

Dark Sun Jump

By: **Manyfist**

You've been dropped on the planet of Athas, this is a dying world that's barely holding on. It orbits what looks to be a Red Giant, this star is much closer than the sun back on Earth. On this death world, there is ancient civilizations lead by ancient and deadly Sorcerer-Monarchs. They jealously guard their kingdoms inside vast city-states, which only handful of these nations dot the landscape. To the west of this "Tableland" is The Dead Lands where nothing but undead. To the east is the Crimson Savannah, a vast area filled with razor-sharp bamboo forest but there The Kreen rule their empire; to the south is the Sea of Silt.

The Sea of Silt is all that remains of the oceans of Athas, its home to many islands that dot its vastness. On many of these islands live Giants. They walk between the island and mainland by wading into the Silt Sea, and walking on the sandbars that are **20m** deep. There's other dangers in the Silt Sea, such as the Silt Horror, the nastier cousin of The Kraken. Elsewhere in Athas, Cacti stalk the night in search of prey, the strong prey on the weak, and the laws that Darwin laid down are played out on a global scale.

Welcome to hell. For the next **10** years you'll survive here, on Athas or you'll perish and be sent home. Are you tough enough to survive? Escaping Athas is impossible, the Grey covers everything smothering any attempt to escape via space, planar travel, or teleportation. The Grey however is thin on the Ethereal Side, but the Ethereal plane only covers the planet and nothing more.

+1000 CP

Discounts are 50% off

Location

Roll 1d8 (100cp for free choice)

- 1) **Balic** - The city spreads out to the west of the docks, protected from raiding giants by a wall fifty feet high. Within this wall, a populations of nearly thirty thousand people huddle against the desert waste beyond. In the center of the city sits in the Megaleneon, the palace of the Dictator Andropinis who was elected by the people to his post to serve for life. The people of Balic elect the Templars, the people who carry the will of the Dictator to the people.
- 2) **Draj** - Draj stands on an island, surrounded by a mud lake. The fertile mud produces grains and high quality hemp. Within Draj, the fortified "Two Moon City" compound contains the King's Pyramid and Temples. Ruled over by Tectuktitlay, a brutal sorcerer-king that given rise to Draj's warrior-culture.
- 3) **Gulg** - Rising from the Crescent Forest, the city sits amid lush greenery and tall agafari trees. There is water enough here to keep such a forest healthy indeed, the water seems to invigorate the very air, for it is both hot and humid here. Gulg is ruled over by Lalali-Puy, Queen of Gulg, the Oba, the Forest Goddess, the Mother of Trees and Beasts, and a dozen more epithets. Gulg consists of a cluster of forest villages enclosed by a single wall.
- 4) **Nibenay** - Located near Gulg the City-State of Nibenay is ruled by the sorcerer-king who gave the city-state his name. He is an enigmatic, retiring figure, rarely seen by anyone but his templar-wives. Nibenay is a wealthy, powerful city-state immersed in decadence and intrigue. Filled with splendid statues and carvings cover the walls, public buildings, and private homes throughout the city, depicting great heroes and honored ancestors from ages long forgotten by the rest of Athas.
- 5) **Tyr** - Tyr lies in a small valley among the foothills of the Ringing Mountains. Tyr is considered one of the most important cities due to its political clout, location and great reserves of iron ore in the nearby mountains. Tyr is ruled by the great sorcerer-king Kalak, who has commissioned his greatest project to date, a giant pyramid in middle of the city.
- 6) **Raam** - The most populous city-state and one the largest. Abalach-Re is the Sorcerer-Queen of Raam, and is called the Great Vizier. Raam is in a state of chaos for the Noble families fight each other for dominance. The chaos seems to stem from a disinterest the Sorcerer-Queen has in running the city. She has a reputation for enjoying pleasure and leisure while her city burns.
- 7) **Urik** - In a hilly region where the Ringing Mountains meet the Tablelands, Urik sits in a fertile belt maintained by careful irrigation from deep wells. Grain fields and fruit-bearing orchards surround the city-state in neat rows. The Sorcerer-King "King of the World" Hamanu rules Urik, taking a personal interest in the affairs of his city. Urik is highly organized and militarized with a variety of laws contained in the lengthy document known as Hamanu Code governing everything.
- 8) **Free Choice** - Lucky you! Fate has clearly smiled upon you, and have granted you the ability to choose your poison. You could even choose New Kurn!

Identity

Age: **20+1d8 (100cp)** Sex: **Same (100cp)** to change)

Outcast (0cp) - You've been dropped into the world, with no memories or experiences with this world or its inhabitants.

Gladiator (50cp) - You're a Gladiator slave, you are a prized Gladiator. You're owned by a high ranking Templar.

Noble (100cp) - You're a part of a major Noble House of your city, a privileged few living in a gilded cage.

Merchant (100cp) - You're part of a major Trading House, you have no city to call home, but are allowed in most cities without question.

Templar (150cp) - You're part the Templars. Your job is to be the judge, jury and perhaps executioner for those that break the laws set down by your Sorcerer-Monarch of your city. You start as a middle ranking Templar.

Apprentice (1000cp) – You're something different, a twist of fate but a Sorcerer-Monarch has taken you in under his/her wing. You've been trained in basics of Arcane magic and the Way. The Sorcerer-Monarch of your city is your patron.

Races

There are various races in Dark Sun, pick one and pay the price or stay human, it's your choice. Note that every race besides human comes with their own memories and instincts befitting of their race even for a Drop-In.

Humans (0cp) - Humans are the most common race on Athas, they're the exact same here as they are in our world.

Half-Elf (0cp) - Elves and humans travel many of the same roads on Athas, it is not at all unusual for children of mixed parentage to be born into the world-the half-elves. Half-elves are rarely accepted as members of their elven parent's tribe and they suffer from the reputation for deceit and unreliability that taints elven merchants in human eyes. Most half-elves grow as loners, learning quickly to rely only on themselves and to take advantage of others to get what they want.

Halfling (0cp) - Beyond the Ringing Mountains are jungles that flourish in rains that never reach the tablelands or the Sea of Silt. There life is abundant, the foliage thick and untamed. The undisputed rulers of these jungles are the Halflings. A Halfling is a very short humanoid, standing no more than **3½ft** in height. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. They are more willing to eat a stranger in their lands than to welcome him. Halflings see all creatures as potential sources of sustenance.

Elf (50cp) - They aren't the pale-skinned, delicate elves of other worlds. Their features are deeply etched into their weather-toughened faces, and their skin is as rough and rugged as the bark of an Agari tree. Yet their flesh is as varied in hues as the other races, and as affected by the baking sun and scouring wind. Elves grow no body hair, save for the hair on their scalp. The locks are long, full, and come in all colors. An Athasian elf stands between **6½** and **7½ft** tall. They are slender, lean, and generally in terrific physical condition. Elves are generally lazy and deceitful.

Dwarf (50cp) - The Dwarves of Athas have the stature of their kindred in other worlds short, sturdy, and thickly muscled. Most Dwarves have deep tans from lives spent toiling in the hot sun, with wide, callused hands and feet. They usually have shaved heads and faces. The commitment to a single task is called a focus, should a Dwarf dies without completing his focus, the Dwarf returns as a banshee to haunt their unfinished work.

Mul (100cp) - Born from the unlikely parentage of Dwarves and Humans, Muls combine the height and adaptable nature of humans with the musculature and resilience of Dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. Muls are born sterile.

Thri-Kreen (100cp) - Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-Kreen are quick and agile and make fearsome fighters, feared throughout the wastes. Carnivores, Thri-Kreen will look toward other intelligent races as sources of food in extreme emergencies. Some Thri-Kreen have a particular taste for Elves.

Half-Giant (100cp) - Half-Giants created by the magical experiments conducted during the first years of the Age of the Sorcerer-Kings. At the time, the sorcerer-kings were looking to create ultimate warriors to protect their domains. Because of these origins, Half-Giants have no culture of their own to draw upon, no ancient traditions and homelands to turn to for inspiration. Half-Giant is an enormous individual, standing between **10** and **12ft** tall, and weighing in the neighborhood of **1,600lbs**. Their features are Human, but exaggerated. Half-Giants can switch attitudes very quickly, taking on new values to fit new situations.

Abilities

Wild Talent (Free) – The ambient psychic energy that is in the atmosphere of Athas is thick, everyone and everything that can carry a thought process can develop a psychic gift called ‘Wild Talent’. These minor psychic abilities are novelties and have no combat or defensive capabilities. Like telekinetically lifting 20lbs or creating simple tools that fade away after short period.

Desert Survivalist (100cp, Free Outcast) - You can survive in the wastelands of Athas like an expert, you know where to find or build shelter from the heat, where to find water, how to track, as well expert knowledge of most the wild flora and fauna.

Weapon Master (100cp, Free Gladiator) - You've mastered the combat of either Ranged or Melee weapons. Discount on the other should you have this ability already.

Polyglot (100cp, Free Noble & Templar) - With this ability you can learn new languages four times as fast as normal, and have ability to read any language you know in half the time.

Silver Tongue (100cp, Free Merchant) - You're very charming. You know how to impress and put people off by words alone.

Commanding Aura (100cp, Discount Templar & Gladiator) - You have an aura of leadership, your word is given greater gravity and is often enough to bend the lesser willed to your command with ease.

Friendship is Magic (300cp, Discount Outcast) - You have an aura of trust, you put people at ease letting their guard down around you. You gain true friendship twice as fast as someone without this ability.

Tough SOB (300cp, Discount Gladiator) - You're twice as hard to injure and when you do get injured you bounce back at twice the rate as someone without this ability.

Connections (300cp, Discount Noble) - By virtual of birth or hard work you have connections. With time and effort you can get anything you want within reason. These include dirt, illegal contraband, rare materials, and etc.

Badge of Office (300cp, Discount Templar) - Within a selected city, you are a force of authority. Depending on your power within the city you can bend or break certain laws without recourse. This extends to a lesser degree in other cities.

Safe Passage (300cp, Discount Merchant) - Random encounters while on established trade routes are halved. Travel times while not on established trade routes are halved. Athasian wildlife doesn't treat you or your caravan like easy prey, reducing wild life encounters by half.

Peserver or Defiler (600cp, Discount Merchant & Free Apprentice) - You have training in Arcane Magic. You were taught by Veiled Alliance or by someone else how you cast your magic without defiling. Your magical powers start off at around a **level 1** Perserver in D&D, but you quickly grow in strength if you exercise this ability enough.

Or perhaps you weren't taught the proper way, made too many mistakes, or are a royal Defiler. You can no longer Perserve and instead you start out as a level 1 Defiler in D&D, but you quickly grow in strength if you exercise this ability enough.

The Way (600cp, Discount Noble & Free Apprentice) - You have training in The Way, or Psionics. Your psionic powers start off at around a **level 1** Psionist in D&D, but you quickly grow in strength if you exercise this ability enough.

I live to serve (600cp, Discount Templar & Outcast) - You have divine connections to either a Sorcerer King (Templar), an element (Cleric) or a Spirit of the Land (Druid). The powers you're granted by your patron(s) is around a **level 1** Cleric, Druid, or Templar class.

Blood and Sand (600cp, Discount Gladiator) - You can enter a zen trance, slowing time to a crawl. This lasts only for a few seconds, but each time you kill during it, the duration extends. This ability requires a quiet minute of meditation to recharge.

Comrades (50cp+) - What are friends for but to experience the harsh desert of Athas? Each companion you import up to 8 companions cost 50cp each. Every time you choose this option your companions each get 100cp. You can choose to take less companions than what you paid for, and still each companion will receive the total amount given as if you had imported all.

Equipment

You start out with **2gp 5sp**. In this world gold pieces are equivalent to platinum in other D&D worlds. In a normal D&D world a sword is going to cost you **15 gold**, a non-metal sword is going to cost you **15 ceramic pieces**. Ceramic Pieces are Athasian's gold piece equivalent. A steel sword is going to cost you **15gp** or **15 platinum**. Considering the **average** wage is **20cp/month**, this is way out price range for all but the most successful merchants, adventurers, as well the wealthy nobility and Templars.

All weapons Athas are inferior quality, but in that inferior quality has a hidden boon. The crystal impurities that form in everything in Athas makes any enchantment placed on them stronger.

Weapon (50cp) - You own a good melee or ranged quality weapon, non-metal, it won't break too easily. (Free **Gladiator & Noble**)

Iron Weapon (100cp, Free Noble) - You own a melee weapon made of out Tyrian Iron, it breaks less often than non-metal weapons

Steel Weapon (200cp, Discount Templar & Noble) - You own a melee weapon made of out Urik Steel, it breaks less often than non-metal weapons and Iron weapons.

Magic Melee Weapon (400cp, Discount Noble, Templar, & Merchant) - You own a melee weapon made of out ancient Elven or ancient Dwarven steel, in addition to its superior craftsmanship and ore it's enchanted. This weapon is a **+1** weapon with **Fire, Ice, or Lighting** enchant.

Agafari Wood (100cp, Free Gladiator) - You own a melee or ranged weapon made out of blue agafari wood, it's extremely hard. So it very rarely breaks or burns.

Magic Ranged Weapon (400cp, Discount Gladiator, Noble & Merchant) - You own a ranged weapon made out of the extinct bronzewood, in addition to its superior craftsmanship it's enchanted. This weapon is a **+1** weapon with **Fire, Ice, or Lighting** enchant.

Athasian Custom Weapon (200cp, 1st weapon free for Gladiator, additional weapons are discounted after 1st purchase) - These weapons are unique to Athas, they're made from local materials but they do the job done. In addition they break far less than anything other than steel weapons.

Athasian Custom Weapon List

- **Alhulak**- The alhulak is primarily a rope with a four-bladed grappling hook on one end. The other end of the **5ft** rope is secured to a **2ft** long handle, which can also be used to block attack from other weapons. The **4** bladed head of the alhulak is commonly carved from mekillot ribs (the price given here is for a steel set of blades). The haft securing it to the rope is usually of wood or bone.
- **Bard's Friend** - Popularized by the bards of Balic, this weapon sports several blades and prongs. The blades are carved from obsidian, then strapped and mounted to a wooden grip. The prongs are made of sharpened wood, though fangs can be used to similar effect. The grip either has finger holes or leather straps for gripping. Bards normally coat the blades with poison.
- **Cahulaks** - A pair of four-bladed heads tied to either end of a **12ft** length of rope, this weapon can be employed in melee or as a thrown weapon. As a melee weapon, the wielder holds one blade cluster in each hand and swings them in unison or in succession at his opponent. As a thrown weapon, cahulaks tangle around its target and also cause damage when the blades strike. The blades are carved bone, usually, mekillot, while the hafts are solid lengths of wood or sturdy bone.
- **Carrikal** - The carikkal is made by lashing a length of mekillot bone to the jawbone of a jozhal. The sharp ridges of teeth run down half the length of the bone handle, while the hinges of the jaw are sharpened to a keen edge.

This makes the carikkal resemble a battle axe with both heads pointing in the same direction. A leather thong protrudes from a hole drilled in the bottom of the bone shaft, so that the user may retain his grip in even the bloodiest of battles.
- **Chatkcha** - This thri-kreen throwing weapon is common among the steppes tribes. It's a crystal wedge that can be thrown up to **90 yards** and, due to its spin and effect upon the air, returns to the thrower if it misses the target.
- **Crusher** - A spiked stone (or, rarely, metal) ball at the end of a **20 to 25ft** long flexible pole makes up this unique melee weapon. The user plants the end of the pole into the ground, then whips the weighted end back and forth until it nearly strikes the ground in front and behind. This weapon is difficult to use in individual combat, but it makes a formidable weapon in troop battle.
- **Datchi Club** - This specialized arena weapon inflicts horrible wounds. A **4 to 5ft** long head made of either dried insect hive or dried roots is attached to a **3ft** long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, which is then swung with lightning-quick strokes.

- **Dragon's Paw** - This weapon, made popular in the arenas of Tyr and Urik, has two blades, one attached to either end of a **5 to 6ft** long wood shaft. The blades can be fashioned from any suitable material. A centrally located curved bar or basket protects the wielder's hand and features a protruding blade that juts perpendicularly to the shaft.
- **Forearm Axe** - Worn on the forearm like a buckler, this weapon consists of a large, double-bladed axe on either end of a bracer with a spike protruding perpendicularly from the upper sheath.
- **Gouge** - The shoulder-strapped gouge was developed by the army of Nibenay for use by its infantry. A wide bone, obsidian, or chitin blade is mounted on a **3ft** long wood shaft. The weapon requires a **2h** grip: a small handle bar that protrudes from the shaft, just behind the blade, and a grip at the rear of the shaft.
- **Gythka** - This thri-kreen polearm has wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff against similarly armed opponents.
- **Impaler** - An impaler is a weapon developed for arena combat. It has a single shaft about **4ft** long with a pair of long pointed blades, splitting to each side and forming a deadly "T". The weapon can be swung horizontally or vertically over the head.
- **Lotulis** - Crescent blades with barbed spikes near the points and mounted at either end of a long shaft make this a particularly nasty melee weapon.
- **Master's Whip** - Used by task masters and arena guards, the master's whip has a carved bone or ivory handle inlaid with decorative elements appropriate to the rank of the wielder. The whip is fashioned from leather or giant's hair. A bone head sports five separate hollow-tipped barbs, setting this weapon apart from normal whips.
- **Puchik** - This punching and parrying weapon is designed for close-quarter fighting. It's a **2ft** long dagger with hand guards and a grip positioned perpendicularly to the length of the blade.
- **Quabone** - This weapon is constructed from four identical shanks of bone, lashed together to form a radially symmetrical, sword-length rod. With its lightness and crudely sharpened end, the quabone is a fairly ineffective weapon. However, it's often used in arena situations where combat is intended to be drawn out for a long period of time.
- **Singing Sticks** - Used in pairs, one wielded in each hand. Each stick is made from a springy, straight wood and measures **1in** in diameter and **2½ft** long. The ends are slightly wider than the center. Extremely light, singing sticks rely more on agility and ability than on brute force. When twirled, the sticks produce whistling and moaning sounds.

- **Tortoise Blade** - This weapon is basically a small shield with a protruding blade. Though named for a specific creature, its protective shell can be carved from bone or chitin, or fashioned from hardened leather. The blade, made from stone, bone, or sometimes metal, is mounted to the underside of the shell, and the entire ensemble is worn on the forearm.
- **Trikal** - This small polearm is a **6ft** long, mostly wood shaft. The uppermost **12in** consist of three blades projecting from a central shaft. Beneath the blades is a series of assertions, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon.
- **Weighted Pike** - This weapon combines the effectiveness of a pike with the impact damage of a mace. The **8ft** long shaft has a blade of bone or fang at one end and a weighted, spiked bail at the other, usually made of baked ceramic.
- **Widow's Knife** - Named for a similar-looking harvesting tool used in the verdant belts, this weapon has a wide blade on one end of a wood or an ivory handle. Hidden within the handle are **2** spring-loaded prongs. A thumb latch on the handle releases the prongs. It takes a full round to reload them. The widow's knife can also be thrown.
- **Wrist Razor** - Wrist razors consist of a trio of blades that protrude from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to **6in** long.

Equipment (Cont.)

- **Money (50cp, Free Noble & Templar)** - You double your staring wealth for total of **5gp** or **50gp** for **Nobles & Merchants**.
 - **Rich (150cp, Free Noble)** - You triple your starting wealth for total of **50gp** or **500gp** for **Nobles & Merchants**.
- **Armor (50cp, Free Gladiator)** - You own your own set of armor, Heavy, Light, or anything between. It'll serve you well.
 - **Magical Enhanced Armor (250cp)** - This armor is of superior craftsmanship using rare materials, in addition it carries an enchantment. This is a **+1** armor with **Acid Resistance**, **Fire Resistance**, or **Cold Resistance** (Discount **Merchant & Noble**)
- **Adventuring Supplies (100cp, Discount Outcast)** - This includes everything needed to survive in the harsh wilds of Athas. **Water** skin, giant's hair rope, animal skin tents, **fire** starting kit, and silt mask.

Mounts

Kank (50cp, Free All) - They're large docile insects often used as mounts by the people of the Tablelands. A black exoskeleton of chitin covers their segmented bodies. The three body sections are the head, thorax, and abdomen. They weigh as much as **400lbs**, grow to heights of **4ft** at the back, and as long as **8ft** from head to abdomen. Kanks secrete melon-sized globules of **green** honey.

Erdlu (100cp, Discount Noble) - They're large flightless, featherless birds covered with flaky scales that range in color from **pale gray** to **deep red**. An erdlu can weigh as much as **200lbs** and grow to a height of **7ft**. Its massive, round body has a pair of useless wings that fold in at its sides. A snakelike neck rises to a small round head with a huge, wedge-shaped beak. A pair of powerful, lanky legs extend down from the body and end in **4-toed**, razor-clawed feet.

Mekillot (300cp, Discount Merchant) - Mekillots are mighty lizards weighing up to six tons. They have huge, mound-shaped bodies growing to lengths of **30ft**. A thick shell covers the back and head of a Mekillot, providing protection from the sun and good defense against attacks. Mekillots have savage dispositions, but their size and great strength make them excellent caravan beasts. A pair of Mekillots can pull a wagon weighing up to **20 tons** at a slow, plodding pace.

Mekillot have unpredictable natures, as they can never be truly tamed. They are also noted for eating their handlers and other members of a caravan team.

Drawbacks (Up to 600cp or 800cp with Ire of the Dragon)

Nightmares (100cp) - Sleep? Who needs sleep? You have a reoccurring vivid nightmare of being eaten alive by one of many dangerous wildlife on Athas. This occurs a minimum of three times a week.

Ravenloft (100cp) - You've elected to go hard mode, when you finish this Jump you don't go past Go, you go straight to Ravenloft. This doesn't count towards your limit.

Unlucky (100cp) - Your weapons break at ill opportune times, your armor shatters at just the wrong moment, your mount runs off when you really need it. Your luck stinks, and while it won't kill you, it makes it easier for something else to do the job.

Sunburn (100cp) - Your skin is awfully fair, and translucent. Any exposure to the sun gives you second degree burns. Covering up with thick heavy clothing is only way to traverse during the day.

Thirsty (200cp) – Perhaps the desert sun is getting to you more than it should. You require to drink more water, even if you don't need to you'll be overcome by an intense thirst. You double your water consumption.

Defiler (200cp) - You've done it now. You've defiled one too many times, perhaps it was just your first time. No matter you can never go back to Preserving again. Defiling is impossible to hide and will almost always lead to anyone save your companions into attacking you. Defilers are a corruption upon the land, but also upon themselves. Each time you defile you leave a hint of this corruption on your soul, and should you draw too much energy you risk exploding with arcane energy. All your magic and magical abilities are now tethered to Athasian magic cycle. Which means you have to defile the land around you to cast even the simplest Harry Potter spell. **Yes even if it wouldn't make sense for you to be defiling you can't control the flow of magic from the plant life to you. Taking too much energy at once can cause you to explode.**

Tasty (200cp) – Your scent, your brainwaves, just your very presence is like one large dinner bell. You radiate a sense of “deliciousness” to everything within a 3 mile radius. They will always find you, and will get past any barrier you set up. This grows over the time of the jump, attracting more and more powerful creatures or people to dine on your flesh.

Tribe of One (300cp) - Something went terribly wrong. Your companions never made it to Athas. This trauma has caused your mind to shatter, creating a perfect copy of their personality and memories. You don't remember any of this happening and instead you find yourself waking up in odd places.

Lost & Found (300cp) - You've seem to have lost all your equipment and if that's not a kicker all your abilities from previous Jumps are gone as well. Don't worry you'll find and rediscover them eventually in your **10** year stay. Also your Warehouse is closed to you for the duration of your trip.

Sticks & Stones (300cp) – It would seem that your advanced technology has stopped working. Perhaps it's radiation coming off from the sun. However any advanced technology you have that's more complicated than the Iron age technology Athasians currently enjoy will cease to function. Cyborg bodies will still keep you alive, but any technological boosts will be offline. Additionally all your gear takes on a more primitive look, like sticks and stones.

Ire of The Dragon (800cp) - You've pissed off the wrong person. Your very presence offends the mighty Dragon of Athas, Boris. He is the most powerful being on the planet, and while he won't actively hunt you down he'll make sure that you find no welcome in any the city-states in Athas. Staying too long in one place, the Dragon will send its thralls to flush you out.

If you continue to be a thorn in the side of the Dragon of Athas he will seek your death personally, having all your powers and then some. Should you do the impossible and defeat the Dragon, you unleash a far greater threat upon the world. Causing you to be send home.

ENDING

ALL DRAWBACKS FADE AWAY AND YOU'RE GIVEN THESE FOUR CHOICES

Stay - You've chosen to stay in this hell hole. You must really hate yourself. Well you'll live remaining years on Athas, and when you die your soul is sent to **The Gray**, where you'll fade away to nothingness eventually. Even in death, Athas sucks.

Leave - Go on to your next adventure, all drawbacks are removed, you keep all powers, abilities and companions gained through this jump. In addition you can toggle on and off the Athasian look to your equipment every time you visit your Warehouse.

Go Home - You had enough of this shit, Jumpchan can go to hell for all you care. You're going home to Transsexual, Transylvania!

Ravenloft! - If you've chosen the optional drawback to go to Ravenloft you don't get a choice, at end of your **10** years you're transported upon the mist to Ravenloft even if you've completed the Jump. It's probably better if you did, at least you know what's going on.

Notes!

- This uses 2nd Edition rules for Magic (Arcane & Divine).
- Arcane Magic & Psionics don't work together. Arcane magic is un-natural in Athas, it was invented by Rajaat an evil physical god-like being. There's a reason that Sorcerer-Kings are feared because they wield both because they were taught by Rajaat directly.
- Apprentices are basically Tithian a stage 0 Sorcerer-Monarch. You're on your own to discover the process of becoming a Dragon. Hint: It requires a lot of wealth, slaves, and time. By the end of your 9th year and beginning of your 10th year here on Athas, your master will give you the instructions how to become a Dragon. This is done in stages, requiring a lot of blood, sweat, treasure and lives to complete.

Should you follow the instructions, on the last day you'll have 100% survival chance to become a Stage 1 Dragon. Proceeding through the stages outside the chain is difficult and slow going, but each stage increases your Psionic, Physical & Magical might. Following the guidelines given to you by your master, it'll take 8,000 years to reach Stage 10.

Or

If you apprenticed under Oronis he'll teach you his ways of becoming an Avangion. It's a slower process, but potentially having greater Psychic & Magical might than a Dragon. Yet your physical body suffers, but it's much harder for any magic to touch you as your magical resistance becomes stronger and stronger. It requires self-sacrifice. Following the guidelines given to you by your master, it'll take 10,000 years to reach Stage 10.

- Unleashing Rajaat will cause the world to be destroyed.
- If all else, Fanwank it!