



Presents from the Sledge

**A Runescape Wintumber Holidays Jump
v1.1**

by Sillywickedwitch

Postie Pete and Parcel Pete are back on present wrapping duty this year! First, the good news - they corrected their mistake from last year and managed to get their hands on colourful Christmas paper instead of boring old brown.

The bad news is, they've also been working on a new dye, and a completely avoidable accident with said dye has now ruined all their paper! Needless to say, the Head Elf is *not* pleased.

Now it's up to you to get out there and gather replacement wrapping paper in order to save Christmas!

You find **1000 Wrapping Paper [WP]**.

You also find **1 [Gold Present]**. This can be redeemed to get any one Perk or Item you want in this Jump for **[Free]**.

Starting Location

You are allowed to choose your starting location from any of the following options:

1. The Grand Exchange

The commercial hub of Gielinor, located in North-Western Varrock. Postie Pete and his colleague, Parcel Pete, are currently located here. They're trying to recruit adventurers to help them, but aren't having the best of luck so far.

2. Yeti Town

A small town populated by Yetis. It is not located on the world of Gielinor, instead it can be found in a completely different plane of existence: The Land of Snow. A portal connecting the Land of Snow to Gielinor can be found a few miles out of town, the portal leads to White Wolf Mountain.

3. Trevor and Betty's House

A small farmhold in the Land of Snow. Home to Trevor the Yeti and his wife Betty the Yeti, and their adopted human daughter, Violet. It is reasonably close to Yeti Town.

Identity

You are a Drop-In by default, but may optionally choose to start with a pre-established life in this Jump.

You may freely choose both your sex and age.

Race

Human [Free]

Originally from the world of Teragard, humans are one of the most diverse races of Runescape and also the most common.

Snow Imp [Free]

Small, blue, and mischievous - It's a snow imp, alright. Although highly similar to the common imp, unlike them they are not demonic creatures. A snow imp is instead simply a small snow elemental that just happens to look like their demonic counterparts. As a whole, their race serves the Queen of Snow, and they seem to be her most active servants.



Snow(wo)man [Free]

Hailing from the Land of Snow, these beings are, as the name might imply, made purely from snow. They're generally quite amicable, with one exception: Snowverload, the evil snowman. There's snow need to worry about him disturbing the holiday festivities, he's currently busy elsewhere.



Yeti [100 WP]

A race of large, hairy, beast-like creatures. At first, it was assumed all yetis were nothing but mindless beasts. Until the discovery of Yeti Town and its inhabitants, that is. The ones who live there are quite a friendly bunch. The rumour goes that one Yeti couple even adopted an orphaned human girl a few years ago.



Ice Sprite [200 WP]

A race of humanoids not native to Gielinor, they inhabit the Land of Snow. They have pale blue skin and blue hair, and have innate powers over the cold and water in all its forms. It should be noted that Ice Sprites have a much longer lifespan than humans, and also age a lot slower. Jack Frost, the son of the Queen of Snow, is 44 years old, but were it not for the blue skin and hair, you'd most likely confuse him for your average human teenager.



Perks

Anything you buy here can be purchased multiple times unless stated otherwise. Doing so provides an additive bonus. All perks cost [100 WP].

Guthix' Gift

When humans first came through the World Gate and arrived on the world of Gielinor, the god Guthix created runestones, small, weightless stones imbued with the elements. It is these runestones that allowed humans and various other races to first harness magic, and now you can do the same. You start off as a mage of middling skill, though you've got the potential to reach far greater heights if you apply yourself.

Worthwhile Warrior

Magic's nice and all, but there's nothing more satisfying than being able to defeat an enemy in melee combat. You've trained and toiled for many an hour to become proficient with every melee weapon that exists in this world, and have honed your body, as befits a warrior. This means you're currently a Jack of All Trades, Master of None, but it might very well be possible for you to master the arts of combat, in time.

Artful Archer

Sure, bashing your enemies skull in with a giant mace might be satisfying for some, but it's all brute force, where's the finesse? No, you've focused your training in the other direction. Your tools of the trade are ranged weapons, be it a bow-and-arrow, darts, chinchompas, or even a blowpipe. After many days of honing your aim you've become a skilled marksman, no matter what kind of ranged weapon you're wielding. You're not counted amongst the most skilled of rangers just yet, not as you currently are, but such heights of skill are not out of your reach.

Crafter of Runes

What use are your magical spells and abilities if you don't have the runes to cast them with? You start out being able to create the basic Elemental runes as well as Mind and Body Runes, but could potentially learn how to craft even higher-level runes.

Pay to Win

As unfair as it is, 'tis sadly the reality of many MMO's nowadays. The wealthy players can get many advantages so long as they're willing to shell out the big bucks. And now you can do something similar. You're able to learn any skill instantly at a basic level by paying a relatively large amount of money for it. Further skill-advancement is also possible, but the higher you train a skill with through this, the more each increase will cost.

Postie-Parcel Skills

You have all the skills of a RPDT (Runescape Parcel Delivery Team) employee, you might even be a colleague of Postie Pete himself. Parcel-wrapping skills, map-reading skills, etc. What's more, whenever you're delivering a parcel or a

letter, you're able to directly teleport to its recipient in order to make the delivery. Now if only you had the skill to also teleport back after delivering the parcel, that'd be perfect. Sadly enough, you are (probably) not perfect, and thus lack the ability to free-form teleport with just this perk.

Yeti-Friend

It seems yetis everywhere consider you a good friend and honorary yeti. They never forget to send out an invitation to the annual Wintumber festival in Yeti Town to you. In addition to the friendship of yetis everywhere, both in this world and in any future ones, you've also acquired the yeti trait of being able to survive and thrive in extremely cold climates.

Wintumber-Decorating Skills

The most wonderful time of the year requires the most wonderful decorations. How wonderful then that you're very good at decorating, especially when it comes to winter holiday themes. You're even able to call upon any of your more supernatural abilities in order to better decorate whatever it is you're decorating. Some skill with magic, for example, might allow you to create a perpetual flurry of snow right where it would look best.

Seek and Ye Shall Find

Isn't it annoying how whenever you're looking for a stocking or sock to hang on the fireplace, they seem to be nowhere to be found? Fortunately, you've got excellent tracking instincts, and could even find a white hare in a snowy mountainscape, during a blizzard, at night. This should make tracking down those wayward stockings a lot easier. It might also be helpful in tracking down all that lost wrapping paper Postie Pete is looking for, if you're interested in helping him.

Herblore Hero

Many a mystical potion can be found in these lands, with various different effects when imbibed. You are a proficient herbalist and potion brewer, having studied under several Guthixian Druids in Taverley. You are proficient enough that you could identify a fair amount of herbs and what they could be used for, and can brew several different potions. You're not a master of herblore yet, unlike your mentor Kaqemeex, but in time you might very well reach his level of skill. This perk also makes you a fairly decent brewer of drinks, with your specialty being eggnog and other such drinks associated with the Wintumber holiday season.

Ancient Snowoning

Recently there's been rumours of several adventurers having made a pact with the Infernal demon Dagon the Gatekeeper which allowed them access to the art known as Ancient Summoning. You have not made that pact with Dagon. Instead, you've made a pact with the Queen of Snow that allows you to summon snow imps. They are perfectly willing to work for you as your servants and assistants, the only thing they ask in return is that you summon

all of them during the winter holiday season so that they may spread their festiveness (and a bit of mischief) around the globe.

Making Snowmen

You're one of the best builders of snowmen in these parts. Every snowman you sculpt just seems so lifelike, it's almost as if they've actually come to life. Hold on, it appears that's exactly what happened. The Queen of Snow has shared the secrets behind the creation of her snowmen subjects, and now you're able to breathe true life into any of your snowy creations. You're not just limited to creating snowmen either, but all kinds of snow lifeforms. Why, with sufficient practice you might even be able to create a snow dragon!

Snow Anima Infusion

The World Guardian may have been infused with Shadow Anima by none other than Guthix before his tragic death, but you are infused with Snow Anima by the Queen of Snow. Not only does this grant you an immunity to harmful sources of fire and heat since the Snow Anima that now fills your soul protects you from it, but you're also able to conjure snow and ice and wield it like a weapon. Or like a tool to bring more Wintumber fun to the world. Don't all those children living in the desert deserve to go sledding through the snow as well for once?

The Favour Of An Old Chap Named Harold

It seems your attempts to help Postie Pete and Parcel Pete have earned you the favour of Harold Death Esquire, the Grim Reaper. Once per Jump, or once per ten years - whichever comes first - in the event of your untimely demise you will instead appear in perfect health in Death's office. He'll even waive his usual respawn fee. How very generous of him. After concluding your business with Death, there's a portal just outside of his office that will take you to a safe location near the place where you almost met your untimely demise. Just mind the gap, you don't want to fall off the edge since Death's office is suspended in the void.

Mystical Makeover

A few miles south-west of Falador lives a master of a unique kind of magic. Known as the Makeover Mage, they're capable of casting spells that can change a person's physical form. From something as simple as a change in hair colour to the much more difficult act of changing one's entire sex, they can do it all. And now it seems, so can you, for they've taught you the required spells. Not only will these spells allow you to change your own form, but also those of other people.

Soul Link

Your heart and soul have been opened to the joys of the holiday season, and now you are able to share weaker versions of any self-healing or regeneration perks you have with one other person at a time.

Soul Split

Your heart and soul have not been opened to the joys of the holiday season. Instead you've walked a darker path that has led to the ability to heal yourself by inflicting damage on others, be it physical, mental, magical, or otherwise.

Master Chef

It wouldn't be much of a holiday season without good food, would it? How very fortunate then that you've trained your Cooking skill to level 99. You're a true master when it comes to the preparation of food, able to make a veritable Christmas feast even when you have access to only the most unappetizing ingredients in existence. Naturally, this level of skill has also earned you a high-ranking position in the Cook's Guild.

Efficient Eating

Not only are you now able to heal yourself simply by eating food, but you are also able to consume an entire meal in a single bite without problems, assuming it's something edible in the first place.

Teleportation Mastery

You've studied for several years at the Wizards' Tower in order to learn how to teleport with nothing more than a destination in your mind and a few runestones to empower the spell. This is done by boring a hole, called a teleportation matrix, into the abyss, and then looping out of it to arrive in a different location. Essentially, the teleport does not transport you or shorten the distance, but the reason why it is instantaneous is that time is voided, so you can arrive at your destination a second later as time and space exchange places whilst you're in the abyss.

Fashionscaper

Ask any Runescape player what the most important thing is, and you'll get several different answers. Earning money, not wasting xp, questing, and many more. But one thing that most everyone can agree on is that no matter what it is you're doing, you've gotta look good doing it. It seems Solomon has taught you a few tricks, because you're able to override the appearance of items you own with those of other items you own. No longer do you need to choose between that weak but good-looking armour set and that extremely powerful set of armour that makes you look like a bloated toad.

Combat Exploits

Runescape's combat system is quite janky and laggy, to say the least. Due to it being this janky, laggy mess it can be quite annoying to get used to, but it also means that it can be exploited. You now have an increased ability to multitask so that you are able to properly exploit these flaws (or advantages, depending on your point of view). You've also become ambidextrous.

Ice Asylum

This is an ability last seen used by none other than the Empty Lord in his fight against the hydra god, Loarnab. By calling upon the essence of ice itself you are able to manifest an ice-covered crystalline structure the size of your average snow imp. Those who stay in proximity to this crystal will be healed of any injuries they might have, and they will even be able to get over any mental scars they might've been struggling with.

Inventive Inventor of Interesting Inventions

No doubt you're a member in good standing of the Inventor's Guild, because you're quite adept at designing and building all kinds of gizmos and gadgets. From something as simple as an automated fishing rod to as complicated as the Oldak Coil, a machine that automatically targets and zaps your enemies with bolts of magical lightning, all these and more are now things you can create. But of course, you're especially talented when it comes to the creation of both steam-powered and clockwork toys. Perhaps you could create some for Santa Claus, so that he might give them away to children all over the world? A most curious property of this perk is that should you choose to assist Santa in this manner, you do not require any materials to create your toys and are able to warp time so that you're able to create enough toys for all the children in the world within a single night.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. All items cost [100 WP], unless noted otherwise.

A Collection of Festive Paper Hats [Free]

These colourful hats are incredibly flimsy and have no special properties whatsoever. And yet... the people of this world seem to greatly value them. They are willing to pay an exorbitant amount of gold in order to acquire them. You now own several of such hats, one in every available colour: White, Blue, Red, Green, Yellow, Purple, and Gold. Wear them, sell them, burn them in front of a large and horrified crowd. Do whatever you want with them, they're yours now after all.



Rune Pouch

To the non-magically-inclined observer, this might seem to be a pouch like any other. To those skilled in the arts of Runecrafting however, it might very well be the holy grail. It's filled with both Pure Essence and Rune Essence, but no matter how much essence you remove from it, there's always more to be found within.



Omni-talisman Staff

A slightly magical stick, with a much more magical talisman on top of it. In addition to serving as a decent, albeit not very powerful, focus for the magical arts, it can also be used to open portals to the various Runecrafting Altars. Said altars can be used to turn both Rune Essence and Pure Essence into all the different sorts of runes found in this world.



Cramulet

The result of the fusion of several different amulets, it allows you to speak with Ghosts, Monkeys, Cats, Camels, Crocodiles, and... Cabbages? How very curious.



Blessed Flask

An extraordinary holy flask. It contains an infinite amount of any potion (or indeed any liquid) you pour into it, though it can only contain one kind at a time. You can replace the contents simply by pouring a new kind of potion or liquid into it.



Artificer's Measure

A wondrous collection of crafting and construction trinkets all contained in one handy device. Not only will it always contain whatever tool you require for any crafting project, but whenever you finish your project you'll find that you ended up using a lot less materials than the finished product would require.



Pickaxe of Earth and Song

This pickaxe was created by combining the Elven crystal-singing arts and the lava-forging skills of the Dwarves, and has resulted in an unbreakable tool of superb quality. It is capable of unearthing any material, and can do so safely and without damaging the material in question. In addition, it inexplicably duplicates whatever materials you unearth using this.



Essence of Finality Amulet

A powerful amulet that is the result of the combination of two already powerful amulets, it confers the wearer with a host of benefits. Not only does it increase your physical and arcane might by a significant amount, it also increases your dexterity to match it. Furthermore, your attacks increase in power for every successive attack on the same target, all methods of healing and damage mitigation you have access to are 50% more effective, and finally this amulet is capable of copying a special attribute of any one other item at a time.



Bow of the Last Guardian

A beautiful bow imbued with divine energy. It's perfectly balanced, as all things should be. Not only does this bow generate its own arrows made from pure anima whenever you draw the bowstring back, these arrows always successfully strike your targets and deal significantly more damage to any targets of a divine, otherworldly, or extra-dimensional nature.



Fractured Staff of Armadyl

Forged from the broken remains of the Siphon, one of the artefacts created by the Elder Gods and used to shape the universe, this staff surges with unstable arcane and divine power. Not only is it a magical foci of the highest order, greatly empowering any spell you cast with it, but it only takes half as long to cast them whilst only requiring half as much resources as they normally would.



Zaros Godsword

The Zarosian counterpart to the original godsword created by the aviansie inventor Howl, this extremely powerful two-handed sword was created with a black hole as its core. In addition to the normal uses such a large sword can be put to, it is also capable of summoning a vortex of arcane energies that gather and swirl below your feet. This vortex not only drains the vitality of all nearby foes, it also empowers you. The more vitality it drains from your foes, the more the sword will empower you in turn.



Made from siren scales woven together with algarum thread and further infused with the power of both Seiryu the Azure Serpent and the essence of the master archer Pernix, this armour set is a worthy addition to any archer's arsenal. Not only does it impart the legendary skills of Pernix to those who wear this set of armour, but the wearer will also find themselves growing more agile, flexible, and surefooted over time. And finally, in times of great need, you will find that Seiryu itself will come to your aid.



These armoured mage robes are imbued with the spores of a vile, sentient fungus that was created as a biological weapon during the Second Age. Not only do these robes reduce incoming physical and magical damage by 25%, but the spores also infect whatever organism is foolish enough to attack you. As a result of this infection, they take 15% more damage from all sources. As a final benefit, should you somehow find yourself seriously injured whilst wearing these robes, they will generate a spore-shield that will protect you from all incoming damage for a short while. That might not seem like much, but those few moments might just give you enough time to heal yourself back to full health and turn the tide of battle.



Armour of superb quality, forged in an agonisingly-long process. In addition to its unmatched durability, it also converts all damage into damage-over-time effects, allowing you to possibly survive blows that would've instantly killed you before. It also seems to weigh a lot less than you'd expect, making it much less of a burden to wear.



This is a single bottle of the very same dye Postie Pete and Parcel Pete were experimenting with. When this dye is applied to any item, it will change the appearance of the item in question to that of an animated night sky with a visible aurora borealis. The effect is completely cosmetic and has no other effect, but it sure looks nice. You gain a new bottle every month.



As the name might imply, this scroll contains a series of clues. To what, you might ask? To another one such scroll, which leads to another, which lea- you get the idea. But eventually, one of these scrolls doesn't lead to another scroll but to a buried treasure chest. The chest will always contain rare items that can't be found anywhere else, and you will always be able to find a use for them. You receive a completely new scroll every three months.



Elder Overload

This extremely powerful potion is normally only brewed by the most experienced of druids, because it's extremely tricky to brew correctly and dangerous to get it wrong. Consuming this potion will result in an instant and massive improvement of all your physical and magical attributes for about an hour. Not only that, but it also cures and protects you from poison, grants you an immunity to dragonfire, and increases the rate of regeneration for any energy pool you might have for as long as you're under the effect of this wonderful potion. The only real downside is the slightly bitter aftertaste, but that's easily solved with the complimentary mints that come along with it. You receive a new flask every month.



World Gate

Created from the combination of fragments of the Elder Artefact known as The Blade and runestones crafted by Guthix personally, this gate is a dimensional passage that allows one to travel between both worlds and dimensions. You now own an identical copy of this gate, and copies of this gate will exist in future Jumps as well, on every world and in every dimension. You also own a ring that serves as a master key of sorts, letting you control who is able to use these gates and who is not.



Lodestone Network

This network of stone pads serves as anchors for a global teleportation network connecting most settlements to each other. Created by the wizards of the second Wizard's Tower some time after the discovery of teleportation spells, it is meant to make teleportation available to the masses and does not require the use of runestones to power it, instead drawing power directly from the Anima Mundi itself. Simply by drawing a circle on the ground around oneself and focusing on one of these stone pads for a few seconds allows anyone to teleport to whichever pad they were focusing on. You now have a copy of this network that will follow you to future Jumps, and also have a lodestone in your Warehouse that serves both as a destination and a master control unit of the network.



Spirit Tree Network

The Lodestone Network above is partially based on the workings of the network of spirit trees that dot the land. These sentient trees are all connected in a semi-hivemind, and those who are on good terms with them are capable of travelling from one spirit tree to another through the Anima Mundi. The difference between the Spirit Tree network and the Lodestone one is that Spirit Trees are a natural occurrence that can only be found in areas of unspoiled nature, whereas lodestones are made by man and can only be found in more urban areas.



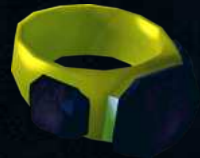
Combat Training Dummy

This training dummy is enchanted with a special effect that allows those using it to train their combat skills to improve at a rate that is five times faster than normal. Though quite durable, they are not indestructible. How very fortunate then that you have an endless supply of them in your Warehouse.



Luck of the Dwarves

This enchanted ring, which is decorated with an alchemical onyx, improves the luck of the wearer and allows them to teleport to any economic heart of a nation as well as to any dwarven settlements should they be present in a Jump.



Double Surge Codex

This mysterious book, once read from cover to cover, grants the reader the ability to dash ten meters at the speed of sound in any direction, which can be done in reasonably quick succession. Once read the book crumbles to dust but you'll be able to find a new copy in your Warehouse after a month.



Godly Wines

Some people call wine the nectar of the gods. In this case, that's quite literal. This is wine made from grapes infused with just a hint of divine energy. Three bottles, each with a different sort of wine. A green wine with hints of a flowery aroma, it is infused with the concept of Balance. A red wine with hints of various spices, it is infused with the concept of Chaos. A wine that shines with a faint blue light, it is infused with the concept of Order. All three of these bottles are self-replenishing, so you will never run out. Beyond just tasting divine, they also make for powerful reagents due to their divine nature.



Grace of the Elves

When you're out gathering resources in the world, this necklace will automatically teleport any gathered resources to an appropriate storage space designated by you. It is also capable of being attuned to two different locations, which will allow you to teleport to those locations. And finally, for abilities where you must pay a continuous cost of some kind in order to keep them active, this necklace cuts that cost in half.



Player-Owned House Portal

This portal, which can be either located somewhere in your Warehouse or in a place of your choosing in-Jump, leads to a small pocket dimension. The portal itself is indestructible and no one except you and those you allow can go through it. Naturally, this means it's the perfect place to build a house if you want to live in peace and quiet. You can even change the biome of this pocket dimension to any of your choosing, though by default it's a snowy, mountainous area very similar to Yeti Town.



Deathtouched Dart

Despite being made from completely mundane steel and wood, this dart is anything but mundane. This single-use item is, once thrown at a target, capable of killing almost anything, with only those of a divine nature and those who are outside the cycle of life and death being immune. Unfortunately as powerful a weapon as this is, it seems to lose its potency once it strikes something. So it would be best to make sure you actually hit your target. It would be a waste if someone were to dodge or block it, after all. You gain a new dart only once every Jump. Post-Spark you gain a new dart once every ten years.



Companions, Followers & Pets

All options in this section are [Free].

Spreading the Holiday Cheer

It wouldn't be a very fun holiday season without your friends, now would it? You may import all of your Companions for free. They each gain three perks and two items of their choice for free.

Postie Pete

The Skull, the Legend, Postie Pete himself! He's been toiling away for years, delivering everyone's mail. Perhaps if you'd take him on as a Companion he could finally get a well-deserved break?

The Postcat

The only feline employee of the RPDT, they're nonetheless a fully-qualified postman! Err, I mean, postcat?

Shanty Claws

A sea shanty-singing werewolf wearing a Santa Claus robe. Most would assume him to be the same kind of werewolf as one might find in Canifis, in the Morytania region, but he professes that he's a completely different kind of werewolf: A Sailor Wolf (Canis Aquos).

Trevor, Betty, and Violet

Trevor the Yeti, his wife Betty the Yeti, and their adopted human daughter, Violet. Whilst Violet loves adventure, she loves her parents even more. Since it would be quite cruel to split them up, you may recruit the three of them as a single Group-Companion. You may still recruit them as individual Companions, but if you do so you must recruit all three of them.

Temporally-Displaced Naragi

These three members of the long-extinct Naragi race, husband, wife, and daughter, appeared out of nowhere, in a vortex of arcane energies very similar to the Elder Artefact responsible for governing time, more commonly known as the Needle. They've no idea how they got here, the last thing they remembered was making dinner at their home on the world of Naragun and now they're here all of a sudden. The wife introduces herself to you as Fraji, her husband as G____x, and their daughter as Aagi. You may recruit the three of them as a single Group-Companion. You may still recruit them as individual Companions, but if you do so you must recruit all three of them.

A Bearded Man with a Very Jolly Disposition

Not just any bearded man, it is none other than Nicklaus, or as he's more commonly known as: Santa Claus. He wants to spread the Christmas cheer in other worlds as well, not just Gielinor. Will you let him tag along with you?

Lumi, the Queen of Snow

Ruler of the Land of Snow and married to none other than Santa Claus himself, this regal Ice Sprite wants to join you on your adventures.

Jack Frost

The half Human, half Ice Sprite son of Nicklaus and Lumi, he wants to go on an adventure, and what greater adventure is there than coming along on your Jumpchain journey?

Elder Godling Pets

These are adorable miniature versions, about the size of your average action figure, of the four Elder Gods Jas, Wen, Ful, and Bik. Unlike their bigger counterparts, these are (mostly) harmless, with them having far weaker versions of their counterparts' abilities. Fortunately, they do not require sustenance of any kind so there's no need to worry about them draining the universe dry of life force.



Holiday Nuisances

Supplement Mode [+0 WP]

You may use this Jump as a Supplement to another Jump, if you so desire. All Points (and Wrapping Paper) are kept separate.

Continuity Mode [+0 WP]

Perhaps you've visited the world of Gielinor before? If so, you may choose to continue your adventure in this world where you left off.

One Small Favour [+100 WP]

A good friend of yours asked you to do them one small favour: retrieve a package from the Grand Exchange in Varrock and bring it to your friend in the Wizard's Tower south of Draynor Village. You of course accepted, but what you didn't know at the time is that it will turn into a fetch quest of epic proportions, with a chain of individuals asking you to retrieve a package for them before they're willing to hand over the package you've been sent their way for. The worst part is that all of these packages are quite sensitive to teleportation, and thus you can't just teleport from one place to another with them, it would destroy the contents. Get ready for a long, long journey, Jumper. But hey, at least you get to see all the corners of the world. That's gotta be worth something, right?

Snowverload Appears! [+200 WP]

Remember when it was mentioned that Snowverload, the evil snowman was busy elsewhere? Yeah, turns out that was not quite the case. He's here and ready to rumble. It's not too hard to send him packing with his metaphorical tail between his metaphorical legs, he's a snowman after all, but he'll always be back sooner or later.

Yak-ety Sax [+300 WP]

What's this? It seems you've arrived in an alternate universe where the roles of Humans and Spirit Yaks have been reversed. Yaks are the most common and most diverse races that walk the world, and humans are inhabitants of the Spirit Plane. Just like Spirit Yaks are frequently summoned as beasts of burden in the main universe, in this alternate universe it is the Yaks that summon Spirit Humans as beasts of burden.

Ironman Mode [+500 WP]

You don't have access to any of the Perks, Items, Powers, etc. from other Jumps. The one exception is the Runescape Jump, you still have access to whatever you gained from that Jump.

Hardcore Ironman Mode [+200 WP] [Requires Ironman Mode]

You now also don't have access to whatever you've gained in the Runescape Jump. You've just gotta pull through with whatever you've gained from this Jump.

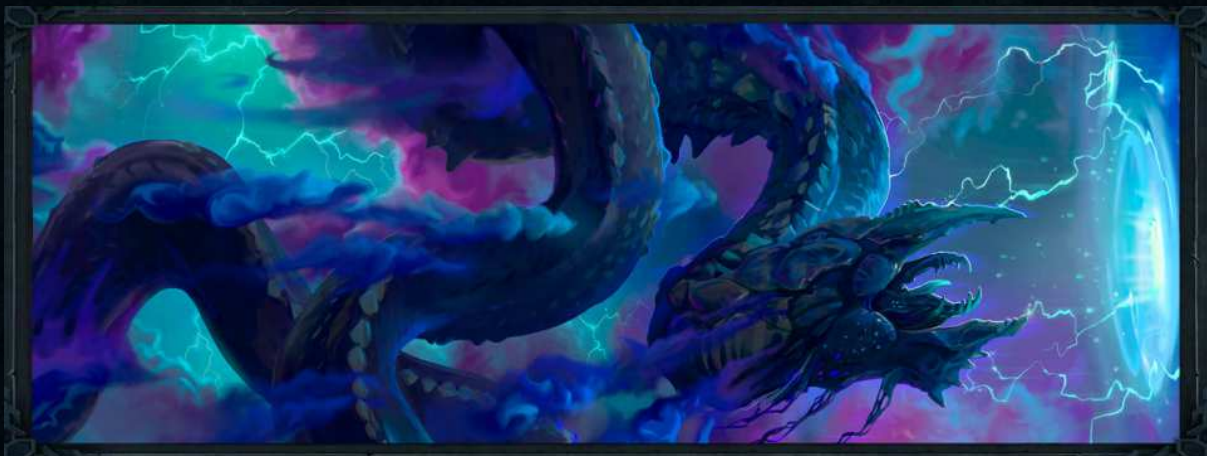
Arch-Glacor [+500 WP]

Look, I'd be first in line to tell you that snow is cool and whatnot, but don't you think this is overdoing it? This Glacor of humongous proportions is freezing everything and everyone solid! Won't somebody banish it back to its frozen homeworld, Leng?



Hunted [+1000 WP]

Oh dear. Oh dear, oh dear. I don't know how you've managed it, but a Shadow Leviathan is hunting you. These creatures are not of this universe, they exist in Erebus and are anathema to our universe. They are larger than most worlds, and are very, very powerful. The Shadow Leviathan that overpowered Jas, one of the creators of this universe and mightiest of the Elder Gods, and subsequently pulled Jas into Erebus and presumably killed it? That was a juvenile one. The one that is hunting you is considerably older, bigger, and much more powerful.



End Choice

1. A True Citizen of Gielinor

Life here isn't so bad, it seems. You'll stop Jumping and stay in this universe forevermore. You gain an extra **[400 WP]**, to be used only in this Jump.

2. Home Teleport

If you're feeling homesick, it might be best to go back home.

3. Stepping Through The World Gate

The next Jump awaits!

Notes

Q: Are some of the items kind of OP for what they cost?

A: Probably, yeah. But to match the holiday spirit it is better to be generous than it is to be stingy. It is also not meant to be a serious Jump.

Q: How does the Omni-Talisman Staff function in future worlds?

A: It can open portals to pocket realms that contain the runecrafting altars, so that you'll still be able to craft runes in the future.

Q: What are the different kinds of runes?

A: The elemental runes consist of Air, Water, Earth, and Fire. There's also the Mind, Body, Blood, and Soul runes which are all constituent parts of mortal beings. Then there's the Cosmic and Astral runes that have a connection to outer space. Nature, Law, and Chaos runes correspond thematically to the gods Guthix, Saradomin, and Zamorak, respectively. Life and Death runes have a connection to life and death, as you might've guessed. And then there's the Mud, Mist, Lava, Smoke, Steam, and Dust runes, which are combination runes that cover all the possible combinations of the four basic elemental runes.

Q: What does the Essence of Finality Amulet's ability to copy attributes do exactly?

A: As it says, it can copy any one special attribute of an item. That could be an enchantment, or a curse, a special attack, or any other kind of ability. For example, let's say you own both the Essence of Finality Amulet and the Bow of the Last Guardian. You could use the Essence of Finality Amulet to copy the [Does triple damage to divine and otherworldly entities] attribute of the Bow of the Last Guardian. Whenever you then wear the amulet, you deal triple the amount of damage to divine and otherworldly entities, even if you're not using the Bow of the Last Guardian. You can change what kind of attribute your amulet's copied simply by copying an attribute of a different item (or a different attribute of the same item, I suppose), you're not stuck with whatever you copied first.

Q: What does the animated night sky effect of the Aurora Dye look like?

A: See for yourself: [Youtube Link](#).

Q: Do items degrade or run out of charges like in-game?

A: No, they do not.

Changelog

V1.0 -> V1.1

Updated:

- Race Costs
- Ancient Snowoning Perk
- Fractured Staff of Armadyl Item
- Bow of the Last Guardian Item
- Zaros Godsword Item
- Hardcore Ironman Mode Drawback

Added Perks:

- Making Snowmen
- Mystical Makeover
- Soul Split
- Soul Link
- Master Chef
- Efficient Eating
- Teleportation Mastery
- Fashionscaper
- Combat Exploits
- Inventive Inventor of Interesting Inventions
- Ice Asylum

Added items:

- Jumper's Clue Scroll
- Elder Overload
- World Gate
- Lodestone Network
- Spirit Tree Network
- Combat Training Dummy
- Luck of the Dwarves
- Double Surge Codex
- Godly Wines
- Grace of the Elves
- Player-Owned House Portal
- Deathtouched Dart

Added Companions:

- A Bearded Man with a Very Jolly Disposition
- Lumi, the Queen of Snow
- Jack Frost
- Elder Godlings