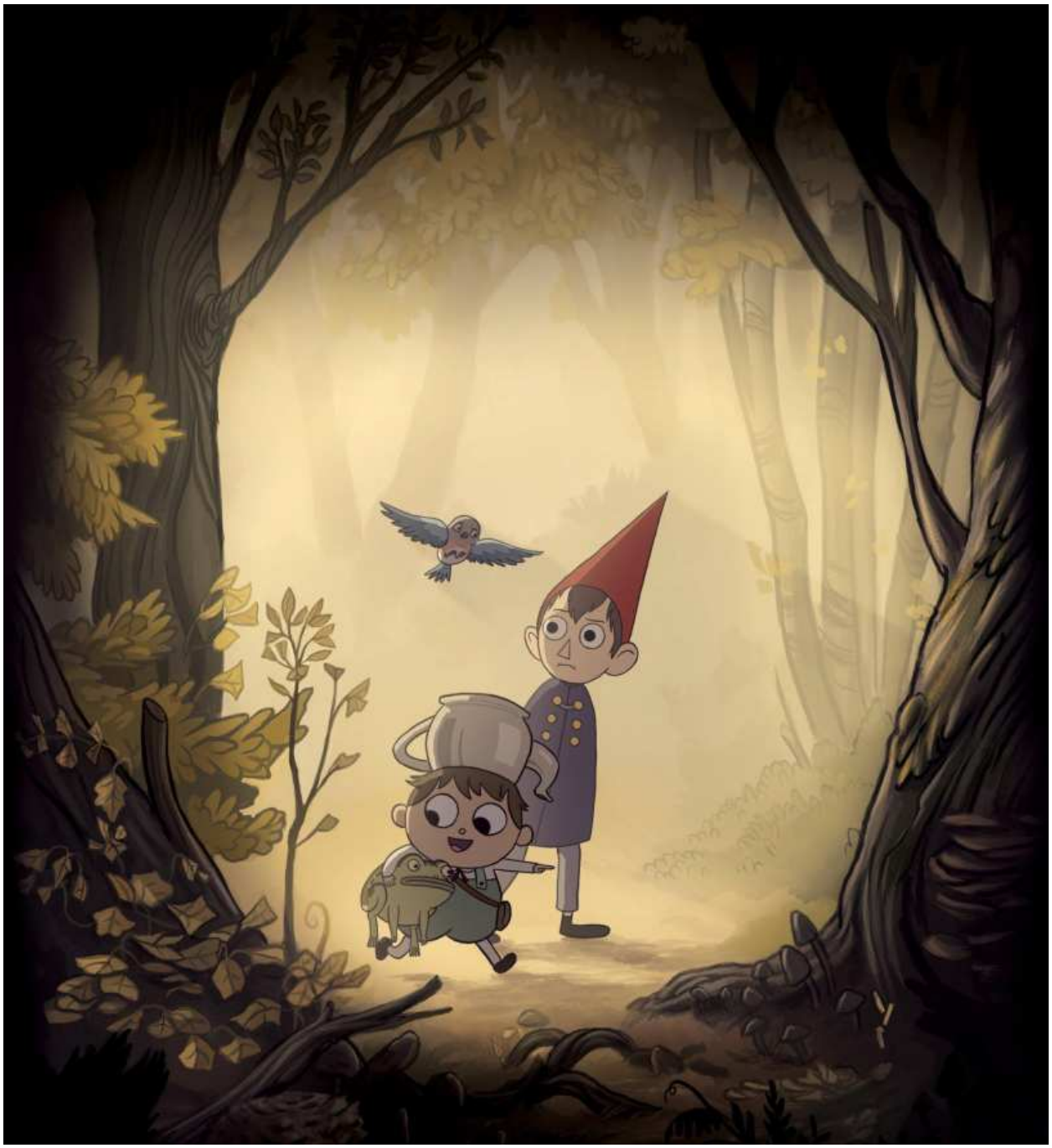
Over the Garden Wall Jump

Version 1.0.0



Somewhere, lost in the clouded annals of history, lies a place that few have seen—a mysterious place, called the Unknown—where long forgotten stories are revealed to those who travel through the wood… And it is these woods in the place called the Unknown that you find yourself traveling through.

This is a place where the past of America seems to bleed and blend into itself. Where fish ride in boats to go fishing, frogs run ferries, bluebirds curse those who throw rocks at them, skeletons dance, and animals sometimes talk. This is a place of magic and the supernatural, like something out of fairy tales.

A Beast stalks these regions and there are witches and danger. But it is a world dyed in the color of children's stories. You will be staying in this world for 10 years. Hopefully you will find what you are looking for in this time. And to help you with that take these:

+1000 Choice Points

Good luck and good jumping.

Location:

You arrive somewhere within the Unknown appropriate to your origin, or determined by rolling on the table below:

1. The Old Grist Mill - Currently occupied by the Woodsman who works to keep the lantern holding his daughter's soul lit and burning.
2. Pottsfield - A village of people who wear costumes made of pumpkins and hay. They are currently preparing for their harvest festival.
3. Langtree's Primer School for Animals - A primer school for animals teaching them reading, writing, and arithmetic. Currently suffering from financial difficulties.
4. The Dark Lantern - A tavern full of individuals who seem to each be defined by their place in society and job. A highwayman frequents the region.
5. Endicott Manor - The mansion of a wealthy and eccentric tea tycoon. He has recently seen a ghost leading to him becoming rather destabilized.
6. Frogland Ferry - A ferry upon a river. It's run by frogs. Hopefully you paid your 2 pennies to ride on it, otherwise they might be throwing you off.

7. Adelaide's Pasture - The home of Adelaide the Good Witch of the Woods. She's looking for some servants, perhaps she'd help you in exchange for working for her for a time.
8. Free Choice: You may begin anywhere in the Unknown of your choice.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Child: You aren't from the Unknown. You're from the normal world, or this world's version of it, somewhere around the 1980s though maybe somewhat later. You're a small child who has found themselves in the Unknown by means you can't seem to remember. Or you can be a drop-in with no memories or connections in this world. Either way you're under 12 years of age, and your gender may be chosen freely.

Teenager: You aren't from the Unknown. You're from the normal world, or this world's version of it, somewhere around the 1980s though maybe somewhat later. You're ahigh schooler who has found themselves in the Unknown by means you can't seem to remember. Or you can be a drop-in with no memories or connections in this world. Either way you're 14 to 18 years of age, and your gender may be chosen freely.

Beast: You may not be the beast, but you're something like him. You're a dark force in the Unknown, and people already speak of you with fear and hushed whispers for you stalk the forests and bring despair. Your age and gender may be chosen freely.

Inhabitant: You are one of the (mostly) human inhabitants of the Unknown like the Woodsman and his daughter, the people of the Dark Lantern, or Quincy Endicott. You live somewhere in the Unknown, living what passes as an ordinary life here. Your age and gender may be chosen freely.

Talking Animal: Whether you actually talk or not, you are a surprisingly human-like animal. Maybe like the frogs and animals of the school you're humanoid, or maybe like Beatrice you really are just a talking animal. Either way you are a native of the Unknown and have some familiarity with its mysteries. Your age and gender may be chosen freely as appropriate for your species.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Living Vegetables (200 CP): You don't seem to be a creature of flesh and blood any longer. Instead you have a body that appears to be made of a mass of vegetables. You're still alive, and still biological, so while you suffer many of the frailties of a biological system, you also possess many of the advantages of vegetation. Notably you can, in theory, regrow any lost body part except your 'brain' (as you do seem to retain a central nervous system), have few to none vital organs besides your thinking parts, and you no longer need to eat merely needing water and sunlight.

Post-jump this becomes an alt-form as a human made of vegetables. If you took An Animal's Shape you will gain an alt-form that is a vegetable version of that form as well.

Spooky Scary Skeleton (400 CP): You seem to have been dug up from Pottsfield as you are a skeleton. This doesn't seem to affect you much; the Pottsfield skeletons seem to be quite the happy sorts. You are able to move and function as if you were alive, but you're undead. You can still get tired, and 'sleep', but you no longer breathe, eat, drink, or metabolize. You have no vital organs, being a skeleton held together in its proper shape by some otherworldly force. You're not invincible; if you get smashed to small enough pieces, or lose enough of your skeleton, you'll be dead for real so be careful.

Post-jump you may start the jump as a skeleton, or simply have the ability to continue to function as just a skeleton should you 'die' during the jump.

Child Perks

Goofy Child (100 CP): Childish whimsy is a wonderful thing. A touch of silliness can make many things lighter and better. And that includes your luck. When you play the role of the not all there oddball, touched with childish whimsy and impulsiveness you'll find you get a small but noticeable boost to your luck. Things just go better for you. The more consistently you play this role the better your luck will be. Don't expect this to work miracles even if you live and breathe this role constantly, it might not even always compensate for the misfortune that your silly actions cause you at times, but it will lead to better results than your actions should get, and random bits of good fortune coming your way.

Something Goes Right (200 CP): When you try and help someone else, neither asking nor expecting a reward in return, things just seem to go right for them, or at least in your attempts to help them. Your plans to do so go smoother than expected, and serendipitous events align to make things better for them. If you have luck perks they'll even benefit from them during it.

This does rely on your altruism. If you're helping them so they'll reward you, or because helping them will help you, this perk doesn't apply. Your main goal must simply be to make their life better even if it does nothing for you.

Optimism (400 CP): Nothing is impossible, not if you try. Or at least you seem to hold such a belief. Anxiety and despair have no grip on your soul. Your willpower isn't endless, and you're not immune to fear, but you have a seemingly endless wellspring of hope inside of you. No matter how bad things get, you'll never give in to despair and hopelessness. No matter how much life wears you down, you'll never lose your ability to put faith in someone that this time they'll be better. And while this isn't limitless willpower or courage, having hope makes those things go a lot further than they normally would.

This even protects you from supernatural dread and despair. Such forces have no purchase in your soul.

Into the Unknown (600 CP): Something about the Unknown seems to have touched your life and it doesn't seem to be leaving you. Somehow you seem to time and time again run into the strange, the fantastical, and the wondrous. Even in what should be mundane settings you seem to find the wondrous and fantastical - either odd individuals and events that seem almost like something from a child's whimsy or the outright supernatural - and while in more whimsical settings this might seem to do less you seem to run into things outside the norm even by their standards.

And while not always beneficial, these touches and encounters with the unknown tend to be so. While the adventures might be thrilling or even dangerous, they somehow tend to lead you to coming out having gained something at the end. Maybe you'll get the 2 cents you need for the ferry, make a new friend, gain the favor of a supernatural entity willing to help you, or even just have earned greater respect and affection from your older half-brother who resented yours and your father's place in his life. These won't always be grand things, but the adventures will typically lead to you being better off for them.

You can toggle this off if you don't want to encounter wondrous and fantastic adventures.

Teenager Perks

Whisper Poetry to Yourself (100 CP): You have the heart of a young poet. As if touched by the muse of love, you have a natural talent and knack for the arts of poetry and song. You know how to play at least one instrument, and can play related ones in a pinch, or have the voice of a natural croaker… crooner I mean crooner. And improving these poetic arts will always be easy for you whether it's learning new ones or mastering those you already know.

Young Lover (200 CP): Is that who you are? You certainly seem to be lucky in love, or at least your relationships with similarly aged individuals. Choose men or women when you take this perk, and you will find you seem to have a special charm when it comes to individuals of that gender who you could find attractive. It's just something about you that is likable and makes it easy to develop chemistry with them. Whether this results in friendships, a trail of broken hearts, or deep romance is on you, and not everyone will fawn over you, but you do seem to have a certain something that wins their hearts.

Dying Dream (400 CP): It'd be a real shame if you died, so young and early into the adventures of your chain. Well it will be a bit harder for you. When you die you will instead find yourself transported to a fantastic otherworld, some fairytale realm or poetic limbo, where if you complete an adventure you may return to life the instant of your death. You'll not be transported somewhere safe, and you'll only be healed a little with a burst of adrenaline to carry you a short while through immediate emergency action; enough to hopefully see you out of what was killing you, something like enough to go from drowning and blacking out of shock to conscious enough to swim to the surface of a lake with your little brother. Still this isn't the best if someone is actively trying to kill you, as you'll still be wounded, and weakened, and they'll be right there. But I'm sure you'll find a contingency for that.

This does have limits. It can never function more than once in a 3 month period. Also the dangers of the otherworld will increase each time it is used in a jump. Even the first use will be a test of character, though not something that an ordinary child would have no hope at, in fact they'd have a rather good chance at it, but they will scale upwards from

there, and these are tests of character more than power, expect to rely on your will, wits, and personality far more than any power you possess.

The Pilgrim (600 CP): Though maybe this is the real you. You are the pilgrim, the traveler of many lands and many adventures, forever seeking after enlightenment, and growing as a person. If you weren't already, you qualify now. This does not bring you adventures, nor does it grant you material rewards from them. For that see **Into the Unknown**.

What your status as the pilgrim grants you, is that you will always find yourself growing as a person. Whatever adventures you do have have a way of forcing you to look at yourself and improve yourself, and even day to day life will seem to occasionally have both the opportunity and sources of impetus to make you grow as an individual. And you will never grow so stuck in your ways you can no longer grow as a person. While this can be learning new skills or mastering abilities, this won't make it so you can do so without limit, and it will more often be things like learning to take responsibility for your actions, to assert yourself and take the chance you need to take, becoming more moral, or other such forms of personal emotional growth and maturity. Though it will ensure you can always develop more of such wisdom and enlightenment.

Beast Perks

I Can Smell Them (100 CP): You possess the ability to smell (the souls of) children. You could track them by scent like a bloodhound. And this gives you a touch of a sense for their psychological state, especially in regards to despair. You could tell how close a child was to despair, and notice changes with relative ease. You can smell other emotions in children, but the information will be more vague and general, though may improve with experience. This is still olfaction, and it is possible to confuse it with other scents, such as the black oil of the Eldelwood Trees, or even have it be overpowered by them.

Wander Through the Darkness (200 CP): You seem to be able to control and manipulate darkness and shadows. It is easy to casually wrap yourself in darkness, so you can be perceived as nothing more than a shadowy figure cloaked in it, though when you do this your eyes have a tendency to glow or at least catch and reflect light like those of a dog or cat. With a little bit more effort you can deepen the darkness and shadows around you, making light seem to illuminate less and less. With time and practice you might even be able to animate shadows and make them move.

Unfortunately bright enough light can end this all. The direct light of the sun will banish it all, and a sudden flash from a floodlight might as well, and even indirect sunlight - such as that filtered through the trees of a thick wood - will stop you from doing more than just cloaking yourself in darkness. Likewise magical light is hard to suppress and risks banishing your black shroud even around your body.

Light for the Lost and Meek (400 CP): Your words are oddly charming to those who are in the grips of darker emotions. This doesn't apply to anger, or even sharp terror and panic, but things like guilt, shame, dread, and despair; those emotions which lead to a feeling of listlessness, depression, and powerlessness. And the more deeply someone falls into them, the more your words seem to charm, persuade, and convince more and more. When someone is deep in personal darkness, and you present a light for them, even if they know you're an evil creature who seeks only the destruction of others it will take a strong will's conviction and resolve - or the fiery heat of overwhelming anger - to avoid listening to your words.

Come Wayward Souls (600 CP): You possess the power to turn those who give in to despair, exhaustion, or even illness into Eldelwood Trees. This transformation isn't instant, and it's possible for them to be hacked free from the tree, but the more despair they feel the harder it is to break through this tree, meaning if they are lost in the depths of despair even the strongest will be unable to free themselves. But even those with boundless optimism could fall to this if they were weakened enough, the exhaustion of their body less effective to fuel the strength of the growing wood, but still capable of doing so. There is a range limit - they seem to need to be near by to begin the process - but it can be done without directly revealing yourself as well, and will continue on its own even if you leave unless you willingly stop it. This can even affect those beings who'd normally be able to resist curses if they are weak enough or claimed by sufficient despair.

Once fully transformed they will be trapped mind, body, and soul. It might be possible to undo this curse somehow, but they might should be quick, as the souls of those affected can be extracted fairly easily as black oil, and if the black oil is burned away or destroyed they will cease to be completely.

Inhabitant Perks

Who Are You (100 CP): You're the Butcher, the Baker, the Midwife, the Master, the Apprentice, the Tailor, the Tavern Keeper, or even the Highwayman. You possess some sort of trade or profession of the 17th to 19th century, and the equivalent of a lifetime of skill and experience in it, knowing it and how to perform it in and out.

Take This Penny and Start Your Fortune (200 CP): You might not be a rich uncle yet (or ever necessarily), but you have a way with money. Through a head of good sense when it comes to investing, almost as if you had a 6th sense of which investments would pay off, and a good deal of luck when it comes to it, you find that it's easy for you to make money especially through the use of money. In fact the more money you have it seems like the easier it becomes for you to make money; that might be true in general, but it goes double for you.

Oddity in the Land of Oddities (400 CP): So what if you're a walking, dancing skeleton, fish who is a fisherman, a school teacher for a bunch of animals, a strange old woman who looks like an ogre, or a woodsman living alone in an abandoned mill, a pair of children from the latter half of the 20th century thrown back into a world that seems to range across the 18th and 19th, or an interdimensional traveler with varied and terrible powers, everyone in the Unknown is rather odd so why would you stand out? You'll find that here and in future worlds people just seem to accept your oddities without too much thought or question. Oh they'll recognize them and how they might apply to a given situation, but even if you're something truly outlandish they'll treat you as if you were perfectly normal. This won't stop them from treating clear and present danger, or threatening behavior as such, but they'll not treat you like weird clear and present danger.

You can toggle this perk off if you want someone to treat you as odd as you are, but this turns it off for all involved at the moment, and once turned off for an individual you can't turn it on again for them. They'll have noticed just how odd you are.

Child of the Woods (600 CP): You seem to have quite a knack for… well just about everything. Oh, you're not already a master of it, but whatever you put your mind to you seem to be able to do pretty well for a beginner, and you learn things quickly and easily. You might not be able to teach yourself everything from books or trial and error, but you can teach yourself most things thus, quickly learning in even the worst conditions. You could be left alone in a house in the woods and teach yourself how to survive quite well from only rudimentary beginnings, if your father wandered off for years for some reason. You'll still learn better with a proper instructor, since this doesn't increase your ability to learn on your own, but your ability to learn in general, meaning you'll be learning even faster with better conditions.

Talking Animal Perks

An Animal's Shape (100 CP): Choose a real world animal that was not extinct during the 17th century no larger than a horse or cow, and no smaller than a bird. You are now one such animal. This form doesn't alter your capacity for cognition or speech, leaving you fully as intelligent as you were before and able to speak.

Alternatively you may choose any real world animal that was not extinct during the 17th century, and instead be a humanoid version of that animal placed on roughly human size.

Whichever you choose, this form becomes an alt-form after this jump.

Hand of Salvation (200 CP): When you are trying to help or save someone, you have a tendency to arrive just in time to save them. Or well, this won't make you arrive later, so if you'd already be arriving with time to spare you still will be. But between luck, and a bit of temporal uncertainty, the time window for you to arrive or find someone is wider than it should be, and you seem to be guided a bit to look and go in the right direction when it's unknown to you. Better get going, though, when your friends are in danger since this will only do so much, so don't dilly dally.

Bluebird of Abrasiveness (400 CP): You're sort of a jerk. Well you might not be - this won't directly make you such - but you can get away with it at least. Seems that people are willing to put up with, or even ignore, abrasive behavior on your part. You can treat people pretty badly, call them names, insult them, and generally act like you consider them imbeciles, or just be generally rude and people don't seem to take a normal level of offense or umbrage to this, instead just accepting it, or even trusting you more for it because if you're insulting them to their face at least you aren't saying worse things about them behind their back. Oh, someone who is particularly high strung about things might take offense, or if you hit a particular pet peeve, and if you push into a concerted campaign of abuse and actively tear someone apart and ruin their life then people will react accordingly. But if you're just a jerk, or a generally mean person people just seem to ignore it and even trust you a bit more for it.

Bluebird's Curse (600 CP): Well not necessarily bluebird's. When you take this perk choose one natural animal which would be an option for **An Animal's Shape**; if you have that perk both choices must be the same. You now possess the ability to curse people to take that shape, even being able to curse their entire immediate family along with them. This requires them to have done you some injurious wrong or injustice. Minor slights like not saying please or thank you don't count, but something that'd put you into physical danger like throwing a rock at you most certainly do. They will retain their mind and ability to think, but won't be able to leave that form until the curse is lifted either by you or by some other means. It's possible for those who are powerful enough, or magically protected, to resist this curse, but its power will grow with yours.

Should you possess any (additional) animal alt-forms you may curse individuals into being such animals as well. They'll still retain speech and cognition, and is limited to mundane animals, but this can include extinct animals, animals larger than a cow (or smaller than a bird), and even non-earthly animals so long as you have them as an alt-form.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Sailing Bicorne (200 CP): This is a large, bicorne hat the size of a sailing ship. It has a wooden deck, masts, and sails on what would normally be the underside and is capable of sailing across the ground when 'upside down'. The ground, not water. Still it can sail over dirt and grass like a boat would sail through water, complete with sinking part way in, and being able to sink if structurally compromised. It practically runs itself, really just needing a helmsman to keep it going, as a single child could man it for a night with ease. Its structural durability is similar to that of a wooden ship despite being a hat.

It can be a different type of hat if desired.

Scarecrow (200 CP): This is a rather ordinary seeming scarecrow, if on a somewhat taller pole than normal. However it is also rather more effective than most scarecrows. By placing it at the perimeter of a location, you will make it so that wild animals - even giant or supernatural ones - will not enter that location. It can ward an area the size of a small city this way.

Child Items

Candy (100 CP): This is an entire Halloween's worth of candy. You can somehow access it from any pocket you possess, just reaching into a pocket and taking out the candy. Resupplies weekly.

Musical Frog (200 CP): This is an ordinary bullfrog. Though it can walk bipedally if it wants. And it can sing, with a marvelous singing voice that's certainly better than yours, as well as play at least one or two instruments with the grace of a virtuoso and certainly better than you. You don't seem to need to feed the frog or give it water either, and it seems able to follow you pretty much anywhere without people objecting to its presence any more than they do yours, even in and out of other dimensions, afterlives, and dreams.

Pants of Holding (400 CP): These are ordinary pants of a type matching your desires. They'll clean, mend, and keep themselves in good repair, even if you're wearing them for multiple days while hiking through a magical fairytale forest, and if you lose them or they're destroyed they will return to you within no more than a week.

They also seem to have really deep pockets. You still have to be able to fit things in the pockets but once in the objects don't seem to weigh anything, or bulge out the pockets. Whether you're carrying bags full of candy, ornamental rocks that look like they should barely fit in, mix tapes, or something else, it's as if the pockets lead to their own pocket dimension. They only can hold about a closet worth of stuff, but they can also directly connect to your warehouse/personal reality, and similar personal storage properties you purchased with CP or received as rewards, allowing you to pull things from them or put them in directly through your pants pockets. They do need to fit however.

Garden Wall (600 CP): This is a small garden (or if you want to be spooky graveyard) wall, a hollow log, a pond, or other barrier, boundary, or portal between here and not here. By crossing over/through this portal and willing it someone may enter into the Unknown, or at least your own personal Unknown. This won't match that which Greg and Wirt wondered through exactly, but it will be a similar reality with similar rules and denizens. It's yours. You don't - at least just from this - have special authority over its laws and inhabitants, but it is very much your personal dimension nonetheless and if you have powers to influence such dimensions you can influence it. While not infinite in size it's fairly large too. The natives all count as followers, though outsiders can't ride it between jumps.

If you want to return to the dimension you entered from, just cross back over while willing it. Though if you're moving back and forth over or through this barrier do be careful as it can sometimes transport by accident. This is especially likely for those who don't know how it works, or that it even can transport individuals to another dimension. If you have other personal dimensions or realities it can also be used to enter them, appearing in them as well as the Unknown and the jump it is inserted into, and can be used to move directly between any 2 of them.

Teenager Items

Age Appropriate Drinks (100 CP): This is enough age appropriate drinks for a group of teenagers to have a hangout session while doing age appropriate and definitely not illegal things somewhere. Comes with plastic cups and bottles, and will restock weekly.

Mixtape of Love (200 CP): This is a mix tape, or other audio media container, which once per year will fill with poetry and music confessing your romantic feelings in an optimal manner. The poetry is stuff you could write yourself, if you put your heart, time, and dedication in it for days, even months, and the music can be your own or if you lack the talent just a mix you might have picked to express your feelings for someone. In effect this tape is a love letter from you made with months of soul searing effort, and at the best level you could make such a love letter; the best love letter you could make. Without having to put in the effort.

Talking Horse (400 CP): This is an ordinary horse. Except it can talk like a human. And it's pretty clever, especially when it comes to stealing. And I guess since you're probably better than a horse already, this horse will always remain faster than you for a few hours of travel, and always be able to carry and pull more than you can. It won't strike harder than normal, or move faster when you aren't riding it, or riding something it's pulling, but it will always be able to serve you like a horse does a normal person.

The Bell Commands (600 CP): This is a small handbell. By ringing this handbell you can compel a disembodied being or possessing spirit to obey your commands. This can be used to force it from a possessed host and even banish it. If they return to a bodily form they will be immune to this bell's commands, unless it is by possessing a body which is not theirs. This can affect even powerful spirits, though something like a big name god is probably beyond its scope.

Beast Items

Woodsman's Axe (100 CP): This is a wood axe. Its blade is keen and sharp, and does not seem to need to be sharpened maintaining its own edge, and is somewhat better at cutting than it should be, able to slice through rock with only a man's strength. Also its shaft is strong, able to let you swing it full strength into trees and rocks and other unyielding objects without fearing it breaking.

Mill (200 CP): This is an old mill, powered by a waterwheel. It even comes with a river to power the wheel. It's been set up to grind (edelwood) trees and wood down to extract oil from them, but could be reset to do other mill tasks with surprising ease. One person with no particular training could manage it. The mill mostly runs and maintains itself, and is particularly good at extracting special oils, essences, or materials from paranormal or supernatural trees.

Grove of Trees (400 CP): This is a grove of dark and twisted trees. Trees that seem to have human faces locked in permanent anguish. Hollow trees that bleed black oil. These trees don't grow, or heal, seemingly dead wood though with quick and flowing 'oil'. It's this oil which is perhaps most valuable as it seems to be made from the souls of children, and can be used in place as such for any purposes that require souls. It also serves as a physically embodied soul should you for some reason need a soul in a specifically liquid form.

While the trees don't normally heal or grow, you'll find that new trees grow at a rate of a tree or two a year.

Dark Lantern (600 CP): Outwardly this lantern looks normal. However should you die during a jump the lantern will light itself, as your soul is transported to it. You will find that as long as the lantern remains lit you cannot truly die, able to reform your body from complete destruction - albeit not quickly - though should you have ‘died’ you will come back physically twisted and darkened by the experience, growing less beautiful and human and more terrible in visage. Still as long as the lantern burns your bodily death is not your death.

Unfortunately once your soul is in the lantern should it go out you will die in truth. Making things worse the lantern’s flame requires a very special fuel, and if you don’t keep feeding the lantern it will burn out. Specifically the lives or souls of others. Edelwood oil works best, but should you lack it, you can substitute other forms of gathering souls, and should you lack a more efficient means you can burn souls in the lantern by sacrificing people to it, though this will be highly inefficient compared to a more effective means of extracting their soul.

Inhabitant Items

Oversized Coat (100 CP): This is a large coat. While wearing this coat you seem to be of a significantly broader and heavier body type as it puffs out around you. It'll even resist being pushed in against you as if it was filled with flesh, allowing your false body type to stand up to light tactile testing, though if it's punctured it'll not block a blade better than air past the layer of fabric, and truly hard force - like a punch - will collapse this stiffness. It's also capable of being used like a small tent if you prop up the center. It's a big coat.

Vegetable Car (200 CP): This is a car made out of a watermelon and various vegetables. Its engine is started by turning a crank, and it doesn't seem to need fuel, merely to be cranked up again whenever it is turned all the way off. Since it doesn't actually have moving parts inside - discounting the wheel, stick, and pedals - it's actually pretty resistant to damage, and doesn't seem to take structural damage any easier than a normal car. Unlike the canon version, yours even comes with a convertible, lettuce leaf roof in case you need to drive in the rain.

If the car is lost, destroyed, damaged, or eaten it will fully repair/replace itself over the course of a week. On that note the car is very nutritious if eaten, capable of serving as a fully balanced diet.

Mansion (400 CP): This is a large mansion built and furnished in a style from the 17th to 19th century. It possesses an indoor tea garden, and large grounds as well as the sprawling structure of the main mansion itself, but beyond that you can mostly choose the general design of this mansion within reason. While it starts out fairly large it will also grow as you grow more wealthy. The more money you have the larger your mansion gets.

This mansion is able to assimilate any other buildings or facilities which follow you between jumps, simply growing around them, and integrating them into itself and sharing their special properties and qualities throughout the mansion if applicable. It can incorporate other buildings and facilities in its way, but these won't follow it into future jumps and their special abilities will not incorporate into itself.

Potter's Field (600 CP): This is a small, farming village. Except it is populated by skeletons. These skeletons can't leave the village, but over time the village will grow and expand slowly. The actual population does change over time, some skeletons going back below the ground as new ones are dug up, and you can even invite others to the village allowing them to appear in it once they die, or transport those who already died there by reburying them in it. While the maximum population that can be active at once is limited by the size of the village, you can invite any number of individuals to this afterlife, but they'll have to wait their turn for a time in the sun if there are too many, though you can influence who gets dug up. Those who don't want to be here can choose not to reanimate though. These inhabitants lose any special powers they had in life, but will retain knowledge and personalities. This village may insert into a jump, attach to a personal dimension you possess, or remain as simply a warehouse add-on.

Talking Animal Items

Potatoes and Molasses (100 CP): This is a big bowl of mashed potatoes, and some molasses to pour on top for flavor. It's enough to make a meal for half a dozen individuals, and restocks daily, and can serve as a fully balanced diet on its own somehow.

Frogland Ferry (200 CP): This is a steam powered riverboat run by frogs. You don't need to worry about its maintenance and the like. The frogs will do that, and it doesn't actually seem to exist when you're not using it. But when you need a boat, if you wait by a large enough body of water for a short while, you'll find that it will come sailing up, and you can ride it to, or at least towards, your destination at the cost of 2 pennies. Though it is a river boat, it might be able to travel near the coast, but it's not a green water ship. Still it's rather quick for a boat, especially when you're sleeping or not paying attention, able to make impossibly good time for a river boat. The ferry only functions during daylight hours, though, and you'll have to wait a day between rides.

Primer School (400 CP): This is a small, traditional, 1 room schoolhouse. In addition to the school room, it has a kitchen and cafeteria large enough for a full class, and a large barracks style bedroom for the students. Still from the outside it seems to be just a classic single room schoolhouse. It's just bigger on the inside.

It comes with a school teacher and basic boarding school supplies - including shipments of food. But none of these are what makes it really special. This school is for animals. Animals enrolled in the school will slowly become more humanoid, and will be able to learn human concepts and to think, act, and behave like humans, being uplifted by the teaching of this school.

Witch's Scissors (600 CP): This is a pair of scissors with decoration to make its handles resemble a bird with the blades as an oversized beak. These scissors are capable of cutting away supernatural transformations, restoring individuals to their natural form. To do so you simply need to cut off a piece of the body reflective of the transformation - wings from someone transformed into a bird, maybe the nose from someone cursed to be a dog, the tail from someone who was changed to be a cat, or ears of a rabbit. Usually this will be some body part that is associated with the form or that their natural form lacks, but you'll have a decent idea when holding the scissors and considering. Once the transformation is removed they will not be missing a body part from this, or bleeding, even if you cut off something like the nose or ears which they had in their natural form.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. Yes this can include the Beast if you wanted. If you recruit Wirt or Greg you may take the other brother with them for free.

Next of Kin (100 CP): Maybe it's your father, your daughter, or your (half-)brother, but you've got a newly created companion in the Unknown who is particularly meaningful to you. If you're a Child or Teenager they have the other origin of those two. Similarly if you're a Beast or Talking Animal they have the other origin of those two. If you're an Inhabitant they instead have the same origin.

For each perk or item you purchase from your origin they gain the equivalent perk or item from theirs, and for each one from their origin you purchase they gain the equivalent one from yours. They also gain any perks or items you purchase not from either of yours or their origin.

Also you are their family. Even if you're not necessarily their only family, you're their closest and most important family. They love you and will follow you to future worlds quite willingly.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Child (+100 CP): You are locked into the body of a physically unremarkable prepubescent child of your species from this jump (human, vegetable person, skeleton, animal). You lose any superhuman strength, speed, durability, etc, instead having approximately average fitness for a young child of your species.

Head Full of Rock Facts (+100 CP): You have a head full of whimsy. Perhaps a bit too full of whimsy. You seem to have little common sense at all, and to resemble an unflattering view on Greg, silly and impulsive in the extreme, acting rather like a small child, and this won't give you his luck, ability to see into the heart of matters, or never ending optimism.

I Want to Steal (+100 CP): Like a certain horse you seem to have an overwhelming desire to steal. Unlike the horse you probably have hands and the ability to steal a fair bit better. Either way you'll find yourself dealing with major kleptomania and urges to steal anything not nailed down and on fire.

Introverted (+100 CP): You seem to be something of an introvert. Besides losing all of your charisma perks, and powers that influence how someone thinks about you, you seem to be almost overwhelmingly shy, and prone towards anxiety about how other people perceive you. These latter bits can be overcome with time and hard work but expect it to take time, effort, and outside impetus to get you doing it.

Lost In the Woods (+100 CP): You begin the jump deep in the woods of the Unknown. You lack your warehouse key, or ability to access any personal dimensions, and your companions, followers, and properties do not seem to appear anywhere nearby you - or in fact anything but your personal gear. They're somewhere in the world, but you'll have to find them the old fashioned way before you have access to them.

Making Ends Meet (+100 CP): Was the Unknown always this dangerous? You have a tendency to run into highwaymen, bandits, and robbers willing to kill you to take what you possess. They have no special powers, but they are armed people willing to kill you. This also makes more dangerous beasts, similar to the dog from the first episode, lurk in the area.

Mark of the Beast (+100 CP): Branches like antlers reach from your head, and your eyes glow with their own baleful light. Your body is covered with what looks like faces screaming in anguish, as if you were composed of a mass of damned souls seeking to escape the imprisonment of your form. These traits will follow you in any form you take, always marking you out as having some connection to the edelwood. Worse somehow people seem to know that these traits are somehow related to the Beast, recognizing intrinsically you are linked to him in some dark and vile manner, you might be able to win trust despite this, but people will start with a rather negative opinion of you; even other servants of the Beast know better than to trust each other. If you escape the Unknown people will still recognize that you're linked to some force of Evil.

Appearances Deceive (+200 CP): Things in the Unknown are rarely what they seem. Any special danger senses, or even special abilities that let you know someone's intent towards you, you possess are rendered unreliable to the point of uselessness, and you have a tendency to make incorrect assumptions about people and circumstances.

Bluebird's Curse (+200 CP): After throwing a rock at a bluebird, you, and all of your followers and companions, have been transformed into a bluebird(s). You're locked in this form unable to change back out of it, but thankfully you won't have to worry about a bluebird's short life span, or the fact that your brain should be too small for cognizant speech. You can even still talk as a bluebird.

Into the Unknown (+200 CP): You do not remember anything about the Unknown or *Over the Garden Wall*. In fact you don't remember how you got here. All your memories of your chain - as well as of *Over the Garden Wall* - are gone. If you didn't drop-in this could be awkward as you will have a past and connections in the jump… but not remember any of it. If you took with **He Who Carries the Lantern Must be the**

Jumper you will know that you need to keep the lantern lit, and the means you will have to use to do so, and similarly with **The Night Air is Poisonous** you'll somehow know you need to avoid the night air or die.

Possessed by an Evil Spirit (+200 CP): You are possessed by an evil spirit. This possession isn't constant, you'll have time when you are yourself, especially if you're completely exhausted, but it will take control of you at various times and acts in ways abhorrent to your personal moral code. The spirit even can fly, and possesses greater strength and physical abilities than you, cannot be exorcized, and will possess all your abilities and powers. It doesn't want you to fail the jump, though, at least.

Dying Dream (+300 CP): It would seem you are dying. The Unknown may be a real place, but it might just be a dream in your near death experience. Whatever the truth, during your time here in the Unknown things will continue to get worse, until you eventually succumb, becoming nothing more than an edelwood tree. If this happens it will count as a final, true death. The good news is this isn't assured. You could still wake up, back in the normal world, to escape death and live out your life for the rest of the jump in a seemingly mundane Earth. While there's no amount of power, luck, or even wits that can save you on their own, as this is your dying dream and the challenges you face will scale to you and what you bring with you, with everything you have it should be be possible for you to succeed if you do not give up, do your best, and grow and mature as a person. This will require some significant, life-altering personal growth, not in power or new skills but character development and maturation, and learning to face and deal with your own personal flaws. Even then it won't be easy, but at least you should come out of this as a better person. Oh, and you will forget having taken this drawback.

He Who Carries the Lantern Must be the Jumper (+300 CP): You now possess a lantern, similar to the purchasable **Dark Lantern**. Like that lantern it contains a soul, or souls, specifically those of your companions and followers. They are gone, completely absent from this jump, and will never return unless you keep the lantern lit throughout the entire jump. And unlike the purchasable version this can only be lit with the oil of edelwood trees grown from lost children who succumbed to despair, exhaustion, or illness in the Unknown. There are edelwood trees extant in the woods, though given the speed your lantern burns out you'll likely need to grow more of your own, especially as

the Beast is also using them for the same purpose. Thankfully this will ensure there is a steady stream of children entering the Unknown. If it does go out maybe you'll have a small grace period to get it lit again, but do be oh so careful with this lantern. And before you try and store it in your warehouse, it will go out immediately if put within your warehouse. Expect to spend most of your time cutting down and processing edelwood trees, or else causing children to succumb to despair.

If you don't have companions you'd be loath to allow to be lost forever it instead holds your soul, and failing to keep it lit will destroy you utterly and irreversibly.

It is possible that your belief that it contains your companions' souls (or your own) is wrong, and that nothing bad will happen if the lantern goes out… but would you want to take that risk? Especially as you'll forget this little note, and be wholly convinced that the lantern going out will destroy them forever.

The Night Air is Poisonous (+300 CP): At least to you. The night air is poisonous to you, and if you are exposed to fresh air at night you will melt away and die. Something like a door being opened and quickly closed probably won't do it, but if a window is left open for longer than a few moments that's it for you. And before you hide in your warehouse, or some timeless dimension, any dimensions connected to you will count as the current time where you accessed them from, and will be poisonous to you during the night as well.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Scenario - Tome of the Unknown

It'd seem your arrival into the Unknown was rougher in many ways than it normally would be. Your perks, powers, and abilities from other jumps have not come with you, reducing you to your Body Mod, and your items, properties, followers, pets, and warehouse are likewise unavailable. Even your companions are gone unless imported and even then they will have lost everything they might have had from outside of the jump, including their memories, though they'll have a vague recollection of strong emotions they'd felt towards you if you meet them; if as they won't be magically guaranteed to arrive with you. You don't even get the normal 1000 CP stipend at the start of a jump.

-1000 CP

The good news is if you die or fail the jump it won't mean anything bad for your chain. You'll merely lose everything you'd have gained here, and wake up from the dream it was… never able to try this scenario again.

But it's not all bad news. See all that power and stipend you'd normally got did end up somewhere in the Unknown, taking the form of a book. Finding it again will mean that you regain your out of jump powers, items, and so forth, though unfortunately not the CP stipend. And once you've found it, death and failure becomes as real for you as it normally would on your chain and dying here will have the normal effect on your chain.

Finding this book will not be easy. There will be something at least as dread and terrible as the Beast guarding and keeping it, and you can expect it to be in one of the more exciting and dangerous parts of the Unknown even without that. And unfortunately that's all you get to know ahead of time, though maybe you'll find more information about the book in your time here.

Failure to find the book within a decade will lead to failure of this scenario, though you will be able to keep your purchases from the jump for surviving the decade.

But the book may be worth the difficulty and cost. It has become the **Tome of the Unknown (Reward)**, the same book that Wirt and Greg sought in the pilot. It is a book which is said to contain everything that has ever been forgotten. Yours will specifically contain any information which was once known but has been forgotten. For things that were known by the world at large and common throughout a land this only requires that it no longer be common knowledge, and if some rare sages or secret keepers can remember it and it will still be in the book. For knowledge that was only ever held by a few it will

need to have died out. And for knowledge only ever held by a single individual, their death alone won't add it to the book, they must have forgotten it themselves.

Finding information you want in the book can be somewhat hard. You need force of will to make the book show you what is relevant and not just something random. You need to have an idea what you're looking for, and the more specific your knowledge the better. And then there's time. Short of already knowing the specific information you want to find from the book - at which point you don't need the book to tell you it - even with infinite will you're likely to have to read a few pages, and as your will or the specificity of your knowledge reduces from these extreme you'll need to read more.

Of course if you wanted you could just open the book to random pages and learn things at random. Who knows if you were lucky enough they might just be what you need to know and don't know yet that you should be looking for.

Notes:

Jump by Fafnir's Foe

I tried to avoid basing much on the comics, and even then only on the original mini, but Child of the Woods is based on the woodsman's daughter in the comics.

I Can Smell Them was partially Auntie Whispers' ability to smell children/the classic ogre/devil ability to from fairy tales, and partially the Beast's apparent ability to track the kids. Felt he was implied to be able to sense despair enough to make you be able to pick it up somehow, and given Auntie Whispers thought that the fairy tale classic fit best since I'd have to be making assumptions anyway.

The Sailing Bicorne is also from the comics.

The scarecrow and vegetable car are based off of the pilot. As is the perk for being a vegetable person.

The age appropriate drinks which showed up in the show ended up being juice and milk, but given the obvious reference being made you can have it be beer and lower end alcohol instead.

I took liberties in making up what the Tome of the Unknown would do precisely, given it was just mentioned as a goal in the pilot.

Yes the Tome of the Unknown scenario in effect turns things into a gauntlet until you get the Tome, at which point it just is a 1000 CP purchase.

I may eventually read more than the original miniseries, and include additional perks/items (maybe even full backgrounds or scenarios) based on them, but I'd not hold my breath, and wanted the jump to be whole and complete without requiring someone to have read the comics.

Changelog:

Version 1.0.0: Released.