind that human mages have plenty of ways to deal with whatever your kind is. Try not to get bound and forced to be a servant.

Old Magic -400cp

Witches are vanishingly rare in this day and age. Whether or not you're one, you've learned all of their magics somehow. This includes necromantic spells, such as one that involves carving out the face, eyes, and tongue of a dead person to nail them to a wall in order to bind their spirits to it and speak to them, as well as rituals to call upon powerful beings to ask for boons or demand favors, such as summoning the Furies to take revenge on someone or grant you passage into the domains of powerful beings without the consent or knowledge of their rulers, or perhaps simpler things like magical circles to prevent supernatural beings from entering a location or approaching someone you want to protect. Even the Endless wouldn't be safe from the arcane rituals you can perform, except for Death. She doesn't follow the same rules as other supernatural beings, her family included. Don't think that this makes you immune to retaliation if you anger them though.

Bonds Across The Ages -400cp

Immortality can get rather dull if you stay in one place and never step outside your comfort zone. Part of this is meeting new people. Unfortunately, there are more mortals than immortals, and even then there's no guarantee you'll get along with the people you come across. This changes that. You'll find yourself regularly coming across important, powerful, and interesting people, and you'll find that you can even get along with them quite well. With enough time, you'll very likely have connections with nearly every group of note, whether or Earth or the wider supernatural community.

Prez -600cp

Some people are born more talented than others. You, in particular, were born more talented than even many other talented people, and your talent lies in leadership. It's as if you were born to lead nations, taking to all the education and skills needed to rule like a fish takes to water. You could easily lead any nation you rule into a golden age of prosperity and happiness if you apply yourself properly, becoming one of the most, if not the most, beloved rulers such nations will have ever seen. If you cared to become the president of the United States of America, you could easily be re-elected after your term and most of the country would be clamoring to amend the constitution just so you could be elected for a third term, a fourth term, a fifth term, and so on. With some effort, you would unequivocally leave any nation you lead far better off than it was when you arrived.

Divinity -600cp

You're not just some person. You're a god, a divine being. Well, maybe not capital G God, as religion isn't as important in the modern day as it used to be, so worship is rather hard to come by. But don't worry, you're still immortal and have plenty of power, more than most creatures, likely retaining some particular ability or power that indicates your greater nature, such as perhaps a dance you can perform that kills any mortal watching while they experience overwhelming and supernatural ecstasy, or something similarly potent. More importantly, if you're willing to branch out and diversify, you can still carve out a respectable domain in this day and age. For example, one of the old gods of Babylon has formed a very powerful and influential travel agency, and fuels his power that way. This way, you can replace worship with something else that works just as well. While you won't need outright worship to survive, you'll be quite weak without it. Probably not too much of an issue if you don't mind "merely" being an immortal and relatively powerful spirit.

Eighth Endless -1000cp

You are no mortal. Neither are you a god. You're something else entirely, an outright personification and embodiment of some part of reality. Destiny, Death, Dream, Destruction, Desire, Despair, Delirium. Those are the seven siblings of the family, and now you are the eight. Choose some aspect of reality to be, with the sole restriction that it must be a word in english that starts with the letter D. Got to stick to the theme and all that. But this isn't too strict: Destiny sees all potential futures, not one preordained path. Death meets everyone when they are born, waiting for when their time is up. Dream holds power over minds to a similar but lesser degree than he does over dreams and sleep specifically. Destruction governs not just the end of things but change as a whole, and was present in every revolution and technological breakthrough. Delirium is not just madness but also knows things that Destiny cannot know. Unfortunately Desire and Despair were not explored as much in the story, so it's unknown what depths they possess.

Naturally, this gives you quite a bit of power, and unlike gods it is not dependent on worship. You could easily curse people for life if you wished, landing them in fates worse than death. For example, Dream cursed the mage that kept him trapped to an eternal dream of constantly waking up only for it to turn into a nightmare that he wakes up from, only for that to become a nightmare again, and so on. Meanwhile, Delirium cursed a man she disliked with eternal hallucinations of horrible vermin crawling all over him. In terms of actual combat your abilities will depend largely on what you actually represent, however. For example, Dream can perform many strange tricks to manipulate the minds of his opponents to lethal extents, but he's not the kind of guy who can take a punch to the face without flinching or physically wrestle opponents. Your power is of the esoteric kind, and doesn't translate well to physical might, unless it would obviously be otherwise like with Destruction. Not that the distinction might matter much given the sheer power you can bring to bear.

Just keep in mind that, for all your power, you are not invincible by any stretch of the imagination. The powers of great beings like you are more esoteric and strange than they are large in scale or physically destructive. Destroying planets or civilizations would be possible but only through slow and indirect methods unless you chose some aspect of reality directly related to physical violence. The most evident example of an Endless being vulnerable to those who are nominally their lessers is Dream being summoned and sealed by a random mage on Earth for 70 years. Even then the only reason he wasn't sealed for longer is that his original captor was dead and their successors were far more lax in their maintenance of the seal. Once he got out his captors could do nothing to stop him, sure, but he was sealed for nearly a century nonetheless, causing his domain to fall into ruin and his objects of power scattered throughout the Earth and even through Hell.

With the purchase of this status, you also gain the Grand Domain item for free, representing your personal realm. As a final note, you can choose to replace one of the other Endless instead, in which case it seems the previous Endless has died and you are the successor (or replacement to put it less charitably) that appeared after their death. Don't worry, meeting your new family after they finish the funeral is awkward for every new Endless that appears this way, although this has only happened to Despair so far, and later Dream as well.

Items

Like the perks, you get one floating discount per price tier. Discounts work the same for Items as with Perks.

Mortal Life -100cp

Whether or not you're trying to take a break from your duties, or are actually a mortal that needs a place in society, with this you'll gain an unassuming but convenient identity somewhere on Earth. It comes with a house, already filled with appliances, as well as some form of passive income that's enough to live comfortably if you're by yourself. Maybe it's royalties from some form of media, or perhaps some books attributed to you, at the very least you won't have to work like normal mortals in order to make a living. Optionally this can also include a nice family as well, of the ordinary mortal kind.

Library Of Dreams -100cp

Perhaps Dream favors you quite a bit, as now you're allowed to visit the Library of Dreams, by merely sleeping. In this library is every story that has ever been dreamed, not just those that were actually written down and published but also the ones that were never finished or written or even told to others. It might not be particularly useful in a practical sense, but you'll never run out of stories to read at least, especially given that it'll include the stories that were dreamed in all worlds you visited in the past and will continue to expand to include those of worlds you visit in the future.

World's End Inn -200cp

By taking strange paths and unknowable turns, you'll be able to find yourself at the inn World's End, regardless of where you were. Here you'll find people from all kinds of places and worlds that were stranded here due to some freak accident, exchanging tales and stories of their own worlds. Don't forget to tell tales yourself too, at least if you want to be welcomed as warmly as anyone else. It can be handy to hide out here so that all but the most powerful supernatural beings cannot find you, or maybe if you're just curious about tales from places you've never been to. The food is quite nice too.

Object Of Power -200cp

What you have here is an object that holds great power of its own, and which is attuned to you. Maybe it's a pouch that can generate sand that puts people to sleep with dreams you dictate, or a helm protecting you from any ability that might assail your mind, or perhaps a gemstone capable of controlling the minds and dreams of others, or something else entirely. It'll be quite useful, and will readily accept your own power so that it remains useful not matter the scale that your personal powers operate at, but ultimately it's simply a tool bent to some particular purpose. Guaranteed to not have been the possession of a powerful being that is now hunting you down to get it back.

House Of Secrets -400cp

Normally the dwelling of Cain and Abel, yes the two from the Bible (although whether their story is true is up in the air), you've been granted entry and ownership of the House of Secrets, which you can access by sleeping. You don't have to evict Cain and Abel if you don't want to. The house has a small library with many, many secrets that are known only to a few, especially those only to a handful of people across the universe. While there's nothing that will directly grant you significant power, if you care to peruse it you'll gain very deep insight into the mysteries of whatever worlds you might find yourself in, and there might be some secrets regarding lost arcane knowledge or artifacts that you might like to hunt down to use for your own ends. Also, there's some kind of unspeakable thing in the sub-basement. It likes seafood and being underwater.

Magdalene Grimoire -400cp

Magic is vast and varied, and there are many secrets that can grant immense power if known. This particular book, aside from being a compendium of general summoning magics, also includes a particular ritual to summon absurdly powerful beings, such as one of the Endless. It's not guaranteed to work perfectly, since you might end up summoning someone related such as getting Dream when you're trying to summon Death, but the ritual also comes with methods to seal such beings so they don't smite you instantly. From there, you can do whatever you want with them. Burgess used this book to summon Dream and seal him in his basement, attempting to make a deal to obtain immortality and power. Just keep in mind that the beings you summon might not exactly be happy about what you've done to them, and they generally have more than enough patience to do nothing and refuse to talk with you for decades until an opportunity to escape arrives.

Fruit Of Life -600cp

Looking like a cross between an apple and a fig, this fruit makes anyone who eats it immortal. Even the tiniest slice is sufficient, although eating more than that doesn't make you more immortal or something. After eating the fruit, only attacks with supernatural power behind them would be capable of even dealing damage, although if you eat the fruit and do get in battle with supernatural beings or those who can wield magic to attack, this immortality doesn't grant you any regeneration to deal with the wounds. You'll have to deal with those the hard way, or perhaps get healing from elsewhere. Still, it does also lock you at your physical prime, even if you were older when you ate it. And being immune to mundane attacks can be rather handy too.

Grand Domain -600cp (Free with Eighth Endless)

Moving up in the world, are you? You've now gained your very own domain, not just that but your domain is absurdly large and incredibly important to reality. Think of it as kind of like a pocket dimension you control. Your domain is about as large as you care to make it, and you don't even have to bother allowing distance to matter much within it if you don't want. The big thing though is that it's metaphysically significant to a level comparable to Hell, an afterlife that all sinners and demons go to, or the Dreaming, the domain of one of the Endless and where all beings who sleep and dream go to when they slumber. Your domain works however you want it to work, although keep in mind that without great personal power of your own you probably won't be able to enforce it too well, potentially having to negotiate with anyone living in your domain instead of simply commanding them at your whim. If you do have supernatural power of your own, such as perhaps by being a deity or something greater, you can choose for your domain to come pre-filled with whatever you'd choose to fill it if you did so manually, such as demons and damned souls, or a population of dreams and nightmares, or whatever else. Lastly, you can purchase additional domains if you can afford paying the full price for every additional domain, if you're really greedy for metaphysical real estate.

Companions

Summoned Together -100/200/400cp

Do you already have companions following you on your journey? If so, you may import them into this jump alongside you with this option. You can import up to 2 for 100cp, up to 4 for 200cp, and up to 8 for 400cp. Each Companion gets 600cp and is allowed to take drawbacks for more. You can also use this option to outright create Companions, defining certain characters you'd like to meet here through a build.

Brought Along -0cp

But perhaps you've grown attached to some particular character here? If so, if you can convince them to come along with you, they'll become your Companions for free. Unfortunately many people are quite attached to their lives in this world, although there are many who aren't too. Good luck convincing the Endless to give up their roles, although Destruction would probably appreciate getting a tour of other settings away from his family and responsibilities, or perhaps your adventures are too involved for his tastes. Many divinities would likely jump at the chance to visit less advanced worlds to establish their cults once again, but there are also others who have managed to adapt and will be unlikely to be willing to leave their new domains behind. Mortals are even more unpredictable. Still, if someone wants to journey to other worlds, you won't have to pay extra to bring them along.

Tenth Muse -100cp

Muses are quite famous among artists, for the creativity and inspiration they can bring. A less known fact is that they inspire creativity through sexual activity, rather than through some wishy washy spell or whatever. Unfortunately this resulted in some unsavory individuals forcing one against their will and trapping them in their basements, but this doesn't always happen. This muse in particular seems rather attached to you, and is thankfully very willing to sleep with you to help you in whatever artistic endeavor you apply yourself to. It certainly helps that they fit all your preferences in lovers perfectly. Please don't be rude to them.

Old One -100cp

Witches are largely gone in this day and age, but a few remain. This particular witch somehow found her way into your life and seems unwilling to leave for whatever reason. Maybe they believe you're useful protection or distraction for any enemies they make, or maybe they just find you unusually interesting after centuries of life. Hell, maybe some arcane accident bound them to your service and they don't resent it all that much for whatever reason. Either way they're very old, and very powerful (for a mortal). They know how to extend their life practically indefinitely, and are in the habit of maintaining the body of a young adult in her 20s. She knows a massive amount of ancient lore and witchcraft, and mercifully is open to using them to help you if you want. If you really like witches, maybe you could try to start a romance with them? After centuries of being alone you'll find that they aren't as opposed to the idea as they might've been ages ago.

Drawbacks

Without End +0cp

10 years may not seem like much when there are many immortal beings around, some of which have been alive since the beginning of time. If you actually want to feel like an immortal being, you're free to extend the duration of your stay as much as you want, even unto the end of time. Not sure why you'd want to stay here for so long though. It may be a bit tamer than some other continuities but this is still the DC Comics universe.

From The Beginning +0cp

If you really like the idea of beings that are as old as time itself, then this is just for you. You can choose to start earlier than the normal starting date of this jump, whether during the medieval ages, antiquity, before humans discovered agriculture or even existed on Earth, or before Earth was even formed, all the way back to the moment that time began and the first forms of life appeared and the Endless alongside them. What exactly you'll face is a mystery, as the source material doesn't really elaborate too much on the true history of the universe, but hey, it'll be cool no?

Bumbling Honesty +100cp

Being bad at lying is one thing. Whatever you are is quite another. You're not just terrible at lying but you also compulsively speak honestly, to the point you might end up revealing secrets that other people weren't even aware existed, assuming you know of them. Don't expect to be tight-lipped about anything you know. At least this doesn't influence your ability to discern truth from lies, and hey, wearing your heart on your sleeve and always being honest might be a good thing in some situations. It's better to be known for always being honest than for always lying, right?

Shit Life +100cp

It seems Lady Luck is out for you. You'll now find yourself with extreme misfortune in your life. If something can go wrong, it probably will go wrong. Mercifully this won't get to the point of endangering your life, but you'll be consistently unlucky in your day-to-day, and might find some bouts of misfortune even during important situations. Try not to be too miserable as life shits on you.

Dollhouse +200cp

You've got responsibilities, jumper, you can't just do whatever you please. There are old laws, you see, and breaking them has terrible, terrible consequences. It wouldn't be strange to die because you were too flagrant with your crimes, not to mention the collateral. Or at least, you're certainly convinced of it. You're now as uptight about rules as Dream was, not only obsessed with following them but also believing that breaking them is a grave mistake to the point you'd rather die than change your ways. And while the world is changing, thankfully you won't necessarily find yourself in such a situation like Dream was, provided you're careful in what matters you involve yourself in. At least the law that supernatural beings such as you follow are well known and there is plenty of precedent in punishing people trying to exploit the law to force you into their bidding. The universe is a grand dollhouse, and even the greatest beings are but dolls playing out their roles.

Responsibilities +200cp

Following the law that most beings follow is one thing, being obsessed with propriety to the point of emotional neglect is quite another. You're as emotionally constipated as Dream, not only stubbornly ignorant about your own feelings but also largely unaware of how to socialize in casual environments with others. Changing for the better isn't impossible, but it will be difficult, immensely so, to the point you might think it's better to just stay as you are instead. Hopefully you have someone you trust, like a more extroverted sister, to push you into improvement.

Collector +200cp

Oh no. It seems you've been corrupted by the Corinthian, or a demon of some kind. Or perhaps you were always just fucked in the head. You're not a psychopath that enjoys killing people in very particular ways, whether gutting them like cattle, tearing out their eyes and letting them bleed out, or something similarly grotesque. This doesn't stop you from restraining yourself in public and maintaining a less offensive public identity, but you won't be able to go for more than a month of not horribly murdering someone before the itch becomes too strong to ignore. You certainly won't make many friends among people not as fucked up as you. But hey, there's plenty of similar psychopathic tendencies to get along with, and you'd fit right in in hell.

Three Tools +400cp

While investing your power into artifacts can make them easier to handle, it does create a vulnerability to getting your powers stolen. Unfortunately, this happened to you. You invested almost all of your power into three items in the past, and after an embarrassing incident have lost all three items, and you must track them down to obtain them again. There's a very big chance at least two of them are on Earth, but the third one could be anywhere, not just in the waking world but maybe even in one of the afterlives, such as hell. You'll have to gather information yourself to learn where they even ended up, and then getting them back from whoever got their hands on them will depend entirely on your own efforts. Worse, if you haven't recovered all the items, your chain will end and you'll be trapped in this world, as if you had chosen to stay. You won't even get your powers back unless you keep looking for them too. Thankfully your items won't be impossible to track down, especially if you have access to divination or someone who can divine where the items might be, so if you focus exclusively on this it'd take some really big fuckups on your part to spend more than a few years to finally get them all back. Try to avoid any enemies or unsavory individuals while you're vulnerable.

Tied To Dreams +400cp

Normally you could live out your own life here, but now that is no longer the case. However it happened, you've become bound to Dream, whether as a direct subordinate or perhaps an ally. You'll be involved in the plot of this world, although thankfully Dream doesn't really get up to much. That said, when he does get involved in something, it tends to be rather dangerous, such as his successful retrieval of his helmet from hell, or the entire clusterfuck of the Furies destroying his domain not long before his death. Don't bother trying to dissuade him from his choice, many others tried and he's just too stubborn to accept changing his law-obsessed ways.

Revenge +600cp

Bad news. You've spilled the blood of your kin, such as a child of yours or perhaps a sibling or parent, and the Furies have been set against you. In their capacity as the Furies, they have enough power that even the Endless cannot treat them lightly, and they were the reason that Dream ultimately died. Even if you're powerful enough to stonewall them, they'll still have the right to destroy your domain and everything you hold dear until you give up. It might not be impossible to fight back and defeat them, but it's certainly going to be a monumental effort to do, and frankly it's easier to just live on the run to avoid them catching you. It's too bad they'll always know your exact location so hiding is pointless. Are you willing to have such a massive danger hounding you for the entire jump?

Notes

The jump covers the original comic run that started in 1989. I wasn't even aware there was a netflix adaptation when I begun writing the jump and I don't have any particular interest in watching it.

>On Endless and their opposites

Destruction theorized that the Endless represent and define their opposites, such as Destiny defining freedom, Death defining life, Dream potentially defining reality, and himself defining creation. This is merely his own theory, and not only does it not have any actual basis on the powers and domains the Endless possess, but Dream was even confused at the idea when Destruction told him of it.

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