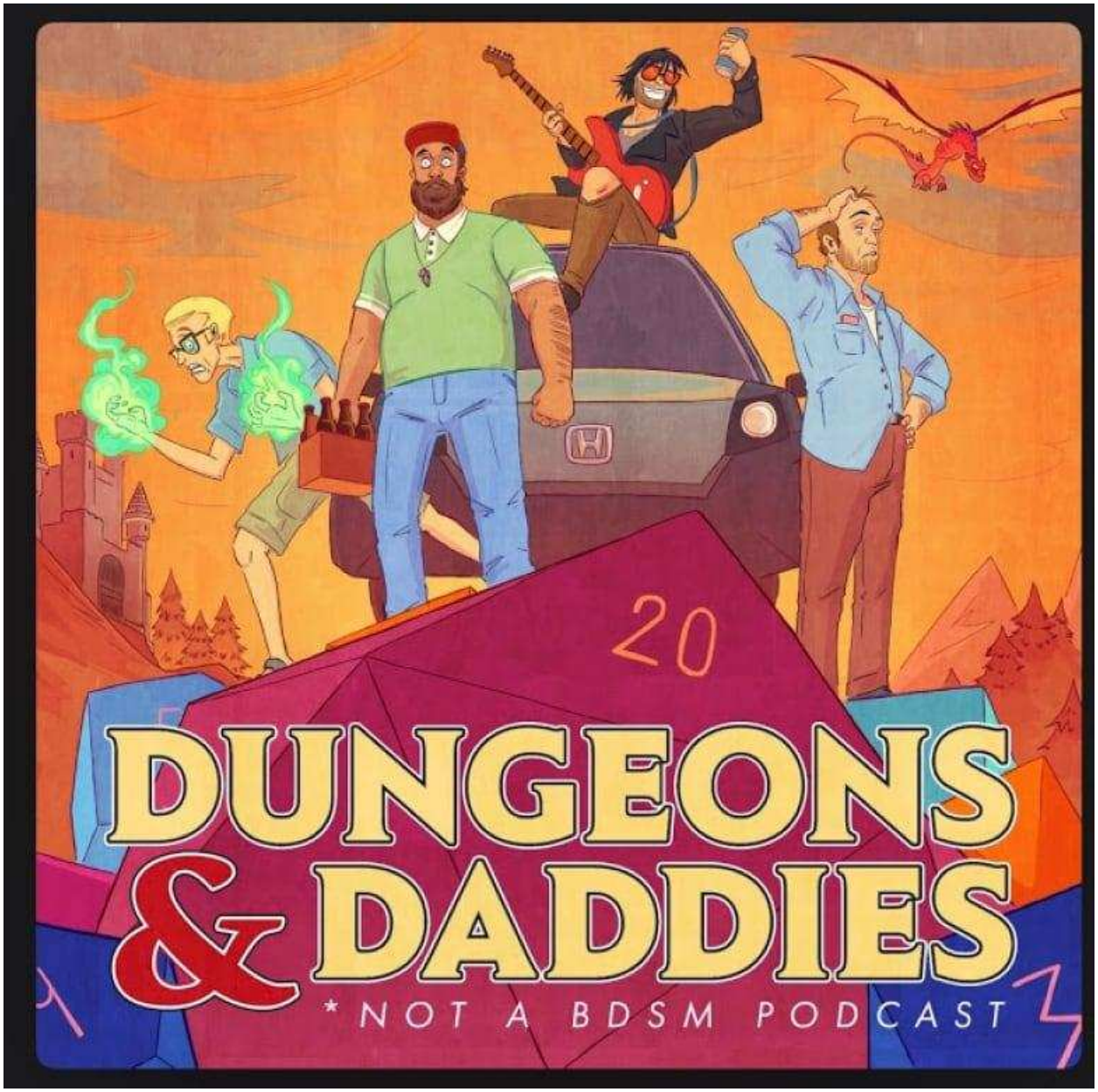
DUNGEONS AND DADDIES: ODYSSEY JUMPCHAIN



Welcome to Dungeons And Daddies, not a BDSM Jump. This is the story of 4 dads from our world who are flung into the Forgotten Realms on a quest to rescue their lost sons. And this is the world that you will be inhabiting for the next 10 years. You begin in 2020, just as the titular daddies are transported on their way to a soccer field trip. The Forgotten Realms is a place of untold magic and wonder, but also danger and cruelty. You'll need these Choice Points if you want a chance to survive these lands.

+1000 CP

Locations

Roll 1d8 for starting location, or pay 50 CP to choose.

1. Phandalin: A small mining town, currently harassed by a gang of ruffians in red cloaks.
2. Neverwinter: A metropolis of magic, but beware the cultish tendencies of the nobles. Be sure to visit the Pits of Myriad Delights, one for an orgy, and one for blood sport.
3. Castle Ravenloft: Former home of the vampire lord Strahd von Zarovich, the current residents aren't much better. Currently guarded by an ancient golden dragon.
4. Waterdeep: A port city full of smugglers. Also has the chain pub Bullywog's, home of UFC (Unfortunate Foster Children) fights.
5. Roqueporte: A small town covered by a perpetual gloom after the town's children have been taken by a vampire and turned into its spawn. A large tower looms on the outskirts.
6. Meadowshade: A town separated into different 'zones' of activity. The town is reached by a flying carriage pulled by pegasi, and is home of the For Knights tournament. Where we dropping, boys?
7. Oakvale: A secluded forest haven populated by a group of humans that all look eerily similar, as well as talking animals. Houses a mysterious temple where the rules get a little…old fashioned.
8. Free Choice

Origins

Drop In and Dad origins have a starting age of 30 + 1d8. Sons start at age 8 + 1d8. Dads and Sons may change their gender to male for free. Pay 50 CP to choose age and gender.

Drop In: You come into this world with no new memories or background. But, something about seeing all these people around you, they all seem like they'd make excellent marks for some prime scamming.

Sports Dad: The athletic sports dad of the group, you know your way around a grill, and can down a cold brewski with the best of 'em. You and your wife haven't had the best marriage as of late, but you still love her. You love your son, though you may not know him as well as you think. Like the other dads, you were separated from your son when your trip to a soccer game left you transported into the Forgotten Realms.

Rock and Roll Dad: The cool rock and roll cover band dad of the group, you're musically skilled and an expert at partying. Your wife died when your son was still young, leaving you to raise him alone. You love your son, though you may not be the best influence on him. Like the other dads, you were separated from your son when your trip to a soccer game left you transported into the Forgotten Realms.

Hippie Dad: The granola munching nature hippy dad of the group, you are in tune with nature and always recycle. Your wife is also a free spirit, and she's the one most likely to accept all this fantasy stuff should you explain it to her. You love your twin sons, though your lack of discipline has led to them becoming unruly brats at times. Like the other dads, you were separated from your sons when your trip to a soccer game left you transported into the Forgotten Realms.

Stepdad: The emotionally detached awkward stepfather of the group, you are a shrewd businessman, but often out of touch and weird. Your wife is kind and nurturing, and assures you that she doesn't compare you to her dead first husband. You love your son, but he resents you. Like the other dads, you were separated from your son when your trip to a soccer game left you transported into the Forgotten Realms.

Son: A young child, of typical upbringing. You know that your dad loves you, but you may have complicated feelings about him. You were kidnapped and sold into slavery when you were separated from your dad after a mishap during a trip to a soccer game left you transported to the Forgotten Realms.

Perks

Classes and Levels (Free): The Forgotten Realms in this jump operates on a certain set of rules. Specifically, the rules of 5th edition Dungeons & Dragons. This means that you get a class, choosing from any of the starting classes available in 5th edition D&D. The more enemies you defeat, the more puzzles and traps you overcome, and the more you grow as a person, the more you will level up, gaining new abilities and increasing your skill proficiencies and spellcasting ability, should you be able to cast spells. Should you follow the plot of the jump, you might even get all the way to level 20, at the heights of your power.

Race (Free): The Forgotten Realms is a land of many different races and species. You may choose any race available for 5th edition Dungeons & Dragons, gaining all of their abilities and extra proficiencies. As a Dad or Son, while you have the stats of whichever race you choose, your appearance remains human, and you are effectively 'human' for any ability, spell, or otherwise that would detect as such.

Dad Huddle (100 CP, Free Dads): At any time, you are able to call for a dad huddle, bringing your fellow dads (or occasionally non-dads) into a private discussion away from prying eyes and ears. Anything you say in the dad huddle will be hidden from anyone outside the huddle, even if they're standing close by. Additionally, even enemies will give you a chance to huddle without interrupting you by attacking or otherwise breaking up the dad huddle.

Dad Jokes (200 CP, Discount Dads): One of the most feared abilities of dads everywhere, the dad joke is capable of inflicting minor psychic damage onto any who hear it and inspiring the one who made the joke. Other dads in the area of the joke may add onto the joke, building up the psychic damage and redirecting it away from themselves. If an entire group of dads were to combine their power in such a way, it might even knock out weaker individuals.

Well Actually (100 CP, Free Drop In): You are a treasure trove of sometimes valuable and sometimes useless trivia, including knowledge of how the 'rules' of the Forgotten Realms are supposed to work. If someone tries to go against the rules such as, say, 'forgetting' the material component costs of a spell, you can interrupt with a well-timed "Well, Actually…" and the spell will be canceled. In future jumps this applies to any setting which has 'rules' on a meta level.

Everything (200 CP, Discount Drop In): You are a shapeshifter. You can turn into nearly anything and anyone, with very few limits. The main limitation is that you have to have the same mass throughout forms, so you can't turn into a giant, and also you don't get any special physical or magical abilities your chosen form might possess. So turning into a dragon won't allow you to breathe fire, for example, but you'd be able to use its fangs and claws just fine.

Witch (400 CP, Discount Drop In): You possess remarkable magical power, outside of the standard bounds of the class system. You must choose a theme, such as plants, fire, or even something as esoteric as dimensions. You receive magical powers in line with your chosen theme, such as a plant witch being able to create treants and speak through plants. These abilities can be more abstract too, such as a dimensional witch being able to send people into the dimension of the mind, to relive past memories.

The Ultimate Scam (600 CP, Discount Drop In): You have an innate knowledge of scams, grifts, and other acts of charlatanry. With a few right words, and maybe a convincing disguise or two, you can pull off all sorts of cons. But, the ultimate scam is to scam death. Once per jump, or every ten years, whichever is sooner, you are able to get out of dying. It doesn't matter how many people saw you get your head pierced, or that you fell hundreds of feet to certain death. Somehow, you were able to get out of it. Maybe it was an illusion, maybe a body double. It doesn't matter, because you got off scot free to go on and keep scamming.

Sports! (100 CP, Free Sports Dad): You've tossed the ol' pigskin around a time or two. You know all about football, and have a passing knowledge of most other sports. And while you're no pro, you have the chops to compete in a lot of sporting events.

Brewing (200 CP, Discount Sports Dad): You're a deft hand with a still, able to brew a tasty and refreshing beer, as well as other alcohols. You also know how to make your own soda. And, with a bit of learning, you might even be able to brew some magic potions.

Handshake (400 CP, Discount Sports Dad): One of a dad's strongest abilities, you are able to give a firm handshake. You can regulate your strength between a crushing vice, and a gentle but firm squeeze. Most importantly though, you are able to get a good judge of a person's character by analyzing their handshake. Refusing to shake your hand allows for a judge of character as well, though not as accurate.

Gate (600 CP, Discount Sports Dad): A powerful form of Daddy Magic, you are able to bridge the gap between world's, opening a 5 to 20 foot wide portal that can pass between dimensions. This gate only works in the local multiverse until you attain your Spark. When you cast the spell, you may also call a specific creature that you name. The creature is pulled through the gate to your location, though you have no special control over the summoned creature. Be warned, there may be forces capable of keeping you anchored to a specific plane.

Rocking (100 CP, Free Rock and Roll Dad): You can't be a rock and roll dad if you don't know how to rock! This perk gives you above average proficiency with a musical instrument of your choice. You know the basics of all styles, of course, but your specialty is in rock music.

Drug Tolerance (200 CP, Discount Rock and Roll Dad): You've smoked quite a few ounces of the devil's lettuce in your time, and your extensive toking has left you resistant to the effects of any drugs or poisons that you might encounter, including alcohol. In effect, you will take half damage from any toxin and have advantage on any saving throws to resist their effects.

Charisma (400 CP, Discount Rock and Roll Dad): You're one cool dude. Your natural charisma is through the roof, meaning you're an expert at all sorts of social interactions. And, your force of personality is such that the power of your spells, should you have them, is amplified. Lie to your heart's content!

Hell Demon (600 CP, Discount Rock and Roll Dad): You know, deep down, that this mortal guise isn't your true form, no matter how much you'd like to pretend otherwise. You're actually a powerful Balor, a huge demon straight from Hell. You still look human, or whatever your previous race was, but can transform into a Balor at will. This gives you all of the stats of a Balor, meaning you wield a flaming whip and a lightning sword, and you can teleport short distances at will. In addition, you can travel to and from Hell by opening a portal, meaning you can bring other people with you.

Fantasy Knowledge (100 CP, Free Hippie Dad): Your years of reading trashy fantasy novels have finally paid off! You can recognize many of the tropes at play in the Forgotten Realms, and if you're smart you can use them to your advantage, such as coming up with plausible cover identities, predicting how people will act, or just knowing how to kill vampires.

Puzzle Solving (200 CP, Discount Hippie Dad): A frequent focus in dungeons and elsewhere are puzzles and riddles. You've heard plenty of riddles and solved plenty of brain teasers in your day, leaving you well equipped to solve any puzzles and riddles you might find in the Forgotten Realms.

Empathy (400 CP, Discount Hippie Dad): Perhaps the most important skill that you can have to manage a group of very different people, this ability lets you more easily understand how other people are feeling, and work towards achieving a common ground. You are the heart of any group that you're a part of, and your skills at conflict resolution will almost certainly stop a lot of anger and tears.

Dream (600 CP, Discount Hippie Dad): A powerful form of Daddy Magic, you have control over dreams. This ability allows you to influence the dreams of any creature that is known to you, allowing you to deliver messages, suggest thoughts, or even terrify the subject. If the subject of your dream spell is delivered a nightmare, their own force of will is all that will prevent them from taking psychic damage and not getting a full night's rest. Remember, most spellcasters need a full 8 hours of rest in order to regain their spell slots.

Harmonic Voice (100 CP, Free Stepdad): Due to a quirk of your vocal chords, you are able to harmonize with yourself while singing. This allows you to deliver truly amazing vocal performances, which may end up earning you a reputation as a talented singer.

Business Sense (200 CP, Discount Stepdad): There's more to being a businessman than just being a man who's in business. You know all the ins and outs of running a business, including networking, managing, delegating, and more. With you at the helm, any business is sure to prosper.

Stealth (400 CP, Discount Stepdad): Well aren't you a sneaky one? You must have had a lot of practice hiding as a child because you are a pro at it. This includes hiding your emotions from others, should you wish. With practice, you might be able to pull off some truly ridiculous stunts, like hiding inside of your own pants.

Demiplane (600 CP, Discount Stepdad): A powerful form of Daddy Magic, you are able to conjure up your own demiplane, a small pocket dimension adjacent to reality. The created demiplane is the size of a room about 30 feet in every dimension, and you can create more than one of these rooms, each accessible from any point you conjure up the demiplane door. Any creature left in the demiplane when you dismiss the spell is trapped there unless they possess some means of planar travel themselves.

Victory Royale (100 CP, Free Son): Your years of playing video games are finally paying off. You have excellent gaming skills, particularly in battle royale shooters like Fortnite. And who knows, you may just find an opportunity to use those skills in the real world somehow.

Soccer Skills (200 CP, Discount Son): You were on your way to a soccer game when you got transported into the Forgotten Realms, so it only makes sense that you would have some soccer skills. You've got a few years of soccer experience under your belt, and have acquired skills commensurate with that. Your ability to handle a soccer ball, or anything of similar size and shape, is quite good. Plus you've got some athleticism from all those long hours of practice your dad made you go to.

Eye of the Tiger (400 CP, Discount Son): Your fighting spirit is legendary, regardless of your actual fighting abilities. You can easily size up your opponents and know the best way to exploit their weaknesses. In effect, this allows you to 'see' the stats of your enemies, including the numerical bonuses that they have.

Lord of Chaos (600 CP, Discount Son): You have the essence of a powerful creature made out of chaos inside of you. This entity, known as The Doodler, provides you with a great affinity for causing chaos, and in the right circles being known as a host of The Doodler could prove to be advantageous politically. You also know of a prophecy, that if the Lord of Chaos sheds the blood of the unsung hero, The Doodler will be summoned into the world, ushering in a new age.

Items

Cold Hard Cash (50 CP): Pretty simple, this is a bag of 1,000 gold pieces. This is enough to buy you a couple magic items, or just live comfortably on for a while. Can be purchased multiple times.

Bag of Beans (100 CP, Free Drop In): This bag contains a handful of magic beans that, when thrown onto the ground, produce a number of wondrous effects. Geysers of apple juice, summoning monsters, even conjuring a large pyramid from the ground are all possible. Used beans are replenished at dawn, but that doesn't mean it's wise to use all of the beans at once.

Anti-Detection Amulet (200 CP, Discount Drop In): This is an Amulet of Proof Against Detection and Location. The amulet, when worn, prevents any and all divination magic from working on you. You appear invisible to scrying and other such magic that would spy on you. The amulet can also be hung up in a room or on a vehicle to provide a blanket effect to all within.

Orb of Dragonkind (400 CP, Discount Drop In): This magical orb, about 10 inches in diameter, allows you to issue commands to a dragon, which it must obey to the best of its ability. The dragon may attempt to break free of this control, but the orb is very powerful so only the most mentally resilient would be able to resist.

Deck of Many Things (600 CP, Discount Drop In): One of the most powerful and feared items in the Forgotten Realms, the Deck of Many Things is a deck of 22 finely printed vellum playing cards, each having various magical effects. These can be nearly anything, from conjuring riches, summoning an avatar of death to attack you, or even granting any three wishes. Cards that have been used reappear in the deck after being drawn.

Box of Charleston Chews (100 CP, Discount Sports Dad): This is a box of chocolate coated nougat candy bars. Dense in calories, these can definitely lead to weight gain if you eat too many, but they're so delicious it's hard to stop. The box replenishes itself each morning.

Grill Master (200 CP, Discount Sports Dad): The Kiss The Cook Grill Master is a portable grilling station that can easily be folded up for travel. The grill is excellent quality, and you're guaranteed to always get a perfect medium rare on your steaks. Anyone who eats food cooked on the grill will find themselves invigorated, capable of taking more damage than they otherwise might.

Pain-den (400 CP, Discount Sports Dad): This magical glass axe is covered in spikes and is of excellent quality. In addition, someone has drawn lightning bolts on the sides. Against your foes, you'll find this axe doing twice as much damage as you would normally deal. This doubled damage also includes extra damage from a critical hit or a sneak attack.

The Beast (600 CP, Discount Sports Dad): A white 2013 Honda Odyssey minivan that has been enchanted to no longer require gasoline. Instead, the car runs on compliments, with each affirming statement powering the car for about an hour. Fortunately, this car can understand any

language spoken to it. The van is sturdy and durable, and can easily fit a whole party of adventurers inside of it comfortably.

Musical Instrument (100 CP, Free Rock and Roll Dad): You can't be a rock and roll dad if you don't have something to rock with. Pick a musical instrument that you are proficient with, and you've got it. Guitar is a classic choice, but it's up to you. Maybe choose something portable to make your life easier. And do yourself a favor, don't pick bass. No one respects a bass player.

Drug Flowers (200 CP, Discount Rock and Roll Dad): This set of six planters each contains a different color of a magical flower. When smelled or smoked, these flowers produce different magical and hallucinogenic effects. Purple makes you float, yellow makes you nauseous, blue makes you paranoid, green makes you think you're dead, white makes you tell the truth, and pink makes you forget the last five minutes. The planters are enchanted to regrow any taken plants each morning.

Paeden-chucks (400 CP, Discount Rock and Roll Dad): These magical nunchaku are pretty badass. With a flourish, you can impress your foes and get a better chance at hitting them. But if you mess up the flourish you smack yourself right in the nuts, so be warned. This weapon deals twice as much damage as it would normally deal, and this extra damage includes damage from critical hits or a sneak attack.

Chekhov's Gun (600 CP, Discount Rock and Roll Dad): This is a real human gun, a handgun that holds nine bullets. Each bullet can be fired normally to inflict severe damage to the average person or creature in the Forgotten Realms. In addition, there's a chance for the smoke coming from the barrel to form the shape of something relevant to your current predicament, giving you a clue as to what you should do next. Spent bullets are replenished at the beginning of each day.

Box of Condoms (100 CP, Free Hippie Dad): This box of 10 condoms is quite useful in a survival situation, as a single condom can hold several gallons of water. Or you could stick them on your fingers to try and stop any accidental magic from being cast. That might not be very effective, but it's worth a shot. Any condoms taken from the box are replenished at the beginning of each day.

Fannypack of Holding (200 CP, Discount Hippie Dad): This bag of holding has been modified with a strap that goes around your waist, providing easy access to anything you store inside of it at the cost of looking incredibly lame. The bag can hold 500 pounds, up to 64 cubic feet, and still only weigh a few pounds. If the bag is ruptured or placed within another bag of holding, everything within is lost to the astral plane and the bag is destroyed.

Staff of Sanctuary (400 CP, Discount Hippie Dad): This oak staff is equipped with a magical crystal atop it that prevents all violence within a large radius around the wielder, about the size of a small village. Within the radius you cannot willingly inflict harm against another person.

Attacks from outside the radius are still effective, and the crystal itself can be attacked, so it's not foolproof.

Revisor (600 CP, Discount Hippie Dad): This transparent green visor sits comfortably on your head and is excellent at keeping the sun out of your eyes. But, more to the point, the magic within allows you to alter spells by altering their spelling. Up to two letters in the name of a spell can be altered, such as turning fire bolt into fish bolt, and this produces an effect in line with the new name, in this case firing several fish out of your hands where you point. The visor can only be used in this way once per day before needing to recharge, but with a creative mind, the possibilities are endless.

Pants of Camouflage (100 CP, Free Stepdad): This is a sturdy, comfortable pair of slacks, with deep pockets and a fine leather belt that comes with it. The real power of these pants though, is their ability to hide their wearer. By stretching the pants up, you can hide within the pants, blending into your surroundings. Your enemies will see just a harmless pair of pants instead of you.

Hat of Vermin (200 CP, Discount Stepdad): This stylish hat has a hidden magical function. Three times a day you can pull a rat, a bat, or a frog out of the hat. The animal lasts for one hour or until killed, at which point it disappears. Unless you have a way to speak with animals, you have no special control over the summoned creature, but you may be able to point it in a direction you want it to go.

Business Cards (400 CP, Discount Stepdad): This set of business cards is made out of stainless steel and sharpened to a razor's edge. When used as a weapon, you have no danger of cutting yourself, but against your foes, you'll find that you do twice as much damage as you otherwise would. This includes an extra damage you might get from landing a critical hit and/or a sneak attack. And of course, the cards have all of your contact information, for networking purposes. Any cards given away are replaced within your wallet the next morning.

Casio Watch (600 CP, Discount Stepdad): This stylish watch can not only tell time, but also drastically hinder your enemies. If you point finger guns at an enemy and give them a wink, they suffer disadvantage on their next charisma check or saving throw. In essence, it's as if they theoretically tried twice and got the worse result. If you point the finger guns at an ally though, they get advantage on their next charisma check or saving throw, as if they tried twice and got the better result. It's very important that you wink when you deploy the finger guns, or else the disadvantage will happen to you instead.

Cellphone (100 CP, Free Son): This cellphone has the processing power and graphics of a high end phone, and the battery life of a Nokia brick. It comes with Fortnite pre-installed, as well as several other game apps. Somehow it can make and receive calls even across dimensions with different time dilation, without any speeding up or slowing down of the conversation.

Gauntlets of Ogre Power (200 CP, Discount Son): This pair of iron gauntlets easily fits over anyone's hands due to their ability to resize. But the true magic is in their ability to increase the strength of whoever wears them to slightly above peak human strength. This is full body strength, not limited to just the hands wearing the gloves. Curiously, if you wear just one glove, the effect is reduced, leaving you pretty strong, but nothing incredible. This does mean you could share the gauntlets between two weaker people. The gauntlets do nothing if you are already stronger than they would make you.

Lawnmower (400 CP, Discount Son): This is a John Deere riding lawnmower that has been souped up, both mechanically and magically. It runs faster and smoother than a standard lawn mower, and it has been enchanted to never require fuel. Needless to say, anyone run over by this machine is in for a world of hurt. And, it's still really good at mowing lawns.

Teleportation Orbs (600 CP, Discount Son): This pair of magically enchanted softball sized orbs are linked to each other, even across great distances. As long as both orbs are on the same plane of existence, activating one will teleport it and whoever is touching it to the location of the other orb. Recharge time is based on the distance traveled. Being 30 feet away might make the orbs unusable for a round. Being on the other side of the world might take them a whole day to recharge.

Companions

Son (100 CP, One Free Purchase for Dads, Two Free Purchases for Hippy Dad): You can't be a dad without a kid, now can you? You have a son, about middle school aged, who may or may not respect you. There's probably some issues there that you can work out over the course of an adventure.

Dad (100 CP, One Free Purchase for Sons): Everyone has a father, and you're no exception. You have a dad, approaching middle aged, who may or may not understand you. There's probably some issues there that you can work out over the course of an adventure.

Adventuring Party (200/400 CP): You cannot leave without first gathering your party. You can import or create 4 companions, each of them choosing an origin and receiving 600 CP to spend on perks and items, as well as any freebies. For 400 CP, you can instead import or create 8 companions, as above. If you'd like, you can instead take canon companions, though they won't get any extra CP to spend.

The Same Man Twice (300 CP): You must have some powerful magic in order to duplicate yourself like this. Well, either that or you're just an identical twin. Either way, you have a companion with exactly the same powers and abilities that you have. Their personality will be slightly different, as they are not an exactly perfect copy, and subtle differences can accrue over time. Overall though, it's just like there's two of you.

Drawbacks

Veganism (+100 CP): Unfortunately, whether because of dietary restrictions, or because of a belief system that you hold, you are unable to consume animal products. Not just meat, but milk and eggs as well. The people of the Forgotten Realms are unused to such a diet, so you may have to get creative with your meals. Maybe finding a druid to cast Goodberry should be on your priority list.

Pantsless (+100 CP): You have been cursed to be forever without pants. Any pants that you try to wear will dissolve into dust as soon as you pull them up. Fortunately for everyone around you, this curse does not apply to underpants. You may also be able to wear something like a kilt or thigh high socks, but shorts are also affected by the curse and will dissolve.

Cursed Bracelet (+200 CP): You are equipped with two magical bracelets with the intent to make you a better father. The first reads “Treat your kids the way you would want to be treated, but if you don’t like yourself or would treat yourself badly that doesn’t mean you can hurt them or anyone they love. You have to respect your kids' decisions.” The second reads “These bracelets cannot be removed. You cannot buy store brand toilet paper or mac and cheese.” Of course, if you don’t have any children, the bracelets do almost nothing.

Emotionally Detached (+200 CP): Something about you is just off. You have a hard time connecting to other people, and most of the time you have trouble remembering people’s names and faces as well. It’s not that you don’t want to bond with people, you’re just so awkward that it’s difficult for you to relate to anyone else.

Two Dimensional (+200 CP): You have been cursed by a dimensional witch, and she has removed one of your dimensions. This has left you as a two dimensional being, completely flat on the front and back, with your ‘sides’ being a thin line. Any food you eat will turn two dimensional as you put it into your face, though this is very unpleasant. And try not to get touched on your edges, it feels like an exposed nerve.

Orphan (+300 CP, Son only): You are an unfortunate foster child. Rather than having a loving father looking out for you, you have no one. Your starting location is the bar Bullywog’s in Waterdeep, where you work as a professional fighter against other children. You may not take any Dad companions, including the free one.

Childless (+300 CP, Dad only): Something has happened to your child. No, not them getting kidnapped, but something even worse. The strings of fate have been cut, and any connection you have to your son is severed, leaving you as just some guy. Your son still exists, but with a

new dad, and no one but your companions can tell that you were a father in the first place. You may not take a Son companion, including the free one.

Level 1 (+300 CP): Something has gone wrong as you were transported into the Forgotten Realms. Not only have you lost all of your out of Jump powers, you've lost access to all of the items in your warehouse as well. You'll need to survive using only what you've bought in this Jump document, and anything else you manage to pick up along the way.

Incarcerated (+600 CP): Instead of your normal starting location, you find yourself in the Meth Bay Supermax, a maximum security prison designed to hold the worst criminals that the Forgotten Realms has to offer. Staffed by magically animated guards, and protected by a vicious Roc, you'll almost certainly need some help to find a way out. And help might take a while to come, since your cell has been enchanted such that every year that passes within the cell, only one day passes outside of it. Of course, for your ten years in this world you're only counting time passed on the outside, so you'll either need to find a way to break out, or already have a way to spend 3,650 years in jail without dying. But look on the bright side, that's a lot of extra time to train yourself.

Notes
By GW2Anon !3ZmXiJrYAI

Version 1.0: Jumpable
Version 1.1: Clarified Hell Demon, added Version Toggle drawback
Version 1.2: Removed Version Toggle drawback, added Note about game mechanics

On Game Mechanics: The default assumption is that the world runs on the D&D 5e ruleset. However, in the podcast this is not always a perfect 1:1 with the 5e rules as written. Characters perform actions outside the scope of the D&D rules, and ignore certain restrictions. Characters have been shown to ignore spell components, ignore item attunements, and even alter the effects of spells and abilities. The extent that you the Jumper ignore these rules is up to fanwank. If you want the jump to be more like 3.5, or you don't like the rules crunch at all, feel free to change it for your chain, but the canon version of the setting uses 5e mechanics.