Kingdom of Jumping

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Going through a familiar rigmarole, you expect to see your patron show you a set of choices. Perhaps in scrolls, or holograms, or any number of options. What you don't expect is to see a small bird flit up to you and start squawking.



"Welcome, Adventurer! I'm the Toot Oriole, and I'm here to do a favor for that Bounce-Broad or whatever her name is. So, here. Take **1000 Meat Points**. Spend them on whatever, you can figure out the rest."

Watching the bird flit away you find a series of weapons on the ground. Seemingly insubstantial, they look like they could fade away the moment you pick one up.

Class (Choose one)

- Seal Clubber
  - The Seal Clubber is a hardy, strong individual hailing from the North. Known for their large, hefty sticks, these brave men and women are powered by fury, distilled into gallons after combat, though they can only carry so much. The more furious they are, the stronger they get. Member of The Brotherhood of the Smackdown.
- Turtle Tamer
  - Skilled with the training of Familiars, the years of training tough terrapins have left the Turtle Tamers mighty people, learning the art of aggressive blocking. Member of The Brotherhood of the Smackdown.
- Pastamancer

    - Said to be minor carbohydrate gods, the Pastamancer is a summoner of forbidden noodly appendages, creatures of untold hate. Deeply versed in the study of the mystic arts, they prefer to avoid direct combat. Member of The League of Chef-Magi.
- Sauceror
    - The only people in the Kingdom with larger sticks than the Seal Clubber, the Sauceror is steeped in natural magecraft. Streaming powerfully spicy spells, the Sauceror is a master of direct attack and shielding spells. Member of The League of Chef-Magi.
- Disco Bandit
    - Masterful dancers and burglars, the Disco Bandit grows more powerful every second of the fight. All his friends dance, and if they don't dance they aren't his buddies. Member of The Department of Shadowy Arts and Crafts.
- Accordion Thief
    - The Bard of the Brawl, using their deadly accordion to buff their bros and break their foes. Sneaky enough to enter the guilds of others, the Accordion Thief is a master of acquisition. Member of the department of Shadowy Arts and Crafts.

Start Location (Roll 1d8 or spend 100 MP)

- 1: Campground
    - Your home, where everything you have is. Completely safe and secure, nothing ever happens here.
- 2: Spookyraven Manor
    - A massive mansion filled with spooks, specters, and ghosts. And the occasional haunted can of asparagus. Nothing too dangerous… for now.
- 3: The Misspelled Cemetary
    - The garves of the unquite dead, home of spooky scary skleletons, lihc, zmobies, and other such monsters. A minor threat.
- 4: The Degrassi Knoll

    - A small hill full of Gnolls and Bugbears and their home. Fairly territorial, the Knolls don't like anyone hanging around that isn't one of them.
- 5: The Bat Hole
    - A smelly cave full of nasty winged rats. The stench here would make any sane man want to flee.
- 6: The "Fun" House
    - This place has clowns. Is there really anything else that needs to be said?
- 7: The Orc Chasm
    - A horrifying place filled with vicious lumberjack orcs, perverts, and trees.
- 8: Free Choice

Skills

- Squats and Oatz (100 MP, Free Seal Clubber, Turtle Tamer)
    - Great gains have come your way, and your weapons skill shows it. Beating people around has never been easier.
- Magical Me! (100 MP, Free Pastamancer, Sauceror)
    - Spells of delicious origin become known to you, carbohydrate minions and sauces of power spring forth according to your whims.
- Free Range (100 MP, Free Disco Bandit, Accordion Thief)
    - Your skill with ranged weaponry is increased, and you gain access to other peoples pockets. After all, it says "Free" Range.
- Armorcraftiness (100 MP)
    - The legendary skill of binding meat, parts, and more meat to create equipment of untold power. Mostly untold because armorcrafters are quiet people.
- Candyblast (100 MP)
    - An attack that reaches into Hammerspace, showering your foes with sweets at a high rate of fire. And hey, maybe there'll be a few left over.
- Deft Hands (100 MP)

    - It’s always nice to have a trick up your sleeve, and when you use those tricks in combat they’re about 25% more effective.
- Coordinated Outfits (200 MP)
    - It seems that having a theme to your clothing has increased its power. Either that or everyone’s crazy about your sharp outfit.
- The Long Grind (300 MP)
    - Whittling away hours on improving yourself is simple. It seems to take half the time, and gives you half again the results.
- Sturdiness (400, Discount Seal Clubber, Turtle Tamer)
    - Your vitality has increased, strengthening you to the level of some of the greatest heroes of the era, and your endurance is second to none.
- Infusion (400, Discount Pastamancer, Sauceror)
    - The arts and sciences of magic have come to you easily, as though you channeled the magic into your very body. Elemental resistance is inherent to you, as is channeling the flowing mana.
- Gentleman Thief (400, Discount Disco Bandit, Accordion Thief)
    - Thievery comes naturally to you. Pickpocketing, Charming, and Schmoozing your way through life, you’re extremely charismatic and quick fingered.
- Broken Seal (600, Discount Seal Clubber)
    - Opening your Animal Crackers, you discover the Seal is broken. Your rage reaches new heights, increasing how much fury you are normally capable of and increasing the benefits of your rage.
- Testudo (600, Discount Turtle Tamer)
    - Reflecting on the turtle spirits of your ancient ancestors, you’ve contacted the most Latin of all of them. Taking this spirit within yourself, you become a slow moving conduit of their power.
- Heavenly Hair (600, Discount Pastamancer)
    - Through the holiest of incantations, you have traced the Angel Hair back to its source, an Angel. A Carbohydrate

Seraph blessed with holy might, this being wreaks havoc among the unclean to assist you.

- Sauce of Suckage (600, Discount Sauceror)
    - Discharging a sticky stream of sauce, your magic remains on your enemy and curses them, giving their strengths to you while slowly reducing them.
- Dance Off (600, Discount Disco Bandit)
    - Through the use of hypnotic tunes you can enter a contest of endurance with a single foe, or group of foes if you have a posse. Dancing endlessly, getting down with it, and becoming the smoothest criminal in existence.
- Drop the Beat (600, Discount Accordion Thief)
    - Summoning a set of hi-def speakers to surround you and your opponents, the speakers play the finest polka known to man. The music bolsters you and your allies, while preventing your opponents from thinking clearly.

Items

- Beginner Go-Pak (Free)
    - Not much, a campsite, a drink mixer, a hotplate, and a Familiar-Gro^{tm} Terrarium for any pets you find along the way.
- Meat (50 MP)
    - 1000 Meat to spend on whatever you want.
- Spleeny Booster Pack (50)
    - A pack of nine assorted Strongness Elixir, Magicalness-in-a-Can, and Moxie Weed, guaranteed to increase your abilities (a little).
- Mixed Candy (100)
    - A seemingly endless bag of candy. Energizing and tasty, they're great for a quick snack and provide various buffs or debuffs when eaten. Of course, you can only stomach so much sweet per day.
- Small Familiar (150 MP)
    - A pre grown, unpretentious familiar capable of basic attacks and restoring either Health or Mana. Weighs about three pounds.

- Baron Von Ratsworth's Money Clip (150 MP)
    - A decadent clip made of precious metals, simply holding it seems to increase your acquisitions every fight.
- Tea Tree Bonsai (200 MP)
    - A small tree capable of producing the best brews in the land. Highly effective and stimulating, they soothe the mind and body in preparation for fights with small buffs. Of course, you could drink vastly superior, though not as beneficial, coffee instead.
- Venti Familiar (250 MP)
    - Hyped up on caffeine and non-foam soymilk, this highly pretentious familiar is capable of attacking, restoring Health or Mana, and increases how often you find mad loot from enemies, either item or money but not both. Weighs about six pounds.
- Thermos of Brew (300 MP)
    - A large thermos full of ~~delicious~~ lizard-y cider. It's actually quite healthy for you in the long run, increasing your attributes permanently. In the meantime, it's relatively tasty, if you can stomach the meaty-sweety flavor.
- 1/10 Ten Gallon Familiar (300 MP)
    - The largest familiar immediately available to you. Weighing in at a whopping eight pounds, this familiar is highly versatile. It is capable of attacking, restoring Health and Mana, and is a fantastic searcher, capable of finding either items or money.
- Octarine Tangerine (300 MP)
    - A unique fruit containing no seeds, eating this fruit allows you to choose one of the five elements every day and deal extra elemental damage of that type.
- Catalog-of-the-Month (300 MP)
    - Coming from Mr. Store, this catalog is filled with interesting and strange items, many of which are never seen again. Purchasing this subscription will get you the chance to purchase the new things from the catalog each month, even outside the kingdom.
- Dirty Bag of Filthy Lucre (400 MP)

    - A dingy old bag of about fifty old coins. I GUESS someone would want these, but I'm not sure why they would. Maybe you could wash them, but nobody ever seems to have Clean Lucre.
- Foreign vs. Domestic (600 MP)
    - Looks like you're not the only one given something by the Toot Oriole. Up to eight companions gain a class, and have 300 Meat Points to spend on Skills.
- Ye Mispelled Tome of teh Wiki (600 MP)
    - A ahndy guide to the world, revealing secrets to defeating the horrors and challenged of this realm. Pages of parchment proof of potion, chapters of classes, and even non-alliterative information on the workings of the Kindgom.

Drawbacks (Up to a maximum of +600 MP)

- Unfamiliar (+50 MP)
    - While you may gain access to infant or larval familiars, they seem to be unable to act in a manner that benefits you. Familiars still grow up, but will not aid you in battle.
- Meaty Taste (+50 MP)
    - You have a strange compulsion to eat your currency. Fried, grilled, even boiled, you have difficulty not eating yourself out of your hard earned money. Quite literally.
- Teetotaler (+100 MP, Mutually Exclusive from Boozetafarian/Oxygenarian)
    - The Adventurer's, and Humanity's, oldest friend Alcohol and you have had a falling out. You spend your ten years unable to stomach booze, possibly falling deathly ill from the shock to your liver.
- Boozetafarian (+100 MP, Mutually Exclusive from Teetotaler/Oxygenarian)
    - You've been diagnosed with something or other by Dr. Kwaak, and put on a liquid diet. He also required alcohol supplements in all nourishment to destroy harmful gut fauna. Eating solid foods or non-alcoholic drinks may reverse the progress you've made instantly, and kill you.

- Unfriendly (+100 MP, Mutually Exclusive from P.I.M.S.)
    - Multiple Person Syndrome is a very common affliction when you're in a state of universal flux. Don't worry, we've taken care of the problems, and anyone that was following you won't be able to come near you for the next ten years.
- Oxygenarian (+200 MP,Mutually Exclusive from Teetotaler/Boozetafarian)
    - Going full hipster eh? Well I've got just the thing for you! Perri-Air! You'll never have to suffer the indignity of eating, drinking, or anything that comes with it. Of course, given your new diet you'll never be able to eat them anyway, but I'm sure the air-brownie points you get will make up for it.
- Planck's Interdimensional Maxi-Storage (+200 MP, Mutually Exclusive from Unfriendly)
    - Everything you have gained from your journeys has been locked away, never to be seen until you leave. Friends are stasis-locked, abilities are unusable, and physical attributes are reverted to base form.
- Eternal Loathing (+300 MP)
    - A near never ending kingdom requires never ending heroes. You've been chosen to be one of those heroes, repeatedly. Before you can leave the Kingdom, you must spend forty years in this realm. And if that's not terrible enough, you're also required to defeat the Naugty Sorceress throughout four ascensions, going between normal dietary habits to the restrictive non-ingestion ones.

Notes

- Killing the Naughty Sorceress can complete the jump before the normal time if you choose, unless you have taken any of the –arians or Eternal Loathing. All of those require ten years, AND beating the Sorceress.
- Once you have beaten the Sorceress you may remove your Drawbacks and continue the jump for the ten year duration.

- Not eating or drinking in this world won't kill you, but you won't have much energy to do more than a bit of basic adventuring every day.
- Ascension returns your stats to "Level One" and any equipment or items gained go to Hagnk's Ancestral Mini-Storage, from which you may only retrieve a limited amount from until you have completed certain conditions.
- Muscle, Mysticality, and Moxie are the three attributes which govern the members of the Kingdom. They are meant for Physical Attack, Magical Attack, and Dodging respectively.
- Familiars in the game can be purchased early through the use of an equivalent purchase from the Item section.
- Clowns are evil, do not believe their honks.