"…lp us…"

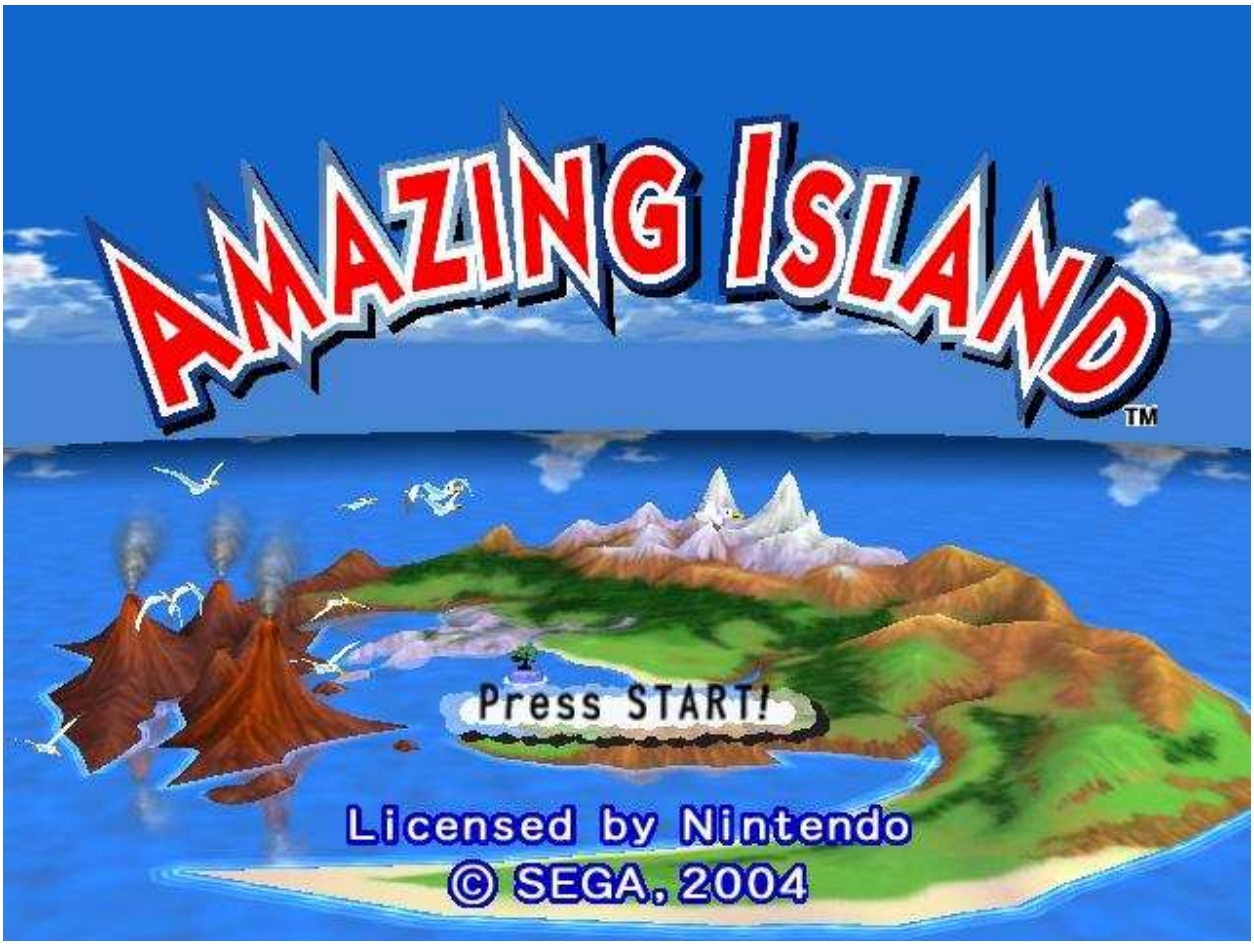
"Jumper… Help us…"

"You must… soon, your chain too… please…"

"With this card, you can come to our world."

"You're the only one who can save us…"

You glance at the card, and in a flash of light, you are spirited away to the Isle of Monsters, better known as the-



Ver-1

+0cp

A piece of advice before you start. Try to keep track of all your rolls and purchases, even freebees.

No, I'm sorry to say you didn't misread that budget. This jump works off gauntlet rules. In short, no starting choice points, no out-of-context powers, and death or failure will just see you sent to your next jump. Your time in this jump ends a day or so after you finally defeat the Black Evil. You will have the option of overhauling this into a traditional jump in the drawback section below, but the terms of that change will be explained in greater detail in the appropriate section.

[Story]

Over a thousand years ago, an artist created a picture book.

The book was about a mysterious far-off island, where all sorts of amazing creatures lived together happily.

The world within the picture book was well-loved by the people…

However, as time passed, the book came to be forgotten…

Nowadays, you'll only come across the name of this picture book in history texts, where it is spoken of as if it is nothing more than a mere fairy tale…

The land that you have now been pulled into is not the picture book itself

But rather an actual world of its own, given existence through the hopes and dreams of all those who read this ancient picture book.

This land is filled with the weak, yet wise race of wood-like creatures called the Maboo.

They lived peacefully alongside mysterious creatures, simply known as "monsters".

At a time, even humans inhabited this island, but that was in an age long past.

However, as you are no doubt aware, there is so much more to human hearts than faith and kindness.

From the fear, greed, and sadness within humanity, malicious demons known as the Evilings were born.

The Evilings seek nothing more than to destroy and defile all they see.

With their superior strength and viciousness, not to mention their corrupting magics, they were a nigh-unstoppable force.

But the Maboo had an equally immense power of their own.

Through the proper rites, Maboo could give form to imagination itself, and create powerful monsters to fight the Evilings.

But, being born from human dreams themselves, the Maboo lacked the power of imagination, requiring them to call upon a human hero to fight on their behalf.

They managed to fend off the Evilings once, but they've appeared again, in greater force.

Even worse, an immense demon, known simply as the Black Evil, has appeared to lead their siege.

As the reincarnation of a great hero (well, at one point or another) you have been summoned to be their new savior.

[Location]

You will be starting your adventure from the Maboo Village. A small tribal community sitting on top of a cylindrical waterfall. The village is built around an enormous mountain-like tree, known as the Hall of Life. It is inside the Hall of life that you may create new monsters to fight with. Aside from the Hall, there is the Village Elder's hut. Jimba, the Elder has been around since the Island's creation, and has clear recollection of its history. The bird-like Maboo guides in the village will whisk you away to the appropriate courses to fight the Black Evil. There are three shops in the village as well, run by the suspiciously humanoid sisters: Jasmin, Cinnamon, and Ginger, but all three are in hiding from the Evilings, for the time being. You can even find a sentient owl-shaped scoreboard that will display the top scores for each challenge.

[Your Challenge]

The Maboo tribe is under far more immediate threat from the Evilings than just invasion. The Evilings' magic has corrupted many Maboo and monsters alike into demonic creatures like themselves. Moreover, they've stolen eight potent artifacts of condensed imagination, known as the Vision Orbs. The Maboos are all but defenseless, as long as these are missing. You must overcome the Black Evil's challenges, spread across three different courses, to retake the Vision Orbs from the Evilings.

Unfortunately, the Evilings have decided to be more proactive in their efforts to overtake the Maboo tribe. If you take too long to overcome their challenges, or present yourself as being otherwise weak-willed, the Evilings may become brave, and attack the Maboo Village directly. You'll have to hope that you and whatever monster you create can fend off the impish creatures.

To make matters worse, the Hall of Life requires the three shamans: Lagu, Folu, and Chinto, and at least one Vision Orb to function. These conditions will already be met when you arrive in the jump. You're highly unlikely to die for any reason in this jump, but if you lose possession of every single Vision Orb, or all three Shamans are corrupted by the Evilings, you will fail the jump.

If you can overcome all the Evilings' challenges, and retake the Vision Orbs, they will join together in a shower of light, and their power will come to rest within you. Only then can you face off against the Black Evil personally. Should you come out victorious, you will have saved the Maboo, and you will reap the rewards for this scenario as specified in the appropriate section.

[Drawbacks]

Earn your Choice Point budget with these additional handicaps.

1. **Monster Factory (+100cp):** Your monsters always seem to come out… wrong. Despite your best efforts, monsters always come out stretched and distorted in horrifying ways, at times having way more detail than should be possible. In the absolute worst cases your monster's bodies can defy everything you know about physical space, to sickening, yet hilarious effect.

2. **Brains Without Brawn (+100cp):** You're physically weak outside of challenges, and your monster is just as dumb. To make matters worse, your monster has an obnoxious habit of obstructing

your path, and you don't have the strength to make them even budge, let alone move them. Be careful when entering buildings.

3. **Command Prompts (+100cp):** Your control of your monster during challenges has become a bit more unwieldy than before. When you merge, your nervous system reroutes itself to… well, point is, you now control your monster through what feels like GameCube controller commands. Noticeably harder to control than just using the monster as your own body.

4. **Max/Mined (+200cp):** You have the worst luck with monster stats. They're a bit random to begin with, but now they're just abysmal. It may take a few tries before you have a monster that can make its way through a whole course.

5. **Big Heart, Bigger Issues (+200cp):** 11-year-olds aren't exactly known for their force of will, in fact, they're more inclined to crack under pressure than stand for what's right of their own volition. You're emotionally fragile, you can't handle stress, and you easily succumb to peer pressure, no doubt the main reason you agreed to such a difficult quest on the Maboo's behalf. Moreover, you're absolutely starved for companionship, and prone to irrational sentimentality. Nobody ever said acting your age was easy.

6. **More Monster Than Man (+200cp):** Please believe me, the Maboo are not evil creatures, but even they are prone to rash actions in times of desperation. They feared what would become of them if the destined hero rescinded his aid. They have trapped you within your monster, permanently. You may switch into new bodies made in the Hall of Life, but now your strength, speed, even your mental strength, is directly linked to your monster's stats. I hope you can get into the habit of giving your monsters fingers. Post-jump, you and your monster split, and you get to keep them as a separate companion anyway. If you take this alongside Brains Without Brawn, your own intelligence will drop down to a nigh-animalistic level.

7. **Full Memory Card (+300cp):** Just because Monsters are made from your imagination, doesn't mean they're made for free. In order to create and save a monster, you must use up a sizable portion of your own memories as fuel. To make matters worse, you lose all memory of this drawback, and your suspicions towards the issue are usually the first memories to go. You'll get all your memories refreshed at the end of the gauntlet.

8. **Goodling (+300cp):** How on Earth did this happen? The hero of the Maboo is an Eviling? Impossible! Yes, you are a small impish creature with a large mouth, horns where your eyes should be, and two actual eyes on your belly. You don't have access to the Eviling's magic, but that won't make the Maboo distrust you any less. If you aren't careful, they'll refuse to cooperate entirely, and you'll have to save them and their island by force. You can keep this as an altform post-jump.

9. **It Starts Young (+300cp):** You were corrupted by a nearby Eviling the moment you arrived on the island, and your behavior has changed to match. You're evil, plain and simple, you have an instinctual urge to destroy, abuse, and corrupt. You would have been subservient to the Eviling that corrupted you, but your own greed overpowered their control. Similar to the Goodling drawback, you now have to convince, or force, the Maboo to help you complete the gauntlet. The primary difference is that you now have the mind of an Eviling, rather than the body of one.

You likely only act out of greed and self-preservation now. Try to hold unto these desires, else you may just pledge allegiance to the Black Evil out of complacency.

10. **Tweedle Dee & Tweedle Boring (+400cp):** What are you, an adult? You have no imagination or creativity. Not only does this make you stiff and inflexible, your customization options for monster creation are now severely limited.

11. **Poor Timing (+400cp):** Looks like you were just a bit late. All of the Vision Orbs and Shamans have been taken by the Evilings before you even got here. Luckily, this does not count as failing the gauntlet. You are now given three additional courses that contain the three Shamans, and one Vision Orb. These Courses don't give you additional rolls or discounts in the challenge section, as every challenge in these courses is entirely new, so don't expect any hints regarding what's to come. You won't be penalized for Shamans or Orbs lost before the gauntlet starts, but you'll still be punished as normal for ones you lose after you've already saved them once.

12. **Waterskip Suicide (+500cp):** Looks like we've found the masochist in the room. You receive discounts as normal for your challenge rolls, but now, every single challenge in the courses is replaced with Waterskip Slider, or some variation of it. The challenge increases in difficulty with each progressive course.

13. **Just a Few More Miles (+500cp):** It appears that Lagu had his coordinates just a little bit off when he called you to his world. You've shown up somewhere completely different from where you should have. You're still in the same world as the Island, but the island is nowhere to be seen from where you're standing. Before you can even start the gauntlet, you have to actually get to the island, thankfully, nothing serious will happen on the island until you get there, so don't feel too rushed. You may be an entire body of water away, but you will have Lagu to telepathically guide you to the best of his ability. Who knows what strange beings you'll come across on the way.

14. **The Mediocre Island (+1000cp):** This is no longer a gauntlet. You receive the full 1000cp budget, and all your powers. You can still save the Maboo if you so desire, but you will be barred from the gauntlet rewards, regardless of your actions. Given that you won't have access to the Hall of Life post-jump, your monster will be stuck with whatever form they had when the jump ended. Speaking of which, the jump now ends after one year.

[Challenges]

Thankfully, your battle against the forces of evil will not be won through grime and gore. The entire island is lined with 27 distinct challenges, split across the Beginner's, Intermediate, and Advanced courses. Select three different challenges for free to decide the first stage for each course. Your starting challenges will decide what discounts you receive on perks. Discounts stack, and if a perk is discounted past 100cp, it's free. As is tradition, you will face these challenges by merging with your created monsters to take control of their bodies for the duration of the challenges.

As a general note. Regardless of perks or stats, all monsters are at least theoretically capable of passing every challenge. Your perks and stats just determine how hard you have to work to get that victory.

1. Jungle Dash In Sea of Trees-East: A simple foot race against a lanky Eviling. Easily the simplest challenge in this selection, just know that the finish line is a brick wall you'll need to dash through. Discounts on: 5, 18, 20	**2. Waterskip Slider** At Cape Dyna: In stark contrast to Jungle dash, this challenge is, frankly, unreasonable. With a running start from a long-dead dragon's spinal cord, you'll have to launch yourself into the cape and skip yourself across the surface of the water like a stone. Discounts on: 9, 19, 21	**3. Spin Break** In Caustic Caldera: In the enormous stone arena, standing over a pool of molten lava, you will be encased in a spiraling energy. You will use your own body to push other spinning enemies outside the ring like tops, before the whole thing crumbles into the lava. Discounts on: 14, 17, 19	**4. Stone Spire Smash** In Hardhead Pass: In simple terms, use your brute strength to destroy the stone pillar before you. Once you reach the very top, you'll have to face off against the machine Eviling. It's destructive, but immobile, and needs time to prep each attack. Discounts on: 6, 7, 20
5. Seaside Sparklies On Staccato Coast: Run across the beach with great speed. You'll have to maintain your speed, while collecting floating jewels and avoiding pools of water. The finish line is a brick wall you'll need to dash through. Discounts on: 5, 11, 20	**6. Basket Barrage** In Pitter-Patter Woods: Throw balls in rapid succession through a suspended hoop-like net. The net will rise and lower occasionally. If you get enough good shots, you'll be able to enter fever mode, and launch a constant stream of balls for a short time. Discounts on: 6, 8, 22	**7. Waterskip Crusher** At Cape Dyna: Like Waterskip Slider, where you're required to skip your entire body across the water, but now you'll be required to smash through stone obstacles at the same time. Is somehow actually easier than Waterskip Slider. Discounts on: 9, 20, 21	**8. Catapult Craze** In Pioneer Range: While situated on one end of an enormous seesaw, toss a large boulder to the other side to launch yourself into the sky. Your goal is a hoop, suspended high in the sky. Discounts on: 8, 16, 19
9. Sky Shooter At Drago Peninsula: You start off high in the sky, and as you dive all the way to the ground at full speed, you'll have to take down small flying Evilings. Don't worry, your monster can handle the landing Discounts on: 12, 16, 21	**10. Stonehead Swap** At Rubble Ruins: You'll find yourself situated on a stone platform, with eight statue bodies, and six interchangeable statue heads. You're tasked with swapping the heads around so that each side matches. You'll do this for multiple rounds, until you run out of time. Discounts on: 14, 15, 18	**11. Bomber Bowl** In Underdome City: From within this large wooden bowl coated in flowing water, pick up the bombs lining the arena, and launch them at the mobile Eviling Machine. The Eviling is trying just as hard to blow you up with its own projectiles. Watch out for falling boulders. Discounts on: 6, 7, 15	**12. Battle Blast** In Creepy-Crawly Temple: Launch the small Evilings off the side of your platform, into the spikes. The small Evilings aren't your opponents. There are larger Evilings that are attempting to do the same, just so you can't get the points. Discounts on: 6, 12, 14
13. Spin Attack In Inferno Volcano: Similar to Spin Break, you'll be sent spinning into a volcanic stone arena. In place of an endless stream of weak enemies, you'll be facing off against four notably strong ones. To win, you just have to make sure they ring out more than you do. Discounts to: 7, 17, 19	**14. Beat'n Art** In Stone Hills: A Challenge for the artistically inclined. Jump off the trampoline surrounding this stone pillar, and then carve the entire pillar into sculpted heads with your punches alone. Strike the stakes sticking out of the pillar to briefly slow down time. Discounts to: 13, 20, 21	**15. Jungle Spurt** In Sea of Trees-West: Jump from track to track as you race to the end. Dodge rocks and trees until you make it to the finish line. You can break through trees, but at the cost of speed. As per usual, the finish line is another brick wall to dash through. Discounts to: 10, 11, 18	**16. Block Stack Attack** In Rustling Woods: Try to throw the large wooden blocks to stack as tall as possible. You can decide how many blocks tall the tower is from the start, between 1-10, with a proportional increase in points and difficulty. Try not to knock the whole tower down with a poor throw. Discounts to: 8, 15, 22

17. Mach Runner In Cirrus Sea: Make your way through this labyrinthine race track in the shortest time possible. The Track is riddled with obstacles that risk draining your speed and stamina if you collide with them. Finish line is notably not a brick wall. Discounts to: 5, 11, 21	**18. Battle Royale** In Showdown Temple: True to the name, this challenge is a mindless free-for-all between yourself and three demonic Evilings. Beat your opponents into submission, before they can do the same to you. Discounts to: 7, 12, 14	**19. Stonehead Bingo** At Regal Ruins: You stand on a platform, surrounded by eight statues. Smash a statue's head, and a different head will come to replace it. Do this until all eight statues have the same head. You'll do this for multiple rounds, until you run out of time. Discounts to: 13, 14, 20	**20. Dual Runner** In Cumulus Sea: Make your way through this winding race track while keeping a glowing ball in your possession. You'll be racing against a wolf-like Eviling, who will try to steal the ball from you. Make sure you have it with you at the finish line. Discounts to: 5, 11, 21
21. Spin Road In Fiery Fissure: A tops battle, obstacle course, and race all in one. You find yourself spinning above a sea of magma once again, but no borders this time. Navigate shifting platforms and fight off the opposition on your way to the other end of the stage. Discounts to: 17, 19, 21	**22. Waterskip Smasher** At Cape Dyna: Skip across the water while breaking through stone pillars to reach the end. Essentially identical to Waterskip Crusher, but longer, and pillars are arranged in sets of twos. Discounts to: 9, 20, 22	**23. Catapult Calamity** In Pioneer Range: Throw a boulder unto the other side of a seesaw to launch yourself into the sky. You can decide the size of the boulder before you start. Try to be mindful of your physical limits. This challenge can potentially launch you into space. Discounts to: 8, 10, 19	**24. Sky Circus** At Drago Peninsula: As you fall from high in the sky, try to make your way through all the floating rings below you. Your score doubles if you make it to the end fast enough. Discounts to: 5, 16, 21
25. Stonehead Smash At Ravaged Ruins: As you stand on an isolated platform, stone statues will rise up from the water at random times and in random places on each side of you. Smash as many of their heads as you can before they sink back into the water. Discounts to: 14, 15, 20	**26. Battle Ball** In Mayhem Temple: Battle against three other Eviling opponents for possession of a large ball. You get points for bringing the ball to the goal in the center. Your opponents are trying to do the same. You do this over and over again, until you run out of time. Discounts to: 10, 12, 14	**27. Eviling Volley** In Gloom Corridor: The Eviling's trademark challenge. You and your opponent stand on different ends of a lava filled Chasm, standing atop small stone platforms. You will bounce a large ball of energy between yourselves, and the first one to be pushed into the lava loses. Discounts to: 8, 17, 19	**28. Free Pick** Somewhere on the Island: You can pick any of the other challenges at no cost. Alternatively, you can fill this space with a challenge of your own design, if you bought one in the Equipment section. You may then pick any three perks relevant to your challenge to discount. Discounts to: #, #, #

[Choose Your Alter Ego]

Your battles against the Black Evil will not be done within your own body, so you will be an 11-year-old child regardless. Put that youthful energy to good use.

Your gender is whatever you came here as. You may switch for no additional cost.

[Perks]

The perk's number correlates to its discount from the challenge section. Undiscounted perks apply regardless of your form. Challenge-Specific perks only apply to your monster, and yourself when fused.

Undiscounted:

1. **Fotographer (Free):** Simply by approaching any being that you're intimately familiar with, or that you yourself created, you can pull up an imaginary status screen for them. The screen will contain their elemental affinity, and various stats, like strength, weight, and intelligence, among others, in numeric form. These screens even come with a profile picture of them. You can

change the profile picture you see by taking a “foto” of them, by positioning your hands and fingers like a camera and pretending to snap a picture of them.

2. **Clear Eyes (50cp):** One of the invaluable criteria of a true hero. You have a face that others have difficulty distrusting. When designated as a hero within a given community, people tend to sense this, even without being told. You may give yourself shining green eyes upon purchase, if you so desire.

3. **A Kind Heart (50cp):** The other criteria that makes a hero. You have kindness and selflessness that can shatter the entire worldview of more jaded individuals through your actions. You can push past, or even ignore this when you want, but you now gain greater empathetic pleasure from helping others than before. You may give yourself vibrant blue hair upon purchase, if you so desire.

4. **Safety Net (Free, 100cp):** A precaution to ensure that the champions of the various challenges can survive long enough to celebrate their victory. This safety net was built straight into this world’s ecosystem, as an enigmatic race of massive turtles. Whenever you find yourself in an inherently harmful environment, a turtle will crawl, swim, or fly over to pull you to safety, or possibly to your next challenge. This is free for this jump, pay 100cp to bring them into future jumps. As a warning, the one occasion where a turtle will not save you is during a competition.

Challenge-Specific:

5. **© SEGA (100cp):** Something about this maneuver seems awfully familiar. When your stamina allows, you may perform a powerful, but short-lived dash over a brief distance. Doing this creates a thin but durable shell of air pressure around you. You could probably dash through a two-foot brick wall with this.

6. **Pencil Pusher (100cp):** You’d have to be, with that kind of skill for tedium. You can perform repetitive actions in rapid succession. Moreover, while most would get too complacent, resulting in sloppiness, you are an exception. As long as you can successfully accomplish a feat once, you can replicate it effortlessly, with no loss in either precision or consistency.

7. **Sword Shielder (100cp):** I’m sure you’ve heard of them before, master warriors that can predict your every move from your subconscious tells and muscle tension. You’ve tapped into a very subtle variation of this. You can instinctively tell whenever an enemy is shifting from a primarily offensive strategy to a defensive one, and vice versa. It may sound underwhelming now, but your senses are triggered a good half-minute before the actual shift, this could very well save your life one day.

8. **Anything but Hoopless (100cp):** You know how to ball with the best of them, assuming that there’s only throwing involved. You have a subconscious grasp of trajectory that allows you to throw with mathematical accuracy. This works best with small objects, but you can translate this skill to heavier objects as well, accounting for how the weight effects the object’s motion.

9. **Slippery Slider (100cp):** You’re an absolute god at shifting your own body weight. At all times, at all orientations and any velocity, you know the exact position of your center of gravity relative to the ground. You always know exactly how to shift your weight to a single point. Though

disorientating, you can metaphysically shift your center of gravity outside your body, as a physical platform encompassing the entirety of your weight.

10. **Butter Talons (100cp):** Opponents just get clumsy when you're around, and have an especially hard time holding unto things. A halfhearted punch from you should be all it takes to knock anything out of your opponent's grasp. This extends to less conventional means of holding things, like telekinesis. Naturally, the more securely something is held, the less effective this is.

11. **Unconventional Mobility (200cp):** You have gained the power of teleportation. Don't get too excited, you can only shift to your immediate right and left. "Teleporting" in this fashion is instantaneous, and results in no loss in speed, nor any increase in air resistance.

12. **Monster McCloud (200cp):** For times when your fists just aren't enough. You can fire off blasts of energy at your enemies. These blasts are fueled by your kinetic energy, so you'll have to be in motion to use them, and doing so will slow your movement, even movement caused by outside forces. You can use this to slow your descent in a pinch.

13. **Art is an Explosion! (200cp):** Or at the very least a very solid punch. It's as if you're cursed to spread beauty. Regardless of your best efforts, things you destroy will end up breaking apart in aesthetically pleasing ways. If you light a fire, it may spread into special minerals in the ground to change color, if you smash through a tree, it may split cleanly in half, as if a Buzzsaw was used, among countless other possible effects. If you distribute the force just right, you could hit stone, and pull your fist away to see an ornately sculpted face where a boulder once stood.

14. **Smarty-Pants (200cp):** Aren't you the perceptive little dumpling. Your imagination and intelligence let you subconsciously absorb information of your surroundings to construct a third-person view of yourself. This is not foolproof, and can be tricked, but it's accurate enough to be an invaluable tool for situational awareness. Absorbing this information is done subconsciously, but this also includes information from your senses aside from sight as well, so it may show things in your environment that you didn't even consciously know about.

15. **Mind Over Relatively Small Matter (200cp):** You can now move matter with the power of your mind! Although, you can't exceed your original strength, and your range doesn't extend past that of a normal arm… but hey! It's convenient if you ever find yourself without the use of hands. A little clumsy though, you won't be doing any fine manipulation with this.

16. **Peeing Your Pants with Style (200cp):** A less vulgar person would call it "skydiving". When you find yourself falling a great distance, or otherwise sent hurling great distances by an external force, you'll passively home towards objects that you'd want to fall towards. Whether this is some kind of target, or just a landing spot that won't break all your bones, will vary on a case by case basis. You may even fall towards good fortune in less direct ways. This is a very subtle effect, and your accuracy depends heavily on the distance between you and the target.

17. **Charcoal Skin (400cp):** If you weren't already aware, molten lava is really hot. So hot, in fact, that just being within a few meters of lava would melt the skin off any human. Even Evilings can be burned by a dip in lava, but nothing less than that seems to phase them. Now, as long as you aren't actively touching nearby lava, the heat is nothing more than an annoyance. This defense falls apart the second you touch the stuff.

18. **Pep Within Step (400cp):** A bit stir crazy, are we? Your speed actively increases when you're within confined or otherwise restrictive places. You'll be able to zoom through a three-foot-wide track at twice the speed you could through an open field of equal length. Also improves your stamina and reaction time, to a lesser degree.

19. **Suspended Expectations (400cp):** An unsurprisingly useful tool for the challenges you face. You are somehow able to "charge" up your potential energy, to release for a variety of effects, depending on the direction of the energy. A spinning energy could be charged up to blow enemies away with a short-lived tornado of kinetic energy. You could save up the energy for a jump, even one assisted by a catapult, to leap into the stratosphere. There's a strict upper limit to how much you can store, capping out at a little less than twice the initial energy.

20. **Minimal Effort Smashing (400cp):** Every solid object has a point of greatest tension. Due to sheer luck, these points tend to be within punching distance for you. You know just how to deliver the force of your punch to deal the most damage to the entire structure, rather than just the point of impact. You can only do this with simple solid objects, don't expect to be blowing up cars or people with this.

21. **Too Cool for Gravity (400cp):** As it turns out, air is a little bit harder to swim through than water. Thankfully, this world's physics are a bit… softer than they should be. You seem to just sort of float when jumping or crossing small chasms. Moreover, you can move horizontally in either direction mid-air through force of will alone. Great if you need to have an inexplicable mid-air battle. This also reduces the recoil from your attacks significantly. You won't have to worry about a punch that can pierce steel sending you blocks away. Only applies mid-air.

22. **Keep Crying, Baby Child (400cp):** What? Are these challenges just too hard for you? Kind of pathetic that you need a perk for this, but that's none of my business. You can adjust to sudden changes in a task's difficulty without missing a beat. As long as it's only a slight change, you'll adjust to the changes with barely a conscious thought, and your skill will actually change slightly to meet the challenge before you, temporarily. Perfect for when your opponents are literally moving the goal posts. This perk drops significantly in effectiveness the greater the change in difficulty. This only applies on a task-by-task basis and won't do anything if the task was just too difficult from beginning to end.

[Items]

This section is unaffected by your challenge roll. In place of it, you may give yourself a discount on any single 100cp, 200cp, and 400cp item of your choice. All discounts are 50% off.

Equipment and Allies:

1. **100cp**:

    a. **Small Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant a slight boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry these

potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.

b. **Backpack:** An oldie, but a goodie. You have a small, yet sturdy green backpack, perfect for your size. The bag is always light enough for a child to carry, regardless of its contents. Slightly bigger on the inside than the outside, but not by much.

c. **Red Ribbon:** Nothing too special, this won't be much help in challenges, but boy oh boy are you cute with this thing on. I'd go as far as saying your cuteness is quadrupled when you wear this ribbon. A vanity item, but who doesn't want to be more popular? This ribbon cannot be lost or pulled off without your consent.

d. **Picture Book:** The original picture book that incited the birth of the island. You'll be able to comb through this if you're interested in the islands history or ecology. If you look, you may even find much-needed tips for beating some of the island's challenges.

2. **200cp:**

a. **Medium Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant a noticeable boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry these potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.

b. **Eviling Companion:** A little Eviling buddy to call your own. Evidently, they didn't quit catch the "destroy everything in your path" part of their job description. While they may be a little violent by nature, their own personal curiosity tends to balance this out. They're weak, but can freely make use of their corruptive magics on others, but the Maboo may not appreciate that kind of behavior.

c. **Maboo Companion:** Out of every Maboo on the island, this is one you've become close with. They don't have any "powers" per se, outside of maybe a mundane talent or two, but just having a friend to talk to will go a long way in maintaining your spirit. That being said, buying them this way will make them immune to corruptive magics. You cannot use this option to companion one of the shamans.

d. **Tribal Staff:** A spare staff used by ancient Maboo shamans in the past. This wooden staff acts as a potent focus for any imagination-based magic or powers you may have, but it provides no such powers upon purchase. If you had a willing Maboo on hand, and the time to train them, you could make a substitute for one of the three current shamans in the monster creation process.

3. **400cp:**

a. **Large Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant an enormous boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry

these potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.

b. Out-of-Context Shop: Oh? Where was this girl hiding? A fourth merchant sister, and by extension, a fourth item shop now exists on the island. She sells potions of various sizes like her sisters, but what makes her unique is her stock of monster parts. The parts she sells all seem to be taken from creatures from other worlds you've been to, restocking regularly. This shop is attached to your warehouse post-jump. The sister can be taken as a companion, but she cannot perform her duties as the shopkeeper while active as a companion, nor can she give any of her stock away for free.

c. Second Card: Looks like you were sent here with two cards, instead of just one. Feel free to make another starting monster through the appropriate supplement, ignoring your choices in this document. This monster isn't necessarily stronger or better than your other one, but their stats are complimentary to your first monster. This one is strong wherever your first is weak, and vice-versa. You can still only have one active monster at a time.

d. Your Own Challenge: The Maboo run, and presumably created many of the challenges lining the island. Given what you're doing, it makes sense you'd be in the Maboo Architects' good graces. You now have an entirely unique 28th challenge of your own design. The challenge has to be, well… challenging, but other than that, you can design the challenge pretty much however you want. It also must be something the Maboo could conceivably build, naturally.

[Course Clear!]

For your efforts, you will receive the Isle of Monsters in its entirety, or at least a gateway there. The Island exists in a world all its own, a rather small one at that, so there should be no harm in patching it into your warehouse through a newly integrated doorway. From there, you can catch up with all your Maboo friends, design new monsters in the Hall of Life, and even retake any challenges for a shot at improving your score. Otherwise, it's a pretty beautiful place for a stroll, if you're the sentimental type.

Additionally, now that the Vision Orbs rest inside you, the same power that slayed the Black Evil still resides in your being. Beyond just forces of pure evil, your attacks can break through alignment-based defenses, and you can resist attacks of a similar nature.

[The Card?]

The card you receive at the beginning of the gauntlet contains your starting monster. This is who you'll be fighting alongside until you get the chance to design a monster of your own. If you don't want to make something up entirely, use the next nine or so sections below for a more guided monster creation process.

[The Water Mirror]

You may already be familiar with this world's in-depth monster creation system. By approaching the water mirror within the great tree known as the Hall of Life, you may participate in a simple ritual alongside three Maboo shamans to create a monster from your own imagination to fight alongside you.

As incredible as that sounds, there's actually quite the number of limitations to the process. For starters, certain functions of the Hall of Life are sealed away until the respective Vision Orb has been collected. In the beginning, you won't even be able to create the monster yourself, and will rely on a series of questions which the shaman Folu will use to construct what he believes to be the ideal monster for you. In place of that process, a different kind of choices will be used to construct your first monster.

The choices you've made in the jump document will determine the traits of your starting monster here. If you'd rather, you can just use rolls instead, but to make this more fun, try to only do one or the other. Either decide using all rolls, or using only purchases.

You're free to ignore this part completely and just make something up. It's your imagination, do whatever feels right. I just thought that this approach to monster creation might be fun in its own way.

Now then, gaze deeply into the Water Mirror, and see your monster take form.

[Frame]

First off is your monster's frame. The frame determines the number of limbs the monster has, their proportions, and how they move their body. The drawbacks you take determine what frames are available to you. Alternatively roll 1d15 to decide. Regardless, you can only choose one frame.

After this step, normally you would draw the body around each limb of the frame, unfortunately that's not within your power right now. Once it is, you can draw whatever you want, as long as it correlates to a limb on the frame, but since that step is currently automated, a body will be drawn to resemble whatever a given frame was meant to emulate, a dragon frame will be reptilian or even avian, a hamster type will resemble some kind of rodent, etc.

0. **Dragon Type** [Default/No Drawbacks]**:** A mighty winged lizard, though, in this case, the wings are implied. This frame has a long snake-like torso. Two small arms, two large legs, and a sizable tail. Two ears sit atop the head, which itself sits atop a long neck. Good for bird and dinosaur-like monsters as well.

1. **Big Head Type** [Monster Factory]**:** The Big Head type is unique in that the head is massively enlarged and replaces the torso. There are two small arms off the side of the head, and two small legs below it, as well as two ears and a tail in the back.

2. **Elephant Type** [Brains Without Brawn]**:** A tall quadruped frame. Four long legs coming off a horizontal torso. A tail is coming off one end of the frame, and the head sits on the other. Two ears sit on the sides of the head.

3. **Kid Type** [Command Prompts]**:** A frame meant to emulate a human child. This frame has a straight back, two arms coming out near the top of the torso, two legs coming out near the bottom. All of the limbs, as well as the torso, are notably small. This frame has no tail or ears.

4. **Bird Man Type** [Max/Mined]**:** This frame has a straight back, and lengthy legs coming off the bottom, like a humanoid body, but with excessively long arms that shoot off to the sides of the body like wings.

5. **Hamster Type** [Big Heart, Bigger Issues]**:** Just as the name says. This monster has a stout body and a large head with two ears sticking out the top. The limbs and tail are all quite stubby.

6. **Dragon Man Type** [More Monster Than Man]**:** A long torso, two arms, two legs, a tail, and two ears off the head. This frame is strikingly similar to the Dragon type at first glance, but upon closer inspection, it has a much straighter back, as well as longer arms and wider shoulders.

7. **Dog Type** [Full Memory Card]**:** Exactly what you'd expect to see on a dog, or any other type of quadruped, really. Long, horizontal torso, four somewhat short legs, a long tail, and two long ears coming off the head.

8. **Lizard Type** [Goodling]**:** Another quadruped type frame. A long body and a similarly large tail. The four legs are short, and stick out to the sides, instead of straight down. Average-sized head with back-pointing ears.

9. **Evil Beast type** [It Starts Young]**:** Objectively one of the most complex frames you're likely to find. This frame bears a long torso that starts vertical but quickly lurches into something of a hunched-back. Two somewhat short legs support the body, and from the top of the torso sprout four lengthy arms with wide shoulders that reach all the way to the ground. This frame has a short tail, but no ears stick off the head. Due to its proportions, monsters with this frame are understandably intimidating.

10. **Hero Type** [Tweedle Dee & Tweedle Boring]: A frame reminiscent of a human adult. A straight back, two long arms with wide shoulders, and two long legs. This frame includes no tail or ears.

11. **Scorpion Worm Type** [Poor Timing]**:** I suppose you could compare it a centaur if you wanted. Despite the torso being horizontal, the front half of the torso is pretty much humanoid. Long arms off wide shoulders, a normal sized head with no ears, stuff like that. The lower half of the torso extends until it sprouts four insect-like legs, and a tail angled forward like a scorpion's stinger. Easily one of the strangest named frames.

12. **Serpent Man Type** [Waterskip Suicide]**:** You may find this frame to be a bit too simple, but it does have a unique charm all its own. The upper body is more or less humanoid, like that of the Hero type. It has wide shoulders, long arms, and a head without ear sections. This frame has no legs, and in place of the entire lower body is a massive tail. This frame isn't just limited to serpentine monsters, you could probably make a convincing mermaid with this too.

13. **Crab Type** [Just a Few More Miles]**:** You don't need to make a crab with this, but speaking personally, I don't see what else you could make with this. This frame's torso is vertical, with arms and legs distanced from the main body. The head sits in front of the torso, and bears no distinct features. This frame has two lengthy arms towards the front that curve inward, in a scooping motion. Off the sides of the frame stick four miniscule legs, that scuttle across the ground to move the no doubt gargantuan torso of any monster with this frame. A short tail also sticks off the back.

14. **Giant Type** [The Mediocre Island]**:** A frame that shares many features with the Hero type, with a vertical torso attached to two arms and two legs and one head, but with the proportions extended to allow for the creation of much larger monsters. The arms and legs are the main thing extended, appearing to be twice the length of those belonging to the Hero type, but the torso is more or less identical between the two, giving this frame a notably lanky appearance.

[Pattern]

This determines the texture of the monster's body. Think of it like their skin. Determine the pattern of your monster by whatever you picked as the first challenge in the first course, or roll 1d28. If you take Tweedle Dee & Tweedle Boring, you roll 1d14 for your pattern, unless your challenge was already somewhere between 1 and 14. All patterns have multiple different colors that the pattern can manifest with, so I'll try to leave the actual coloration intentionally vague here.

29. Maboo [Jungle Dash] The pattern that closest resembles the Maboo. Contains various bright colors and geometric shapes over a dark-grey base. The Maboo are something of a hodgepodge of tribal human societies, and their patterns reflect that.	**30.** Dragon [Waterskip Slider] This pattern resembles large lizard scales with intermittent spots covered in much smoother scales of a much lighter color.	**31.** Cute Machine [Spin Break] A pattern meant to emulate the exterior of a sleek but cute toy robot, the likes of which you'd see in an old children's anime. There are panel lines present, but only to break up the different colored "parts" of the machine, painted into the pattern.	**32.** Ninja Suit [Stone Spire Smash] A pattern that emulates a stereotypical ninja outfit. Most of the pattern is a dark "cloth" but there are various spots of fishnet throughout the pattern.
33. Crab [Seaside Sparklies] A crab-based pattern. There's a dominant color throughout most of the pattern, but it roughly blends into a much lighter "belly" section at certain spots.	**34.** Primary Colors [Basket Barrage] Exactly what it sounds like. Instead of being a pattern in the traditional sense, your monster is a single flat color. Although it says primary colors, this option also includes certain secondary colors.	**35.** Lizard [Waterskip Crusher] A pattern of lizard scales. The individual scales are much smaller and more pointed than something like the dragon pattern, but they are very similar regardless.	**36.** Armadillo [Catapult Craze] An armadillo-based pattern. The pattern is composed of large dark armored pieces, with spots representing a lighter underbelly.

37. Parrot [Sky Shooter] One of the more colorful patterns. Your monster will be covered head to toe in various bright colored feathers.	**38.** Luxury [Stonehead Swap] A pattern reminiscent of ornate tapestry or clothing worn by some kind of ancient noble. Very ornate and regal-looking, with complex patterns across the… well, pattern.	**39.** Brick [Bomber Bowl] Exactly what it sounds like, your monster is patterned after tightly stacked bricks. Not much variation in the pattern, but it has a kind of sturdy charm to it, if you're into that kind of thing.	**40.** Santa Claus [Battle Blast] Well, isn't this a pleasant surprise. Your monster has some Christmas spirit in them! This pattern is meant to resemble the iconic red and white fluffy suit worn by saint Nick himself.
41. Real Machine [Spin Attack] A more industrial look than the standard fair. Your monster appears to be covered head to toe in metal plates. There are panel lines all over, and very little color variation between one panel and the next	**42.** Marble [Beat'n Art] Not the, ornate Roman sculpture kind of marble, more the roll down a hull kind of marble. Akin to a small glass marble, this pattern is full of sleek shapes and lines to form a similarly smooth and stylish exterior. Very colorful.	**43.** Dog [Jungle Spurt] A pattern modeled after a dog of ambiguous breed. The body of the monster is coated with fur that smoothly blends between different colored spots.	**44.** Wood [Block Stack Attack] A pattern resembling wood blocks stacked in a pinwheel-like arrangement. Very uniform, like the brick patter, but the pattern has far more vertical motion than the brick, so it could be considered more visually interesting, or at least more balanced.
45. Tree Bark [Mach Runner] Your entire monster is coated in what appears to be a rough, tree bark-like texture. The colors for this pattern tend to be on the darker side.	**46.** Beetle [Battle Royale] Your monster now wears something akin to a beetle's exoskeleton. It's mostly dark shell, with occasional bits of exposed beetle-flesh, done up in much lighter colors.	**47.** Plastic [Stonehead Bingo] Just a single solid color for your monster. The "plastic" title means that the monster is textured into a more… industrial color than the other patterns of this nature. Very grey, diluted colors. This pattern's smoothness makes it somewhat more reflective than the other single-color patterns.	**48.** Tiger [Dual Runner] This is the texture of a tiger. I hope that I don't need to tell you what a tiger is supposed to look like. Your monster is now covered in black stripes, with the occasional splash of light fur.
49. Pebble [Spin Road] Or in other words, gravel. This pattern is that of countless small round rocks packed tightly together into a smooth but bumpy surface.	**50.** Hexagon Marble [Waterskip Smasher] Exactly what it sounds like. This pattern is that of many hexagons connected at the edges. As a marble pattern, it tends to be brightly colored.	**51.** Rock [Catapult Calamity] A pattern for sturdy monsters. Has the appearance of broken apart rocks, as if someone shattered a boulder and reassembled the shards.	**52.** Pastel [Sky Circus] Your monster is colored in a uniform pastel color. Pastel colors are identifiable by their high value, yet low saturation.
53. Haniwa [Stonehead Smash] In spite of the name, this pattern bears little resemblance to the ancient clay sculptures of the same name. It's more like a combination of all ancient forms of terracotta sculpture. This pattern is covered in various raised areas that form symbols and patterns of an ambiguous origin and time period.	**54.** Steel Armor [Battle Ball] Your monster looks ready for anything with this pattern. This pattern is meant to emulate complex plate-mail armor. This pattern tends to manifest in dark metallic colors, as you'd expect from a suit of armor.	**55.** Eviling [Eviling Volley] A Pattern that could get this monster easily mistaken for the little black menace. This pattern is primarily black, with splotches of lighter color, corresponding to the horns and claws of the Eviling. This pattern occasionally bears swirling spiral patterns, similar to those on the Black Evil's own body.	**56.** Skin [Free Pick] Looks like this monster takes after it's master, that's you, by the way. This monster's skin is the same color as a human's. It just happens to be colored that way, don't be gross.

[Eyes]

Self-explanatory, the things your monster uses to see. Determine your monster's eyes by whatever you picked as the first challenge in the second course, or roll 1d28. If you take Tweedle Dee & Tweedle Boring, you roll 1d14 for your eyes, unless your challenge was already somewhere between 1 and 14.

1. Boy's Eye [Jungle Dash] A large green eye, full of youth and asperations. Proportional to the whole eye, the iris is actually massive, but this is a Japanese game, who here is even surprised?	**2.** Chameleon Eye [Waterskip Slider] Y'know, like those weird skin eyes chameleon's have, where it's like a dome of skin/scales covering the whole eye, except the pupil. Wow, your monster must look like a real freak with these things on it.	**3.** Shiny Black Eye [Spin Break] These look like something out of an old cartoon. These eyes are shiny black ovals, with a strange triangular cut taken out of them.	**4.** Big Eye [Stone Spire Smash] A big oval-shaped eye. The name actually comes from how small the eye's purple iris appears, relative to the whites of the eye, making the entire eye seem larger by comparison.
5. Girly Eyes [Seaside Sparklies] I feel like there's a social statement somewhere to be made here. These perpetually half-closed eyes are done up in what appear to be mascara and eye shadow. Great if you wanted a fem fetale monster for whatever reason.	**6.** Mismatched Eyes [Basket Barrage] Heterochromia is the scientific term. These are two somewhat large eyes. One of the eyes is green, while the other is yellow. Nothing particularly special past that.	**7.** Frog Eye [Waterskip Crusher] This eye is primarily gold colored, with a ring of black around the edges of the eye. The eyes have a horizontal slit for pupils.	**8.** Alien Eye [Catapult Craze] The kind of eyes you'd presumably find on a Grey. These eyes are pure black, and tear dropped shaped.
9. Eagle Eye [Sky Shooter] As a forewarning, these won't actually give your monster an advantage in eyesight, but your monster doesn't need to know that. The eye of a hawk, yellow iris, large pupil, pitch-black sclera, and a perpetual glaring expression.	**10.** Machine Eye [Stonehead Swap] Not really an eye, but whatever. These eyes are long cylindrical neon lights akin to what you'd find in a reading lamp. These are actually quite bright, so try not to stare.	**11.** Springy Eye [Bomber Bowl] I'm sure you've seen these before in a cartoon or novelty shop. Those fake glassed that have the eyeballs at the ends of long springs. These are just that minus the glasses, in which the springs are sprouting directly out of the monster. Somehow, your monster is able to see perfectly fine with these.	**12.** Angry Eye [Battle Blast] You are fighting a war for all intents and purposes, a little fighting spirit never hurts. These eyes with red irises are shaped as a perpetual scowl, or maybe just a determined glare. These are the eyes of a monster you can depend on.
13. Spider Eyes [Spin Attack] Yes, plural eyes. Each "eye" is actually a clump of three red eyes, for a total of six. I hope you like bugs kid, because otherwise, you're in for more than a few nightmares with this friend around the corner.	**14.** Snail's Eye [Beat'n Art] I swear, these just keep getting grosser. Your monster's eyeballs sit at the end of a snail-like eyestalk. Kind of like a little tentacle sprouting from your monster's body, that just happens to have a gross eyeball at the end.	**15.** Goat Eye [Jungle Spurt] Your monster now bears a creepy goat eye! Good for you. This means that the eye is almost entirely yellow, barring a single horizontal rectangle that serves as the pupils for these eyes.	**16.** Spiral Eye [Block Stack Attack] You are getting very sleepy. With eyes like these, it's unclear whether your monster was the hypnotist, or hypnotee. This eye is a black spiral on a white sclera. This spiral is always spinning slowly. Does not actually allow for hypnosis.

17. White Eye [Mach Runner] Is…is your monster quite all right? He's not blind, but with these peepers, I wouldn't be surprised if you thought otherwise. These eyes are pure white spheres, with no bells and whistles.	**18.** Slit Eye [Battle Royale] I swear this is different from the cat eye, take my word for it. This lens-shaped eye bears an intense green iris with a sharp vertical split for a pupil.	**19.** Shining Eye [Stonehead Bingo] Seriously this time, don't make eye contact, you will go blind. These golden eyes emit blinding light. Given that Evilings live around molten magma and have horns for eyes, don't expect this to give you an advantage.	**20.** Cat's Eye [Dual Runner] Regardless of what they're put on, these eyes just ooze smugness. The top of these eyes is raised in an arch-like shape, just so you know how much they're judging you. The iris is yellow, with a sharp vertical slit for the pupil.
21. Evil Eye [Spin Road] You'll find this wicked eye on many of your demonic rivals. A slim but intimidating eye that tilts downward towards the center and upwards towards the end. More than just seductive, these orange eyes glow softly, akin to a flame, frozen in place.	**22.** Heart Eye [Waterskip Smasher] Don't worry, it's ok to possess monsters when they have hearts in their eyes. This is exactly what it sounds like, these large eyes just have big pink hearts in place of irises or even pupils.	**23.** Insect Eye [Catapult Calamity] Well… your monster won't be lacking in the vision department. Your monster now bears two bright red elliptical compound eyes. Once again, gross.	**24.** Goggle Eyes [Sky Circus] Who needs goggles when they're built into your face. Your monster's eyes are now composed of two round lenses in a metal frame. Make for convincing portholes as well.
25. Screw Eye [Stonehead Smash] Can you really even call them eyes at this point? It looks as if your monster has two screws driven into it where eyes should be. To be exact, all that's visible are the slot-style screw heads.	**26.** Star Eye [Battle Ball] Ah, it's refreshing to see a monster so overflowing with hoped. I assume that's what these mean, anyway. These eyes are pretty big, but by far their most notable features are the black iris and the big yellow four-pointed star that takes the place of the pupils.	**27.** Eviling Eye [Eviling Volley] Are you sure this isn't just an Eviling in disguise? In any case, this is the same oval-shaped eyes that rest on the stomachs of the small Evilings. The eye is orange and blends into red towards the edges. These eyes have a black slit pupil as well.	**28.** Connected Eye [Free Pick] Oh, right, I almost forgot this was a SEGA game… These eyes are strange, to say the least. In place of existing separately, it's just one big strip of white containing two green irises. I'm sure these eyes would go well on a hamster type monster, just saying.

[Voice]

Monster's aren't nearly intelligent enough for human speech, but they still need to emote somehow. This is the voice your monster will use to communicate its feelings to the world. Determine the voice of your monster by whatever you picked as the first challenge in the third course, or roll 1d28. If you take Tweedle Dee & Tweedle Boring, you roll 1d14 for your voice, unless your challenge was already somewhere between 1 and 14.

1. Horse [Jungle Dash] I should assume you know what a horse sounds like. Lots of "neighs" and "wheeeeees" are in store for you.	**2.** Frog [Waterskip Slider] Your monstrous friend has a penchant for ribbits, grumbles, and croaks. Just like a real amphibian.	**3.** Old Machine [Spin Break] Ticks and tocks. Every time your monster opens their implied mouth, all that greats you is the sound of complex clockwork.	**4.** Dinosaur [Stone Spire Smash] Hollywood-style dinosaurs, to be exact. Your monster now has a mighty roar that shakes the very Earth, or at least your monster thinks it does. Now that I think about it, your monster speaks entirely in roars. Sounds exhausting.

5. Dolphin [Seaside Sparklies] Don't worry, your monster isn't laughing at you, they're laughing with you. Like an Earth Dolphin, your monster can communicate with mocking laughs and ecstatic squeals.	**6.** Phantom [Basket Barrage] A phantom of a Viking apparently. Your monster now speaks entirely in guttural battle cries. Despite the name, this is one of the more human-sounding voices.	**7.** Blob [Waterskip Crusher] Is this really what a blob would sound like? Well, whatever. This voice sounds like the sloppy jiggly sound you get when you mash up gelatin. It's kind of gross at first, but you get used to it.	**8.** Pretty [Catapult Craze] Are you sure this is a children's game? This is getting a bit steamy or my tastes. This feminine voice speaks in "oohs" and "aahs" in a… let's just say mature tone. This voice is deep, even before the pitch is altered. Well, you may be on this island for a while, maybe a maternal figure will do you some good.
9. Parrot [Sky Shooter] No, this doesn't give your monster the ability to speak human language. Your monster speaks in "squeaks" and "squawks", and nothing else. Depending on your tolerance level, this could even be considered charming.	**10.** Machine [Stonehead Swap] Looks like there's more than meets the eye when it comes to your monstrous compatriot. Your monster speaks in unintelligible mumbles, that appear to be modulated to sound more robotic.	**11.** Dog [Bomber Bowl] Ah, now this is the voice of a true friend. Your monster can do it all. He can bark, he can yip, he can even do that thing where the dog has to breath really fast because they're incapable of sweating. Absolutely precious.	**12.** Zombie [Battle Blast] Ah, a horror fan, are we? Your monster talks as if he were one of the living dead. He moans and occasionally gargles, what's not to love… Did it just say "brains"?
13. Shaky [Spin Attack] I hope you're the celebratory type, otherwise, this is going to get old fast, just a forewarning. It sounds like your monster's bean eating gravel, because when it starts to talk, all that comes out is a sharp shaking sound, akin to a maraca., or those sticks that sound like rain when you turn them over.	**14.** Rock Monster [Beat'n Art] You were minding your own business on the Isle of monsters when you ran into a rock, but it wasn't a rock, it was a rock monster! Your monster communicates through crumbling sounds, the kinds of sound you hear when rocks roll downhill into more rocks.	**15.** Cutie [Jungle Spurt] Aren't you the little charmer? This voice is one of ambiguous attractiveness. The voice of some creature that could vaguely be mistaken for a young human female speaking in impressed "oohs" and giggles. This voice is great for self-esteem, yours, not the monster's.	**16.** Cicada [Block Stack Attack] That time of year already? Your monster clicks and clacks and refuses to shut up at night. That last part was a joke, but point is, your monster now squeals with the same sound generated by a cicada, which is sort of like a cricket chirp, except longer and louder.
17. Cute Animal [Mach Runner] In les vague terms, this is the voice of a baby sheep. It may start to sound like other animals at different pitches, but for now, that's what it sounds like. This monster "baahs" by the way. They may be a monster, but dearie me are they an adorable one.	**18.** Kung Fu [Battle Royale] A warrior's heart, that's what your monster needs to end this battle. The only thing your enemies will be hearing from your big friend hear is a powerful "whacha!" or the occasional "woaoaoaoh!". Your monster makes Bruce Lee fighting noises.	**19.** Backwards [Stonehead Bingo] What did your monster just say? You'll never no because everything that it says is played in reverse. In the event that you're bored enough to record the voice and play it in reverse, it's worth reiterating that monsters can't speak, all you'll hear are nonsense words and mumbles.	**20.** Tiger [Dual Runner] Essentially a kitty voice, but deeper. If you want roars, growls, and purrs from your monster, this is the voice for you. If you just want an actual kitty voice, raising the voices pitch in the appropriate section should do the trick.
21. Snake [Spin Road] A manor of ssspeaking like a sssuperior ssserpentine sssoldier. Your monster hisses, but not much else. Then again, what else do you need when you can ssserve up red-hot jusssssstice to those Eviling ssspoil sssports.	**22.** Bubbles [Waterskip Smasher] Have you ever blown bubbles into mile with a straw? Well, your monster's voice is essentially that. Sounds a little like tar or liquid magma at a lower pitch, if that does anything for you.	**23.** Alien [Catapult Calamity] Ah…. Hum, how exactly should I describe this. It's kinda like a "woioioioing" sound, or maybe like a "bwaaallung" kinda sound? Well, in any case, your monster has an extraterrestrial voice that's sort of like cartoon spring sound effect put through a robotic voice modulator.	**24.** Crow [Sky Circus] You have my condolences. Your monster now bears the voice of one of the most universally hated birds on the planet Earth. Your monster can "caw" like nobody's business. I just hope you weren't expecting to get a good night's sleep with this monster around.

25. Elephant [Stonehead Smash]	**26.** Electricity [Battle Ball]	**27.** Wicked [Eviling Volley]	**28.** Chorus [Free Pick]
An elephant! Or a trumpet at a higher pitch, but I digress. Your monster can "hoot", "toot" and "basooom" like there's no tomorrow.	Your monster crackles with pure lightning, the power of the gods. Well, that's what their voice would have you believe. You have a monster that speaks in buzzing sounds and electrical crackles.	The perfect voice for any mischievous imp or nefarious witch. Your monster's evil cackle is second to none, which is good, since that's their only form of communication. They can chuckle too, I guess, but what is a chuckle, if not just a quiet cackle.	I suppose one voice just isn't good enough for some people…er… monsters. Your monster has multiple different voices that all speak as one. The voices are all pretty nondistinctive, speaking in mumbles and moans, but each voice is just different enough to make their simultaneous speech totally unique.

[Pitch]

Just like humans, even monsters with similar voices can be ever so slightly different from each other. Depending on your choice of gender, your monster's voice will be slightly altered. Alternatively, roll 1d3. Ignore this section if you take Tweedle Dee & Tweedle Boring, you'll have the normal version of your voice no matter what.

1. If you decided to stay the gender you arrived as, your monster's voice is unchanged.

2. If you came to this jump as a boy, and then changed to a girl, your monster's voice is a higher pitch than normal.

3. If you came to this jump as a girl, and then changed to a boy, your monster's voice it a lower pitch than normal.

[Accessories]

After the monster's main body is done, it's time to add on accessories. These aren't necessarily separate from their body, even if they appear to be. Accessories don't provide any structural or functional advantages to the monster, even when they logically should, but they play a major part in determining the monster's Stats. A monster can only have a maximum of 8 accessories, including duplicates. The perks you've purchased determine the accessories you could potentially have on your monster, but you don't necessarily need to include all them on your monster, especially if you go over the accessory limit. You're free to include duplicates of accessories you have access to. If you don't want to use perks for this, roll 4d22 to determine the 4 accessories you have access to, feel free to reroll if you roll a number more than once. If you take Tweedle Dee & Tweedle Boring, you're limited to a maximum of 4 accessories, including duplicates.

23. **Tongue** [Fotographer]: Ah, it's good to see you're a human of taste. Get it? Anyway, you can now put a big waggly tongue anywhere on your monster. Perfect for a canine monster, or maybe just an unhygienic one.

24. **Bell** [Clear Eyes]: At least now you'll always know when your monster is nearby. Your monster can now have bells, akin to the one's you'd see around a cat's neck, or in the hands of Christmas carolers. These bells are still imaginary, so they won't actually make noise.

25. **Heart** [A Kind Heart]: I knew you had a big heart, but this is ridiculous! In all seriousness though, you can now stick a big puffy valentine's day style heart on your monster friend.

26. **Fin Crest** [Safety Net]: Ohoh? Looks like we've got a bonafide sea monster in our mitts. These aren't really the "flap-flap" type of fins, these are more like the fins that you'd see on the back of a big fish, or on the arms and legs of a fish-man.

27. **Gloves** [© SEGA]: You'd think this monster was destined for showbiz with these puppies. Your monster now has big puffy gloves, the likes of which you'd imagine on an old cartoon character.

28. **Bolt** [Pencil Pusher]: A giant screw to be jammed into the body of your trusted monster friend. Maybe your monster is a robot? Or maybe they're just screwy in the head, who's to say?

29. **Shield** [Sword Shielder]: More than just a violent weapon, a monster is their beloved partner's shield. You can now attach a knightly shield anywhere on your monster. Maybe you'll put it in their hands, like any sensible person would hold a shield, or maybe you're more worried about their blind spots, like their back or head? Your call.

30. **Sneakers** [Anything but Hoopless]: Look at Mr. Athletic over here. Your monster now bears debatably fashionable sneakers, perfect for running or jumping about. You're not necessarily required to fit this on your monster's foot.

31. **Crab Claw** [Slippery Slider]: As a forewarning, turning your monster into crab cakes is strongly advised against. Your monster now has a hefty crab pincer on him. A step below apposable thumbs, but it's an improvement over the blobby stubs that usually pass for monster hands.

32. **Cat's Claws** [Butter Talons]: It'd be more appropriate to call them cat toes. You can attach something resembling the front of a large cat's paws, with enormous claws attached. Show the Evilings your wild side.

33. **Dragon Wings** [Unconventional Mobility]: Fly through the sky as the kings of all monsters do. These scaly wings won't exactly take you off the ground for long, but just try and tell me these aren't cool.

34. **Eagle Beak** [Monster McCloud]: An interesting addition, let's just hope your monster isn't all squawk and no bite. You have a big beak, like you'd see on some kind of hawk. Let's see how your monster likes being the top of the food chain, metaphorically speaking.

35. **Beaver Tail** [Art is an Explosion!]: Just be glad your monster doesn't have the buck teeth to match, probably. Your monster has a beaver tail somewhere on their body. It's flat, it flaps, and it could roughly be mistaken for a floppy dog ear. Now go and build a dam or something.

36. **Glasses** [Smarty-Pants]: Well, at least your monster will be able to see clearly from inside that stuffy locker. A stylish pair of spectacles now adorns your monster's face. Well, you could put them anywhere, but the face is what makes the most sense, if you ask me.

37. **Illumination Light** [Mind Over Relatively Small Matter]: Most people would just call it a siren, but illumination light works too. This round light beams two lights in opposite directions and rotates them around. If you wanted something flashy, it doesn't get much better than this.

38. **Cape** [Peeing Your Pants with Style]: If flying is out of the question, then falling with gusto is the next best thing. You have a flowing cape, the kind of thing you'd see a superhero wearing. It blows just fine in the wind and never seems to get tangled up.

39. **Straight Horn** [Charcoal Skin]: A long straight horn, for when you need your monster to look extra monstrous. It's really just a big cone, but a horn's a horn. This is actually the same kind of horn the Black Evil bears on his head.

40. **Muffler** [Pep Within Step]: Upsides of imaginary matter is that you can't pollute with them. This big car muffler sticks off the monster's body and constantly excretes a thick black smoke. The smoke is totally harmless, but try not to breathe it in, just to be safe.

41. **Vernier** [Suspended Expectations]: No, not the measurement device, this accessory refers to a Vernier thruster. This refers to the thruster built into rockets to allow for fine adjustment in altitude or velocity. Point is, it's a big thruster, and even more impressive, when your monster gets fired up it starts blasting flames out of these thrusters.

42. **Small Drill** [Minimal Effort Smashing]: It's a drill, and it's small, not sure what you were expecting. This tiny drill bit is constantly spinning, but it's pretty slow. As long as your monster doesn't take up dentistry, giving them one of these shouldn't be too dangerous.

43. **Cute Wings** [Too Cool for Gravity]: Aw, I could just pinch your little cheek, your monster's too. These tinny angelic wings tend to float around the monster, but they're still considered to be attached. They tend to be on the smaller side, and have a little swirl in the middle. Just don't be surprised if the Evilings don't exactly take you seriously with these on, they're the ones who're going to regret it, after all.

44. **Imp Horn** [Keep Crying, Baby Child]: Apparently this is what an imp horn looks like. It's kind of like someone tore a piece off a jester's hat, this cloth-like "horn" bobs around with a little bell at the tip. You always know mischief is around the corner when you see a couple of these things jingle by.

[Name]

The monster is pretty much done now, so this section is optional, but you might find it fun. To determine the name, take the letters and symbols designated by your purchases in the items section, and use as many or as few of the symbols as you want, in whatever order you want to construct your monster's name. You get the symbols associated with the tier itself as long as you've bought one item from that tier. You can also just roll 3d4, one roll for each cp tier, to get your letters.

4. **(A,E,I)** [100cp Items]**:**
    a. **(D,X,V)** [Small Potion Supply]**:**
    b. **(G,?,B)** [Backpack]**:**
    c. **(L,P,')** [Red Ribbon]**:**
    d. **(T,W,")** [Picture Book]**:**
5. **(O,U,Y)** [200cp Items]**:**
    a. **(K,H,F)** [Medium Potion Supply]**:**
    b. **(J,S,N)** [Eviling Companion]**:**
    c. **(M,R,Z)** [Maboo Companion]**:**
    d. **(C,Q,!)** [Tribal Staff]**:**
6. **(#,-,+)** [400cp Items]**:**
    a. **(7,:,0)** [Large Potion Supply]**:**
    b. **(8,1,3)** [Out-of-Context Shop]**:**
    c. **(5,6,2)** [Second Card]**:**
    d. **(=,4,9)** [Your Own Challenge]**:**

[Stats]

You'll find that monster stats, though important, aren't nearly as exact as the other components of monster creation, so there's no real point in being very precise about this.

Stats include the speed, intelligence, weight, power, and stamina.

Your monster also gets an attribute, like fire, water, dark, etc. that makes your monster more effective in challenges that involve their attribute, like a fire attribute excelling at Eviling Volley or Spin Break.

Stats and attribute is determined mainly through word association. Naturally, a metallic monster will weigh more, just as one with many wings would weigh less. As for attributes, it's less direct. For instance, let's say your monster has spiky hair, even if the hair isn't made of fire, it has a "fiery" appearance, and thus would point towards a fire attribute.

Monsters also have a "class" that determines their rarity or strangeness, but this doesn't seem to have any logic behind it, nor does it give the monster any inherent advantages or disadvantages.

[Monsters as Companions]

You can only have one monster active at any time, and yet, with the gauntlet reward, you can design new monsters at any time in the Hall of Life. For the sake of simplicity, I'm going to say that all monsters are treated as one being, and one companion. You can even say that all monsters you make share the same soul or memories, your call. Regardless, you get your monster as a companion at the end of the jump. Any purchases a monster gets from importing is transferred over to whatever monster you currently have active.

I'm not going to bother trying to stop you from finding exploits to get more than one monster. I'd like to think my precautions against that were pretty thorough, but if you're willing to jump through whatever crazy hoops you think up to get another monster, I'd say you deserve it.

[Saving Monsters]

Your current monster is lost whenever you build a new one. However, you can go to Jimba, the village elder, to "save" your monsters, allowing you to recall previous monster designs at any time.

This ability is based off Jimba's memory, and while his memory is impressive, there is an upper limit to how many monsters he can memories for the time being.

[Monster Parts]

Don't think of the monster parts and such from this document as the only ones available. You can gain many more through challenges, or bought at shops. For that matter, you probably won't even have access to many of the parts in this document right off the bat. You won't ever figure out how to make monster parts yourself, but as long as you can continue to get higher scores on the challenges, you can keep unlocking new parts.

As stated in the respective sections, with Out-of-Context Shop or Your Own Challenge, you can get monster parts based off creatures you've come across in past worlds.

Just know that monster parts or biology rarely provide any significant tactical or structural benefit, outside of aesthetics. These are essentially imaginary creatures, so it's not like conventional physics means much to monsters.

[Vision Orbs]

There are eight vision orbs in total, each a different color. The different colors are:

Red, Orange, Yellow, Green, Blue, Purple, Black, and Water.

With each additional Vision Orb recovered from the Evilings, a little power is returned to the Hall of Life, and a few Maboo are returned to the village.

[Notes]

Jump by Gene.