Phantom Tollbooth Jumpchain v1.0

Jump made by DukeYorick

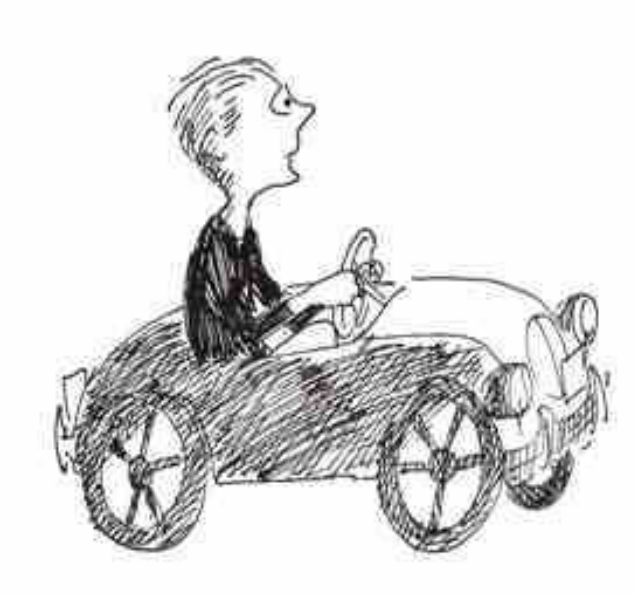
SLOW DOWN APPROACHING TOLLBOOTH

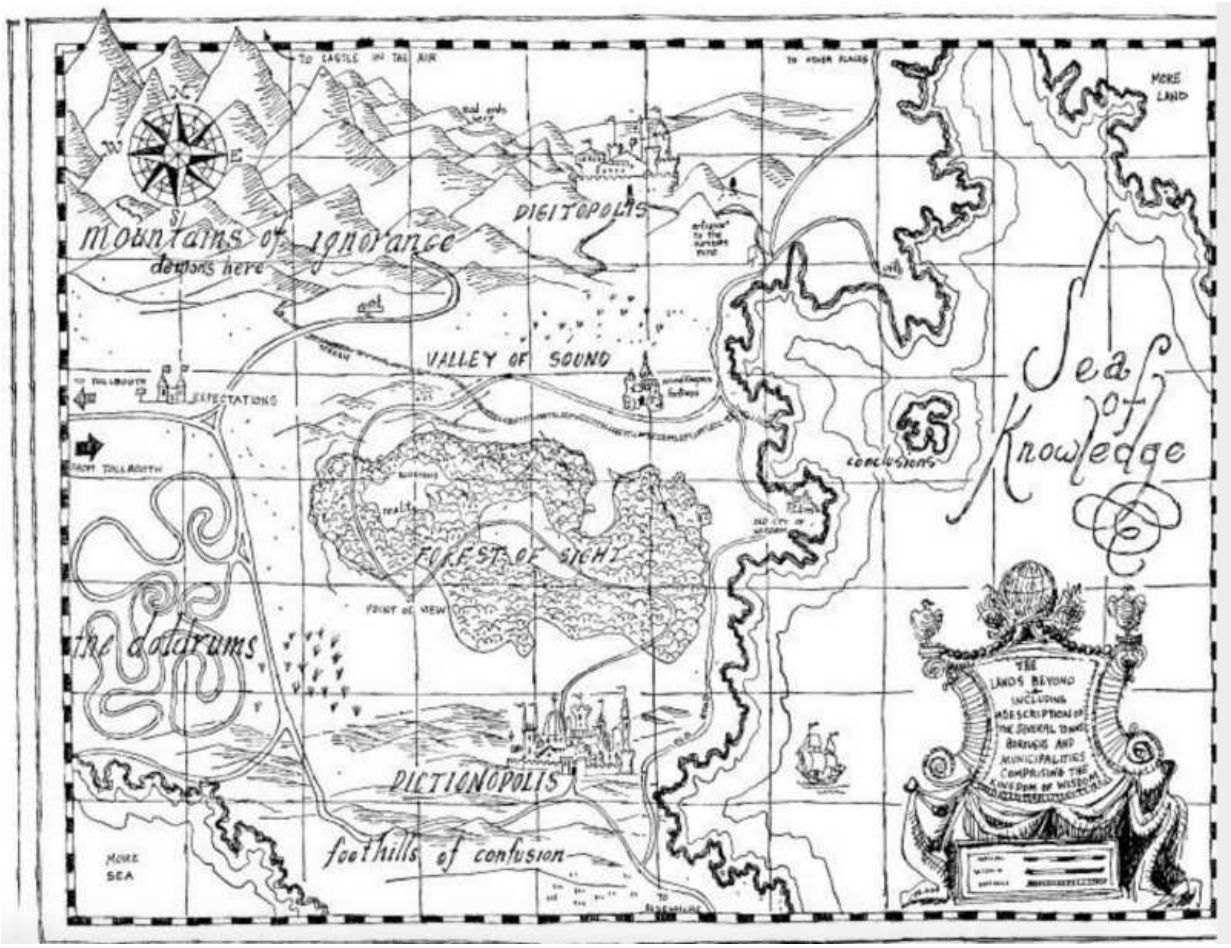
This is the whimsical world of the Phantom Tollbooth as imagined by Norton Juster, filled with puns, strange and unique people, and thinly-veiled life lessons. Milo the bored little boy with nothing better to do is about to go on an adventure where he makes new friends, learns all about words and numbers, and more importantly begins to appreciate the wonders of life and learning. You're about to spend ten years here, so be ready to keep an open mind (just not too open, because there are demons about).

PLEASE HAVE YOUR FARE READY

To go on your journey, you'll need this: **1,000 CP**

HAVE YOUR DESTINATION IN MIND





Starting Location

Choose whichever location you like or roll 1d8 to gain **+100 CP**.

1. **Expectations:** The place you must always go to before you get to where you're going, even if some people never get beyond it. Expectations is an idyllic rural scene with gleaming flowers, silvery trees and a quaint cottage or two. Expect to be cheerfully hurried on your way by the Whether Man, who is here for you if you have any questions at all. (Whether he will answer them or simply contribute more of his own is a better question entirely.)

2. **Doldrums:** Home of the Lethargarians, where nothing ever happens and nothing ever changes. The world is gray and quiet and even the air is heavy. Thinking and laughing is against the law (though it's very murky regarding who enforces it, since doing things in general is disapproved of). A great place to relax and nothing else.

3. **Dictionopolis:** A happy kingdom, advantageously located in the Foothills of Confusion and caressed by gentle breezes from the Sea of Knowledge. Dictionopolis is a great walled city with sparkling towers and flags, surrounded by the great word orchards that supply the whole world. It is ruled by King Azaz the Unabridged and policed by the enthusiastic Officer Short Shrift so watch what you say and remember not to forget July 27.

4. **Illusion and Reality:** A confusing pair of cities in the Forest of Sight. Illusions is a beautiful city that is a complete mirage, complete with soaring architecture, winding boulevards, and quaint little cafes, none of which are really there. Reality, on the other hand, is a completely invisible city fully populated with busy professionals who move through their day without seeing or needing to see anything. You appear in the middle of a busy street in Reality, and will have to find your way out before you can get anywhere else.

5. **Valley of Sound:** The Valley of Sound is completely silent. Because people weren't appreciating sounds enough, the Soundkeeper has decided that all sounds are no longer allowed, and its residents are protesting helplessly. Perhaps you can help the Soundkeeper hear sense so that the sound-starved citizens can go back to sensing here?

6. **Digitopolis:** A happy kingdom, advantageously located near the Mountains of Ignorance and caressed by gentle breezes from the Sea of Knowledge. Digitopolis is a great walled city with sparkling towers and flags, surrounded by the great number mines that supply the whole world. It is ruled by the Mathemagician and boasts some strange customs regarding eating and sleeping, so watch what you eat (especially the subtraction stew).

7. **Mountains of Ignorance:** The Mountains of Ignorance lie to the north and are extremely treacherous, with jagged peaks and sheer cliffs covered in slimy moss. They are surrounded by an oily mist that casts a deep shadow over the land. A freezing wind blows constantly through the land, and the air smells thick and heavy, as if it has been used several times before. It is also filled with a diverse cast of demons, all of whom are eager to delude, detour or just plain devour.

8. **A Ship on the Sea of Knowledge:** Once upon a time, this land was a barren and frightening wilderness, with demons of darkness making their home in the hills and evil creatures roaming through the countryside. Unlike the other options, this is not just a 'where', but also a 'when'. You will arrive on a small ship on the Sea of Knowledge the same day it arrives onshore bearing the prince who would become King of Wisdom. Alternatively, if you're a Demon, you start somewhere on shore, watching the ship come in.

Origin

Choose one origin. Unless you choose Drop-In, each Origin comes with a history in this world. Each origin also gives free and discounted perks and items. Choose whatever age and gender you would like.

Drop-In: Like Milo, you come to this world without a history in this world and no knowledge of its strange cultures. Hopefully, you do half as well as he did.

Citizen: The citizens of this strange land are an eccentric bunch, prone to their own unique pun-based customs and values. You're one of them, a native of whichever starting location you've chosen with an ingrained knowledge of your local customs and environment. If you wish, this can come with one of the physical peculiarities of the natives, from having twelve faces to floating as you grow down from your adult height to the ground. You could even be a bee!



Noble: Many of the locales are ruled by either the sons of the good King Wisdom or one of his appointees. You have control and responsibility over a region of this world and an aspect of life, like words, numbers, sounds, or colors.

Demon: The original residents of this land before Wisdom sailed across the Sea of Knowledge, the demons have been banished to the Mountains of Ignorance. A diverse and unruly lot, they guard the Castle in the Air and await the day they can spill across the land and erase the remnants of Wisdom from the land.

Perks

The following perks are separated by the origin that provides a discount but can be purchased at full price by other origins. Perks costing 100 CP are free for their respective origins. All other perks are discounted by 50%.

Drop-In Perks

For Jumper, Who Now Knows the Way (100 CP): When you've been living life long enough, sometimes you just reach a point where nothing interests you anymore and the world which was once so large, starts to feel small and empty. Now, everything will always feel new and interesting. Every day is a new day with new sights, sounds and smells. Even locked in a dark cell for millions of years, you would still have your own imagination to sustain you and keep you sane.

I Guess I Just Wasn't Thinking (200 CP): When you're not thinking, it's very easy to take an unexpected detour or make some other mistake. Now, you find it paradoxically effortless to focus the whole of your attention on any task at hand at all times. Never make a careless mistake again and never suffer from mental fatigue.

I'VE BEEN TRICKED! (400 CP): You have impressive skills in debate and wordplay, such that you could even convince the average person that knowing how to spell your own name isn't an important skill. Against more developed rhetoric skills, you have impeccable logic as well as a perfect memory for your opponent's arguments. Furthermore, poking any hole in their argument causes their entire case to collapse, forcing them to switch to your point of view on the subject completely.

Completely Impossible (600 CP): To most people, a task being impossible is a very serious problem. For you, it's just another hurdle to be overcome. To you, nothing is truly impossible with the application of enough hard work, thought, and sincere intent. Break the speed of light with a decade of physics research. Pull yourself up a mountain by your bootstraps with enough hustle. This doesn't make previously impossible tasks easy, but as long as you sincerely put in the work, it can be done.

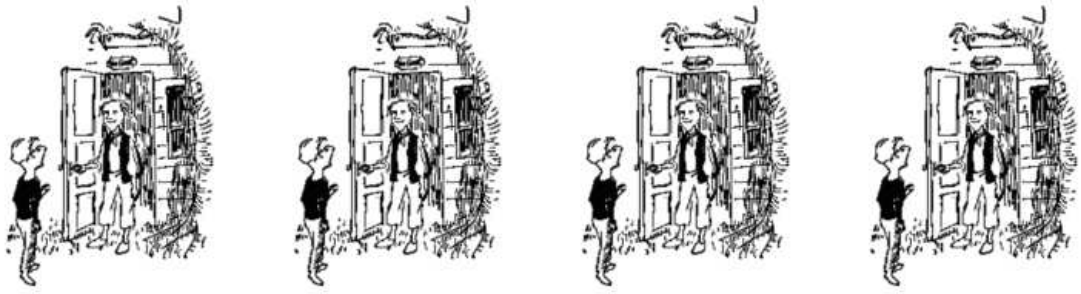
Citizen Perks

The Things They Know Best (100 CP): All the citizens of Wisdom seem to be gifted in a particular aspect, whether it's the ability to spell or define any word or the ability to differentiate exact shades of color or types of stillness. Choose one of your physical senses or a basic academic skill like arithmetic or geography. You have an instinctive, comprehensive, and even supernatural ability with it. Comes with a skill for punnery and a slight sensitivity to when people are wrong within your area of expertise.

Local Ordinance 175389-J (200 CP): You have an instinctive knowledge for both the laws of the land and spoken and unspoken societal conventions, as well as the legislator behind each law and their motivations. Make sure you never unintentionally break the law or offend others. This would also theoretically let you know the most effective way to insult someone or get sent to jail.

Point of View (400 CP): You can, by concentrating, see from any point of view. This can be any hypothetical point of view in your vicinity, letting you get a bird's eye view or see around or inside things. You could also choose to see from the point of view of any known individual, seeing from eyes miles away. Gives you protection from disorientation due to motion sickness or disorienting perspectives.

Smallest Giant in the World (600 CP): With the right perspective, a single man could be both the fattest thin man in the world and the thinnest fat man in the world (all while being the smallest giant in the world as well). You can now belong to any category you wish. You can be the most experienced virgin, the youngest elder, the most tainted half-elf, or even the nicest Sith and all would reluctantly agree that you are in fact a virgin, an elder, elf-blooded, or Sith, even if you are the worst possible representative for that group. This categorization also works for the purposes of prophecies or magical effects.



Noble Perks

A Thousand Trumpets (100 CP): When Milo and his companions are on their last legs, who should arrive but the armies of Wisdom to save the day. Like them, you always have a sense for where and when you will most be needed, and as long as you make a sincere effort, you will never show up too late to save the day.

A Banquet (200 CP): Your banquets are a feast for all the senses, and not just taste. You (and any staff you have) have mastered synesthetic cooking, allowing them to cook concepts like light, squares, or even subtraction. While it is good for dazzling your guests or forcing them to eat their words, this food can be highly magical and imparts some of that magic on those who consume it. If subtraction stew can make you hungrier, Force fondue could increase your midichlorian count and strength strudel might boost your might.

Judge, Jury, and Jailer (400 CP): You can set laws in your owned properties with the full backing of governmental authority, even absurd laws like banning all sound or deciding that people need to remember your birthday. Furthermore, you can determine guilt, sentence lawbreakers, and execute sentences, and all authorities will agree that you are well within your legal rights to do so even if they disagree with your verdict.

Rhyme and Reason Answer All Problems (600 CP): You are a wise ruler gifted with beauty, composure, and good sense comparable to that of Sweet Rhyme and Pure Reason. Any conflict put before you can be solved in a way that satisfies all involved in a way that is not only correct, but also right. Moreover, you are so loved by your kingdom that you inspire them to be kinder, more thoughtful, and all-around better. Even the air is sweeter, the plants more fruitful, and the colors brighter. Simply by being around, you make your kingdom prosper.

Demon Perks

Fierce and Black-Hearted Demon (100 CP): All the demons of the Mountain of Ignorance have strange and varied forms from the giant bird form of the Everpresent Wordsnatcher to the humongous Gelatinous Giant to the almost human-like Terrible Trivium. Now you have a demon form, of any design you can imagine, unbound by the laws of physics or even conventional logic (though you are bound instead by the more lenient suggestions of punnery and metaphor). Alternatively, you can replace any one demon mentioned in the book. In the future this can be an alt-form.

A Very Elegant-Looking Gentlemen (200 CP): Whether it's the Terrible Trivium of the Triple Demons of Compromise, many demons are able to trap their victims through pleasant-sounding conversation. As long as you don't make an overtly hostile move, you have the silver tongue needed to keep your victims talking even if all the Demons of the Mountains of Ignorance are coming for them. Great for stalling for time, though your victims may see through (or math through) your lies eventually.

Warden (400 CP): While it didn't make much sense for King Azaz and the Mathemagician to lock away the Princesses Rhyme and Reason in the first place, it's truly nonsensical for them to lock them up in a castle in the Mountains of Ignorance surrounded by the very enemies they and their father have been fighting their whole lives. For no reason at all, people seem to entrust you with guarding treasures and people from third parties. Even if it seems like your worst enemy is handing you their dearest treasure, at least it means their brother won't be able to get to it.

Frenzied Creatures of Darkness (600 CP): While each demon is a unique entity, when one of them called, they all came stomping, shuffling, slithering and sliding. Once per jump, you can call for reinforcements and a horde of demons will crawl out of their caves to join you in a single frantic charge. After this jump, your allies will be not only from your current setting but also from all your previous jumps will rally behind you for a single glorious battle. Glowing portals to step out of are optional.

Items

The following items are separated by the origin that provides a discount, but are not exclusive to that origin. Items costing 100 CP are free for their respective origins. All other items are discounted by 50%. You may import any similar item without additional cost.

Drop-In Items

Many Lands You've Still to Visit (100 CP): You have in your possession one (1) map, up to date and carefully drawn by master cartographers, depicting natural and man-made features, one (1) book of rules and traffic regulations, and assorted coins in use for paying tolls. After this jump, the map and book of rules update for any setting to which you jump and, reaching into your pocket, you will always immediately find the proper change for any toll you need to pay. You won't even need to pay attention!

The Small Electric Automobile (200 CP): This dependable little vehicle may not be especially fast, but it is always big enough for you and your traveling companions and never breaks down.

A Reason (400 CP): A small silver medallion engraved with the words "WHY NOT?". Wearing it openly or presenting it when challenged excuses your presence in any area unless a particularly good and specific reason exists. For instance, you might be allowed into a top secret lab, but not if it's under quarantine or if you're currently publicly at war with its owner.

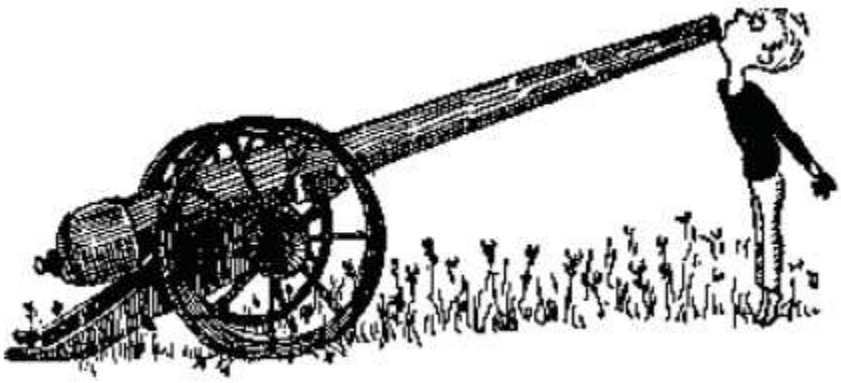
The Phantom Tollbooth (600 CP): One (1) genuine turnpike tollbooth, easily assembled at home and for use by those who have never traveled in lands beyond. Once per jump when you are most in need, the Phantom Tollbooth will simply appear in a room you're in. It will whisk you away on a fantastical journey to far-off lands or a different dimension in the setting you're in. Whether you journey to the Underworld to rescue your lost love, throwing a cursed ring into the fires from whence it came, or rescuing the Princesses of Rhyme and Reason, the journey will come with danger and darkness but also be a journey you're happy to have gone on. Perhaps you gain from it a long-lost relic, membership into an exclusive club, or simply a renewed sense of wonder: regardless of the specifics, the reward is always worth the journey. Once the journey is over, you will return to when and where you came and the Phantom Tollbooth will vanish, to reappear next jump. Comes with three (3) precautionary signs to be used in a precautionary fashion.

Citizen Items

Blue French Horn (100 CP, Citizens get one free with additional purchases discounted at 50%): You have come into possession of an instrument responsible for a specific color in the world. This could be a french horn responsible for the color blue or this could be a different instrument from Chroma's orchestra responsible for a different color. While playing, you can remove that color from any object, leaving a blank white outline. Alternatively you can add that

color, overwriting its current color with your own. Can be purchased multiple times, with each purchase doubling the number of instruments you receive.

A Fine Telescope (200 CP): This handheld telescope is surprisingly powerful, able to see everything from the tender moss in a sidewalk crack to the glow of the farthest star. Most importantly, it lets you see things as they are, not just as they seem to be, seeing through all illusions and disguises.



Big Brass Cannon (400 CP): This big gun has the power to knock down even the Walls of Jericho. All you need is gunpowder and a sound to use as ammunition. On impact, whatever you hit with it will simply fall apart, piece by piece.

Island of Conclusions (600 CP): A beautiful island in the distance that is quite easy to jump to. Unlike the island Milo visits, this one is beautiful even up close, filled with white sandy beaches, inviting flowers, and tropical fruit trees. It even has resort staff that shifts to your preferences, and are as nice as can be (although if you prefer, they could also be as grumpy as can be). This island seems to attract Jumpers, and you will occasionally meet others relaxing there. While on the island, all your other responsibilities will be put on hold: you could leave your car unattended and you would come back to find it right where it was. To get there, you only need to concentrate and jump, though getting back is a bit of a swim.

Noble Items

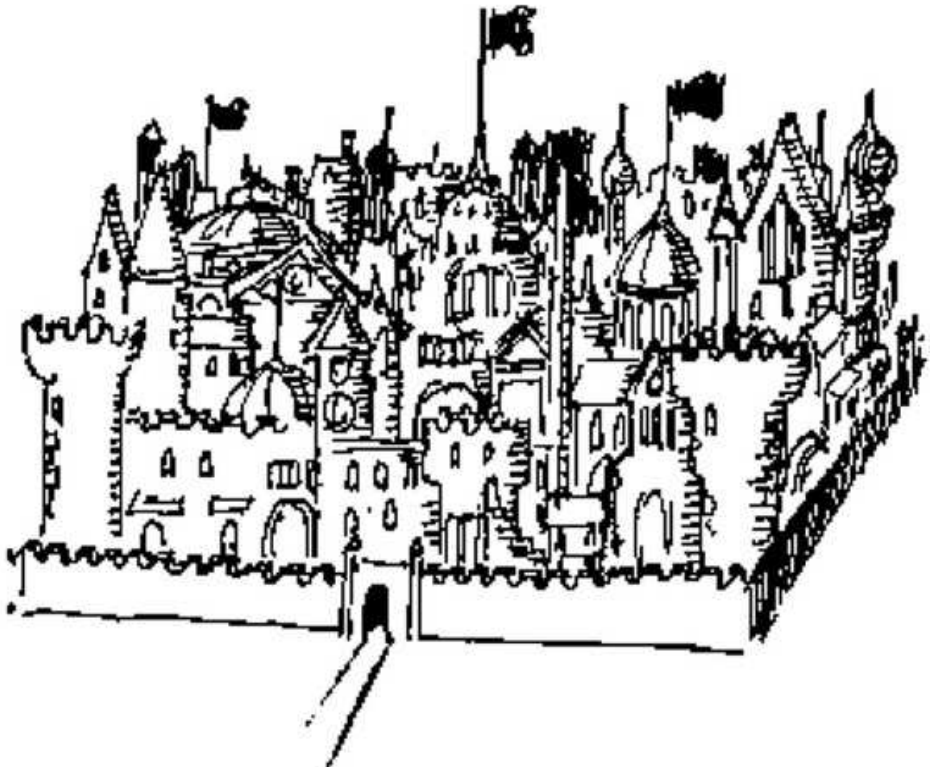
The Word Farmer's Market (100 CP): You have under your purview a market where strange things are sold. Perhaps people sell juicy words or the sounds of laughter. Regardless, you have final say in the vendors who are allowed in as well as the customers who come in to browse their wares. (Choose with care, because the wrong visitors or vendors might end up starting a kerfuffle.) In future worlds, vendors of setting-appropriate exotic materials, crafts, and relics will apply to be vendors at this market.

Pencil Staff (200 CP): A wondrous staff that unlocks the wonders of mathemagic. Much like a pencil, it has a graphite point on one end and a large rubber eraser on the other. It's also the

size of a pencil. To the uneducated eye, in fact, it could easily be mistaken for a regular pencil. At first, it can't do much more than write in the air, but once you learn to use it, there's no end to what you can do. You could erase everything and begin again to teleport yourself to your home base or multiply yourself to create identical copies. Though you can always return it to pencil size for convenience, the pencil staff will grow in size and strength with your proficiency and comfort with mathematics. Imagine what you could do when you advance beyond arithmetic!

Esoteric Font (400 CP): Whether it's the Number Mines, the Word Orchards or a Fountain of Scents, you control the source of one non-typical resource (selected now) that is nonetheless an integral part of day-to-day life. It comes with workers to harvest, mine, or otherwise work it. In this jump and in future ones, grants a steady income based on how important the concept is to the setting. The Number Mines would barely eke out a living in the Dark Ages, but would make you wildly rich in a cyberpunk dystopia (though you would likely have a shortage of 1's and 0's). LIkewise, a Secrets Farm would have a notably higher income stream in a jump about super-spies compared to a jump about a zombie apocalypse.

Jumperopolis (600 CP): You are the ruler of a bustling medieval city and its surrounding area, complete with towering stone walls, supporting farms and farmland, and a grand and impressive palace. If you wish to choose a theme like numbers, words, or sounds, the residents are all extremely competent with and devoted to the concept; otherwise they are generally rule-abiding and tax-paying citizens. Comes with a full palace staff including guards and a cabinet of ministers who are willing and able to advise, counsel, guide, recommend, and illuminate.



Staircase to Infinity (∞ CP): This flight of stairs goes infinitely upwards without end. If you ever somehow manage to reach the end, you will enter the Land of Infinity where the tallest, the shortest, the biggest, the smallest, and the most and least of anything are kept. Here, you will gain an understanding of infinity that will allow you to transcend your current limits. Boosts any one perk from this or a previous jump with an aspect of infinity. A perk that boosts your strength moderately would now boost you to infinite strength. A perk that revives you once per jump could instead revive you an infinite number of times per jump. The power of infinity is limited only by your imagination and conceptualization, if only you could reach it. You cannot gain this insight more than once, but you can let others try to use the staircase.

Demon Items

A Deep Murky Pit (100 CP): A deep pit in the ground that holds up to three individuals, regardless of their size. Anyone who falls into or is thrown into the pit can be kept there inevitably as long as you or a Companion is at the edge guarding them. Not even a flying creature could escape as long as their guard is alert and awake. It can be moved (when empty) with several hours of work and a modicum of effort.

An Enormous Mound of Fine Sand (200): A mound of fine sand and tweezers that you can summon at will. If you can convince someone to start moving the sand with the tweezers, they will go almost into a kind of stasis, moving back and forth without trying to escape and never feeling hungry, cold, tired, or bored. This will last exactly eight-hundred and thirty-seven years. Can instead be a well and an eye-dropper or a needle and a stone cliff if you prefer. This may be purchased multiple times.

The Castle in The Air (400): This is a castle of breathtaking beauty and altitude, flying high where the air is clear. It is furnished to the highest of standards and has residences customized to the utmost comfort of all its inhabitants, including atmospheric and temperature controls. Of course, for how beautiful it is, it is still a prison, and is fortified against assaults both from within and without. It is connected to the ground by a single spindly spiral staircase which can be retracted to allow the Castle to fly elsewhere under your direction. If the staircase is destroyed, floating in one place for more than a week will see a new staircase growing from the ground up.

The Con-senses (600): This large and well-worn ledger is quite like the one the dreaded Senses-Taker bears. Everyone agrees, however, that this version is much more of an upgrade. Simply by writing in someone's full name, their mother's maiden name, the name of their first pet, their favorite teacher, where they met their spouse, the city they were born, the street they grew up on and, most importantly, the biggest lie they ever told, you can falsify their senses. (For most questions, "N/A" is fine where a question is not applicable, but the process does not work without their first lie.) This could be sight, sounds, and smells, enfolding them in illusions or total void, or you can manipulate their senses of purpose, duty, proportion, or direction. Unlike the Senses-Taker, you can even manipulate their sense of humor.

Companions:

Companions may not purchase additional companions. Purchased canon companions are met in ways that predispose them to like you and, barring horrific abuse, are likely to agree to accompany you on future jumps.



Import/Create (50 for 1, 300 for 8): You may import or create companions. You may pay 50 CP per companion or gain up to 8 for 300 CP. Each companion gets an origin and 500 CP to purchase perks and items. They may also take drawbacks not marked with a *.

Bulk Import (500 for any number): If 8 isn't enough, you can import all your companions for 500 CP. Each companion gets an origin and 500 CP to purchase perks and items. They may also take drawbacks not marked with a *.

The Humbug (+0): This foolish, lovable, loyal humanoid bug is otherwise useless in almost every way. He revels in his own ignorance, holds no opinion of his own outside of his own self-importance, adores trivial tasks, and has almost no skills outside of talking himself up. He's taken a liking to you and decided to follow you around. In future jumps, he will constantly run into relatives in close proximity to heroes of note or in governmental positions. Comes with **I'VE BEEN TRICKED!.**

The Watchdog (100, Free for Drop-in): Tick is a large dog with a perfectly normal head, four feet, a tail, and the body of a loudly tocking alarm clock. His brother Tock hangs around in the Doldrums, barking at Lethargarians wasting time and is soon to meet Milo there. Like his

younger brother, Tick hates wasting time (let alone killing time) but loves automobile rides. Comes with **The Things They Know Best (Time)**.



The Daughters of Wisdom (600, discount Noble): The foundling daughters of the old King of Wisdom. Both are beautiful beyond compare, but Rhyme is a bright and joyful blonde, with an infectious laugh and an instinctive feel for artistic truth and aesthetic beauty, where raven-haired Reason is quiet but warm and understanding with an inquisitive and perceptive mind. Comes with **For Jumper, Who Now Knows the Way, I'VE BEEN TRICKED!**, **A Banquet**, **Judge, Jury and Jailor**, **Rhyme and Reason Answer All Problems**

Other Canon Citizens (200, Discount Citizen): Perhaps you'd like to hang around with Alex Bing or shoot the breeze with the awful Dynne. This option allows you to bring any citizen not covered in other options with you on future jumps. Comes with **The Things They Know Best** for their appropriate skill and **Local Ordinance 175389-J**.

Canon Demons (400, discount Demon): Maybe you'd like to unleash the Terrible Trivium, the Gross Exaggeration, or, God forbid, the long-nosed green-eyed curly-haired, wide-mouthed, thick-necked, broad-shouldered, round-bodied, short-armed, bowlegged, big-footed monster on future jumps? Well now you can. Comes with **A Very Elegant-Looking Gentlemen**, **Warden**, and **Frenzied Creatures of Darkness**.

Drawbacks

There is no limit to how many you or your companions can take, but companions cannot take drawbacks marked with *. Drawbacks marked with “+” require the previous drawback as well.

***Musical* (+0):** After his disappointment in the MGM movie, Norton Juster personally worked on an opera adaptation that is quite faithful to the book. This was later revamped into a musical. If you desire, you can enter the musical world he helped create. Expect people around you to burst into song a lot.

+*Phantom Tollbooth Jr.* (+100): The intent of the musical adaptation was also to make it available to schools for their school plays. Now, the world around you is full of cardboard props and stilted, stuttering young thespians who occasionally miss their cues or mispronounce names. Pointing out any of their performance flaws will make the world a little darker, as if the creator of the world itself disapproves. Better play along so that the show can go on!



Whether There Will Be Weather (+100): Whenever you dawdle or delay in making a decision or answering a question, your own personal stormcloud will appear, complete with rain, thunder, and lightning. You’re either going to need to become a lot more decisive or you’re going to need an Umbrella.

Lost in Translation (+100): Many of the puns and jokes in the Phantom Tollbooth are based on English phrases that at this point are at least decades out of date. Despite that, it has been reprinted through the years and translated into at least ten languages. Unfortunately, not all of those cultural jokes and idioms translate completely. During your stay here, the puns and idioms that the world operates on are from a culture you don't understand. Expect a lot of the jokes and customs to go over your head. This also means that it can be difficult to problem solve: why is this dog a clock? Why would you have to be silent to make this cart move?
+NONSENSE! (+100): Even worse, the entire world is operating in a language you don't understand. Whether it's Navajo or numbers, you're going to have a lot of trouble making friends or even understanding what's going on. On the bright side, this means you're somewhat protected from the lies and traps of Demons. On the other hand, this makes them much more likely to stop bothering with that and just eat you.

FAMINE (+200): Maybe you gorged yourself on subtraction stew or maybe you keep choosing the wrong words at the banquet. Either way, you feel like you're starving and nothing you eat makes it any better. This will last your whole time here.

0.58 (+300): The right half of your body (or, to be more precise, the right 42% of your body) is completely gone. While this doesn't affect your ability to walk or talk somehow, your clothes and armor no longer fit right. In fact, none of your out-of-Jump items fit your new 0.58 of a body.

***Oh dear, I do hope they don't start it all again* (+300):** Can't be taken with the starting location "**A Ship on the Sea of Knowledge**". Often when people visit family, they fall back into old family dynamics. Unfortunately, King Azaz the Unabridged and the Mathemagician fall victim to this constantly in the worst way. While the return of Princesses Rhyme and Reason can make them see sense temporarily, the two brothers will once again fall into bickering about letters and numbers and within a year will banish the two once again. Unfortunately, as long as Rhyme and Reason are banished, the land will quickly dissolve into non-sense and anarchy, and can only be restored to good sense (temporarily) by rescuing them once again.
-If you are a Demon, instead the demons themselves will begin to wither and die if Rhyme and Reason aren't imprisoned in the Castle in the Air. Unfortunately, King Azaz and the Mathemagician have resolved their differences and constantly send brave adventurers to rescue them. If they are rescued, you must return them to their prison or all the demons, including you, will eventually perish.

***Six Million Years in Prison* (+600):** Like Milo and Tick, you have been sentenced by Officer Shrift to six million years in prison. Unless you leave, you're going to spend so long here that people outside will forget if you're a which or a witch, even with a million years off for good behavior. Thankfully, you do not age and the story does not progress while you're imprisoned. Also, Officer Short Shrift doesn't actually care about keeping you in prison, and there's a button right there on the wall that opens up an exit door. Unfortunately, your jump timer of ten years doesn't stop until you finish your sentence, meaning you're not moving on without spending a lot of time here. Can be purchased any number of times you can think of.

Scenarios

You may choose any one scenario. Successfully completing the scenario gives you the rewards at the end of the jump. Failing the scenario does not fail the jump.

Scenario 1- The Adventures of Milo in the Phantom Tollbooth



Req: Not **Demon** Origin**, Starting Location** is not "**A Ship on the Sea of Knowledge**"

What do you do with a classic children novel built almost entirely on puns and the inner world of a small child? Why, turn it into a movie! You've jumped into the movie version of the Phantom Tollbooth, where Milo is from live-action San Francisco, Tick Tock the watchdog sings about the joys of Time, and a lot of homophones must be spelled out in signs. Compared to the book, a lot of characters and much of the wordplay have been removed to fit in musical numbers and visual gags. Just like the movie, your journey will be shorter and more goal-oriented. Unlike the movie, Milo never went through the Tollbooth. Instead, you are the one required to rescue the Princesses Rhyme and Reason and this time don't expect the Armies of Wisdom to save you. You'll have to deal with all the Demons of Ignorance yourself. You can leave shortly after the celebration stops. Just know that Norton Juster does not approve.

Success Conditions: Rescue the Princesses Rhyme and Reason

Rewards

Mostly Gratuitous Movie: You gain the ability to change things from live-action to animated and back or to any other art style from a setting you've experienced. No need to make up your

mind, you can change it at will. Just don't play with your new toy too much or you might hold up traffic.

Here's How: Are you trapped in an inescapable floating prison? Did your best friend bust his mainspring? Did you mess up all the colors of the sky? One time and one time only, you can call on the powers of the Sweet Rhyme, Pure Reason, and the Whether Man to fix literally everything. Sense and sanity will prevail throughout the world, dead and wounded companions will be restored, and there will be peace and celebratory music and fireworks. This does not refresh every jump, activating only once for the rest of your chain. You can consciously activate it, or if you are about to chain-fail, it automatically activates.

Scenario A- The Founding of Wisdom



Req: Not **Demon** Origin**, Starting Location** is "**A Ship on the Sea of Knowledge**"

Once upon a time, this land was a barren and frightening wilderness, with demons of darkness making their home in the hills and evil creatures roaming through the countryside. Then, a Prince arrived and founded the City of Wisdom, throwing back the demons and evil creatures year by year. Now, you are that Prince. You must found a great city and push the demons back until they live only in the Mountains of Ignorance. You also only have your normal ten years to do it.

Success Conditions: Drive the demons and evil creatures back to the Mountains of Ignorance and establish a Kingdom that can keep them there.

Rewards

The Old City of Wisdom: If you succeed, you can bring with you the city that you created and its controlled territories, complete with its armies and citizens. Like Wisdom itself, your city will be a melding pot of different complementary concepts like letters and numbers, sounds and silence, and beautiful rhymes and logical reasons without ever deviating to any detrimental extreme. This country will transplant itself on some coastline (if possible) in future jumps and at your choice can contain any properties you purchase in the future.

The Fruits of Wisdom: The King of Wisdom has two sons who grew to rule impressive kingdoms of their own and two daughters who made sure they did it well. Like his, your progeny, whether adopted or biological, will be impressive, inheriting whatever portion of your power you choose (and, if you wish, combining some of those perks in new and imaginative ways). More than that, they will be your Legacy in your twilight years: if you ever wish to retire to any setting you've jumped through before, they can continue your journey in your place, and if they or their offspring ever ascend, you will as well.

Scenario !- The Death of Wisdom



Req: Demon Origin

Only in children's literature do the armies of Wisdom prevail over Ignorance. People just are happier reveling in ignorance and trivium. They don't want to have to consider this or remember that. Let them rush around blindly from place to place. You must be the champion of Ignorance, wiping out the kingdoms of Dictionopolis and Digitopolis and all the citizens in between. Your work is done when all the structures of rule have been destroyed or perverted to demonic purposes, and you have just ten years to do it. Unfortunately, the Princesses of Rhyme and Reason are an ever-present threat: if they are rescued they could return the land to a utopia of meaning and understanding, and you're not allowed to let them come to harm (outside of keeping them in their prison). If combined with "**Oh dear, I do hope they don't start it all again**", King Wisdom actually had ten additional children, all of whom have their unique proficiency and kingdoms. If combined with "**A Ship on the Sea of Knowledge**", you must instead repel the repeated invasions of the Prince for ten full years.

Success Conditions: Drive the citizens of Wisdom and its descendant kingdoms into the sea and keep them out until your time is up.

Rewards

The Demon Inside: By pointing at anyone, you can transform them into a monstrous demon caricature themed around their greatest sin, whatever that may be. This could be something big like greed or wrath, or even something small like compromise or frequent interrupting. Only the completely pure will be safe from this, and those are few and far between. The demon is consumed with their thematic sin, pursuing it above all else. While not under your control per se, they are initially well-disposed towards you for enabling them to indulge in their new obsession.

An Ending, but not The Ending

Go Home
There's no shame in wanting to go home and there is wisdom in knowing when your journey is over. Return home with everything you've gained until now.

Stay Here
If you just can't bear the thought of leaving, you can always just stay. Take up residence in one of the kingdoms or fiefdoms here, or strike out on your own to unclaimed lands.

New Adventures
You know the way. There are many lands you've still to visit and wonderful things to see. Go on to your next wonderful adventure.

Author Notes:
Smallest Giant in the World: This does make you qualified for requirements you otherwise wouldn't. This doesn't actually increase your attributes: if a weapon is too physically heavy for you to lift, being the weakest strongman in the world doesn't mean you can carry it. Similarly, you might be able to wield a Green Lantern ring (as the weakest-willed man with exceptional willpower) but you might not be able to do much besides fly and glow.

Fierce and Black-Hearted Demon: A list of demons you could replace, though the text is light enough on detail for most of these that you're probably better off just making your own.
The Everpresent Wordsnatcher: a large, unkempt, and exceedingly soiled talking bird. (I know he's not technically a demon, but if you want to be a bird, I'm not going to be the one to stop you).
The Terrible Trivium: A beautifully dressed gentleman with a completely blank face. Whether this means blank skin or a hole in the universe is up to you.
The long-nosed green-eyed curly-haired, wide-mouthed, thick-necked, broad-shouldered, round-bodied, short-armed, bowlegged, big-footed monster a.k.a. *The Demon of Insincerity:* A small furry creature with a big mouth who doesn't mean it.
The Gelatinous Giant: A squishy giant the size of a mountain.
The Senses-Taker: A little round man in a frock coat.
Triple Demons of Compromise: One is tall and thin, one is short and fat, and the third is exactly like both of the other two. You can choose to replace one or all of them.
Horrible Hopping Hindsight: He has eyes in the back of his head (but not the front) and his rear appears to be in front as well. He's quite a leaper.
Gorgons of Hate and Malice: They scooch along the ground faster than you'd think leaving trails of slime with blazing eyes and wet anxious mouths.
Overbearing Know-it-all: Mostly mouth and quite good at resisting damage from falls.
Gross Exaggeration:Grotesque with rows of wicked teeth.
Threadbare Excuse: A small, pathetic, ragged individual who has very good grip strength.
The Dilemma: Bull-like, with pointed horns and jagged hooves.

Blue French Horn: While you can purchase this item quite a few times, it can be quite difficult to play multiple instruments at once. You might need multiple people if you want to paint something with multiple colors at once. Additionally, coordinating instruments to create a complex, moving set of colors might get difficult with too many players. Perhaps a conductor is necessary?

The Con-senses: If your target has never told a lie in their life, they are unfortunately immune to this item, but even white lies and lies of omission count. Even a toddler saying they're not sleepy (when they clearly are) would work for this.

The Daughters of Wisdom: If you would like, two new baby girls will be found abandoned in baskets before you leave who are destined to grow up wise and knowledgeable, freeing Rhyme and Reason to move on to other worlds with you without dooming the world.

Staircase to Infinity and **Six Million Years in Prison:** Yes, the staircase requires infinite points. No, it's completely impossible to actually get infinite points by spending millions of years in prison even if you take the drawback as many times as you can think of. As the Mathemagician notes, the number you want is always at least one more than the number you've got.

The Fruits of Wisdom: Adopted kids must either be raised by you or consent to adoption, and on doing so will immediately manifest whatever portion of your powers that you wish. You can also use this to pass down ownership of fiat-backed items when you retire.

The Demon Inside: For example, you could point at Charlie Brown and have him become the Striped Bald Sulker, a demon of despondence, or at a certain politician and get the Tiny-handed Orange Braggamuffin, a demon of pride.

Changelog

1.0

-More Typos and formatting thanks to u/mineralfinder.
-You can now purchase multiple piles of sand.
-Renamed the Census to the Con-senses and added the lie requirement so that it can truly become a census of Cons.

0.9.1

-Typos and formatting.
-You can't double-dip the Staircase to Infinity, but can let others try climbing it.
-Clarifying canon companions liking you
-Fruits of Wisdom works past one generation
-Added the list of demons to the Author Notes

0.9

-Initial release.