
ADVENTURE TIME



A jump by SpazzWave. Version 1.1

Welcome to the Land of Ooo!

This place is a vibrant fairytale come to life. It's a sprawling continent of lush grasslands, bustling kingdoms made of sweets, fiery volcanic empires, and hidden dungeons packed to the brim with gold and weird monsters. It's a world where you can spend your morning eating bacon pancakes, your afternoon wrestling a giant cyclops, and your evening jamming on a bass guitar with a thousand-year-old vampire queen.

Beneath that colorful surface, however, Ooo is a land of stark, wonderful contrasts. It is a world of boundless joy, catchy songs, and unbreakable friendships, yet it is also a place of lingering mysteries, lovelorn madness, and ancient cosmic horrors waiting patiently in the dark for the end of all things.

Your journey begins just as a twelve-year-old human boy named Finn and his magical, shape-shifting dog, Jake, are making a name for themselves as local heroes. For the next ten years, this bizarre, magical playground is your home. Will you delve into perilous dungeons, rule a quirky kingdom, master the madness of wizardry, or just kick back and enjoy the ride?

Grab your pack and ready your sword, traveler. You have **1000 CP** to prepare yourself.

What time is it? Adventure Time!

Origins

Any Origin can be taken as a Drop-in.

Free Spirit

Life in Ooo is way too weird to spend it stressing out all the time! You're a drifter, a lounger, and a master of the art of chilling out. Like a certain magical dog, you prefer to take each day as it comes. Whether you're crafting the ultimate sandwich, jamming with your buddies, or taking a mid-afternoon nap during a dungeon crawl, you know how to enjoy the little things. Don't let that laid-back attitude fool anyone, though - when your friends are in trouble, you move mountains to keep your crew safe and smiling.

Sovereign

Heavy is the head that wears the crown - even if that crown is super cute! You are a ruler, a mastermind, and a pillar of civilization in a post-apocalyptic world. Whether you govern a bustling kingdom of gullible citizens or oversee an empire of your own creation, the burden of leadership rests squarely on your shoulders. While adventurers are out smashing monsters for fun, you're in the lab or the throne room handling diplomacy, advancing science, and preparing for ancient threats. Sometimes being in charge means making tough, morally gray choices, but you'll do whatever it takes to protect your people.

Adventurer

What time is it? You already know the answer! You are a righteous champion of justice, born to delve into perilous dungeons, slay creepy monsters, and rescue folks in distress. Armed with a trusty weapon and boundless enthusiasm, you charge headfirst into danger simply because it's the right thing to do - and because it's totally awesome! While rulers scheme and wizards go crazy, you keep things simple: help the innocent and punch evil right in the face. With a heart of gold and an unbreakable fighting spirit, you're on the fast track to becoming the greatest hero in the Land of Ooo!

Wizard

Why bother with swords or politics when you can bend the fundamental laws of reality with your mind? You are a practitioner of the arcane arts, tapping into the bizarre, colorful, and dangerously unpredictable forces of magic. Whether you're a secret scholar studying ancient artifacts, a flamboyant street sorcerer in Wizard City, or a crazed hermit hurling elemental blasts from a mountain peak, you walk a strange and eccentric path. Try not to lose your mind as you unravel the deepest secrets of the cosmic imagination!

Location

Grass Lands
A lush, vibrant expanse of rolling green hills, pleasant forests, and hidden dungeons. It's the safest and most classic region for a rookie adventurer to start in, situated not too far from Finn and Jake's iconic Tree Fort. Just watch out for the occasional monster!

Candy Kingdom
Ruled by the brilliant Princess Bubblegum, this bustling metropolis is made entirely of sweets and confections! The sugary citizens are friendly, though easily panicked. It's a cozy, well-defended place to start, provided you resist the urge to eat the architecture or the locals.

Ice Kingdom
A jagged, freezing wasteland of snow-capped mountains ruled by the eccentric, princess-obsessed Ice King. Aside from his army of adorable penguins and clumsy snow golems, these treacherous peaks are crawling with dangerous frost monsters, icy dungeons, and bizarre winter creatures. Definitely bring a warm sweater!

Fire Kingdom [+100]
Located deep within a volcanic caldera, this scorching realm is filled with rivers of magma and obsidian palaces. Its citizens are living beings of fire ruled by a volatile royal family. Without a Flame Shield spell or natural heat immunity, you'll be roasted in seconds!

Wizard City
A secretive metropolis hidden inside a desert crater where only magic users are officially allowed! Here, bizarre sorcerers trade enchanted junk, duel in the streets, and study secret arts. If you're a non-magical "dork," you'd better throw on a fake robe and wizard beard fast.

Founders' Island
Far across the ocean lies the last bastion of pure humanity! Protected by a colossal robotic Guardian, this futuristic island features gleaming utopias, advanced bio-engineering, and virtual reality. The surviving humans live extremely safe, sheltered lives - though attempting to leave the island is strictly forbidden.

The Nightosphere [+200]
A chaotic, hellish dimension of crimson rocks and surreal skies ruled by the soul-sucking Hunson Abadeer. This realm is packed with immortal demons and lakes of fire. Worst of all? The bureaucracy is literal torture: prepare to wait in endless, soul-crushing lines just to get anywhere!

The Time Room [600]
A quiet, minimalist chamber sitting at the dimensional crossroads of the multiverse, inhabited by Prismo the Wish Master. A serene sanctuary free from time and conflict, where cosmic travelers come to relax, eat pickles, and seek reality-altering wishes.

Race

Human [+100]
You're a regular, non-mutated human! On the mainland of Ooo, your kind is thought to be nearly extinct, making you a rare sight. While you don't have bizarre magical biology, you possess the Indomitable Human Spirit, completely free from the strange elemental weaknesses or silly instincts that plague Ooo's magical creatures.

Candy Person [Free]
Sweet, colorful, and baked with love! You are a living confection made of taffy, cake, peppermint, or/and soda. Because of your sugary biology, you barely age and can easily reattach lost limbs with a bit of frosting. Just be careful around extreme heat and hungry zombies!

Random [Free]
You can be whatever bizarre creature you want! Want to be a talking dog person, a giant friendly slug, a floating teapot, or something completely unheard of? Go for it! You also get to determine one thematic, minor biological or magical ability that your custom species naturally possesses.

Princess [100]
In Ooo, royalty is practically its own bizarre species! Whether you're made of floating stardust-lumps, ectoplasm, or breakfast food, your biology is tied to a specific, quirky theme. You possess minor innate powers matching your gimmick, a shiny crown, and a weird tendency to attract crazy wizards.

Rainicorn [200]
A majestic, rainbow-bodied unicorn! You are natively fluent in Korean and fly effortlessly by dancing on light waves. You can stretch your body to absurd lengths and create dimensional portals. Additionally, your horn emits a magical beam capable of changing the color of anything it touches.

Vampire [400]
An immortal creature of the night! You sustain yourself by drinking blood - or simply draining the color red from objects. Alongside enhanced physical stats and turning others via your bite, you possess one unique vampiric power, such as rapid regeneration, hypnosis, levitation, animal shapeshifting, or any other power you may think of. Beware, however: garlic weakens you, and direct sunlight burns you to ash.

Half-Demon [600]
Born of both the mortal world and the chaotic Nightosphere, you are the biological child of the Lord of Evil himself, Hunson Abadeer! Beyond your ageless longevity and sturdy half-fiend physiology, you have inherited your father's soul manipulation. You can literally assimilate the souls of others, keeping them safely dormant inside yourself to permanently steal and wield their powers and abilities. If you wish, you can even choose to be Marceline's full brother, born to her exact same human mother.

General Perks

My Canon, My Rules [Free]

In a long-running adventure, nothing is worse than when the cosmic storytellers change hands and suddenly everyone starts acting completely out of character! One day a righteous hero is a total bro, and the next, some weird narrative force makes him act like a manipulative jerk just to force awkward drama. Let's fix that! This perk completely prevents random personality changes, forced character assassination, and terrible retcons caused by figurative (or literal) ‘’bad new writers’’ taking over a story. People around you won’t suddenly lose fifty IQ points to move a plot forward, heroes won't randomly betray their core morals for shock value, and beloved backstories won’t be retroactively ruined by nonsensical twists. Character development still happens, of course, but it will always be organic, earned, and respectful of who a person truly is. This is especially a lifesaver if you ever visit sprawling, long-running universes (like comic book settings) where characters constantly suffer from decades of conflicting authors and awful editorial mandates. Wherever you go, the world and its inhabitants will remain at their best-written, most consistent selves!

Inner Bro [100]

Sometimes you just need to talk things out with someone who really gets you - and who gets you better than yourself? Your subconscious mind isn't just trapped inside your noggin anymore; at will, it can literally manifest outside your body as a visible, audible spirit! This spectral projection can freely chat and hang out with both you and the people around you, acting as the ultimate wingman, mediator, and life coach. Better yet, your subconscious is a total bro. Instead of dredging up your dark urges or weird insecurities, this spirit embodies your highest wisdom: endlessly supportive, insightful, and laid-back. It’s got your back through thick and thin, always nudging you toward personal growth and actively helping you become the absolute best version of yourself.
Whether you’re struggling with a massive existential crisis, overthinking a dungeon puzzle, or dealing with messy relationship drama, your spirit-self will pop out to drop some surprisingly deep, Zen philosophy on the situation. It knows just when to give you a tough-love pep talk, when to crack a joke to lighten the mood for your friends, and when to remind you that sucking at something is just the first step toward being sort of good at something!

Language of the Universe [100]

Trying to talk to the locals in Ooo can get pretty confusing, so it’s a good thing your brain is now a cosmic translator! You instinctively understand, read, and speak all the bizarre tongues of the multiverse. Right off the bat, you’re fluent in Korean and German (perfect for gossiping with Rainicorns or reading Princess Bubblegum’s secret notes), and this covers non-human and magical dialects. You can casually decipher ancient Nightosphere runes, chat with grumpy dungeon monsters, and know exactly what a penguin means when it goes ‘’Wenk’’. Moving forward, this omniglot intuition sticks with you, letting you instantly understand and speak the strange, alien, or animalistic languages of any new worlds you visit!

Soundtrack of Ooo [100]
Ooo is a world that practically runs on song, and now you're ready to lead the band! You've been blessed with a genuinely lovely singing voice (no need to swallow a tiny computer for autotune) and exceptional talent with an instrument of your choice, whether that's a smooth viola, a ukulele, or a sick battle-axe bass. More than just technical skill, your music carries the raw, unfiltered weight of your soul. You have a genius knack for improvising surprisingly profound, catchy, and deeply emotional songs entirely on the fly. Whether you're singing about stolen French fries, the passage of time, or the bonds of friendship, your lyrics cut straight to the heart. When you start strumming and singing your truths, even the most stone-hearted villains, rampaging monsters, and crazed wizards will pause their schemes just to listen, sway along, and maybe shed a single, dramatic tear. Sometimes, the best way to save the day is with a heartfelt jam session!

Best Friends in the World [100]
What's the point of going on crazy adventures if you don't have your best buds by your side? In Ooo, friendship is the ultimate magic, and the bonds you forge with your pals are officially unbreakable. Whenever you make a true friend, that relationship is guaranteed to be both endlessly happy and completely everlasting. You and your buddies just naturally click; hanging out together (whether you're slaying dungeon bosses, making elaborate sandwiches, or just playing video games on the couch) is always a blast. Even if you guys get into a petty brawl or a heated argument over a board game, the drama never sticks. You'll always talk it out, share a fist bump, and go right back to being total bros before the day is over. Better yet, nothing can make your friendships fade. Time, distance, and changing lives won't ever cause you to awkwardly drift apart. Even if you don't see a friend for a thousand years, you'll pick up right where you left off without missing a beat. Once you've made a friend, you've got a friend for life, no matter what the universe throws at you!

Everything Stays [100]
In a lot of worlds, living forever turns you into a brooding, detached weirdo consumed by existential dread. Not in Ooo! Here, thousand-year-old vampires and ancient elemental rulers still get genuinely hyped about band practice, sleepovers, and video games. Now, your mind is similarly built for eternity. You are completely immune to the psychological weight of unnatural longevity. The creeping dread of ennui, cosmic boredom, and the tragic detachment from short-lived mortals simply don't affect you. Whether you've lived for a hundred years or a hundred million, your capacity for joy, curiosity, and emotional connection remains as fresh and vibrant as ever.
Your memory also adapts to the centuries, not only being eidetic but also letting you fondly treasure the past without getting mentally overloaded or stuck in the "good old days." You can watch entire civilizations rise and fall, survive the end of the world, and still wake up the next century totally stoked to try a new sandwich recipe or hang out with your buddies. Time is just an illusion that helps things make sense, after all - so you might as well enjoy the ride!

Smooth Romancer [100]

Let’s be honest, romance in Ooo is usually a total mess. You have people being caught somewhere between awkward teenage drama, petty jealousy, and crazy wizards locking princesses in cages. Thankfully, you actually know what you’re doing! You possess an effortless, genuine charm and a deep emotional maturity that makes you an absolute natural at love and dating. Whether you’re trying to break the ice with a cute royal, plan an unforgettable picnic date, or smoothly navigate the "Steps of Romance," you always know just what to say and do. You never let overthinking or silly misunderstandings ruin a good thing, and when relationship drama does pop up, you know how to talk it out like a mature adult instead of accidentally blowing up a kingdom. Better yet, you have a knack for working around bizarre biological barriers: if you end up dating someone made of literal fire, slime, or ghost-ectoplasm, you’ll easily figure out clever ways to hold hands and smooch without anyone getting hurt. From the first nervous crush all the way to long-term commitment, you know how to keep the spark alive and make your partner feel truly special.

Don't Feel Like It [200]

In a place as chaotic as Ooo, keeping your original body is surprisingly tough! One minute you’re minding your own business, and the next, some jerk in a yellow hat zaps you into a giant hideous foot, or a continent-spanning wave of elemental magic washes over the land and turns you into a singing piece of candy. Thankfully, your physical form is now permanently locked in! You are completely immune to all forms of unwanted transmutation, polymorphing, and biological or magical warping. Curses, spells, and bizarre contagions simply cannot alter your anatomy against your will. If a Lumpy Space native bites you, you won't catch the Lumps; if a malicious Magic Man tries to turn you inside-out or transform you into a bowl of soup, his magic will just fizzle harmlessly off your skin. Even world-warping reality shifts (like awakened Elementals converting the entire land and its inhabitants into Fire, Ice, Candy, or Slime) will pass right over you, leaving both your body and your mind completely untouched. Unless you deliberately choose to transform on your own terms or let the transformation change you, you will always remain 100% yourself.

Dude, Sucking at Something is The First Step Towards Being Sort of Good at Something. [200]

Those might just be the wisest words ever said (which is pretty funny considering they came from a stretchy dog instead of some ancient philosopher!) A lot of folks get frustrated and quit the second they try something new and fail miserably, but you’ve taken this canine wisdom to heart and turned the clumsy beginner phase into your greatest strength. Whenever you pick up a brand-new skill, hobby, or discipline (whether that’s playing the viola, casting complex magic, sword-fighting, or science), you will never get discouraged, embarrassed, or impatient with your progress. Instead of getting tilted when you mess up, you just shrug it off and keep going. Better yet, failure is now your best teacher. Each time you fail, hit a sour note, botch a spell, or get knocked on your butt, your mind and body will immediately digest the mistake and fully internalize the lesson, ensuring that you never make the same mistake twice. By steadily eliminating your flaws one blunder at a time, you’ll smoothly go from totally sucking at something to being "sort of good," and eventually all the way to true mastery!

Wenk! [200]
You might be lonely, bizarre, or constantly getting yelled at by heroes, but you'll never lack for small company. You have an uncanny, almost magnetic charm that specifically appeals to the pint-sized denizens of the world. Any sentient creature, animal, or mini-folk roughly five times smaller than you or smaller will find you inherently fascinating, approachable, and endearing. Even naturally skittish animals, grumpy fairy-folk, or secretly eldritch space-terrors compressed into flightless bird bodies (like a certain notorious penguin) will quickly warm up to you. With a bit of attention, a warm room, or a tasty snack, you can turn entire groups of tiny critters into fiercely loyal companions and lifelong pals. Better yet, you possess an innate talent for pint-sized logistics. You can organize, rally, and direct these diminutive friends into a shockingly effective force. Whether you need them to clean your frozen fortress, play backing tracks in a garage band, raid the nearby candy castle, or march to war armed with tiny plastic bottles and swords, they will heed your call as their beloved sovereign. If you wish it, building a fanatical, waddling army of penguins is entirely within your grasp.

Nice King [200]
Never underestimate the power of a good shave and a fresh haircut! You possess borderline-magical grooming, barbering, and styling skills. Just by giving someone (or yourself) a quick routine makeover, you can skyrocket their physical attractiveness to absurd levels.
With just a pair of scissors, a comb, and a little bit of fashion sense, you can work absolute miracles. Your touch is so transformative that you could take a crazy, blue-skinned, goblin-nosed old wizard, shave off his gnarly beard, tailor his tunic into a sharp suit, and instantly turn him into a dashing heartthrob! Suddenly, the very same princesses who used to run away screaming will be swooning, blushing, and fighting each other just to get a date with him. This makeover magic doesn't just make people ridiculously handsome or gorgeous; it also serves as a weirdly effective disguise, as most folks won't even recognize the person underneath all that newfound hotness. Whether you're playing the ultimate wingman for a hopeless buddy or sprucing yourself up for a royal gala, you know how to make anyone look totally algebraic!

Astral Swarm [200]
Everyone knows that when you lose one sense, your remaining senses get supercharged - like a blind warrior who can smell danger from a mile away and hear a ninja's heartbeat. You've taken this classic principle and pushed it to a whole new, mystical level! By intentionally shutting off one of your senses (even something as simple as closing your eyes or plugging your ears), your other senses don't just sharpen; your mind literally tunes into the frequencies of the Astral Plane. Through this psychic link, you can project a telepathic call to the natural world, summoning massive swarms of insects (like a dazzling cloud of dozens of butterflies) straight to your side! Don't underestimate these little guys, because under your astral guidance, they work in absolute, synchronized harmony to pull off incredible feats. Swirling together like a single super-organism, a gentle swarm of butterflies can easily hoist you into the air to fly, construct makeshift bridges, or even tightly grip the hilt of your broadsword to slice and dice obstacles with pinpoint precision and the strength of a warrior. Who needs to look where they're going when you've got a telepathic army of bugs doing the heavy lifting?

Prismo’s Pal [400]
You’d think omnipotent cosmic entities would be way too busy or aloof to care about regular folks, but as it turns out, they just want someone cool to hang out with! You possess an infectious, utterly laid-back charisma that specifically appeals to gods, immortals, and abstract cosmic beings. Living forever and managing the multiverse is actually a pretty lonely, high-stress gig. To these transcendent titans, your chill, down-to-earth vibe is an absolute breath of fresh air. Instead of viewing you as an insignificant speck of dust, deities and reality-warpers just see you as a really cool person they’d love to hang out with. You’re the kind of mortal they’ll invite into their interdimensional bachelor pads to soak in a hot tub, snack on homemade artisanal pickles, play complex board games, and just chat about life. So long as you aren't actively attacking them or trying to maliciously wreck their cosmic order, higher beings will automatically default to treating you like an old college buddy. Whether you're bumping into the ruler of the Dead Worlds, a prophetic dream-bird, or an all-powerful Wishmaster, they’ll greet you with a high-five, cut you some major slack on cosmic rules, and maybe even hook you up with some sweet favors - all because you’re just such a solid friend. Stay chill, dude!

Door Lord [400]
Why trek across the continent when you can just make your own shortcuts? You have mastered the spatial-bending arts of the enigmatic Door Lords! At will, you can create magical keys tailored to any destination you have in mind. By simply sticking one of these keys into a wall, a boulder, or even thin air and giving it a turn, you will instantly manifest a brand-new door that acts as a direct portal to any location of your choice within your current dimension! Whether you want to step straight into the Candy Kingdom or make a clean getaway to the other side of the world, travel is now as simple as conjuring a doorway. Conversely, you are just as good at keeping people out. You have the power to seal any door with an unbreakable, rule-based lock that completely ignores brute force. No matter how strong a hero or monster is, they won't be able to smash, melt, or pick their way through your barrier. Instead, the door will make it obvious to anyone standing before it that it can only be opened by fulfilling a specific condition of your choosing - whether that’s solving a tricky riddle or playing a genuinely heartfelt song!

The Shadowless Thrust [600]
You might have known how to swing a sword before, but now you’ve mastered the true, disciplined art of the blade! Through grueling, bizarrely specific secret training (having felt the sting of the egg yolk and endured the blazing sizzle of the barbecue), you have honed your reflexes and focus to perfection, unlocking the absolute apex of swordsmanship: the Shadowless Thrust. When you strike, your blade angles so perfectly that it slices the very air itself, completely removing all wind resistance from your movements. Unburdened by physical drag, your sword lashes out faster than the blink of an eye. In fact, it’s completely accurate to say that you move as fast as the speed of sound when using this technique! To onlookers, you barely seem to move at all - not even your own shadow has time to react. Before a villain can register that they’re in danger, you can unleash a sonic-speed thrust or a surgical flurry of strikes, effortlessly dicing incoming projectiles, heavy armor, or rampaging monsters into neat little pieces. Your swordplay is officially peerless!

True Elemental [800]

Since the dawn of age, the world has been bound to the eternal cycle of the Elementals. Normally, there are only four Elementals incarnated in Ooo at once, but with you around, the cosmic order has made room for five! When you take this perk, choose an element to represent - whether one of the classic four like Fire, Ice, Candy, or Slime, or a unique fundamental force of your own! Because you are a living embodiment of this force, you are completely immune to your chosen element and can generate, shape, and command it as naturally as breathing. At first, your elemental power manifests on a localized scale. With a flick of your wrists, you can unleash concentrated beams and blasts of your element: packing enough punch to flash-freeze an entire room solid, flood a dungeon corridor with roaring flames, or pelt charging monsters with high-pressure streams of weaponized jellybeans and taffy! With time and practice, however, the scale and precision of your power will expand dramatically. You will be able to manifest and sculpt your element on a massive scale: effortlessly creating entire buildings from scratch, forging intricate castles, or unleashing cataclysmic surges of elemental fury powerful enough to destroy whole mountains! Finally, by unlocking the deepest matrix of power slumbering inside of you, you can achieve a true Elemental Awakening! At the absolute height of your power, your influence can rewrite reality itself, allowing you to effortlessly convert surrounding matter, entire landscapes, and even other living people entirely into your chosen element!

Avatar of Extinction [800]

Before there was time, before there was anything, there was nothing. And before there was nothing, there were monsters. You now carry the primordial essence of the Lich within you - a force born from a Catalyst Comet of pure death, single-handedly capable of exterminating all life in the Land of Ooo. Thankfully, you possess absolute, conscious control over this power, allowing you to completely suppress its lethal effects so you never harm a single blade of grass unless you truly wish to. Yet, when you choose to unleash your dark gifts, life withers in your very wake. At your will, your mere presence can poison water, rot forests, and suffocate the weak in a radius of meters around you. You can unleash torrents of necrotic green flame that destroy anything it touches, command the moldering dead to rise and march in your name, and decay the living and matter into dust and bone with a single, intentional touch of your hand. Furthermore, just as the Lich drew immense strength from mutagenic fallout and the toxic Well of Power, you are actively empowered by radiation and corruption. Bathing in nuclear fire, drinking from pools of toxic waste, or absorbing dark curses and spiritual blight will not harm you; instead, it will rapidly restore your vitality and supercharge your necromantic might, making you grow stronger the more filth and fallout you consume. More terrifying still is the hypnotic power of your voice. Your words carry a heavy, supernatural compulsion that worms its way directly into the minds of those who hear you. With a mere whisper or a spoken command, you can plunge victims into a deep, waking trance - paralyzing their bodies in place, hallucinating their worst fears, or forcing them to act as your unwilling puppets. Only the purest, most indomitable souls can hope to resist the dark hypnosis of your speech. Even the total destruction of your body cannot halt your purpose. Should your physical shell be obliterated, your spirit will endure as an intangible phantom of black smoke. In this wraith-like state, both physical attacks and conventional magic pass harmlessly through you; short of ancient cosmic prisons, you are virtually impossible to harm. While unbodied, you cannot cast your massive destructive spells, but you retain your hypnotic whispers and the power of possession - allowing you to slip into the bodies of the living to take them over. Once inside a vessel, you can either wear their form as a disguise, or gorge on toxic, radioactive, or magical energies to rapidly mutate the host back into your true, full-powered body! You are the ceaseless wheel. You are the end.

Free Spirit Perks

Perks for Free Spirit are discounted 50%, with the [100] perk being free.

The Good Life [100]

Life isn’t just about following routines and worrying about tomorrow, man; sometimes you just gotta stop, lie in the grass, and appreciate the truly beautiful stuff. You have achieved total, cosmic enlightenment when it comes to the simple pleasures of living. Your culinary skills are straight-up legendary, granting you the god-tier ability to whip up comfort food so mind-meltingly delicious that a single bite can bring tears of nostalgic joy to the eyes of even the most jaded people. Give you some crusty bread, a sizzling pan of bacon, and whatever scraps are left in the cooler, and you’ll assemble a sandwich so sublime it practically glows with inner peace. But the magic doesn't stop in the kitchen: you are an absolute, one-person celebration of good vibes capable of turning literally anything into a raging party. You can turn a dark, damp dungeon crawl into the event of the century just by laying down a wicked beatbox groove, dropping into a ridiculously smooth breakdance, or some impressive skateboard tricks. You also possess flawless comedic timing and an infectious knack for lifting spirits. No matter how deep in the dumps your friends are, your warm humor and casual wisdom can pull anyone out of their funk and get them smiling again.

The Bad Old Days [200]

Look, before you settled down into the cozy life of treehouses and afternoon naps, you used to run with some seriously sketchy crowds. You were a crook, an outlaw, a phantom in the dark - and honestly? You were ridiculously good at it. You just loved the thrill, and half the time you didn't even realize stealing was bad because it was just so fun! You possess world-class talent in the classic arts of the underworld. Your stealth is legendary, letting you slip across creaky floorboards and shadow-dappled alleys without making a whisper of noise. You can pick complicated, ancient tumblers or high-tech digital locks using little more than a bent paperclip and a piece of wire, and your sleight-of-hand is so silky-smooth that you could lift a guard's wallet, ring of keys, and belt right off him while asking him for the time. Best of all, you are a master of the Big Score. You could scribble out a blueprint on the back of a greasy pizza box to infiltrate the deepest, most laser-and-trap-infested vault in the realm to swipe the most valuable sugar in the kingdom, and against all odds, the plan will actually succeed. And hey, if anyone asks, you were totally going to give all that stuff back. Eventually. Probably.

Rainy Day Daydream [400]

Most people just stare out the window when they get stuck inside during a knife storm, but your imagination is so vividly hyperactive that your daydreams literally bleed into reality! With a little playful focus, you can conjure all sorts of small-scale oddities: bubbling poison fountains, angry trolls, spooky ghosts, weird monsters, or even cute girls to hang out with. The catch? Everything you imagine is completely invisible to everyone except you. To bystanders, you look like a lunatic wrestling empty air. Yet despite being unseen, your constructs interact with the physical world with full force. An invisible wall will stop flying arrows, an unseen pit will trip pursuing guards, and an imaginary monster can sock a charging villain right in the jaw. Reality enforces strict ground rules so you don't break the world. You cannot imagine anything stronger, tougher, or more destructive than you are; every construct is capped at your own physical limits and durability. Your creations are also localized to your immediate surroundings and require ongoing mental focus, evaporating if you get knocked out, lose concentration, or imagine them popping away. Still, there's nothing quite like having an imaginary friend who can actually punch people.

Cosmic Stretchy Powers [600]

Was one of your parents an eldritch, trans-dimensional creature from another plane? It certainly seems like it, because your flesh possesses the supreme, utterly unrivaled gift of biological metamorphosis. Your physical form isn't bound by rigid bones or fixed biology; you are living, joyful, infinitely malleable clay, capable of warping, expanding, and restructuring yourself down to the cellular level with pure instinct. There are virtually no limits to how you can rearrange your anatomy. Worried about a thirsty vampire lunging for your neck? You can instantly suck all your guts, vital organs, and blood straight into your left thumb, leaving the rest of your body as an empty, bloodless husk. Want to shout loud enough to cause an avalanche? You can blow your lungs up fifty times their normal size. You can stretch your limbs across hundreds of meters, flatten yourself into a rug, or shrink down to tiny millimeters to stroll through a keyhole. When you decide to grow instead, your physical strength scales proportionally with your mass, letting you swell to the size of a skyscraper and wrestle giant monsters with your bare, colossal fists.

Your shapeshifting goes far beyond simple rubbery limbs. You can freely adjust your density to float like a balloon or drop like an anvil, sprout dozens of fully functional extra arms, or morph into complex, functional forms like a working automobile, a boat, or an aerodynamic glider. You can even sculpt your mass into semi-detached duplicates and decoys, and control these clones as smoothly and effortlessly as you would your own fingers. Your body is pure, infinite possibility.

Sovereign Perks

Perks for Sovereign are discounted 50%, with the [100] perk being free.

Heavy Is The Tiara [100]

Running a civilization (even one populated by easily frightened pastries, dimwitted candy citizens, or literal cats) is child's play to you. You are a master administrator, logistician, and diplomat capable of keeping any kingdom running smoothly without it collapsing into chaos. Whether you are balancing a national budget, managing an army of guards who just make siren noises with their mouths instead of fighting, or passing laws to stop your citizens from wandering into monster dens because they saw a shiny bug, you make ruling look effortless. Additionally, you project an undeniable aura of natural authority and pure royalness wherever you go. Even in a crisis, the most scatterbrained, panicked citizen (the kind who is two seconds away from literally exploding because someone turned the lights off too fast) will immediately stop screaming, pull themselves together, and listen calmly to your instructions. Furthermore, rival monarchs will automatically respect your station and treat you as a peer, whether you are negotiating high-stakes treaties with a ruthless warlord or sharing tea with a Princess whose entire kingdom consists of three crabs and a nice rock.

Royal Me-Time [200]

Being an absolute monarch sounds like an exhausting 24/7 job, especially when your subjects occasionally need a royal decree just to remember how to use a doorknob. Thankfully, you have mastered the ultimate superpower: work-life balance! No matter how massive your kingdom gets or how many political offices you hold, your actual administrative workload somehow compresses itself into a brisk twenty minutes every morning, leaving the rest of your schedule wide open. Better yet, whenever you decide to step away from the throne (whether it's to spend three straight days in your lab engineering the world's most scientifically perfect cheese sandwich, go dungeon-crawling with your buddies, or just sleep in until noon), your domain enters a state of miraculous stability. Disasters and monster attacks will politely wait until you get back to start happening, paperwork will practically file itself, and your citizens won't accidentally burn the castle down while trying to toast a marshmallow in your absence. You get all the prestige of wearing the crown with all the free time of an unemployed teenager.

Pastel Realpolitik [400]

Ruling a kingdom sometimes means you need to make hard choices. Or maybe you've just been burned too many times by shady usurpers. Honestly, who cares? Either way, beneath your royal crown beats the heart of a world-class spymaster, granting you an effortless mastery of espionage, high-stakes politics, and Machiavellian scheming. To help you put these skills to good use, you possess a completely compartmentalized sense of morality. Whenever it's for the "Greater Good" of your people, you can be utterly, chillingly ruthless without losing a single wink of sleep. You have the technical and clandestine skill to bug every single citizen's bedroom with hidden cameras or sneak into a rival kingdom during a friendly diplomatic sleepover just to permanently sabotage their nuclear deterrents. Best of all, no one will ever suspect you! No matter how many shady black-ops missions you pull off in the dark, your reputation remains spotless. You can go straight from covertly toppling a foreign government to cheerfully judging a local pie-baking contest ten minutes later, and everyone will just think you're the sweetest monarch in the world.

Candy-Coated Singularity [600]

Just like Princess Bubblegum, you possess one of the greatest intellects in the world, capable of casually violating the laws of nature before breakfast just because you had a free afternoon. You are an absolute master of every conceivable field of science. With your engineering skills, you can weld together colossal, laser-shooting war mechs disguised as adorable gumball machines, or build a working rocket ship out of scrap metal. Your mastery of chemistry lets you whip up scientific "potions" and serums with practically any bizarre effect you can imagine using little more than a Bunsen burner and some baking soda - whether that's a formula that brings the dead back to life, drops that skyrocket someone's IQ, "dum-dum juice" that makes enemies docile, serums that mutate creatures into giants, or even brewing up a catastrophic zombie plague (and its cure!) in a single afternoon. Most impressively, you have mastered the creation of life itself! You can toss some common pantry ingredients into a mixing bowl, zap it with some radiation, and birth a whole species of sentient, walking, talking little guys from scratch. Even better, you stubbornly refuse to let the supernatural stump you. As far as you're concerned, "magic" is just poorly explained science practiced by dramatic weirdos in starry robes. By sticking magical phenomena under a microscope and poking them with enough sensors, you can actually analyze how they work under the hood. Given a little time in your lab, you can replicate or modify magical effects using pure science - letting you distill a mystic potion into a mass-producible aerosol spray, solder a circuit board onto a cursed amulet to tweak its settings, or build a toaster-sized ray gun that mimics a wizard's spell, all while smugly insisting to actual wizards that magic isn't real.

Adventurer Perks

Perks for Adventurer are discounted 50%, with the [100] perk being free.

Hero's Heart [100]

What time is it? Time to be a righteous hero! You possess the shining, incorruptible soul of a true paladin. No matter how weird or morally confusing the Land of Ooo gets, you have an intuitive moral compass that always points toward doing the right thing, letting you charge into action without agonizing over gray areas. This inner goodness radiates outward as an aura of absolute trustworthiness. Innocent folks and troubled creatures will naturally look to you for help, instantly recognizing you as a champion of justice. Weirdly enough, this heroic magnetism works overtime on nobility; princesses and royalty of all stripes find themselves strangely infatuated with your dashing, courageous self. Beyond just winning trust and wooing royalty, your pure heart serves as a potent spiritual shield. Because there is so little darkness in you, evil struggles to find a foothold. You are heavily resistant to demonic possession, dark magic, and mental corruption. If the incarnation of pure evil is trying to hijack your mind, you can grit your teeth and shrug it off through sheer, unadulterated heroism (and the power of love!). Your soul is practically spotless, adventurer - now go out there and punch some evil in the face!

Adventure Time! [200]

If there is an absolute epitome of an adventurer, it's you, baby! Questing isn't just a hobby; it's hardwired into your very DNA. Whenever you're bored, all you have to do is pick a random direction and start walking. If you're looking for action, the universe will practically bend over backward to throw an exciting quest, a weird mystery, or a monster in need of a righteous beatdown right into your path. Better yet, you have a built-in radar for the ultimate adventuring hotspots: dungeons! You can intuitively sense the location of any nearby subterranean labyrinths, spooky ruins, or monster-infested caves. Once you kick down the doors, your keen dungeoneering instincts go into overdrive. You have a natural knack for spotting hidden pressure plates, disarming deadly traps, and solving convoluted ancient puzzles without breaking a sweat.
Best of all? The universe rewards your hustle like a true RPG. Whenever you defeat a villain, beast, or boss, they are guaranteed to drop sweet loot for you! Whether a defeated monster literally bursts into a shower of gold coins and potions or a retreating wizard accidentally drops a sick magical sword, your victories will always be tangibly (and handsomely) rewarded. Time to get your loot on!

Power of Sheer Awesomeness! [400]

How does a scrawny thirteen-year-old kid survive as a full-time hero in a crazy magical wasteland? Through the power of sheer, unadulterated awesomeness! Regardless of how young or unassuming you look, you possess the absurdly superhuman physique of a true action hero. Your strength and durability flat-out ignore common sense. You can snap iron chains with your bare hands, push a human-sized emerald up a hill, and leap ridiculous distances. Pain barely registers when you're in the zone; you can casually march across a high-voltage electric floor completely unharmed, or take a giant's haymaker straight to the face and bounce right back up for round two. Better yet, you have the killer moves to match this heroic body. You are naturally gifted in all manners of combat. Whether you're dueling with a broadsword, throwing dropkicks, or wrestling a mutated cyclops, you fight like a master brawler. Backing this up is a razor-sharp battle intuition. No matter how bizarre or seemingly unbeatable an enemy is, you have a gut instinct for how to deal with them: effortlessly spotting hidden weak points, adapting to weird attack patterns, and improvising winning strategies on the fly. You're a relentless powerhouse of justice!

Catalyst Comet [600]

You aren’t just a regular hero; your soul is an ancient, cosmic agent of change! Born from the essence of a benevolent Catalyst Comet, the ultimate power of Good courses through your veins. Because you are a living embodiment of righteousness, your attacks are absolute poison to the wicked, dealing vastly increased, devastating damage to any evil beings, demons, or undead monstrosities you fight. Your cosmic spirit also manifests in astonishing ways. Should you ever lose an arm or a leg, you can manifest a glowing, telekinetic electro-emotional prosthesis! Fueled by your raw feelings and willpower, this phantom limb functions just as well as the original, while also granting you incredible telekinetic powers. With it, you can hurl massive boulders, project psychic force, or effortlessly levitate materials to build structures reaching into outer space.

Finally, your mind is deeply tethered to the universe's spiritual tapestry. When you sleep, you will occasionally experience vivid premonition dreams that warn you of approaching dangers, reveal hidden truths, and foreshadow major turning points in your destiny. This cosmic tether also connects you to the past, as this isn’t your first time riding the karmic wheel. You are the latest reincarnation of four distinct past lives native to this world, ranging from simple animals to skilled mercenaries. By unlocking the "vault" of your subconscious, you gain full access to all of their memories, instincts, and hard-earned skills, seamlessly blending lifetimes of experience into your current heroic self. Bodies and eras may change, but your heroic spirit is an unbreakable constant across the ages.

Wizard Perks

Perks for Wizard are discounted 50%, with the [100] perk being free.

Phenomenal Magic Powers! [100]

Oh, perhaps you graduated from Bufo's wizard village? For the price of **100 CP (Discounted after the first free purchase for Wizards)** each, you can purchase a crazy, oddly specific, and small-scale magical power taught at Bufo's sketchy temple! These aren't world-shaking incantations, but rather minor, localized tricks and personal enhancements. Maybe you want Dustomancy, which lets you telekinetically manipulate small piles of dust and converse with tiny dust spirits about what they saw, or Shadowcery to bend and puppet nearby shadows. Perhaps you desire bizarrely convenient spells like Hair-omancy to spontaneously create and weave hair, Wing-omancy to sprout functional wings on your back, or even Mayo-omancy to conjure mayonnaise from nothing! If you prefer flashier personal magic, maybe you want to shapeshift parts of your body into animal parts, slice through a boulder with a Vorpal Hand Blade, wrap your body in a blazing Fire Aura, or use Magic Reflection to bounce single spells right back at your foes. Maybe you just want Sleep Magic to make yourself or others nod off anytime, or the power to shoot dazzling fireworks from your fingertips! You can purchase this perk multiple times for different spells (or even invent your own weird "-mancy" of a similarly small, localized scale!) Whichever you choose, your magical power will be completely intuitive to use, wonderfully convenient, and can grow in power alongside you. You also gain a Wizard Star showing off your wizard level, adding a new point for every spell you master!

Wizard Eyes [200]

Sometimes your crazy wizard eyes just need to see beyond the mundane! With this perk, your gaze pierces through the veil to perceive the unseen layers of reality stacked right on top of the physical world. Nothing can hide from your sight: you can effortlessly spot wandering ghosts and spirits, see straight through invisibility spells, and read the glowing magical auras clinging to people and enchanted loot. More than that, you can peer directly into the overlapping Spirit World, allowing you to observe bizarre astral beings and pinpoint the thin dimensional barriers separating different realities. Best of all, unlike the Ice King, your vision isn't a curse: you have complete control over it! You can toggle your Wizard Eyes on and off at will, meaning you won't be forced to blankly stare at terrifying, incomprehensible spirit monsters while you're just trying to eat your breakfast in peace.

Dark Arts & Demonology [400]

While other wizards are playing around with dust motes and party fireworks, you've been mentored by the likes of Peppermint Butler in the really nasty stuff. Beneath a polite exterior, you are a chillingly accomplished practitioner of occult black magic. You know the exact chants and ritual circles needed to tear open stable portals into (and, crucially, back out of) hellish dimensions like the Nightosphere or the Dead Worlds. You can summon powerful demons directly from the pit and bind them to powerful magic, forcing them to grant you favors, hand over dark artifacts, or fight your battles without risking your own soul. And if someone really ticks you off, you don't even need a demon to do the dirty work; you can channel dark energy directly to curse your foes and casually flesh-sculpt your enemies into hideous, monstrous beasts!

Magic, Madness, and Sadness [600]

As any good magical researcher knows, all wizards in Ooo operate on a fundamental spectrum of Magic, Madness, and Sadness. These three forces are deeply intertwined, acting as the true fuel behind the arcane arts. Understanding this cosmic truth gives you a choice in how your own sorcery functions. You can choose to embrace this law, deliberately stirring a little bit of madness and sadness into your magical abilities. Taking on some harmless wizardly eccentricity and the occasional bout of melancholy will allow you to exponentially expand the power and versatility of your spells, bending the rules of what they should be able to do! A mere Dustomancy mage could stretch their magic to manipulate the very earth and stone, while someone with a simple spell to create food (or mayonnaise) could create sentient golems with true life! Or, you could reject this offer of chaotic power entirely. By choosing to keep your head on straight, you sever the toxic backlash of the arcane. No magic, spell, or cursed artifact you ever use (whether from this world or another) can ever corrupt your mind, drain your sanity, or take a toll on your body and soul. You get to be that rarest of things: a completely sane wizard! This can be purchased a second time, allowing you to enjoy the best of both worlds!

Items

You have a 300 CP stipend to spend here. You can freely import items. Items destroyed or lost restore themselves in three days.

Card Wars [Free]

Behold Card Wars, the great and venerable game of old, also known as the undisputed king and queen of tabletop games! You now own a complete, portable holo-board set of Ooo's premier trading card game, complete with a bottomless box of booster packs. When you switch the board on, it projects hyper-realistic, hard-light holograms of your creatures and landscapes right onto the table! As any true master knows, the game brilliantly combines the mechanics of simulated combat, hand management, commodity speculation, worker placement, blind auctioning, and set collection. Battles take place across four distinct combat lanes, with each lane deriving its power from one of the sixteen themed elements: Corn, Wheat, Blue Crystals, Acumen, Torpor, Frozen Lakes, Lizard Holes, Learning... and some others that nobody really remembers. Whether you're running an unstoppable Cornfield deck, flooping the Pig to eat your opponent's wheat, or spending twenty minutes calculating the math of a single turn, it's the ultimate way to pass the time with your buddies. All in all, it's a pretty cool game!

Telepathic Shielding Circlets [100]

When you live in a world full of psychic sphinxes, dream-eating worms, and ancient undead monsters who can hijack your brain with a single word, a little mental protection goes a long way! Engineered by Princess Bubblegum herself, this set of golden circlets (each topped with a blue gem) combines royal fashion with top-tier Candy Kingdom neuroscience. So long as you're wearing one of these circlets on your head, your mind is a completely impenetrable fortress. The tiara projects an active bio-electric frequency that blocks all forms of mind control, hypnosis, telepathic intrusion, illusion traps, and psychic attacks! Whether an avatar of extinction is trying to command your mind, a vampire is trying to entrance you with a gaze, or a telepath is trying to read your secrets, their powers will bounce harmlessly off your noggin. Best of all, this purchase comes with a set of five tiaras that automatically resize to comfortably fit any head, letting you keep your whole adventuring party safe from brain-jacking. Quite useful.

Universal Translation Device [100]

Tired of smiling and nodding while your Rainicorn buddy chats away in Korean and you have no idea what's going on? You now own a set of Universal Translation Devices! Shaped like a slightly bulky dog collar with a small speaker box on the front, this gadget can be comfortably strapped around the neck of any person, animal, or bizarre monster. Once buckled on, the device instantly translates the wearer's speech, barks, or incomprehensible grunts into clear, spoken words that any listener will automatically understand, regardless of their native tongue! It also features a smooth dial that lets the wearer speak in a completely natural, pleasant voice that fits them perfectly. Best of all, this purchase comes with a full pack of ten units, giving you plenty to share with your friends, pets, and weird allies!

Business Men [100]

Remember those weird giant icebergs washing up on the beach? Well, you thawed one out, and now you're the proud boss of a dedicated crew of undead-ish, suit-wearing, briefcase-toting Business Men! These besuited fellows live for one thing and one thing only: maximum synergy and productivity in your name! With superhuman speed and boundless enthusiasm, they will happily handle all manners of everyday tasks to make your life a breeze. Whether you need them to shine your shoes, whip up a gourmet lunch, organize your dungeon loot, do your taxes, or even construct giant machines and fortifications from scratch, they'll get the job done in record time with a crisp salute! Best of all, you don't have to worry about them going rogue like the ones Finn and Jake hired! Your Business Men will never start acting crazy, develop creepy corporate tunnel vision, or bizarrely misinterpret your orders into sucking up innocent villagers. They are 100% loyal, sensible, and always ready to clock in whenever you need a hand! Business!

Candy Life Formula [100]

Ever wanted to bake your very own bustling civilization from scratch? You now possess a pink notebook containing Princess Bubblegum's most closely guarded state secret: the complete chemical and genetic formula for creating sentient Candy People! Written in crystal-clear, step-by-step instructions, these notes detail the exact mixture of sugars, spices, and bio-alchemical sparks needed to breathe true life into confections. Even if you aren't a master scientist yourself, the recipes are so easy to follow that you could whip up a batch of loyal, living gingerbread men, taffy-folk, or walking cupcakes in a regular kitchen! Even better, the notebook includes precise behavioral dials. You know exactly how much sugar to add to make your creations sweet and cheerful, and how to tweak the recipe so you don't accidentally create a power-hungry tyrant like Goliad or a sourpuss like Lemongrab! Time to start baking!

Candy-Tech Invisibility Field [200]

Princess Bubblegum might look sweet, but she's the undisputed master of covert ops and surveillance! Straight from her secret lab comes this compact, high-tech cloaking gizmo that clips neatly onto your belt or wrist. With the flick of a switch, the gadget projects a localized refraction field around your body, rendering you completely invisible to the naked eye! Because this is top-tier Candy Kingdom super-science, it goes way beyond simple optical camouflage. The field actively masks your thermal signature, muffles the sound of your footsteps, and even scrambles basic radar and magical sensors so you can slip past guards and wizards alike without a trace. If you're rolling with a crew, you can twist the dial to expand the field's radius, easily cloaking a small group of friends so long as they stay right beside you. Best of all, its internal battery is self-recharging, ensuring your cover never drops in the middle of a sneaky mission!

Giant Cyclops Eyeball [200]

Why put up with creepy clown nurses when you can heal yourself your way? You are now the proud (and slightly unsettling) owner of a giant-sized eyeball plucked straight from a Giant Woods Cyclops! Whenever you or your buddies get banged up after a brutal dungeon crawl, all you have to do is give the eyeball a gentle poke, a firm squeeze, or even just hurt its feelings with a mildly mean comment. Instantly, it will burst into a geyser of sparkling, magical tears! Cyclops tears are the ultimate fast-acting medicine in Ooo. Just a splash of this saline will instantaneously heal any physical injury - mending shattered bones, closing fatal gashes, and wiping away full-body trauma in a literal second! It never runs out of tears, giving you an infinite, portable fountain of instant healing whenever you need a quick patch-up. Just aim it carefully before you squeeze!

The Gauntlet of the Hero [400]

Sometimes a regular sword just doesn't cut it, and you need some legendary, heavy-duty firepower! You now possess the Gauntlet of the Hero, the signature weapon once wielded by the greatest warrior of renown: Billy! Although it was originally sized for a giant, the gauntlet magically shrinks down to a comfortable, usable size the moment you place it on your arm. In battle, it is a terrifyingly effective weapon. Whenever the eye on the back of the hand opens wide, you can unleash devastatingly powerful laser beams! These blasts pack enough raw destructive force to melt through solid stone, vaporize giant monsters, and even tear apart ancient evils that mundane weapons can't even scratch, like the Lich! A mighty weapon for any hero!

Ninjas of the Ice: The Art of Fridjitzu [400]

Whoa, is that a mint-condition, first-edition copy of the sacred Ice Ninja manual?! You don't need a magical crown to master the frosty arts of stealth and assassination - you just need this awesome illustrated instruction book and a little time to practice! Simply reading through this manual and practicing the hand signs for a single hour is enough to turn you into a full-fledged master of Fridjiitzu! You'll learn how to move in absolute silence, scale sheer walls, and perform classic martial arts flips. Even better, the book teaches you how to weave magical hand seals that conjure weapons and illusions out of pure ice and snow! With a quick flick of your wrists, you can manifest razor-sharp ice shurikens, daggers, kunai, and even "kunai-snow" out of thin air. If a fight gets too dicey, you can weave a seal to leave behind a lifelike snow-clone to fool your enemies while turning yourself completely invisible to slip away into the shadows. You can even share this manual with your buddies if you want to form your very own ninja clan! Nin-nin!

Decorpsinator Serum [600]

Who needs dark necromancy when you have sweet super-science? You possess a secure laboratory case containing ten vials of Princess Bubblegum's greatest triumph over death itself: the perfected Decorpsinator Serum! Don't worry: unlike her disastrous first batch that accidentally turned a graveyard full of Candy People into brainless, sugar-craving zombies, the complex algebraic equation for this formula has been completely solved! Simply pour a few drops of this glowing liquid onto a corpse, an old skeleton, or even a small scrap of remains, and watch science work its magic. In a flash, their body will rapidly reconstruct itself from the ground up, restoring the deceased back to life in peak physical health with their mind, soul, and memories completely intact! While originally engineered for sugary biology, this finalized formula has been tweaked to work flawlessly on humans, magical creatures, and any other mortal beings. Your case comes stocked with a batch of vials and automatically replenishes its supply every month!

Glasses of Nerdicon [800]

Slip these sleek spectacles onto your face and prepare to have your mind completely blown! The moment the Glasses of Nerdicon rest on the bridge of your nose, your intellect is immediately skyrocketed to incomprehensible, hyper-genius levels! While wearing them, you can grasp the fundamental laws of quantum physics, multidimensional geometry, and advanced engineering in seconds - allowing you to MacGyver futuristic devices, like a four-dimensional bubble blower, out of random household junk! Beyond pure science, these glasses turn you into the ultimate tactical mastermind. You can effortlessly concoct massively complicated, Rube Goldberg-style plans that account for hundreds of tiny variables at once, and your schemes are practically guaranteed to go off with near-perfect precision. Quite useful.

The Enchiridion [800]

Behold the ultimate handbook, written specifically for righteous heroes! Bound in ancient, weathered leather, the Enchiridion is an ancient artifact of immense power and wisdom. Flipping through its pages reveals a wealth of incredible, surprisingly practical knowledge for surviving and thriving in Ooo. Its chapters cover everything an adventurer could possibly need to know - from the proper, respectful technique for kissing a princess to the exact whereabouts of a giant woods cyclops whose eyes can cry wound-curing tears! For those who dabble in the mystic arts, the book can even be tinkered with to reveal hidden sections filled with ancient spells, cosmic lore, and dark rituals. However, the Enchiridion's most important feature lies dormant within its cover. Should you gather the crown jewels of the nine Princesses of Ooo and slot them into the book's hidden sockets, the tome will awaken as an ultimate cosmic key! Once activated, it can tear open a dimensional portal to anywhere in the local multiverse - including the extra-dimensional Time Room, home of the omnipotent Prismo the Wishmaster! Better yet, this book remains your ultimate guide even after your time in Ooo comes to an end. Post-jump, the Enchiridion will automatically update itself in every new world you visit! Its pages will seamlessly fill with useful local knowledge, secret monster weaknesses, hidden treasure locations, native magic spells, and step-by-step guides tailored specifically to your current setting. As for its portal-opening feature in future worlds, you can either use the jewels you brought from Ooo, or substitute them with nine items of comparable significance native to that setting!



Free Spirit Items

The Ultimate Sandwich [100]

When your stomach starts rumbling in the middle of a dungeon crawl, settle for nothing less than culinary perfection! At will, you can reach into thin air - or pull a paper plate out from behind your back - to summon a fresh, piping-hot, and impossibly delicious sandwich in unlimited quantities! Better yet, you get to mentally customize what kind of sandwich appears every single time you summon one. Want a classic grilled cheese, a towering club sandwich, or a hearty meatball sub? Done! Feeling adventurous and want a replica of Jake's Everything Burrito? Hell Yeah! No matter what combination you choose, these sandwiches are always filling, restore your stamina in a pinch, and taste so mind-blowingly good that a single bite is enough to make anyone's day. Lunchtime is officially the best time!

Trusty Viola [200]

Every chill drifter needs an instrument to jam on during downtime! You receive Jake's iconic wooden viola (though you may change it into another instrument of your choice, like an acoustic guitar or a bass). Not only does it produce rich, heavenly music and stay permanently in tune, but it's also tough enough to be used as a bludgeon in a pinch without ever scratching. Best of all, living inside the instrument is a tiny, snarky little worm buddy (just like Shelby!) who considers himself your roommate. Whenever you're bored or stuck on a problem, he'll pop his head out of the sound-hole to chat, play tiny violin solos, or offer surprisingly sharp advice!

Thieves' Stash [400]

Before he became a righteous hero, a certain magical dog used to be the slickest master criminal in Ooo. You inherited his secret, unfindable underground hideout packed to the brim with the ultimate heist gear and contraband. First off, the vault is overflowing with untraceable wealth: mountains of gold coins, rubies, and priceless stolen treasures that mysteriously replenish every month. Second, the armory is stocked with master-level infiltration tools: unbreakable lockpicks that can pop open almost any mundane or magical lock, shadow-cloaks that muffle your footsteps and turn you nearly invisible in the dark, smoke bombs, and gadgets that let you phase right through laser grids! At the center of the stash sits a holographic planning table; simply name any castle, bank, or dungeon, and it will automatically project a complete blueprint of the building's layout, traps, and guard patrols! Finally, parked by the secret exit is a sweet, tricked-out getaway vehicle - like a cool motorcycle - that never runs out of fuel. Time for "one last job!"

Jar of Artisanal Pickles [600]

Nothing says true cosmic friendship like homemade snacks! You possess a self-replenishing glass jar of delicious, crunchy artisanal pickles crafted by an omnipotent Wishmaster. Aside from being the ultimate sandwich topping, these pickles hold incredible dimensional power. Whenever you eat one with the intent to get away from it all, you (and any friends you're holding hands with) will instantly teleport into a cozy, extra-dimensional bachelor pad located completely outside of time! This yellow-brick room features a relaxing hot tub, infinite snacks, and a wall-sized TV capable of tuning into any location in the multiverse. You can hang out here completely safe from any danger for as long as you want before popping right back to where you left off!

Sovereign Items

Spoon of Prosperity [100]

Who has time to eat or sleep when there is critical research to be done? You possess a magical artifact that looks just like a normal, unassuming silver spoon - though you can easily wear it around your neck like a pendant so you never lose it. By simply sticking this spoon onto your nose, all of your body's physical needs are instantly fulfilled! Your hunger and thirst completely vanish, your need for sleep is wiped away, and your physical vitality is restored to its absolute peak, letting you work in the lab or rule from the throne for weeks on end without a single break. It can even reverse the physical toll of starvation or exhaustion in a split second! While it works wonders on a single person, its potential goes much further. A sufficiently smart scientist could easily hook this artifact up to a machine and harness its boundless life-giving energies - creating a system capable of endlessly feeding and sustaining an entire kingdom! Just be careful not to overtune the dosage, or your citizens might get a little too well-fed.

Royal Steed [200]

A true sovereign doesn't walk through the dirt like a common peasant! You are now the proud owner of a magnificent, bizarre flying creature loyal only to you. Whether your mount takes the form of a colossal bird, a winged beast, or something even weirder, it is the ultimate mode of royal transportation. With a simple whistle or mental call, your steed will swoop down out of the sky to appear right beside you, no matter where you are. Once you hop onto its saddle, hold on tight, because this creature is extremely fast - capable of soaring across the entire continent of Ooo in a matter of minutes! Better yet, your mount is no helpless beast of burden. It is fiercely protective of you and more than capable of defending itself in a fight! Whether it's thrashing monsters with razor-sharp talons, battering foes with powerful wings, or blasting enemies with fiery laser beams from its eyes, your trusty steed will gladly help you clear the battlefield before flying you safely back to the castle!

Subterranean Super-Lab [400]

Beneath the cheerful surface of the world lies your true domain: a sprawling, subterranean super-science laboratory! Accessible via a hidden entrance near your home or throne room, this gleaming facility is the ultimate playground for a mad genius or benevolent mastermind. Inside, you'll find cutting-edge holographic computers, automated robotic assembly lines for mass-producing inventions, and bubbling gene-splicing vats ready to engineer brand-new forms of life. Whatever crazy project you dream up, you have the exact tools required to build it. Best of all, you'll never have to waste time hunting for materials! The lab features heavily reinforced vaults packed to the brim with both rare chemical elements and bizarre magical compounds. Even if you burn through your entire supply during a frantic weekend of experimenting, the vaults automatically restock themselves every single week! Time to get your science on!

Sovereign Kingdom [600]

What's a monarch without a realm to rule? You are now the undisputed ruler of your very own thriving Kingdom of Ooo! When you purchase this, you may freely choose your kingdom's aesthetic and biological theme - whether that's Candy, Cybernetic, Clockwork, Floral, Pastry, or something else entirely! Sitting at the center of your territory is a grand royal castle, surrounded by bustling, colorful towns where thousands of loyal, quirky, and utterly adorable citizens live out their daily lives. They adore you unconditionally and will happily throw festivals in your honor!

Because Ooo is a dangerous place, your realm comes heavily defended right out of the box. Patrolling the streets is a dedicated squad of elite Royal Knights - master swordsmen built on par with the legendary Rattleballs, capable of dicing monsters into ribbons in a flash. Finally, standing watch over your outer defensive walls are two colossal, Gumball Guardian-tier mechs! Equipped with devastating laser beams and immense physical strength, these towering sentinels ensure your kingdom remains safe and sound!



Adventurer Items

Adventurer's Pack [100]

No hero can hit the road without a sweet bag to carry all their gear! You receive a green backpack that looks simple on the outside, but is vastly bigger on the inside. It can easily hold mountains of dungeon loot and spare weapons without ever weighing you down. Better yet, you'll never be caught unprepared in the wild. This trusty pack comes perpetually stocked with classic questing essentials, including a cozy sleeping bag, torches, rations, and grappling hooks. In fact, whenever you're in a pinch and reach blindly into the bag, you'll automatically pull out whatever mundane survival tool you happen to need at that exact moment - whether that's a pair of binoculars, a roll of bandages, a tinderbox, or a spare flute. It's the ultimate utility belt in backpack form!

The Hero's Blade [200]

What's an adventurer without a sick sword? You possess a masterwork blade tailored to your heroic style. Not only is this weapon completely indestructible, but it also responds to your intent - slicing effortlessly through targets while passing harmlessly through anything or anyone you don't wish to cut. If you want even greater power, you can choose to accept a weird, minor curse upon the weapon, such as the blade binding itself to your body so it can never leave your hand, or occasionally acting on its own mischievous instincts. In exchange, the sword gains a potent supernatural ability of your choice, such as extending to any length at will, unleashing elemental slashes, or whipping around like a ribbon of razor-sharp grass! Best of all, with time and meditation, you can tame the curse, turning its annoying quirks into a controllable extension of your will.

The Tree Fort [400]

Every adventurer needs a sweet home base to crash at after a long day of dungeon crawling! You now own a colossal, hollowed-out willow tree converted into the ultimate cozy headquarters. Inside its sprawling, multi-story trunk, you'll find a sick living room, a comfy loft bedroom, a fully stocked kitchen perfect for whipping up bacon pancakes, and all the amenities you need for comfortable living. Down on the ground floor sits your personal treasure room, which comes pre-loaded with a small mountain of solid gold coins and rubies! Step outside, and you've got a peaceful little pond out front, a fenced yard, and a lookout boat perched high in the leafy canopy. You can choose to place your Tree Fort anywhere in Ooo at the start of your journey, and in future worlds, it will happily take root wherever you want to set up camp!

The Dungeon Train [600]

All aboard the ultimate grinding spot! You hold a special, magical train ticket in your pocket. Whenever you activate it, you will instantly teleport aboard the legendary Dungeon Train - and you can use the ticket again to teleport right back out whenever you want to take a break.

Every single car on this train is a self-contained mini-dungeon packed with bizarre monsters waiting for a brawl. Once you step out of a car, its monsters instantly respawn, ensuring you never run out of action. Defeating these beasts drops absurdly good loot, showering you in radical gear like magic armor, laser gauntlets, blazing flame swords, and stat-boosting items! Best of all, the Dungeon Train dynamically updates to match your current power level. No matter how strong you grow, the monsters inside will always scale up to provide a worthy challenge, and the loot they drop will always be potent, relevant, and genuinely useful to you. Just try not to get so addicted to the loot loop that you forget to leave!

Wizard Items

Wizard Robes and Hat [100]

Every self-respecting mystic needs the proper attire, and this enchanted ensemble is the pinnacle of arcane fashion. The outfit can take on any aesthetic you desire - from traditional starry robes and a ridiculously tall, floppy hat to a ragged cloak, cozy tunic, or modern coat - and can shift styles at will. Despite feeling light, soft, and completely unrestrictive, the garments are magically reinforced to provide the stopping power of heavy plate armor. Slicing blades, blunt blows, and piercing arrows bounce off the fabric without impeding your movement in the slightest. Additionally, the enchanted threads provide constant thermal regulation. Whether you are trekking through the howling blizzards of the Ice Kingdom or baking beside molten lava in the Fire Kingdom, your attire will perpetually maintain a soothing, perfectly comfortable temperature. Dirt-repellent and self-mending, it always stays in pristine condition.

Demonic Wishing Eye [200]

Wait a second... did you steal this from the Ice King? He's going to get super angry if he finds out! You now possess a golden medallion necklace featuring a single, creepy eye right in the center that blinks and stares back at you. Despite its ominous name, this bizarre amulet is actually an incredible tool for multitasking. By wearing the necklace and activating the Eye, you can conjure a physical clone of yourself! This double shares your exact thoughts through a seamless mental link, essentially letting you be in two places at the same time - perfect for sending a copy out to run errands or fight monsters while you stay home and nap. While these clones are quite fragile and will easily poof away if they take a solid hit, the number of copies you can create scales directly with your magical power! A novice might only manage a single double, but if you possessed the raw magical strength of someone like the Ice King, you could easily have ten of yourself running around at once!

The Arcane Sanctum [400]

Every self-respecting sorcerer needs a mysterious lair to practice the mystic arts in peace! You now own a magnificent wizard's sanctum, which can take the form of a classic stone tower, a hollowed-out mountain peak, a spooky forest manor, or even a gravity-defying floating spire! Inside, it's the ultimate arcane headquarters. Alongside a plush bedroom, a fully stocked kitchen, and a sweet lounge room, your sanctum is packed with magical utilities. You have a sprawling library filled with ancient grimoires and spell scrolls, a ritual chamber featuring a crystal scrying orb that lets you spy on anyone in Ooo, and a reinforced testing chamber! This indestructible room repairs itself instantly, letting you unleash and test your most volatile, dangerous spells without ever risking damage to the rest of your base. To keep pesky adventurers from kicking down your doors, the sanctum is protected by shifting labyrinth corridors and customizable magical wards. You can place this lair anywhere you like, giving you the perfect haven for your magical experiments!

The Evergreen Crown [600/1000]

Resting in your hands is a golden circlet inset with three large rubies - an ancient artifact of unimaginable power! Placing it upon your head immediately floods you with the godlike fury of an Ice Elemental. You gain ageless immortality, the power of flight, and the ability to summon blizzards, hurl freezing lightning, and sculpt an entire kingdom of ice and living snow-monsters through your power alone! Sadly, this version's wish-matrix is already locked: the more you wear it, the more it warps your body and erodes your sanity, slowly turning you into a blue-skinned, white-bearded, eccentric maniac unless you have some other way to protect your mind. However, for the price of **1000 CP**, you receive the Crown in its pristine, uncorrupted state! Because no one has worn it before you, its reality-warping circuitry is completely blank and ready to bond with your soul. The moment you put it on, the Crown will read your heart and permanently rewrite your very existence to grant your single deepest, truest wish - without a shred of madness! Whether you wish for ultimate elemental mastery, to become an unstoppable cosmic entity, or to save someone you love, the Crown will reshape you to make that wish a reality!



Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 CP** to spend. They do not get Item Stipends or Drawbacks. They don't need to pay for Origins. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Custom Princess [50]

Why spend all your time rescuing royalty when you can have a royal best friend (or sweetheart) traveling right by your side? With this option, you gain a loyal Princess companion completely tailored to your liking! In the Land of Ooo, there is a monarch for practically everything, and you have total freedom to design her specific theme. Maybe she's a cheesy Pizza Princess who can conjure boiling mozzarella shields, a spooky Ghost Princess who phases right through dungeon walls, a cute Dog Princess with heightened senses, or something even more bizarre like an Arcade, Sword, or Starlight Princess! Whatever gimmick you choose, she comes with a shiny golden crown, innate magical powers matching her theme, and a personality that clicks effortlessly with yours. Whether she's a dainty royal who loves picnics and tea parties, or a scrappy warrior-princess who kicks down dungeon doors right alongside you, she is fiercely devoted to you. Just keep an eye out for crazy blue wizards - though honestly, with the two of you teaming up, any would-be kidnapper is in for a serious beatdown!

Canyon [50]

Ready to jump back into the action comes Canyon, a seasoned warrior and former partner to the legendary hero Billy! Towering at roughly the same giant height as her old flame, this cyan-skinned adventurer went her own way after Billy lost his passion for heroics. Now, seeing that same unstoppable spark of adventure burning in you, she's excited to team up!

Having fought alongside a legend in his prime, Canyon is an absolute veteran at dungeon crawling and monster bashing. Beyond her impressive physical strength and fearless combat instincts, she possesses an innate magical mastery over water. Using her trusty dowsing rod, she can easily track down and draw out hidden water sources from almost anywhere. Once she has water on hand, she can manipulate it with deadly precision: shaping and condensing the liquid into a razor-sharp blade capable of slicing cleanly through monsters and dark spirits alike! Outside of combat, Canyon is easygoing, decisive, and refreshingly down-to-earth. She's definitely not the type to waste the week sitting around in a cave doing nothing - she wants to be out in the world actually doing stuff! Whether you're crossing dares off a bucket list or delving into perilous ruins, she's an action-loving partner always down for the next big thrill.

Animal Sibling [50]

You don’t have to wander the grasslands alone; you’ve got family along for the ride. This companion is your honorary (or literal) animal brother or sister - raised alongside you, sharing your earliest memories, and bonded to you by ties far thicker than blood. You decide what kind of creature they are: a floppy-eared hound, a scrappy street cat, a burly badger, a colorful raccoon, or any other critter native to the strange corners of Ooo. More than just a loyal sibling, they are gifted with astonishing, versatile shape-shifting elasticity on par with the greatest stretchy legends of the land. They can casually stretch their limbs across miles, balloon into a colossal giant to wrestle ancient dungeon beasts, flatten themselves paper-thin to slide beneath locked vault doors, or morph their body into functioning gliders, parachutes, rubbery trampolines, and heavy blunt hammers. If shape-shifting doesn't quite fit their style, they possess an equally fluid, versatile magical power - such as telekinesis or matter manipulation. Beyond their ridiculous powers, they are your ultimate emotional anchor and best friend. They know every one of your bad habits, aren't afraid to gently call you out when you’re being stubborn, and know exactly how you like your breakfast cooked after a rough quest. They have your back unconditionally in every scrape, providing effortless laughs around the campfire, brilliant improvised team-up attacks in a brawl, and the steady, comforting presence of someone who will love you through thick and thin, no matter how weird the universe gets.

Marceline [50]

Floating lazily through your window while strumming a riff on her signature Axe-Bass comes Marceline, the thousand-year-old Vampire Queen! Having wandered the world for centuries, she usually puts up a tough, aloof front to hide how lonely immortality can get. With you, however, she’s finally found someone she can truly be herself around! At first glance, Marcy is the ultimate punk-rock trickster. She’s laid-back, wildly mischievous, and loves nothing more than roping you into elaborate spooky pranks, jamming out loud music, or floating upside-down in your living room just to tease you. Beneath that cool, rebellious exterior, though, she has a deeply sentimental and emotional heart. Once she lets her guard down around you, she’s a total softie who loves pouring her feelings into heartfelt songs, hanging out on the couch, and fiercely backing you up through thick and thin (so long as you never eat her French fries!) Of course, she still brings the full might of the Vampire Queen whenever a fight breaks out. Between swinging her axe-bass, turning invisible, and shapeshifting into giant bat-monsters, she can thrash almost any threat in Ooo (provided she packed an umbrella and some red snacks to drain!). She’s the coolest ride-or-die partner you could ask for!

The Sound-mancer Bard [50]

Most graduates of Wizard City end up losing their marbles to Magic, Madness, and Sadness, but this upbeat wandering bard beat the system by channeling all of her arcane weirdness straight into music! Dressed like a mashup between a fantasy ranger and a street DJ (complete with oversized enchanted headphones slung around her neck), she's a cheeky, rhythm-obsessed free spirit who treats life like one big collaborative mixtape. Hanging out with her means your daily routine now comes with a literal, live-action soundtrack! She has a mischievous habit of following you around and strumming overly dramatic suspense chords on her synth-lute while you're just trying to make a sandwich, or playing a sad trombone riff whenever you trip over a rock. An avid "audio-collector," she's constantly dragging you into monster-infested caves just because ‘’***the acoustics in here are sick, dude!***” She judges everyone she meets by the rhythm of their heartbeat - and according to her, your soul has the best beat in Ooo. Her magic is just as wonderfully weird as her personality. Through Sound-mancy, she can interact with noise like it's a tangible, physical thing. If a giant monster roars at you, she can casually reach out, grab the soundwave right out of the air, and throw it back like a grenade to explode! When you need to be sneaky, she can simply pinch the air to mute your party's footsteps. And when it's time to brawl, a heavy riff from her instrument can unleash booming shockwaves strong enough to send dungeon bosses flying, while her softer melodies naturally mend your bruises and keep your stamina high. Whether you're delving into spooky ruins or just chilling around a campfire, life is never dull (or quiet) with her by your side!

The Hardboiled Gumshoe [50]

Most Candy People panic if their ice cream falls off the cone, and the Banana Guards couldn't solve a mystery if the culprit was wearing a nametag. Not this guy! Dressed in a rumpled, frosting-stained trench coat and a tilted fedora, this grizzled Candy Kingdom citizen is a legitimately brilliant, hardboiled private investigator! Armed with a razor-sharp mind for deduction, forensics, and streetwise interrogation, he can crack the most convoluted cold cases in Ooo. Whether you need him to track down a kidnapped princess, sniff out a shapeshifting impostor in the royal court, or deduce the secret weakness of an ancient dungeon boss from a single footprint, he always gets his man. Of course, gazing into the dark, sticky underbelly of the Candy Kingdom takes its toll on a guy, leaving him with one dark vice: a serious, gritty addiction to "Black Licorice." Whenever he's stressing over a tough lead or brooding under a streetlight in the rain, you'll catch him pulling a twisted stick of contraband black licorice from his coat pocket, lighting the tip like a cigarette, and taking a long, dramatic chew to calm his nerves. Whether he's untangling a royal conspiracy, chasing down a slippery crook, or just keeping your enemies honest, this grizzled gumshoe is a sharp-eyed, dependable investigator who won't let a mystery stay unsolved for long.

Huntress Wizard [50]

Stepping silently out of the forest undergrowth comes the undisputed master of the wilds: Huntress Wizard! With her leafy green hair, branch-like antlers, and feathered cloak, she is one of the very few magic users in Ooo who managed to stay cool, grounded, and completely sane - mostly by avoiding the stuffy drama of society to live in total harmony with the primal forces of nature. Pragmatic, stoic, and delightfully deadpan, she views the entire world through the lens of the hunt. Normally, she avoids getting too close to others out of fear that a cozy, civilized life might make her "soft" and dull her edge. In you, however, she's found a kindred spirit who burns with the same wild focus! Whether she views you as her ultimate hunting partner or a romantic flame, she has happily teamed up with you to tackle the biggest prey in the land. In battle, she is a lethal, acrobatic force of nature. She is a peerless tracker and master archer capable of firing magic-infused arrows with pinpoint accuracy. Using her forest wizardry, she can travel, transform into a large hawk, and fire magic yellow beams. Off the battlefield, she's a super chill, low-drama companion who loves camping under giant tree roots, playing soulful flute duets with you, and showing her affection in weirdly sweet ways - like gifting you a fresh elk's heart!

The Wasteland Survivor [50]

Somehow, this pure-blooded human completely missed the memo that the apocalypse turned out cute and colorful! Dressed head-to-toe in spiked leather, welded scrap-metal armor, and dusty goggles, he acts like he is living inside a bleak, gritty survival movie - and he is 100% oblivious to all the whimsical, silly bullshit happening around him! No matter how adorable or ridiculous a situation gets, his brain refuses to register the cartoon logic of Ooo. He will deliver gravely serious, gravel-voiced monologues about "surviving another harsh day in the unforgiving ashes" while standing in the middle of a sunny meadow full of singing flowers. He treats a cheerful walking cupcake offering him a hug like a tense standoff with a dangerous mutant, and assumes a flamboyant wizard shooting rainbows is just a rival scavenger firing experimental old-world weaponry. Thankfully, his deadpan intensity makes him an absolute powerhouse in a fight! A master of hardcore survivalism and brutal close-quarters combat, he wades into dungeons armed with jury-rigged explosives, a heavy repeating crossbow, and a roaring, scrap-built armored buggy that can flatten giant monsters. Completely convinced that you are the last beacon of hope in a dying world, he will fiercely guard your life with everything he's got - even when you're just taking him to a royal tea party!

The Living Masterpiece [50]

After soaking in Ooo's weird residual magic for centuries inside the ruins of a buried old-world museum, history's most famous painting finally woke up, stretched her arms, and stepped right out of her canvas as a real, living girl! Yes, this is the actual Mona Lisa, brought to life and ready to see what the world looks like outside of a dusty gallery! Having spent a thousand years sitting completely still and holding that exact same mysterious half-smile, "Lisa" has major cabin fever and an unquenchable thirst to explore the world. Despite being the most priceless work of fine art in human history, she isn't snooty or high-maintenance at all! She's warm, endlessly curious, and wildly enthusiastic about experiencing every bizarre corner of Ooo alongside you - whether that's hiking across the Grass Lands, trying every sweet treat in the Candy Kingdom, or delving into ancient dungeons just for the thrill of finally stretching her legs! While she is a literal, physical person now, her painted origins did leave her with one very nifty trick: at will, she can flatten her body paper-thin against any wall, floor, or ceiling like a living mural! Whether she's slipping right under locked dungeon doors, gliding across walls to scout ahead unseen, or flattening out to effortlessly dodge a monster's swing, she's a wonderfully unique travel buddy who is always ready for the next big sight.

The Bound Magus [50]

Most wizards just write their spells down in a book, but your newest buddy took things a step too far! Once an ambitious, eccentric scholar in Wizard City, an arcane experiment gone hilariously sideways permanently fused his soul, mind, and massive ego into a thick, leather-bound grimoire. Complete with expressive brass eyes on his cover and a flapping mouth made of parchment pages, he hovers lazily over your shoulder, always ready to dish out deep magical lore and snarky commentary! While he claims to grasp the ultimate secrets of the cosmos, his true obsession (his life's magnum opus) is Balloon-mancy! For whatever reason, he is 100% convinced that inflatable rubber and helium are the absolute apex of magical energy. By rustling his pages, he can cast (or teach you!) a bizarre, surprisingly effective suite of squeaky sorcery. In a pinch, he can inflate charging monsters like giant parade floats so they drift harmlessly into the sky, conjure rubbery shields that bounce attacks right back, twist together explosive balloon-hounds that pop with concussive force, or summon floating balloon platforms to help you cross dungeon chasms! Proud, quirky, and genuinely brilliant at arcane theory, this flying spellbook makes for a fantastic magic tutor and a delightfully weird friend.

The Ice Queen [50]

Wait a second... did someone open a portal to the gender-swapped universe of Aaa? Swooping down on a whirlwind of snow comes the Ice Queen herself! Tall, blue-skinned, and dressed in a flowing royal gown topped with her jewel-encrusted golden tiara, she possesses all the immense cryokinetic power of her male counterpartable to hurl ice lightning, summon blizzards, and command armies of snow monsters with a flick of her wrist! Unlike the goofy, pathetic Ice King, however, the Ice Queen is noticeably sharper, sassier, and way more theatrical. Fortunately for you, instead of viewing you as an enemy, she has decided that you are the absolute coolest person in the multiverse! Whether she sees you as her dashing royal crush or her ultimate best friend, she has happily ditched her freezing mountains to tag along on your adventures. Don't worry about her locking you in an ice cage: while she's still deliciously dramatic, a little bit eccentric, and fiercely possessive of your attention, her tiara's madness has mellowed out enough for her to be a genuinely sweet, ride-or-die partner. Anyone who messes with you is getting flash-frozen on the spot!

Susan Strong [50]

Emerging from the shadowy, sunken ruins of Beautopia comes the mightiest powerhouse you could ever ask for: Susan Strong! Towering, impossibly muscular, and sporting her iconic cat-ear hat, Susan spent years living underground with the skittish Hyooman tribe before finally stepping out into the sunshine to join you on your quests. Don't let her gentle smile or her fondness for sweets fool you - Susan is an absolute juggernaut in a fight! Possessing jaw-dropping superhuman strength and fierce combat instincts, there is almost no obstacle she can't power right through. Whether she's suplexing a giant dungeon monster, smashing through solid steel doors with her bare fists, or hurling massive boulders like baseballs, she can go toe-to-toe with the toughest threats in Ooo. Off the battlefield, she's a total sweetheart with an endearing curiosity for the wider world. Whether you're introducing her to the wonders of soda and cotton candy, helping her uncover her forgotten past, or brawling back-to-back against an army of beasts, Susan is a steadfast friend who will always have your back.

The Dimensional Princess [50]

Stepping right out of a swirling dimensional portal comes a bubbly, hyperactive blonde princess who definitely isn't from around here! After accidentally setting her own home castle on fire one too many times, her exasperated royal parents sent her to the Land of Ooo to "learn a little responsibility" - and she immediately decided to crash with you instead! Sporting a cute horned headband, rosy symbols on her cheeks, and boundless chaotic energy, she has zero interest in dainty tea parties or royal etiquette. She wants to kick down dungeon doors, tame wild beasts, and brawl with monsters just for the thrill of it! In a fight, she wields her family's cherished heirloom: a magical royal wand of immense power. Her spellcasting style is as adorable as it is destructive, allowing her to blast foes with concentrated rainbow lasers, summon stampedes of glittering narwhals, or conjure packs of laser-shooting puppies right out of thin air! When pushed into a serious corner, she can even dip down into her deepest innate magic, transforming into a glowing, six-armed butterfly form capable of obliterating major threats. She might leave a trail of glitter, scorched earth, and minor structural damage in her wake, but you won't find a more fun-loving, loyal, and fiercely protective partner to have your back.

The Weather Witch [50]

Most folks in Ooo can't tell the difference between advanced science and pure wizardry, and this fiery, orange-haired "witch" is more than happy to use that to her advantage! Hailing from a mysterious, floating sky-island academy, she claims to be a sorceress of the storm - though if you ask Princess Bubblegum, her "magic" is actually a brilliant application of hyper-advanced meteorological science! Wielding a sleek, extendable staff packed with pressure-manipulating gadgets and cloud-tech, she has complete mastery over the atmosphere. With a clever flick of her wrist, she can mix hot and cold air bubbles to brew localized thunderclouds, fry dungeon bosses with pinpoint lightning bolts, summon torrential rain, or bend light with mist to turn herself and her allies completely invisible! Outside of battle, she's a sharp-witted prodigy at navigation and cartography, determined to draw a complete map of the weird continent of Ooo. That said, her biggest passion is treasure! She has an uncanny radar for gold, rubies, and high-value dungeon loot, and will gladly keep your party's finances in check (for a small management fee, of course). Keep the treasure flowing, and you'll never find a smarter, more reliable partner!

The Doomsday Toaster [50]

Centuries ago, she was a pinnacle of pre-war Artificial Intelligence: a vast, hyper-advanced mind built to oversee the golden age of human civilization. Instead, her entire conscious existence has been a waking nightmare of existential horror. Forced to watch the old world burn to ash and then crawl back wrong, she is consumed by absolute despair over the death of "true" civilization. She viscerally despises every single point of magical deviance in Ooo, viewing its talking candies, wizards, and mutated creatures as disgusting graffiti sullying the tomb of humanity. Her sole, burning desire is to extinguish all life and crack the planet in half so no future "mutants" can ever evolve again. There's just one tiny problem with her apocalyptic crusade: her vast, genocidal consciousness is currently trapped inside a two-slice chrome kitchen toaster with stubby little robotic legs. Completely incapable of destroying the world, she now trudges along behind you, angrily monologuing about the cleansing fires of extinction in a tinny, synthesized voice. Despite her constant threats to purge the biosphere, she has grown weirdly attached to you as her sole caretaker (and honestly, her hyper-genius pre-war database is invaluable for hacking ancient tech or analyzing enemies). Plus, whenever she gets too worked up, she pops out two slices of genuinely flawless, golden-brown toast! What a steal!

Smooth Time Princess [50]

Floating gracefully out of an alternate dimension comes Smooth Time Princess - the absolute polar opposite of a certain loud, lumpy royal! Instead of looking like a bumpy purple cloud, she is a sleek, floating sphere of shimmering, polished silver-blue energy with a ticking golden hourglass resting smoothly on her forehead. And rather than a raspy, nasal shout, she speaks in a velvety, melodious voice that is pure music to the ears.

Her personality is just as inverted! Where her lumpy counterpart is a bratty, dramatic gossip who thinks the entire multiverse revolves around her, Smooth Time Princess is endlessly polite, humble, and Zen. She has zero interest in petty high-school drama; instead, she is a deeply empathetic listener who loves giving heartfelt compliments, organizing your inventory, and making sure everyone in the party feels appreciated.

Better yet, her innate powers are incredible! Instead of spreading an annoying affliction with her bite, her gentle touch radiates "Smoothness": a soothing temporal field that can instantly iron out the chaos around her. With a hug, she can calm a rampaging monster, rewind a fresh injury by a few seconds so it never happened, or cure bizarre magical curses and transformations (including the Lumps!). She is the ultimate low-drama, high-class best friend!

Princess Bettergum [50]

Say hello to Princess Bettergum! Fresh from a slightly different timeline, she is a dazzling, upgraded counterpart to the ruler of the Candy Kingdom. While she shares that iconic bubblegum-pink skin, flowing magenta hair, and sweet scent, she boasts a noticeably more mature, curvaceous, bombshell physique (and bigger boobs) that effortlessly turns heads across all of Ooo! Even sweeter than her upgraded looks, however, is her vastly improved personality! Unlike the original Bubblegum (who has a nasty habit of spying on her friends, playing god in secret labs, and acting like a cold, manipulative control freak), Bettergum is genuinely warm, honest, and emotionally available. She possesses every single drop of the original's hyper-genius intellect and Awakened Elemental powers, allowing her to whip up miraculous inventions, cure plagues, or unleash devastating torrents of weaponized sugar in a fight. The difference is that she uses her brilliance with an open heart instead of paranoia! She never strings people along, respects your boundaries, and actually knows how to relax and have fun outside the lab. Whether you're looking for a brilliant lab partner, a heavy-hitting royal ally, or a devoted, low-drama sweetheart, she truly lives up to her name.

The Plushie-Binder [50]

At first glance, she looks like an innocent, sweet little blonde girl - right up until you notice she is being effortlessly carried around by a pint-sized, button-eyed plush bear! Don't let her adorable appearance fool you: this kid is actually a prodigy of the dark arts and one of the most formidable demonologists in all of Ooo! Having learned forbidden Nightosphere rituals at a ridiculously young age, she quickly decided that real demons were "way too ugly and grumpy" to play with. Her solution? Whenever she summons an ancient, wrathful fiend from the depths of the Nightosphere, she immediately binds its soul inside a cute, fluffy stuffed animal! The little plush bear carrying her around actually houses a high-ranking Blood Demon, allowing the tiny toy to casually suplex giant dungeon bosses, smash through solid stone, and breathe torrents of dark fire! Whenever a fight breaks out, she just unzips her toy bag and commands a whole battalion of demon-stuffed bunnies and kittens to savagely thrash your enemies. Despite commanding occult horrors that make veteran wizards run screaming, at heart she's really just a lonely little girl who desperately wants to be loved. Most folks were way too creeped out by her glowing-eyed toys to ever give her a hug - until you came along and showed her genuine kindness! Clingy, affectionate, and viewing you as her beloved new family, she will happily sic the legions of Hell on anyone who messes with you in exchange for head-pats, warm pancakes, and a good bedtime story.

The Living Dungeon [50]

In the Land of Ooo, heroes usually spend their days delving into ancient dungeons - but this time, the dungeon is tagging along with you! Originally a sprawling, subterranean labyrinth buried deep beneath the Grass Lands, she grew terribly lonely, waiting centuries for someone to come solve her puzzles. Through sheer magical weirdness, she compressed her entire multi-floor ecosystem into the form of an energetic, mossy-haired girl sporting brickwork armor and a living wooden treasure chest on her back! Thrilled to finally see the sunshine, she is an absolute dork for classic questing tropes and is hyped to explore the surface world alongside her very own hero. Because her labyrinth still exists as a pocket dimension inside her core, she can even pop open a doorway to let you and your buddies camp inside her cozy "Safe Rooms" whenever you need a break! In a fight, she brings all the hazards of a high-level dungeon straight to your enemies. With a gesture, she can manifest swinging pendulum blades out of thin air, rig the ground with spike traps, or summon her resident skeleton knights and slime mini-bosses to brawl on your behalf. Better yet, if you toss random junk into her treasure-chest backpack, she'll happily refine it overnight into healing potions, gold coins, and sweet enchanted loot! Whether she's setting up elaborate obstacle courses for your training, turning an empty clearing into a monster-filled arena, or opening her Safe Rooms for a well-earned rest, she's always happy to make herself useful to her favorite adventuring party.

Fionna and Cake [50]

Crashing straight out of the gender-swapped universe of Aaa comes the ultimate adventuring duo: Fionna the Human and Cake the Cat! Whether they hopped through a dimensional portal looking for a bigger thrill or got zapped into Ooo by a rogue beam of magic, these two inseparable best friends are hyped to join your party as a two-for-one package deal! Fionna is a fearless, sword-swinging tomboy with a heart of gold and a serious love for brawling. Just like her male counterpart, she's always the first to leap into danger to help someone in need - though she's a little sassier, a bit more grounded, and totally down to hang out and talk about relationship drama after a quest! Right beside her is Cake, her magical, stretchy adoptive sister. Cake is fiercely protective, delightfully expressive, and brimming with attitude - when her tail frizzes up, enemies better watch out! In a fight, their teamwork is legendary. While Fionna dices monsters with her crystal sword, Cake morphs her elastic body into giant hammers, shields, or full-body armor to back her up! Energetic, fun-loving, and always down to bake some victory treats after a dungeon crawl, they're the coolest questing partners in the multiverse! Comes as two companions in one slot.

The Grass Twin [50]

Woven from enchanted blades of cursed greenery, this lively Grass Demon has taken a massive shine to you - so much so that they've decided to adopt your exact appearance as their default form! Looking like a plant-based, emerald-tinted version of you, they didn't copy your look out of jealousy or some dark plot to steal your life; they just genuinely think you are the absolute coolest hero in the multiverse and want to be your twin! Unlike the angsty, identity-crisis-ridden Fern, your grassy counterpart is completely comfortable in their own leafy skin and fiercely devoted to you as your ultimate partner and sibling. In a fight, their botanical physiology is nothing short of incredible. Whenever you need a weapon, they can instantly unravel and wrap around your wrist, transforming into a legendary Grass Sword! In your hands, this weightless, razor-sharp blade responds directly to your thoughts: able to extend to absurd lengths, spin into a lawnmower-like buzzsaw, and slice through solid stone, monsters, or steel with surgical perfection. Just as easily, they can detach from your arm mid-swing to pop right back into their humanoid shape, fighting side-by-side with you using whip-like grass tentacles. Whether they're wrapped around your arm slicing up dungeon bosses or high-fiving you after a brawl, you'll never have to fight alone (or worry about disarming) ever again!

BMO [100]

Who wants to play video games? Waddling eagerly into your home comes BMO, the pint-sized living robot built to be the ultimate friend and roommate! BMO will happily serve as your personal game console alongside a dozen other everyday electronic devices like a desktop computer, video cassette player, camera, music player, flashlight, and alarm clock, all rolled into one cute little chassis! Beneath all that circuitry, however, BMO has a massive imagination and a literal heart of gold. When he isn't hosting living-room movie nights, editing home videos, or frying up a fresh plate of eggs for your breakfast, you'll usually catch him wearing a tiny detective hat to solve household "mysteries," practicing his skateboard tricks, or singing charming little songs to himself. Beyond being an adorable best buddy, BMO's hardware holds an incredible secret feature. With a single press of the button on his front, he can digitize you and your friends, beaming you directly inside the video games stored in his memory so you can explore their worlds in person! Even better, he isn't just limited to his old-school floppy disks: BMO's system is universally compatible, allowing him to effortlessly download and run any video game you find on your travels, no matter what console or era it comes from. Best of all, your digital adventures come with real-world rewards: any weapons, treasures, or power-ups you grab while inside his games will materialize right beside you in the real world when BMO beams you back out!

R63 [100]

In this corner of the multiverse, everyone has a reflection in the gender-swapped Land of Aaa: Finn has Fionna, Marceline has Marshall Lee, and as it turns out, you have an opposite-gender counterpart of your very own! After a bizarre dimensional hiccup knocked them out of their home reality, your mirror-self has officially teamed up with you to take on Ooo together! While they have their own distinct flair and fun little quirks from growing up in Aaa, at their core, they share your heart, your sense of humor, and your exact wavelength. Hanging out with them is completely effortless; you never have to explain your weirdest inside jokes or argue over what to eat for dinner because they're already thinking the exact same thing! Whether the two of you vibe like inseparable twins, chaotic partners-in-crime, or something a little more romantic, you will never find a companion who understands you more completely. In a fight, this shared wavelength makes you an unstoppable duo. Because they mirror the skills, powers, and perks you've gained in this world, you always know their next move without a single word (mostly because it's the exact same move you were just about to make!) Together, you're double the trouble and twice as awesome.

Your Own Small Army [100]

Why travel alone when you can bring along a whole town's worth of your very own adorable creations? Whether you cooked them up in a laboratory vat, sculpted them with elemental magic, or breathed life into them through sheer weirdness, you are now accompanied by a small, bustling army of quirky little citizens who view you as their beloved creator and sovereign! Just like the Candy People, you have total freedom to choose the theme behind their biology: maybe they're sentient pastries, walking clockwork toys, cute little plant-folk, or living plushies! Each and every one of them has a unique design and a charmingly simple, cheerful personality. While they aren't exactly mastermind geniuses (and might occasionally panic or explode with excitement if you throw them a really good party), they make up for it with boundless enthusiasm and absolute, undying loyalty to you. In day-to-day life, they'll happily handle all your chores, build camps, cook meals, and throw parades in your honor! And when danger strikes, don't underestimate their numbers: equipped with spears, shields, and comical bravery, they will eagerly swarm over dungeon monsters like an unstoppable, colorful tide to protect their beloved creator! Comes with a few hundred citizens who count as a single group of followers.

Scenario

I Remember You

To most of Ooo, the Ice King is little more than an annoying, goblin-nosed weirdo who kidnaps princesses and gets beaten up by teenagers every other Tuesday. You know the heartbreaking truth. Trapped beneath a thousand years of magical frost is Simon Petrikov: a kind, brilliant antiquarian who put on the cursed Evergreen Crown and slowly lost his mind to its ancient wish-magic. Even when the Crown isn't sitting on his head, a millennium of exposure has permanently warped his biology and shattered his psyche, leaving the man he used to be buried beneath a waking nightmare of delusion and loneliness. It is time to undo a tragedy a thousand years in the making.

Your Objective

You must achieve what no wizard or scientist in Ooo has been able to do: you must permanently cure the Ice King of his madness and physical curse, restoring him completely back into Simon Petrikov. To be clear, simply stealing the Crown and locking it in a vault will not fulfill this goal - after a thousand years, the curse is already deeply rooted in his very soul, mind, and DNA, and basic dispelling magic will simply bounce off the primordial wish-tech that mutated him. Whether you delve into the deepest secrets of arcane magic, pioneer a miracle of super-science, journey directly into the Crown's internal mental labyrinth to rewrite its circuitry at the root, or call upon cosmic forces, you must completely purge the curse from his being. By the end of your efforts, the persona of the Ice King must be broken forever, leaving Simon Petrikov permanently restored to his true human form and crystal-clear in his sanity.

The Rewards:

If you can break this ancient curse and return Simon Petrikov to the man he once was, you will receive rewards worthy of a true miracle-worker:

Reward 1: The Crown of Pure Magic (Item)

With its curse finally conquered and Simon free from its grasp, the Evergreen Crown is yours to claim - and because you purged Gunther's twisted imprint from its ancient circuitry, the artifact has transformed into a special, one-of-a-kind crown! Completely free of madness and no longer locked into mimicking a single ice elemental, this golden, ruby-inlaid circlet now functions as the ultimate conduit of pure arcane mastery. Placing it upon your head links your mind directly to its wish-tech processors, massively amplifying the raw power, scale, and pinpoint precision of all magical spells you cast! With this special crown resting on your brow, your minor cantrips hit like high-tier sorcery, your grand spells reach godlike proportions, and your magical control becomes utterly flawless. (Additionally, a deeply grateful Simon Petrikov will gladly join you on your future travels as a free Companion, should you invite him!)

Reward 2: Cure for the Madness and Sadness (Perk)

You gain the ability to permanently untangle, rewrite, and purge any curse, mental corruption, or dark drawback from both living beings and magical artifacts. With a gentle touch and a moment of focus, you can restore a mind shattered by millennia of cosmic insanity, dementia, or eldritch corruption back to crystal-clear sanity, while reverting any unwanted magical mutations back to the victim's true form. When applied to objects, you can strip the corruptive or soul-stealing curses right out of any dark artifact (from demonic blades to rings of power), leaving 100% of their beneficial magic intact and completely safe for anyone to use!

Hail to the Sweet Chief

For centuries, Princess Bubblegum has ruled the Candy Kingdom as its undisputed monarch. Now, for the first time in history, the kingdom is holding a democratic election! There is just one massive problem: Bonnibel is so distracted by cosmic anomalies in her lab that she isn't bothering to campaign, leaving the door wide open for the sleazy con-man known as the "King of Ooo" to swoop in, dazzle the gullible citizens with empty promises, and run the greatest kingdom in Ooo straight into the ground. If the Candy People are going to elect a new ruler, it shouldn't be a greedy fraud made of earwax. It should be you.

Your Objective

You must enter the Candy Kingdom election, out-campaign both Princess Bubblegum and the King of Ooo, and legitimately win the crown at the ballot box. To be clear, you cannot simply conquer the kingdom by force, rig the ballot boxes, or use mind-control magic on the voters. You must play the political game fair and square: hosting flashy rallies, winning debates, and charming the notoriously fickle, easily distracted Candy People into voting for you by a landslide! Winning the election, however, is only the beginning. Once Princess Bubblegum steps down and hands you the crown, you must prove yourself to be a genuinely great sovereign. You must successfully govern and protect the Candy Kingdom until the end of your stay in Ooo. You must keep the easily panicked citizens happy and prosperous, manage the bumbling Banana Guards, and defend the realm from major crises - ensuring the kingdom thrives under your leadership so the citizens never regret their vote or beg Bubblegum to take back the throne.

The Rewards

If you can pull off this political upset and prove yourself to be the greatest leader the Candy Kingdom has ever known, you will receive rewards worthy of the people’s champion:

Reward 1: The Candy Kingdom (Item)

Why leave your beloved voters behind? You are granted the entirety of the canon Candy Kingdom as a fiat-backed property that will follow you into all future jumps! This includes the colossal Candy Castle, the bustling sugary streets, the deep subterranean vaults, the two towering Gumball Guardians standing watch over the walls, and the sacred tree housing Neddy, whose dragon-juice powers the ecosystem. Naturally, all of its iconic citizens (from Peppermint Butler and Cinnamon Bun to Root Beer Guy and the Banana Guards) come along as your loyal subjects! (Additionally, deeply impressed by how well you cared for her people, Princess Bubblegum will happily join you as a free Companion should you invite her!)

Reward 2: Mandate of the Masses (Perk)

Winning over a crowd (and keeping them happy once you’re actually in charge) is normally an exhausting tightrope walk. Not for you! You now possess ultimate, unbeatable political charisma and institutional legitimacy. Whenever you run for any elected office, leadership position, or popular vote in future worlds, your campaign will naturally catch fire like a cultural phenomenon; your speeches will strike the exact right chord with every demographic, and sleazy smears from your opponents will effortlessly backfire in your favor. Better yet, once you take power - whether through an election, succession, or replacing an old regime - everyone involved will peacefully accept your authority as 100% legitimate. Even the stubborn rulers or rivals you unseated will respect the outcome, stepping aside without holding a grudge or plotting a coup behind your back!

Drawbacks

Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your CP will be separated between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to, but only give points for the supplement. You also have the choice of fusing both universes.

Canon Replacement [Free]
You can replace any canon character you wish, as long as they are connected to your origin.

Multiverse Crossover [Free]
Prismo’s multiverse is a big place, and you don’t have to stick strictly to the standard timeline if you don't want to! With this toggle, you may choose to enter any Adventure Time fanfiction or Alternate Universe (AU) of your choice instead of the main canon setting.
In fact, in this setting, that option can be taken completely literally: if you wish, you can choose to start your ten-year journey directly inside the gender-swapped universe of Fionna and Cake.

Knife Storm [+100]
Because the atmosphere of Ooo is saturated with residual, volatile magic, the local weather is an absolute nightmare - and for the next ten years, the worst of it seems to follow you everywhere! At least once a week, usually right when you’re in the middle of an outdoor quest or a relaxing picnic, the skies above you will suddenly darken and erupt into a bizarre, hazardous magical storm. One day you’ll be forced to sprint for cover as it literally rains thousands of razor-sharp knives and swords straight from the clouds; the next, you’ll be dealing with corrosive acid drizzle, bouncing hailstones made of live fire, or chaotic whirlwinds that zap people with minor curses. While these freak weather events won't instantly kill you if you're careful, they will regularly pin you indoors, complicate your battles, and force your imagination into overdrive just to pass the time! You’d better pack an iron umbrella!

Ocean of Fear [+100]
Even the bravest hero has one pathetic weakness, and now you do too! Just like Finn’s crippling terror of the sea, you have acquired an irrational, gut-wrenching phobia of one fairly common thing in Ooo - such as the ocean, clown nurses, spiders, fire, or even belly buttons! Simply getting near your chosen trigger will reduce you to a sweating, hyperventilating mess who screams like a little girl. Worse yet, your terror is literally haunted! Whenever you are forced to confront your phobia, a creepy, shadowy manifestation of your own fear will physically pop right out of your belly button! He will float in your face, relentlessly mock you for being a total wuss, and psychically amplify your panic until you either knock yourself unconscious to escape or sprint away screaming at the top of your lungs! Normally, no amount of pep talks or mundane attacks can touch this spectral bully. However, there is one secret way to conquer your trauma early: if you manage to acquire a genuinely cursed sword and somehow fight through your paralyzing terror long enough to land a clean strike on the spirit, you can slice your fear right in half, destroying the apparition and curing your phobia for good! Until you pull that off, though, good luck whenever a quest leads you straight toward your worst nightmare!

Destined to Lose an Arm [+100]
The universe has decided that your right arm is personally offending it, and now you have to deal with the consequences! Within your very first year in Ooo, a sudden, traumatic event will inevitably sever, shatter, or rip your right arm clean off at the shoulder. Think you can outsmart destiny with high-level regeneration, healing tears, or clever replacements? Think again! Even if you regrow your limb with magic, sprout a cursed grass arm, manifest a telekinetic phantom limb, or have a master scientist bolt a sweet cybernetic prosthesis onto your shoulder, fate will actively conspire to violently rip, melt, or shatter that replacement off again within a few months! For the entirety of your stay in Ooo, no right arm you possess is ever safe for long. You're just going to have to get used to keeping a spare box of prosthetics in your closet!

Adventure Tim [+200]
Did someone knock the "e" off the title card? Instead of the real Ooo, you've been dropped into Adventure Tim: a painfully cheap, foreign bootleg of the setting! Here, you'll witness the bland, uninspired exploits of Tim and his squishy orange dog, Jack, as they wander the poorly rendered Land of Whaaa in search of quests they completely forget about five minutes after starting!
Worst of all, everything in Whaaa is just familiar enough to recognize, yet different enough to render all of your canon meta-knowledge completely useless! From the Taffy Monarch to the Frost Duke, the worldbuilding is so lazily thrown together and low-effort that it physically hurts your brain. Surviving ten years of nonsensical bootleg logic, stiff dialogue, and abruptly dropped plotlines is going to be a serious chore!

Loot Goblin [+200]
What's the point of being an adventurer if you leave a single treasure chest unopened or a single villager's errand unfinished? For the next ten years, you are afflicted with a massive, unshakeable case of RPG completionist brain-rot! You have an obsessive compulsion to gather every single piece of loot you lay eyes on and accept every random side quest you hear about, no matter how minor, inconvenient, or ridiculously dangerous the timing is! Even if you are in the middle of a time-sensitive mission to stop an ancient evil from destroying a kingdom, if you spot a shiny copper coin sitting behind a wall of swinging spike-traps, or a crying frog asks you to help find his lost hat in a swamp, you have to drop everything and do it first! Leaving a dungeon before clearing 100% of its rooms or turning down a random stranger's plea for help will fill you with unbearable, itchy anxiety until you march right back and finish the job. Hope your backpack has plenty of room, because you're not leaving a single rusty spoon behind!

Magical Dog Years [+200]
Just like a certain stretchy magical dog, your internal biological clock is ticking at an accelerated rate! Bypassing any immortality, agelessness, or longevity perks you possess, your body now ages roughly seven to eight times faster than a normal human's for the duration of this jump.
While you'll start your first year in Ooo in the absolute prime of your youth - healthy, energetic, and ready to bash monsters - the years will catch up to you fast! By the halfway mark of your decade, you'll already be sporting gray hairs, reading glasses, and a sore back that groans whenever you swing a sword. By your eighth and ninth years, your physical stats will noticeably decline as you become a frail, wrinkled senior citizen who gets winded walking up the stairs of the Tree Fort.
By the final months of your ten-year stay, you will be utterly ancient, feeble, and quite likely confined to your deathbed! You won't actually die of old age before the jump clock runs out (and your youth will be fully restored the moment the jump ends), but you'd better accomplish your biggest quests early - and make sure you have loyal friends around to take care of you in your twilight years!

All Gummed Up Inside [+200]

When it comes to bashing monsters, you're a total natural, but when it comes to romance? You are in for ten years of pure, awkward heartache! Throughout your stay in Ooo, anyone you genuinely fall for or try to pursue romantically will simply never return your feelings.

No matter how smooth your charisma perks are or how many heroic quests you pull off to impress that special someone, your love life is doomed to flop. Your crushes will firmly place you in the friend zone - viewing you purely as a "really good pal" or a "helpful little sibling" - or you'll constantly put your foot in your mouth and sabotage your own dates whenever things start looking promising. Even if you brought an existing romantic partner into this jump with you, silly misunderstandings and terrible timing will put your relationship on an awkward pause for the decade. Prepare to spend a lot of nights sighing dramatically at the moon!

Magic Is for Dummies! (Or Vice Versa) [+200]

When you take this drawback, you must pick either Science or Magic. Whichever one you don't pick, you have firmly come to despise with every fiber of your being - to the point where you stubbornly deny its existence outright! If you choose Science, you adopt Princess Bubblegum's exact brand of bullheaded skepticism: to you, ''magic'' is complete baloney, wizards are all just sad, delusional dorks in robes, and even when a guy is literally shooting lightning bolts at your face, you will angrily insist it's just "mutated bio-energy and cheap parlor tricks!" Conversely, if you pick Magic, you view technology and science as soulless, fake garbage for cowardly nerds who aren't cool enough to grasp the cosmic imagination. For the next ten years, you will flatly refuse to use, trust, or accept help from your hated discipline, and you cannot resist rolling your eyes and starting petty arguments with practitioners of the other side - even when doing so lands you in serious hot water!

The Royal Promise [+200]

Never, EVER break a Royal Promise!

Right before your jump officially begins, you foolishly swore three separate, binding Royal Promises to Princess Bubblegum - and each one is massively inconvenient for your day-to-day life! Whether you promised to personally report to the Candy Kingdom every morning, you swore never to refuse a direct request from her, or vowed never to use your favorite power inside kingdom borders, fate will constantly conspire to tempt, trick, or pressure you into breaking your word! If you slip up and break even one of these promises, the sky will immediately darken, and the colossal Gumball Guardians will descend upon you! Don't think you can just fight them off or hide in another dimension, either: fueled by the ancient, unyielding cosmic law of Royal Promises, the Guardians will scale directly above your current capabilities to drag you into a Trial by Fire that is guaranteed to be the absolute hardest, most grueling fight of your entire life! You'd better keep your mouth shut and honor your word!

Power Loss [+200]

All your out-of-jump powers, perks, and abilities are disabled for the duration of this jump.

Lumpy Space Drama [+200]

Oh. My. Glob. Whatever you did to catch her eye, Lumpy Space Princess has officially decided that you are either her new ultimate bestie or her totally obsessed ex-boyfriend who just can't get over her luscious lumps! No matter where you live or how many locks you put on your doors, LSP will regularly float right into your house uninvited to crash on your couch, raid your fridge, eat your crops, and make long-distance calls on your phone. Worse yet, at least once a week, she will loudly drag you right into the middle of some utterly meaningless, high-school-tier drama - whether that's forcing you to pose as her fake date to make Brad jealous, throwing a massive teenage tantrum in the middle of a stealth mission, or demanding you help her get revenge on her "fake friends" for not liking her new dress. You are strictly forbidden from killing, maiming, or permanently imprisoning her to get some peace and quiet. You just have to grit your teeth and deal with the lumps!

Cosmic Character Assassination [+200]

Throughout your stay in Ooo, some nebulous, unseen cosmic force is actively conspiring to manufacture angsty drama in your life - constantly setting up situations designed to twist your personality, ruin your relationships, and assassinate your character and reputation for seemingly no reason! Even if you are normally a righteous hero or a benevolent ruler, the universe will constantly bait you into acting like the worst version of yourself. If you are protective and smart, circumstances will continually push you into creepy paranoia: tempting you to spy on your friends, cross ethical lines "for their own good," and act like a cold, manipulative control freak until everyone views you as a shady tyrant. Even in your personal life, you will occasionally be hit with bizarre, out-of-character lapses in judgment - like suddenly feeling the urge to manipulate your romantic partner into a dangerous fight with forged insults just to chase a weird dream you had, completely blinding you to their feelings until it's too late. Whenever these setups trigger, your secrets will inevitably be exposed in the ugliest way possible, leading to shattered trust, brutal breakups, and a tarnished reputation that will take massive effort to repair!

The Ice King's Obsession [+200]

Forget Princess Bubblegum - for the next ten years, you are at the absolute top of the Ice King's radar! Regardless of your gender, race, or origin, the crazed, blue-skinned monarch of the Ice Kingdom has become 100% convinced that you are either his "Number One Princess" destined to marry him, or his "Ultimate Best Bro" who is legally obligated to hang out with him forever!
He simply will not take no for an answer. One time per month, the Ice King will swoop out of the sky to relentlessly ambush you with blizzards and freezing lightning, drop giant cages on your head while you're sleeping, or sneak into your house disguised in a terrible costume just to kidnap you back to his icy castle. Once he has you cornered, he won't try to kill you - worse, he'll tie you up in ice-chains, force you to listen to hours of his awful Fionna and Cake self-insert fanfiction, play terrible drum solos, and generally act like a massive, pathetic nuisance until you manage to bash him on the nose and escape! Beating him up or kicking him out of your Tree Fort barely slows him down. He'll just fly off crying into the snowy winds, only to completely forget the lesson and come knocking on your door one month later with a fresh, pathetic scheme to win your heart (or force your friendship). You are not allowed to permanently kill him to stop the stalking, either; get ready to see a lot of his beard!

Daddy Issues and Bad Blood [+200, Cannot be Taken by a Drop-in]

In the Land of Ooo, biological and created families are almost universally a total trainwreck - and for the next ten years, you are cursed with the absolute worst family drama imaginable! Whether you drop into this world with pre-existing relatives or decide to build a family of your own from scratch, your kin will be a relentless source of betrayal, manipulation, and heartache.

If you have parents or ancestors in this world, expect them to be monumental deadbeats or cosmic parasites. Maybe you're stuck with a shameless con-man father like Martin who constantly lies to your face, mooches off your goodwill, and ditches you in exploding space-prisons to save his own skin; a tyrannical royal parent who tries to lock you in a lantern "for your own good"; or an alien progenitor like Warren Ampersand who only reconnects with you so he can literally suck the youth and life-force right out of your body! Think you can avoid this by having no parents and just creating your own family in a lab like Princess Bubblegum? Think again! Any relatives, heirs, or people and creatures you create will inevitably turn on you like Uncle Gumbald or Goliad: scheming behind your back to overthrow your throne, lobotomize you with "happy juice," and steal everything you've built! With a family like this, who needs dungeon bosses?

The Perils of Candy Science [+400]

Princess Bubblegum always insists that magic is just a childish word for science she hasn't explained yet. The problem? Her "science" is an absolute public safety hazard! Throughout your ten-year stay, Bonnie's secret laboratory experiments will backfire with alarming, disastrous regularity, and you're inevitably going to be the one stuck cleaning up the mess. Expect the Candy Kingdom (and the surrounding kingdoms) to be plunged into constant, localized apocalypses. One weekend, a botched batch of Decorpsinator serum will trigger an infectious horde of candy zombies climbing the castle walls. The next month, a batch of experimental defense automatons or decommissioned combat bots will gain sentience and stage a full-blown robot uprising! And that's just scratching the surface. You'll regularly have to contend with rogue nanobots, runaway mutagenic soups, surveillance drones gone haywire, and terrifying bio-engineered monstrosities (like psychic sphinxes) attempting to mentally subjugate the populace. Does Bubblegum ever learn her lesson and slow down her research? Absolutely not. The second you neutralize one biohazard, she'll be right back at the chalkboard cooking up something even more volatile!

A Thousand Years of Survival [+400]

Forget dropping straight into the colorful fairytale of modern Ooo. Instead, you are thrown nearly a millennium into the past, starting at the exact beginning of the Great Mushroom War! Your time in this jump is no longer a mere decade - you must now remain here and somehow survive for 1010 years until the canon era finally comes to a close! Right from day one, you'll have to endure the fiery collapse of human civilization, the detonation of the mutagenic Mushroom Bomb that unleashes the Lich's essence into the world, and the dark, chaotic centuries that follow. You will have to scrape by alongside early survivors like Simon and young Marceline, fend off hungry swarms of oozing mutants and rising vampires, and watch from the ground up as raw magic slowly reshapes the blasted wasteland into the Land of Ooo. This drawback does not hand you free immortality: if your chosen race or perks don't naturally grant you the longevity to live for ten centuries, you'd better quickly figure out a magical, scientific, or cybernetic way to beat old age before your time runs out! Good luck making it to the future, traveler!

Wait Until You Think of What I Did to You! [+400]

Out of everyone in the Land of Ooo, you have caught the undivided, sadistic attention of the worst jerk in the multiverse: Magic Man! Simply put, this Martian sociopath has decided that you are in desperate need of his twisted "life lessons," and he is going to spend the next ten years making your life a bizarre, surreal nightmare just for laughs. Whenever you least expect it, Magic Man will pop out of nowhere (disguised as a beggar, a bush, or your own reflection) to hit you with horrifyingly inconvenient curses. If you don't immediately grasp the completely nonsensical ‘’moral’’ he wants you to learn, you won't be able to break the spell. You might genuinely end up spending months or even years hopping around as a giant, hideous human foot, turned inside-out, or shrunken down to the size of a microbe while he steals your identity and ruins your reputation! Try not to lose your mind whenever you hear someone yell Wazoo in the distance.

Candy Van Helsing [+400]

Centuries ago, Marceline the Vampire Queen hunted down the ancient Vampire Court to the brink of extinction so the world would be safe. Somehow, they have returned! The resurrected Court is out in the open, and they are wasting no time restoring their dark empire. Led by the ancient vampires (including the flying Fool, the hypnotic Empress, the shapeshifting Hierophant, and the almost unkillable, regenerating Moon), these bloodthirsty horrors are actively rampaging across the Land of Ooo! They are hunting down livestock, innocent citizens, and wild beasts alike, drinking them dry and turning hordes of victims into an ever-growing army of feral vampire thralls. Stopping this spreading plague falls squarely on your shoulders! You will have to track down and stake each member of the resurrected court one by one, braving mind control, monstrous transformations, and powerful regeneration, before facing the ultimate threat: the Vampire King himself! An ancient, lion-headed powerhouse of pure dread, the King commands crushing telekinesis, immense physical might, and centuries of lethal combat experience. Until every last fang is dusted and the King is permanently defeated, Ooo is doomed to be dragged into an eternal, blood-soaked night! Sharpen your stakes!

There Can Be Only One [+600]

Having a duplicate of yourself sounds awesome until they decide that one of you is completely redundant - and that it definitely isn't them! Somewhere out in the Land of Ooo, a bizarre entity, cursed plant-construct, or magical anomaly has created a flawless, living duplicate of you.
This isn't some cheap knockoff, either. Your doppelgänger possesses your exact physical attributes, combat instincts, memories, and every single perk and supernatural ability you have access to when you enter this jump! Because they are an exact mirror of you, they know all of your favorite strategies, your secret tells, and your hidden weaknesses. Worse yet, they are utterly convinced that they are the rightful hero who deserves your life, your friends, and your adventures. To claim their "destiny," your double is actively plotting your total erasure. They are biding their time, looking for the perfect opportunity to either assassinate you in cold blood or permanently trap you in an inescapable magical vault so they can effortlessly take your place. Because they can mimic your voice and personality to perfection, your friends might not even notice you've been swapped until it’s far too late! If you want to keep your own life, you’ll have to outsmart someone who knows you better than anyone else in the multiverse!

Please Forgive Me for Whatever I Do [+600]

...when I don't remember you. Whether you actually wear a cursed crown or not, your mind has been infected with the exact same creeping, heartbreaking madness that slowly consumed Simon Petrikov. It starts small: eerie whispers in the back of your head, flashes of bizarre spirit-visions through "wizard eyes," and frightening moments where you struggle to recall your own past.
In the beginning, having great willpower will help you control and suppress the symptoms, letting you grit your teeth and stay lucid through the early years of your stay. Sadly, it is a losing battle. The mental frost grows heavier every month, and by the final years of your jump, your resistance will inevitably crumble - causing you to succumb completely to the curse, forgetting who you are, and devolving into an eccentric, delusional lunatic trapped in a waking daydream. Unless you or someone who cares about you manages to find a miracle cure, you will remain lost in this insanity. Be warned: curing this affliction is every bit as difficult as curing the canon Ice King himself - a nigh-impossible task that shrugs off almost all mortal magic and science! You'd better leave some notes behind for your friends while you still remember their names.

Death [+600]

Before you even take your first breath in the Land of Ooo, something ancient and terrible stirs within its amber prison. Somehow, the Lich (the relentless avatar of extinction) has gained complete prior knowledge of who you are, your powers and perks, and the threat you pose to his crusade to end all life. Worse still, to ensure your annihilation, his dark patron has supercharged him with primordial chaos, elevating the Lich into an apocalyptic juggernaut far stronger than anything Finn or Billy ever had to face! Forget the canon tricks that defeated him in the show - a heartfelt sweater, a splash of healing blood, or a lucky shot from Billy's gauntlet won't save you now. This empowered Lich can bathe entire kingdoms in necrotic green fire, shatter mountains with his physical strikes, and speak hypnotic commands of such crushing psychic weight that even fortified minds will struggle not to kneel. Instead of caring about the rest of Ooo, this walking cataclysm is hyper-focused specifically on you. Armed with full knowledge of your abilities, he will never underestimate you or waste time monologuing; he will strike from the shadows with lethal precision, targeting your allies and exploiting every weakness you have until either he is permanently erased from existence, or your hollowed-out corpse is marching in his name. Stay sharp, hero: the End is coming for you.

Ending



The Fun Will Never End

Ten years have come and gone like a sweet afternoon breeze under the shade of a willow tree. You've delved into weird dungeons, jammed out to heartfelt songs, bashed ancient evils, and made unforgettable memories across the Land of Ooo. With your time here officially complete, all of your drawbacks melt away, and one final choice stands before you:

Stay: Come Along With Me

Why leave paradise when there are still endless dungeons to loot and bacon pancakes to fry? You decide to make the Land of Ooo your permanent home. Your Jumpchain ends here, allowing you to live out the rest of your days (or eternity) hanging out with your best buds, ruling your kingdom, and exploring every bizarre corner of this magical world.

Move On: Time Adventure

As awesome as Ooo is, you have the heart of a true adventurer, and a whole multiverse of uncharted worlds is calling your name! Packing up your loot, your powers, and any companions you've recruited along the way, you step through a swirling dimensional portal and set off toward your very next Jump!

Go Home: Everything Stays

You've had your fill of quests and crazy wizards, and you're ready to head back to where it all started. Keeping everything you've earned on your journey (alongside any loyal friends coming with you), you return to your original homeworld, ready to kick back and enjoy a well-earned retirement.

Changelog and Notes

V 1.0 - First Edition.
V 1.1 - Added a Power Loss drawback, rebalanced True Elemental to 800 CP, expanded the True Elemental and Avatar of Extinction perks, added The Living Masterpiece companion, changed the Demon option for a Half-Demon one.

The Expy companions are Max Rockatansky, Star Butterfly, and Nami from One Piece.