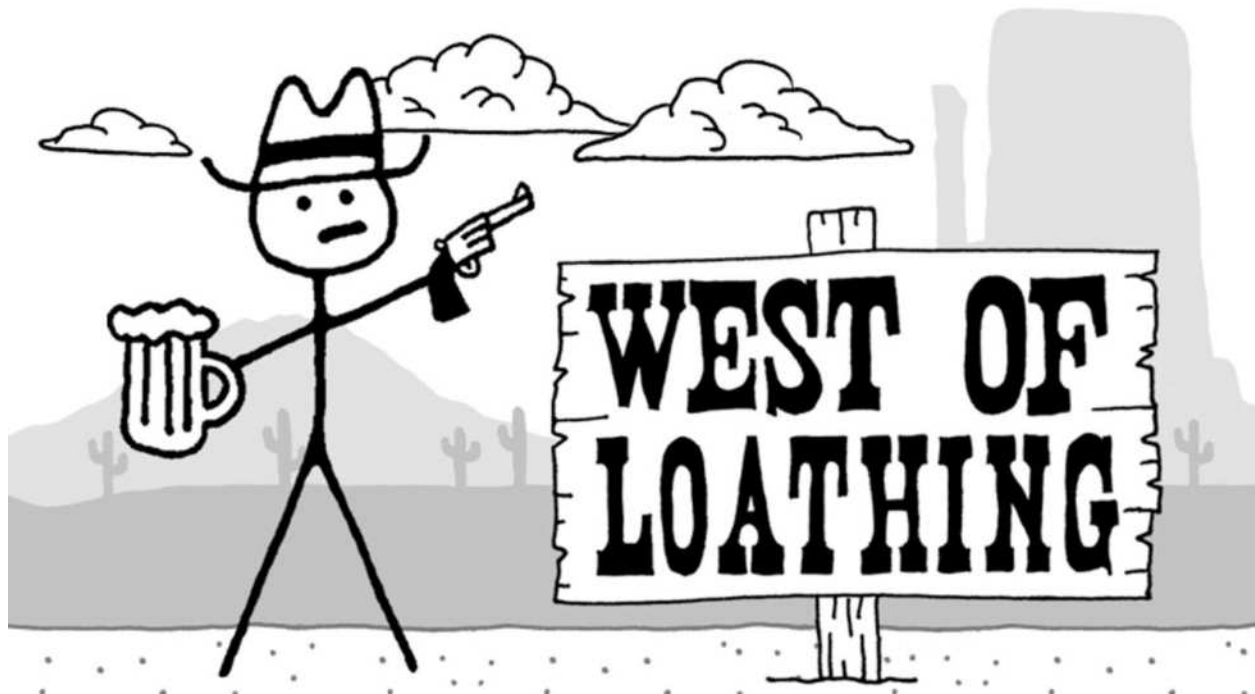




West of Loathing Jump v1.1

By Orz

Welcome to the lands west of the Kingdom of Loathing, a land of deserts, canyons, badlands and other such dry, arid locales, in a time and place where goblins were odd fungus-based lifeforms, demonic cows seek the extinction of the human race and the dead have this nasty habit of returning from the grave to hunt the living.

It's a real lighthearted place, I swear.

Whether you intend to help folks out with their many problems, make them worse or just mind your own business I'm sure the West will have something for you to enjoy.

Here's **1000 CP** to get you started.

Origins

Age and Gender tend to be a bit irrelevant in this place. All you really need to bother with is that you're old enough to be considered an adult and are whatever gender you want to be.

Feel free to be a Drop-in as well if you don't want to deal with any of those pesky memories or connections you might have to this life. You're focused on more important things than something as insignificant as bonds right?

Cow Puncher

Far from the most meandering of folk, these hardened individuals use their Muscle to beat their foes into submission, shrug off injury with their tough leather armor and tougher attitude and generally show off how amazing they are.

Beanslinger

Using food and magic's deep connection to their advantage, these wizardly individuals use their Mysticality to rain down destruction on their foes, bolster themselves or allies and call forth beings to aid them one way or another.

Snake Oiler

These clever individuals use their Moxie to tame snakes, use their bits and bobs to make potions and medicine and then sell those suspicious liquids to anyone brave or stupid enough to pay for them. Or you can just use them yourself if you want to.

Perks

General

Friendly Narrator (Free for this jump/100 CP to keep): Hello there! Yes, you'll find that particularly important people such as yourself tend to have me following over their shoulder so to speak, making color commentary, giving information and backstory on objects and the situation and generally livening up the story for you and any potential viewers. Don't worry, other people can't hear me unless you want them to.

Goblin Whisperer (100 CP): Does Jumper like to speaking with the goblins? Learning goblin culture, rich history and many many mushroom-related laws and traditions? Or maybe you just think the way they talk is hilarious? In any case, you can indeed speak the Goblintongue and will find learning other languages to be an easier task as well. We'll make a diplomat out of you yet.

Green Thumb (100 CP): There's all kinds of neat plants and herbs out here in the West, with all kinds of potential applications for an up-and-coming adventurer like you. Thankfully, you know just how to harvest them for the useful bits, letting you extract agave nectar, mugs of cactus beer and even clownwort pollen at your leisure. You'll find that making use of plants from other locales comes easier for you as well. Just be careful with those loco weeds, alright?

Meat Rush (100 CP): The West is just chock full of valuable minerals for a prospective prospector to get their hands on, from shiny (and demon-harming) silver to magical bean-iron to thick veins of juicy meat! That's right, you can just dig up money straight from the ground out here! Aren't you excited!? You even have the skills to make the most of the opportunity, from reading the signs of a nearby vein, to operating the various pieces of equipment miner's often use, digging it up the old-fashioned way...you know, *without* causing a cave-in and burying yourself alive.

Cow Puncher

Tough Customer (100 CP): You're rough and tumble, rowdy and ready to rumble. As a trained Cow Puncher, your melee skills are, if not exactly sophisticated, certainly effective. Perfect for dealing with big muscular enemies like the hellish bovines you hunt. And while the traditional weapon of your class is your own two fists, you can still use other melee weapons with some semblance of skill.

Leatherworkery (200 CP): Your understanding of occult cow anatomy allows you to make enchanted items out of leather. Something that you'll likely have a lot of given your profession. You can make high-quality lassos, armor and even the ever-important cow-wrangling hats, all of which will retain some power from the nature of the ingredients. Infernal leather boots, anyone?

Stampede (400 CP): When you get going there ain't nothin' in this world that can stop you! When you sprint, you'll find your momentum increasing to such an extent that you break down obstacles and slam into enemies with crushing force.

Cow Crushing Crusader (600 CP): Did Kellogg tell you his secrets before he kicked the bucket or are you just that good? In any case, your body is a temple to purity, righteousness and muscles. The state of your various bodily functions put most clockwork machines to shame when it comes to regularity and reliability, responds to exercise and other strength-building methods far easier than most and your constitution is such that your body can handle *far* more severe injuries than the other beef-headed barber's cats as well as things like poisons, diseases and even curses. Surely you must have spent a great deal of time and effort obtaining a body such as this.

Cowrruption's Call (600 CP): But why go through that trouble when there's a much easier path to power? Curdled bovine power flows through your every nook and cranny, greatly strengthening the destructive power of everything from your muscles to your magic to even the bullets you fire at your foes. This devil's bargain has also spurred your digestive abilities to new heights, allowing you to safely consume the most disgusting, horrifying or just plain evil of substances in order to obtain the *sweet, sweet* power they offer an 'open-minded' fella like you.

Beanslinger

Hellbender (100 CP): You tamper with the forces of nature, making you yourself a force of nature. As a trained Beanslinger, you are able to channel the power of your chosen foodstuff (beans, naturally) into spells harnessing the natural elements of this world, namely: Hot, Cold, Stench, Sleaze and Spooky. At least...in theory. In practice, you can probably toss a small bean-shaped fireball at someone but to do anything exciting you'll first *need* practice, lots and lots of practice. Thankfully, the west has plenty of deserving targets...

Master Cookery (200 CP): Magic and food is inextricably intertwined in Loathing and so it comes at no surprise that in order to master one you'll need to be skilled at the other as well. That's why you've become quite skilled in cooking all manner of hearty fare, from black bean quesadillas to kidney bean chili to...ok, ok, you can make *non*-bean dishes too but why would you want to? Especially when eating the delicious legumes restores your magical power.

Bloodbeans (400 CP): I don't know how to tell you this, but did you know your bloodstream is chock full of tiny beans? Oh, you did? That's good, I guess. Maybe you did this to yourself deliberately because your bean-filled state comes with some benefits, namely a regenerative factor that ought to raise quite a few eyebrows. Scratches heal in seconds, minor injuries in minutes and if you don't bleed out and die you'll even find that recovery from severe injuries will be cut down to a fraction of the time it would normally take. It's still pretty weird, though...

Beancasting Genius (600 CP): Remember when I said using magic takes lots of practice? Well, you'll find that with amazing talent like yours things will go much easier for your etheric endeavors. You'll find yourself learning advanced techniques like summoning bean golems or calling down bean blizzards on your foes with only a few days of practice at most and maybe a few books on the specifics of beancraft. A far take from the sad sops who need years of schooling at some high falootin magic academy to get this far!

Nex-Mex Master (600 CP): But that's not enough! Why stick to the boring, 'safe' art of beancraft when you can have the power of life and death itself at your fingertips! Who needs a fireball when you can toss a ghostly grinning skull to obliterate your foes or call down a rain of teeth from the very skies to devastate their bodies and their morale as well. Drain the life from their bodies with a vampiric yodel or drive them mad with a howdy steeped in vilest evil! Call up a legion of skeletal servants, loyal thralls to do your very bidding and conquer all before you! All you need to do is get your hands on a few bodies...

Snake Oiler

Serpent Juicer (100 CP): As a trained Snake Oiler, you know just how to extract the venoms and oils of dastardly ophidians and turn them into useful medicine. Granted, not very *strong* medicine, but surely you'll be able to convince some suck-I mean nice, generous folks that you have the cure for what ails them regardless. This also comes with the skills needed to handle the snakes in question without getting put out to pasture, even if it might take some *persuasion*.

Potent Potionology (200 CP): A perfect precision potion-procuring prophet like yourself can do all kinds of things with snake parts. Combine a snake liver with a venom gland to create a bottle of your patent moisturizer or mix that same venom gland with a spleen to make a liver tonic! Seriously, you can make all kinds of bewildering things from serpent bits, from booze to bullet oil. Would you be interested in a shot of snake schnaps in these trying times?

Snakeeyes Six-Shooter (400 CP): It should come as no surprise that a distinguished individual such as yourself with a...polarizing profession such as yours tends to get into a spot of trouble more often than not. Thankfully, during times like that you'll always have your reliable partner at your side...What? I'm not talking about the Cattle Kate you found at that run-down benzinery yesterday, I'm talking about your gun, you silly thing! Your accuracy with ranged weapons of all sorts is a thing to behold, allowing you to make all manner of showy trickshots to distract your foes and put yourself in a more advantageous position.

Slickest Serpent In The West (600 CP): Are...are you the devil in disguise or something? For whatever reason you seem to be the epitome of what a Snake Oiler strives to be. Your tongue has got to be plated with pure silver considering how easy it is for you to hornswoggle people, your moxious mind can come up with the most cunning of cons and your stealth skills are such that you'll often find your mark's attention just sliding off you as if you're no more interesting than a passing tumbleweed. I'd say to only use these powers for good but...

El Vibrato Desperado (600 CP): Ok? This is just...*really* strange. Scattered throughout the West are hidden facilities containing tools, machines and weapons left behind by a forgotten civilization...and for whatever reason you're *really* good at using them. Normally one would have to scour the sands for the slightest hint at how these esoteric creations function, much less the musical language of its creators but you just seem to get it naturally, able to use everything from solar-powered lasers to coffee machines with ease. It's almost like Moxie has some kind of connection with music but who would believe a ridiculous thing like that?



Items

Cow Puncher

Four-Gallon Hat (100 CP): This leather hat might not seem like much at first glance but it not only keeps the sun out of your eyes but looks so good on you that the confidence it gives you actually strengthens your muscles slightly from the placebo effect.

Old Knuckle-Dusters (200 CP): Your arms might be strong enough to truly earn the title of 'guns' but that doesn't mean you can't stack the deck even further with this pair of brass knuckles. They're great to give your punches a bit more 'oomph' and are pretty discrete to boot.

It's Hammer Time (400): When all you have is a hammer those desperados sure start looking like nails. You have a choice between a reliable, serviceable sledgehammer, of the sort you'd normally see carried by construction and railway workers and useful for all manner of tasks both rowdy and otherwise...or a large two-handed mallet made from the leather of demonic bovines, still-imbued with a measure of their demonic fury and malice and capable of causing immense destruction and destruction alone.

Home On The Range (600): Looks like you've gotten your mitts on a ranch all your own. Good on ya! This particular piece of property looks to be have passed down to you from all man Kellogg after his untimely demise and still comes equipped with a austere dormitory, office, kitchen, a barn containing all the grain you'll ever need and an exercise hall containing the latest in Purity Technology™, including the LungFlex, Stretchmaster 4000 and the Vibromatic Skeletal Agitator! Anyone who uses these facilities as intended, eating only grain flakes, wearing metal pants to sleep and making use of the equipment in the exercise hall will slowly have any corruption that they might be suffering from leave their system...even if they probably won't be happy about it.

Hell On The Range (600): Kellogg? That old hack didn't know the meaning of true power! No, instead you've inherited a ranch from the true visionaries of the Hellstrom family. This lovely location contains a barn chock full of high quality leatherworking equipment, a decadently furnished farmhouse containing the latest in demonology manuals and tools and, oh right, a yawning portal leading to the depths of hell itself. Just ring the nearby cowbell to call up some Hellcows for whatever purpose you need them for. There's also a large gong, which when rung will summon forth much stronger demons. Just be very sure you can put down what you call up.

Beanslinger

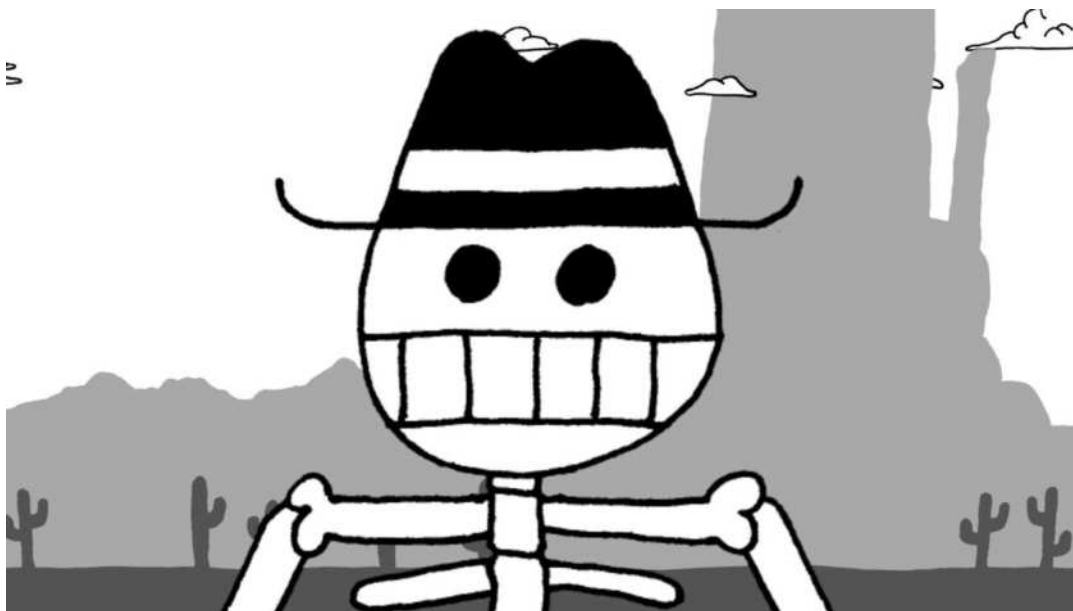
Barely-Enchanted Hat (100 CP): Whoever made this thing didn't do a very good job as the enchantment keeps leaking energy, causing the material to light up with stars and sparkles. Still, the effect is pretty cool to look at and you can even siphon a bit of that leaking magic to slightly strengthen your spells.

Can of Infinite Beans (200 CP): You'd think something like this would be amazing but the truth is these beans are just plain terrible. Like, imagine the worst beans you've ever tasted and multiply that by eleven and you'll know how bad these things taste. It's ridiculous. It's not even funny. Only the most starving of souls would dare consume these vile legumes. They can still be used as a magical focus for a competent Beanslinger, however.

Spiritual Stirrer (400 CP): Who needs something as pedestrian as a magic wand when the true masters of the universe know that the best weapons for magic users are cooking utensils! You've even managed to get your hands on a particularly potent tool. The tines of this whisk slide through the very nature of reality, mixing it up and making it all fluffy even as it drives the power of your magic to new heights! Naturally, it's equally as powerful when you use it to cook, any dish being just that much tastier and filling. Bon appetit!

Bean Tower (600 CP): This wizard's tower is the best combination of arcane laboratory and five-star kitchen a Beanslinger can ask for. Here you'll find all manner of tools like crystal balls that double as oven timers, tons of grimoires/recipe books and cauldrons that work perfectly for soup and potion brewing. And of course, it comes with lots of high-quality beans, enough to make all your favorite bean-related dishes and still have room to spare. They even seem to magically restore themselves over time, ensuring that you never run out for long.

Nex-Mex Crypt (600 CP): This ominous-looking crypt may not have as high quality facilities as a traditional wizard's tower, the arcane equipment being five years out of date and the kitchen only being worthy of a three star rating but what it does have is bones. Immense amounts of bones. So many bones that you quite literally will never run out of material for your army of undead servants. Of course, unless you want to be raising skeletons for...uh, literally forever, you'll want to outsource these duties to somebody else. Maybe you should find some apprentices?



Snake Oiler

Floppy Derby (100 CP): This fancy big-city derby has seen better days but it seems the moxie of its previous wearers has rubbed off on it. Not much, but enough to give you a pep in your step and the start of a conniving smile on your face. Perfect for a streetwise blatherskite like you!

Briefcase Full of Snakes (200 CP): Well you couldn't exactly be a Snake Oiler without the serpents in question, right? This briefcase contains a whole host of your basic snakes, kept safe and comfy by the case's clever design and perfect for oil and venom extraction or as an improvised distraction. Of course if you want the really good snakes you'll have to source them yourself.

Serpent's Fang (400 CP): Those other things you've been calling knives? Those aren't knives. This is a knife. And not only is this knife as sharp and deadly as they come, but just holding it fills your frame with Moxious energy, driving your body to move faster and with more precision even as your confidence surges to new heights! Very nice, and I'm sure it's just a trait of the blade itself and not just a psychosomatic effect from you compensating for something else.

Jumper's Traveling Medicinery (600 CP): Snake Oilers have this nasty tendency to always be on the run so it only makes sense that you'll want to take your stuff with you when you need to make a break for it. This large wagon contains everything you need to set up your business in a new town, from various containers for your snakes, chemistry equipment for your oils and a particularly shifty-looking horse who looks like he's ready to flee at any given moment. Don't worry, he's probably fine.

EI Vibrato Lugar (600 CP): How in meat's name did you find this place? Stepping between this pair of strange metal pillars will transport you to a strange futuristic ruin, with all manner of odd facilities for you to uncover the secrets of. There's one that makes the perfect cup of coffee, another that changes the weather of the surrounding region, a third that calls up a seemingly infinite number of hostile constructs for you to test your mettle against and who knows how many more buried under all the rubble. It's a bit of a fixer upper but *boy howdy* is the payoff worth it.

Companions

Import a Companion (50 HP each / 300 for 8): If you already have a partner or posse in mind, you can choose to have them join you here in the West. They gain an Origin and 600 CP to spend on Perks and Items of their choice, though can't purchase Drawbacks or Companions themselves.

Canon Companion (100 CP): There's plenty of interesting characters out here so I'm not surprised that you'd want to take them on your journey. For 100 CP each, you may take with you

any character that you can convince to come with you on your journey. This may be easier for some than others.

Drawbacks

Continuity (+0): This isn't the only time period you might arrive in Loathing. If you choose, you may have the results of your actions and choices here in West of Loathing carry over into Shadows Over Loathing, and potentially from there into Kingdom of Loathing.

Dirty Money (+100): Why did they decide to use meat as a currency anyway? Yours keeps rotting! Other people can store their hard-earned cash just fine but you'll find that your meat turns to useless mush over time unless you put it on ice. And good luck getting your hands on the stuff all the way out here!

Divine Disapproval (+100): It seems someone up there doesn't like you very much because the touch of blessed objects like holy water greatly weakens you. I'm not sure why you've attracted so much heavenly disfavor like this but I'm sure you know what you did.

Stoppered Up (+200): Oh dear! It seems that all of your out-of-jump perks and abilities have been sealed away by some powerful force! Don't worry, you'll get them back when your ten years here are up, and you still have your body mod and whatever you bought in this document.

Bull-Headed (+200, +300 for Cow-Punchers): Remember what I said earlier about how everything looks like a nail when you have a hammer? Well here's the downside of that. You'll find that you've grown just as stubborn as the cows you hunt, to the point where it's nigh-impossible to change your mind when you've gotten it into your head to do something.

Wizened With Age (+200, +300 for Beanslingers): Have you been dabbling in dark magic or are you just really old? In any case, you're suffering all the unpleasant realities of this state, from white hair and withered muscles, to clouded eyes and thin blood. Basically, you'll find it nigh-impossible to deal damage with anything but your magic...but that's all you'll need, right?

Cobra's Aura (+200, +300 for Snake Oilers): I don't know if you noticed but you're about as trustworthy as the devil himself. And not in a good way. Even if you've acted as a paragon of virtue up to this point, you'll still have people doubting you for a moment whenever anything bad happens. To say nothing of the people that you haven't personally changed their lives for the better.

Hard Hat (+300): You, uh, seem to have something on your head. It's a really mean-looking hat, made of pitch black leather, a pair of blood red buttons and...are those *teeth*? In any case, beyond stopping you from wearing another hat, this thing will strengthen the foes you fight, scare off certain allies like Gary the Goblin and the Dark Horse, make certain items more expensive for you and generally act as if you just turned on Hard Mode in a video game. Don't bother trying to take it off either because that'll just cause it to bite into your skull even harder.

It'll only relax its grip on your head after this jump is over, allowing you to wear it or store the hat in a trophy room and/or an active volcano at your leisure.

Really Hard (+200, Requires Hard Hat): A-are you really sure about this? Ok. It seems that your hat has found itself a pair of ominous-looking horns and while this might make it even more intimidating it's also increased its power by quite a bit. It's grown strong. Strong enough that it'll kill you stone dead the next time you go to sleep, gleefully biting into your head like an impatient kid with a lollipop. You'll still get to keep the thing afterwards (if you survive) but is this truly a wise decision?

Ending

Settle Down

You'd like to stay? Well, shoot! We'd love to have you! I'm sure you can be very happy here!

Homesick

Ah. Was this place's nonsense too much for you or have you just grown too homesick to bear it any longer. In any case, your journey's come to an end.

Take A Boat Further West

Onward to the next Jump, and the next big adventure!

Changelog

1.1: Added Drop-in option and gave imported companions an Origin and some CP. Changed the relevant Drawbacks to give bonus CP if you're the corresponding origin rather than requiring it. Also fixed some spelling/grammar errors.