Otfried Preußler

KRABAT



Introduction

Set in the beginning of the 18th century during the great northern war, this story is about Krabat, a 14-year-old Wendish beggar boy living in the eastern part of Saxony. For three consecutive nights, he is called to a watermill near the village Schwarzkollm through a dream. Upon heeding the call and arriving at the mill, he begins his apprenticeship as a miller's man. He soon joins the secret brotherhood, composed of journeymen and apprentices, and discovers that the skill he is meant to learn through this apprenticeship, other than being a miller's man, is Black Magic.

The miller, the master of the mill and the master of all who live and work in it, teaches the apprentices new spells from his magic book, which contains all the magic knowledge in the world, on every Friday night. First, Krabat is excited about the power he gains from the master, until he notices strange things surrounding the master, the mill and the contract he had entered. Some peculiarities of this watermill include the lack of any outside visitors, including farmers who would have brought grain. The only visitor to the mill is one mysterious Goodman, who may be the devil, for whom the apprentices grind bones and teeth in their mill on every new moon.

On New Year's Eve in Krabat's first year at the mill, the senior journeyman Tonda, Krabat's best friend and older brother figure, dies, ostensibly of an accident. Tonda offers strangely little resistance to his own death. Krabat's suspicions of foul play are further reinforced when another journeyman and friend, Michal, dies the following New Year's Eve. He soon realizes that the master is bound in a pact to the Goodman: the master must sacrifice one journeyman every year on New Year's Eve, or perish himself.

Wishing to take revenge for his friends' death, Krabat secretly trains, together with his friend Juro the fool, to increase his magical strength so he can fight the master. His quest is aided by a girl from the nearby village, a church singer, whom Krabat fell in love with and who he only calls “Kantorka” (‘girl chorister’), refusing to learn her real name out of fear of accidentally revealing it to the master and spelling doom on her. Krabat learns that to end the spell, his lover must challenge the master for him; then whoever loses the challenge, the master or the two lovers, will die.

Now Jumper, depending on your other choices you yourself may enter this world as any one of the characters or as someone similar. You may help Krabat defeat the Master or you may subjugate and exploit apprentices of your own or you may instead just freely travel the world and leave this damned mill behind you. The choice is yours

You get **1000cp** at the start of this journey

Age and Gender

Roll **1d10 +10** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

The Mill by the Black Water in the fen of Kosel next to Schwarzkollm in eastern Saxony

Backgrounds

The Apprentice (free): For three consecutive nights someone has called out your name in your dreams. You were called to come to the Mill by the Black Water. Heeding this call you went there and entered a contract with the millers man, entering an apprenticeship. You will soon realize that the apprenticeship you entered wasn't only about the millers craft, but also about learning the secrets of Dark Magic. As an apprentice willingly having entered a contract with the Master you will gain great power by learning the dark arts, but your life and your power are bound to the master's will and his will is great. Should he die, you and the other apprentices will immediately lose all knowledge of magic. Each year one of the apprentices has to die, so you'll need a clear head, a bit of luck and maybe the help of a loved one for you to survive the next 10 years.

The Fool (free): You are an experienced apprentice in the mill, having already spent several years here. By acting like an incompetent fool, not being able to comprehend and memorize even the simplest spells and freely picking up menial but necessary tasks like cooking and cleaning you've stayed mostly hidden from the masters single watchful eye. There is no guarantee that you won't ever get picked as a sacrifice though, especially if you let your mask slip, but continuing to pretend to be a fool sure helps. You can try to just run out the clock and spend 10 years not being noticed or you could help others in beating the master, maybe by helping their true love to survive and free them and break the masters hold over all of you.

The Master (300): You learned the dark craft years ago and after having finished your apprenticeship you made a deal with the Goodman, the devil himself: In exchange for access to the Koraktor, a book holding all the secrets of magic, you needed to sacrifice one promising young wizard each new year's eve, lest you lose your own life. Having taken up the mantle of a miller's man you introduce and train a new apprentice each year and sacrifice another. You have already spent several years doing this with 9 more years and 9 more sacrifices left, after which you are completely free to do whatever you please. Add another 30 years to your age.

The Girl (100): You are a common girl or boy from the village Schwarzkollm, near the Mill. You've never dabbled in the dark arts and your parents and your priest have warned you of going near the mill, where mysterious things seem to happen. It is rumored that the devil himself visits it at each new moon. You don't have access to any magic power, as you have no master to teach you, but in turn your life isn't threatened by the master or the Goodman….at least unless you decide to help a certain apprentice free himself of the horrible fate that awaits him.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General

Magic (free all)

"This is the way to make a well run dry, so that it will give no water from one day to the next," he read out. "First get four pegs of birch wood, dried over the stove, each two and a half spans long, as broad as your thumb, and sharpened to a three-cornered point at one end. Next you must place your pegs of wood around the well by night, between twelve and one, driving each into the ground seven feet from the well, every one at a different point of the compass, beginning with midnight and ending with evening. Third and lastly, when you have done all this, saying no word, you must walk around the well three times and speak the words written here . . ." Then the Master read out a magic spell, a sequence of incomprehensible words, fair-sounding, all of them, and yet there was a dark undertone, suggesting something evil, that lingered in the boy's ears, even when the Master began again after a brief pause.

The magic you can find and learn here is magic you often hear about in European folk tales about wizards and witches. It is a magic full of malicious intent towards good christian farmers and citizens. It is magic full of trickery and vague hidden rules. Magic to change the weather and your appearance, to transform things and bewitch the mind, to spell disease and to cure the sick among other things. All magic here works through spells, incantations, hand signs and ritual, meaning that you only have to know and strictly follow a spell and put your will behind it to make it happen. As such everybody could theoretically learn magic, though not many have access to the secrets. This perk merely gives you the potential to use this magic, but baring anyone who teaches you or a book full of knowledge you won't be able to use magic here.

Free Journeyman (500): Like Big Hat, the famous wizard and eternal journeyman miller, you managed to free yourself from the shackles of your master while keeping all the powerful magical knowledge. From that day on no contract could hold you any longer and no sacred vow was ever binding. You can now make completely one sided deals, never having to fulfill your part of any bargain. In addition any prices, powers or other things you've gained through either hard work, thievery, trickery, as a gift or any other "exchange" are now fully yours and yours alone.

The Apprentice

Hard worker (100): You're used to hard, grueling work, little sleep and food. Such is the life of a miller's apprentice. You can go months or even years working under the harshest condition, without either your mind or your body deteriorating in any meaningful way. Don't let the work beat you.

Good memory (200): You have a very valuable gift: A near perfect memory. You only need to hear a lengthy and complicated magical ritual recited to you once to perfectly recall it even months later. This will become incredibly useful here. This perk doesn't protect you against spells that might erase your memory though.

Magical talent (400): Like Krabat you get a certain creativity and just natural talent and affinity for magic. It just comes to you. Sure others might know more spells than you and they might

even be the stronger magicians in general, but with your quick wits and guile you could win a magicians battle against a much stronger foe. You could for example lead them down a series of transformations disadvantageous to you, making them feel like they're on top, until the right moment where you in turn change, catching them by surprise and defeating them.

Hidden love (600): To love someone here is something quite dangerous. Should the Master realize that there may be someone you love and who loves you, he'll feel the need to hunt them down and destroy them as they are a direct threat to him. This perk will ensure that your family, your close friends, your companions and the ones you love will always find a true safe space where they can hide away, with no one able to find them. You aren't safe however and your family members may blow their cover due to their own reasons, like worry about you, but other than you taking specific drawbacks you won't have to worry about the ones you love.

The Fool

Cook (100): You are a great cook, being able to create delicious and filling dishes with just meager scraps. That ability alone might save you a place in the heart of your fellow apprentices and maybe even the masters. In addition to that you are surprisingly able to handle all the daily task that come with taking care of a home, like cleaning, washing etc. You alone can keep a household of 13 people clean, tidy, running and well fed. Pretty impressive for a fool.

You're no Fool (200): Well you fooled everybody (get it?). You can perfectly hide your true personality and intentions so that no one can guess what you actually are and what your plans are, not even people who somehow magically peer into your mind. You play any role you chose to play perfectly without ever slipping unintentionally despite keeping the masquerade up for years.

True Friend (400): No matter your facade, deep down you're just a nice guy, helping others out whenever you can, often in secret. Even if people think you a fool, through your warm aura they at least will take a liking to you and people who know the truth will see your worth and respond accordingly, with true friendship in turn. Not only are you a well-liked fellow wherever you appear, you are also guaranteed to make at least one truly great friend; someone who will trust your advice and someone who would go to great lengths to help you. You may take a canon or OC companion for free.

Long scheme (600): You have a great amount of patience and foresight. You can spend years or even decades playing a role and biding your time all while secretly learning, growing, planning and advancing. You could spend decades doing menial tasks day in day out, largely being ignored by everyone, while secretly reading from forbidden books and training, amassing knowledge and power. Whatever you secretly plan will be very unlikely to be uncovered, giving you much needed time. You also have a keen eye for people best suited to help and advance your plans and a talent to nurture them and push them in the right direction. Through patience and guile you may be able to escape inescapable traps and hopeless situations.

The Master

Imposing (100): You are a big and scary guy. You might be ugly too, who knows, but in any case you are a big imposing and overall terrifying fellow. You also know how to use this to your advantage as your mere presence makes people more likely to do what you want them to do, just so that they don't get on your wrong side, and with a little bit of pressure and posing many great men would quake before you.

Remember that I am your master (200): You hold complete power over everyone who willingly enters your employment or enters a contract with you in any way. You can, at will, prevent their use of magic or supernatural powers you've granted them or helped them acquire in any and you can even prevent them from killing themselves. Who dies and when is your choice and yours alone. While you can't directly influence their free will, they can't free themselves from you without outside help. This perk will also apply to any followers you might have, though not companions.

Sacrificial lamb (400): Sometimes power comes at a price. Sometimes that price may be higher than you're willing to pay. Luckily for you, you can always sacrifice others for you. Whatever deal you have made, whatever bet you lost and whatever deed you need to pay can now be transferred to someone else. If the price for power is your life and your soul, you can now just opt to sacrifice several lesser souls and lesser lives for several years until the debt is paid off and you're free. There is always a work around for you as long as you find others to pay your debts.

Do we have a deal? (600): You can create and enter contracts with others, where you can exchange anything, be it time, labor, power, life time or even a soul. Any contract someone enters with you will be completely and supernaturally binding to the last letter. This will also apply to your part of the contract, without any other purchases, however, so be careful. To help you in this regard you get a natural talent with setting up contracts, finding loopholes in legal documents and fluently speak legalese.

The Girl

Kantorka (100): You have an amazingly beautiful singing voice. It will make you stand out from others and will win you many hearts. This voice of yours will carry especially well and clear on Easter night.

Fearless (200): Most good Christians would quiver in the presence of the devil and his dark and wicked arts. Not you however. Relying on the purity of your soul and your faith in the Lord, you shall know no fear and you may bravely thread where others would falter. You may fearlessly march to a well-known evil wizard and demand of him to free the one you love. This bravery will result in you keeping your cool in many testing challenges and trials, something which might become very important very soon.

Hidden Name (400): To reveal your name is a dangerous thing, especially when black magic is involved. Should the Master of the mill learn of your love to a millers apprentice and then learn your name, you will suffer a horrible fate. Your name however is protected. People have no chance of discovering your (true) name if you don't want it. As such it will be impossible for them to detect you by any magical means or use the power of your true name against you and bewitch you in any way

This is the man i love (600): You can break contracts and spells through the power of love and the purity of your soul. Though it might require you to go through some sort of test or ritual first there is no magic that is off limits when it comes to you ending it. Lesser magic could be ended by you with just a wave of your hand and magic trickery will have no hold on you as you see past those things and see the truth behind them. You could pick out the one you love from 12 identical ravens or even with your eyes blinded. Even contracts with the devil himself and all the magic associated with it may be broken by you, though the test you have to finish would be very dangerous indeed.

Items

You can choose 2 items to get a discount on. Discounted 100cp items are free.

Black Knife (100): You get a sharp steel knife which will never dull or break. It will turn black as if blackened over a flame should you be close to mortal danger. This might be a sign of immediate danger or even just of a coming doom, like being selected as a sacrificial lamb this year.

Salve (100): A healing salve that quickly soothes and eases pain and greatly enhances your healing process. It can't regrow limbs, but it will heal most diseases and non-lethal wounds. You get a small glass of it, which will replenish monthly.

Coal (200): This is a piece of coal from a fire burned on Easter night at a place where someone died a violent death. If you take this coal and draw a pentagram on someone's head they will feel an immense increase in strength, endurance and overall life-force. A 14 year old boy would be able to haul man-sized sacks of flour all day without breaking a sweat, with stronger men and beings feeling an adequately strong boost in turn. This strength and stamina boost will last a year until the pentagram needs to be reapplied again, but the coal will never run out.

Horse drawn cart (200): A big luxurious cart drawn by 6 coal black horses. It will allow you to travel at incredible speed as the cart and the horses completely ignore any difficult terrain and won't even leave an indentation on the ground. At your command you will also be able to traverse through the very air itself at even greater speeds. The horses will never tire, will never require any sleep nor sustenance and are all but immune to the elements. No matter where you are you can always call on the horses and they and the cart will show up not long after.

Ring of hair (400): This ring, woven of hair from one who deeply loves you, will double your willpower, determination and overall magical power as long as you wear it. Should you change form, then this ring will transmute with you. Although made of hair, this ring itself will be fire proof and completely indestructible in general. If you wish the hair may be from a specific person you have in mind and doesn't need to come from someone in this setting.

Ring of Gold (400): A golden earring. Despite it being actually really noticeable it is enchanted in a way that it will make it so that even powerful wizards won't recognize you, regardless of whether you happen to have a very famous and well known legend surrounding you. Only once you've bested and tricked someone and left the place will they realize who you were and they'll ask themselves how they ever could have been so blind.

Golden bullets (600): You get 20 golden bullets. Gold in this setting is able to harm and kill magicians, while mundane weapons will fail to harm them completely. If purchased here those golden bullets will also work for other magic in future jumps. This set of 20 will replenish each month. If you want you can also have a melee weapon with the same function instead. You may also simply spend the golden bullets in exchange for money.

Halter (600): This piece of rope for an oxen or horse can change shape and fit on every shape someone might take. As long as this rope hangs around someone's neck (or the most fitting equivalent of a neck) they will be unable to change form, use any sort of magic or other supernatural power until they are freed again.

Koraktor (1000): This is a book gifted by the devil himself to all who are willing to directly enter a contract with him. You got your hands on this book of all magic some way or other. This book holds all the magical knowledge in the world. Every single spell, every hand sign, every secret symbol, every magical language and every single ritual. You only need to follow what is written to a T. and you'll be able to do everything that is possible with magic. How much you can influence the world with your spells may in certain cases still depend on your willpower however.

If purchased here, the Koraktor can't be opened by anyone but you or those who have your permission.

This book will update in future settings in such a way that every magic ability you possess, every spell you know and every magical item you possess will be written down in the Koraktor as a spell or ritual to be cast, performed or created. That way you may freely share all the magical abilities you have with others...maybe at a price.

Companions

Canon companion (100): You may take any canon character, save the goodman, with you as a companion. If you bought certain apprentices as companions they will keep their magic knowledge and power even after they left the master.

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend however they want. They can't take drawbacks, but they do get all the appropriate discounts.

Drawbacks

You can get up to **600cp** in drawbacks

Poor +100: You had to spend several years as a beggar and thief and you know how an empty stomach feels all too well. Even if you find stable work, you will never be able to amass any money or personal belongings.

Illiterate +100: There's nothing completely unusual about not being able to read in this time period as a peasant, but still it's annoying, especially if you plan on reading some magic books.

Disliked +100: Whatever group you enter, you will be highly disliked. You will be constantly excluded and sometimes even pranked or outright bullied. As an apprentice this might make you the target of many cruel jokes and also outright hatred should you be the one to survive while another, well liked, fellow has to pay the yearly toll.

Paranoid +100: You will be feeling constantly watched by something or someone. Clearly you're just paranoid, but if someone will start actually watching you it will be hard to tell the

difference. Did that Frog in the water only have one eye, just like the fat cat on the balcony around the corner or was it just your imagination?

Grey hair +200: Why is having grey hair even a drawback? Because it's the result of shock after you found your true love dead in a river, driven insane by horrible nightmares after her name was revealed to the master, through your carelessness. The guilt and the memory of this event still haunts you every day and the grey hair is a constant reminder of that horrible event.

One eyed +200: You've lost one eye in a battle against another sorcerer. As such this eye won't heal and every form you change into will also have a missing eye, which will make it easy to spot you.

Stuck in the 18th century +200: No technology farther advanced than that which is available during the early 18th century will work for the remainder of your stay.

Name revealed +300: Your true name was revealed to the miller and he sees you as a dangerous nuisance. With this true name the miller has now found you and he will haunt you every single night in your dreams and torture you with the most horrific nightmares while dripping poisonous lies full of shame and guilt. This treatment has driven others into suicide in the past already, so don't take it lightly.

Broken contract +300: You broke a past contract and freed yourself through vile trickery and unfairly let your loving master die a cruel death. As punishment you lost all of the knowledge of the secret arts he taught you. None of your powers or items from outside this setting will work here. For an extra 300 you also can't use the magic you get from this setting, leaving you truly powerless.

Blackened knife +600: You have been warned. You were selected as a sacrifice this year. You have 1 year, then you'll die, if you can't escape the master somehow. As you willingly entered a contract with him you are completely bound to him and none of your powers or items will work against him. Your best bet is yourself or some of your fellow apprentices finding true love, one that is willing to put their life on the line to save you and her to officially challenge the master and proving her love in a test designed by him, which will break the contract and the masters hold over all of you.

Notes

This jump is based on the book "Krabat" by Otfried Preußler, which in turn is based on the sorbian folk tales regarding the eponymous wizard.

Apprentices and Masters

If you took any background in this jump that makes you subservient to a master then you will be unable to directly harm that master or free yourself from his will without any outside help, barring certain purchases.

Picking the master background forces you to sacrifice 9 lives of innocents, tricked into practicing black magic making their souls ripe for the devil to pick, in 9 years, else you will lose your life. Again, barring certain other purchses

Magic items

While you might be able to make certain items as described in the item section yourself, either by picking up on it or reading it in the Koraktor, certain other items operate on magic that isn't like the magic you can find in a book (the ring of gold operating on true love), other items might not be operable in other settings (the goledn bullets) and others may still be bound to specific rituals (the coal requiring the specific ritual on easter each year)

Magic and willpower

Magic here, at least its scope, is bound to willpower and as long as you use the magic learned here in other settings this will still hold true. If you purchased the Koraktor and taught others magic that is innate to you in the form of a spell, they are in theory able to recreate your ability but the power will be dependent on their individual willpower. You may also chose to cast magic you already know in this way, if you also want to bind a certain magic to your will.

Examples of magic:

-clean an entire room of dust with a wave of the hand

-transform yourself into whatever form you desire, from different humans to objects to normal animals to even gigantic versions of animals

-transform others in the same way with just a wave of the hand

-seal a well so it doesn't ever give water anymore, through a lengthy ritual

-freeze people into place until you free them again with a snap of the fingers

-enter/influence dreams and speak with others in their dreams

-subtly change the landscape and directions so that people will always end up in the place you designed

-create protective circles where everyone outside of it will be completely busy thinking of something else as soon as their thoughts even venture in your direction. Basically makes them "forget" you exist

-use a ritual to enhance your strength and endurance in a way that even the most harsh and grueling work, like hauling man sized sacks of flour all day, will never even cause you to breathe heavy or break a sweat

-bewitch the mind and senses so that people will see, hear, taste, feel and smell whatever you want them to.

-Create sounds out of nothing. Like the sound of hounds or musical play

-Command others to do your will.

-Erase the memory of all the apprentices from all the magical knowledge they had learned over the years, as a fail safe should the Master be defeated

-Fly and make other things like entire horse-drawn wagons fly

-Conjure and transform textiles and other objects

-Influence the weather to a great degree

-scry distant places

-astral projection (as long as the sun doesn't shine)

-transfer your own strength/lifeforce from yourself to others or vice versa

-animate and transform objects, even your own spit

-fix things in place with spit and make them even stronger than before

-make objects and machinery break down and become completely immovable, no matter how much people try to fix it

-become completely immune to harm from weapons not made of gold

-form protective circles that prevent people from coming closer than 3 feet

limitations and weaknesses:

-might require long ritual to achieve (this is very inconsistent)

-might only work at specific times of the day or need to meet some other requirement

-gold can harm you

-strength dependent on knowledge of magic as well as willpower, but creativity and guile might help you beating stronger foes

version 1.1

-HDManon