

Amazing Island: Hall of Life Supplement

By Gene

[Background]

I believe some degree of explanation is deserved here. Although the roughly 27 challenges across the island will be occupying a great deal of your time, you may be more familiar with this world's in-depth monster creation system. By approaching the water mirror within the great tree known as the Hall of Life, you may participate in a simple ritual alongside three Maboo shamans to create a monster from your own imagination to fight alongside you.

As incredible as that sounds, there's actually quite a number of limitations to the process. For starters, certain functions of the Hall of Life are sealed away until the respective Vision Orb has been collected. In the beginning, you won't even be able to create the monster yourself, and will rely on a series of questions which the shaman Folu will use to construct what he believes to be the ideal monster for you.

In place of that process, a different kind of choices will be used to construct your first monster.

The choices you've made in the main jump document will determine the traits of your starting monster here. If you'd rather, you can just use rolls instead, but to make this more fun, try to only do one or the other. Either decide using all rolls, or using only the purchases from the main jump.

You're free to ignore this supplement completely and just make something up. It's your imagination, do whatever feels right. I just thought that this approach to monster creation might be fun in its own way.

[The Water Mirror]

Now then, gaze deeply into the Water Mirror, and see your monster take form.

[Frame]

First off is your monster's frame. The frame determines the number of limbs the monster has, their proportions, and how they move their body. The drawbacks you take determine what frames are available to you. Alternatively roll 1d15 to decide. Regardless, you can only choose one frame.

After this step, normally you would draw the body around each limb of the frame, unfortunately that's not within your power right now. Once it is, you can draw whatever you want, as long as it correlates to a limb on the frame, but since that step is currently automated, a body will be drawn to resemble whatever a given frame was meant to emulate, a dragon frame will be reptilian or even avian, a hamster type will resemble some kind of rodent, etc.

- 0. Dragon Type** [Default/No Drawbacks]: A mighty winged lizard, though, in this case, the wings are implied. This frame has a long snake-like torso. Two small arms, two large legs, and a sizable tail. Two ears sit atop the head, which itself sits atop a long neck. Good for bird and dinosaur-like monsters as well.

1. **Big Head Type** [Monster Factory]: The Big Head type is unique in that the head is massively enlarged and replaces the torso. There are two small arms off the side of the head, and two small legs below it, as well as a tail in the back.
2. **Elephant Type** [Brains Without Brawn]: A tall quadruped frame. Four long legs coming off a horizontal torso. A tail is coming off one end of the frame, and the head sits on the other. Two ears sit on the sides of the head.
3. **Kid Type** [Command Prompts]: A frame meant to emulate a human child. This frame has a straight back, two arms coming out near the top of the torso, two legs coming out near the bottom. All of the limbs, as well as the torso, are notable small. This frame has no tail or ears.
4. **Bird Man Type** [Max/Mined]: This frame has a straight back, and lengthy legs coming off the bottom, like a humanoid body, but with excessively long arms that shoot off to the sides of the body like wings.
5. **Hamster Type** [Big Heart, Bigger Issues]: Just as the name says. This monster has a stout body and a large head with two ears sticking out the top. The limbs and tail are all quite stubby.
6. **Dragon Man Type** [More Monster Than Man]: A long torso, two arms, two legs, a tail, and two ears off the head. This frame is strikingly similar to the Dragon type at first glance, but upon closer inspection, it has a much straighter back, as well as longer arms and wider shoulders.
7. **Dog Type** [Full Memory Card]: Exactly what you'd expect to see on a dog, or any other type of quadruped, really. Long, horizontal torso, four somewhat short legs, a long tail, and two long ears coming off the head.
8. **Lizard Type** [Goodling]: Another quadruped type frame. A long body and a similarly large tail. The four legs are short, and stick out to the sides, instead of straight down. Average-sized head with back-pointing ears.
9. **Evil Beast type** [It Starts Young]: Objectively one of the most complex frames you're likely to find. This frame bears a long torso that starts vertical but quickly lurches into something of a hunched-back. Two somewhat short legs support the body, and from the top of the torso sprout four lengthy arms with wide shoulders that reach all the way to the ground. This frame has a short tail, but no ears stick off the head. Due to it's proportions, monsters with this frame are understandably intimidating.
10. **Hero Type** [Tweedle Dee & Tweedle Boring]: A frame reminiscent of a human adult. A straight back, two long arms with wide shoulders, and two long legs. This frame includes no tail or ears.
11. **Scorpion Worm Type** [Poor Timing]: I suppose you could compare it a centaur if you wanted. Despite the torso being horizontal, the front half of the torso is pretty much humanoid. Long

arms off wide shoulders, a normal sized head with no ears, stuff like that. The lower half of the torso extends until it sprouts four insect-like legs, and a tail angled forward like a scorpion's stinger. Easily one of the strangest named frames.

12. **Serpent Man Type** [Waterskip Suicide]: You may find this frame to be a bit too simple, but it does have a unique charm all its own. The upper body is more or less humanoid, like that of the Hero type. It has wide shoulders, long arms, and a head without ear sections. This frame has no legs, and in place of the entire lower body is a massive tail. This frame isn't just limited to serpentine monsters, you could probably make a convincing mermaid with this too.

13. **Crab Type** [Just a Few More Miles]: You don't need to make a crab with this, but speaking personally, I don't see what else you could make with this. This frame's torso is vertical, with arms and legs distanced from the main body. The head sits in front of the torso, and bears no distinct features. This frame has two lengthy arms towards the front that curve inward, in a scooping motion. Off the sides of the frame stick four miniscule legs, that scuttle across the ground to move the no doubt gargantuan torso of any monster with this frame. A short tail also sticks off the back.

14. **Giant Type** [The Mediocre Island]: A frame that shares many features with the Hero type, with a vertical torso attached to two arms and two legs and one head, but with the proportions extended to allow for the creation of much larger monsters. The arms and legs are the main thing extended, appearing to be twice the length of those belonging to the Hero type, but the torso is more or less identical between the two, giving this frame a notably lanky appearance.

[Pattern]

This determines the texture of the monster's body. Think of it like their skin. Determine the pattern of your monster by whatever you picked as the first challenge in the first course, or roll 1d28. If you take

Tweedle Dee & Tweedle Boring, you roll 1d14 for your pattern, unless your challenge was already somewhere between 1 and 14. All patterns have multiple different colors that the pattern can manifest with, so I'll try to leave the actual coloration intentionally vague here.

<p>1. Maboo [Jungle Dash]</p> <p>The pattern that closest resembles the Maboo. Contains various bright colors and geometric shapes over a dark-grey base. The Maboo are something of a hodgepodge of tribal human societies, and their patterns reflect that.</p>	<p>2. Dragon [Waterskip Slider]</p> <p>This pattern resembles large lizard scales with intermittent spots covered in much smoother scales of a much lighter color.</p>	<p>3. Cute Machine [Spin Break]</p> <p>A pattern meant to emulate the exterior of a sleek but cute toy robot, the likes of which you'd see in an old children's anime. There are panel lines present, but only to break up the different colored "parts" of the machine, painted into the pattern.</p>	<p>4. Ninja Suit [Stone Spire Smash]</p> <p>A pattern that emulates a stereotypical ninja outfit. Most of the pattern is a dark "cloth" but there are various spots of fishnet throughout the pattern.</p>
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<p>5. Crab [Seaside Sparklies]</p> <p>A crab-based pattern. There's a dominant color throughout most of the pattern, but it roughly blends into a much lighter "belly" section at certain spots.</p>	<p>6. Primary Colors [Basket Barrage]</p> <p>Exactly what it sounds like. Instead of being a pattern in the traditional sense, your monster is a single flat color. Although it says primary colors, this option also includes certain secondary colors.</p>	<p>7. Lizard [Waterskip Crusher]</p> <p>A pattern of lizard scales. The individual scales are much smaller and more pointed than something like the dragon pattern, but they are very similar regardless.</p>	<p>8. Armadillo [Catapult Craze]</p> <p>An armadillo-based pattern. The pattern is composed of large dark armored pieces, with spots representing a lighter underbelly.</p>
<p>9. Parrot [Sky Shooter]</p> <p>One of the more colorful patterns. Your monster will be covered head to toe in various bright colored feathers.</p>	<p>10. Luxury [Stonehead Swap]</p> <p>A pattern reminiscent of ornate tapestry or clothing worn by some kind of ancient noble. Very ornate and regal-looking, with complex patterns across the... well, pattern.</p>	<p>11. Brick [Bomber Bowl]</p> <p>Exactly what it sounds like, your monster is patterned after tightly stacked bricks. Not much variation in the pattern, but it has a kind of sturdy charm to it, if you're into that kind of thing.</p>	<p>12. Santa Claus [Battle Blast]</p> <p>Well, isn't this a pleasant surprise. Your monster has some Christmas spirit in them! This pattern is meant to resemble the iconic red and white fluffy suit worn by saint Nick himself.</p>
<p>13. Real Machine [Spin Attack]</p> <p>A more industrial look than the standard fair. Your monster appears to be covered head to toe in metal plates. There are panel lines all over, and very little color variation between one panel and the next</p>	<p>14. Marble [Beat'n Art]</p> <p>Not the, ornate Roman sculpture kind of marble, more the roll down a hull kind of marble. Akin to a small glass marble, this pattern is full of sleek shapes and lines to form a similarly smooth and stylish exterior. Very colorful.</p>	<p>15. Dog [Jungle Spurt]</p> <p>A pattern modeled after a dog of ambiguous breed. The body of the monster is coated with fur that smoothly blends between different colored spots.</p>	<p>16. Wood [Block Stack Attack]</p> <p>A pattern resembling wood blocks stacked in a pinwheel-like arrangement. Very uniform, like the brick patten, but the pattern has far more vertical motion than the brick, so it could be considered more visually interesting, or at least more balanced.</p>
<p>17. Tree Bark [Mach Runner]</p> <p>Your entire monster is coated in what appears to be a rough, tree bark-like texture. The colors for this pattern tend to be on the darker side.</p>	<p>18. Beetle [Battle Royale]</p> <p>Your monster now wears something akin to a beetle's exoskeleton. It's mostly dark shell, with occasional bits of exposed beetle-flesh, done up in much lighter colors.</p>	<p>19. Plastic [Stonehead Bingo]</p> <p>Just a single solid color for your monster. The "plastic" title means that the monster is textured into a more... industrial color than the other patterns of this nature. Very grey, diluted colors. This pattern's smoothness makes it somewhat more reflective than the other single-color patterns.</p>	<p>20. Tiger [Dual Runner]</p> <p>This is the texture of a tiger. I hope that I don't need to tell you what a tiger is supposed to look like. Your monster is now covered in black stripes, with the occasional splash of light fur.</p>
<p>21. Pebble [Spin Road]</p> <p>Or in other words, gravel. This pattern is that of countless small round rocks packed tightly together into a smooth but bumpy surface.</p>	<p>22. Hexagon Marble [Waterskip Smasher]</p> <p>Exactly what it sounds like. This pattern is that of many hexagons connected at the edges. As a marble pattern, it tends to be brightly colored.</p>	<p>23. Rock [Catapult Calamity]</p> <p>A pattern for sturdy monsters. Has the appearance of broken apart rocks, as if someone shattered a boulder and reassembled the shards.</p>	<p>24. Pastel [Sky Circus]</p> <p>Your monster is colored in a uniform pastel color. Pastel colors are identifiable by their high value, yet low saturation.</p>

<p>25. Haniwa [Stonehead Smash]</p> <p>In spite of the name, this pattern bears little resemblance to the ancient clay sculptures of the same name. It's more like a combination of all ancient forms of terracotta sculpture. This pattern is covered in various raised areas that form symbols and patterns of an ambiguous origin and time period.</p>	<p>26. Steel Armor [Battle Ball]</p> <p>Your monster looks ready for anything with this pattern. This pattern is meant to emulate complex plate-mail armor. This pattern tends to manifest in dark metallic colors, as you'd expect from a suit of armor.</p>	<p>27. Eviling [Eviling Volley]</p> <p>A Pattern that could get this monster easily mistaken for the little black menace. This pattern is primarily black, with splotches of lighter color, corresponding to the horns and claws of the Eviling. This pattern occasionally bears swirling spiral patterns, similar to those on the Black Evil's own body.</p>	<p>28. Skin [Free Pick]</p> <p>Looks like this monster takes after it's master, that's you, by the way. This monster's skin is the same color as a human's. It just happens to be colored that way, don't be gross.</p>
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[Eyes]

Self-explanatory, the things your monster uses to see. Determine your monster's eyes by whatever you picked as the first challenge in the second course, or roll 1d28. If you take Tweedle Dee & Tweedle Boring, you roll 1d14 for your eyes, unless your challenge was already somewhere between 1 and 14.

<p>1. Boy's Eye [Jungle Dash]</p> <p>A large green eye, full of youth and asperations. Proportional to the whole eye, the iris is actually massive, but this is a Japanese game, who here is even surprised?</p>	<p>2. Chameleon Eye [Waterskip Slider]</p> <p>Y'know, like those weird skin eyes chameleon's have, where it's like a dome of skin/scales covering the whole eye, except the pupil. Wow, your monster must look like a real freak with these things on it.</p>	<p>3. Shiny Black Eye [Spin Break]</p> <p>These look like something out of an old cartoon. These eyes are shiny black ovals, with a strange triangular cut taken out of them.</p>	<p>4. Big Eye [Stone Spire Smash]</p> <p>A big oval-shaped eye. The name actually comes from how small the eye's purple iris appears, relative to the whites of the eye, making the entire eye seem larger by comparison.</p>
<p>5. Girly Eyes [Seaside Sparklies]</p> <p>I feel like there's a social statement somewhere to be made here. These perpetually half-closed eyes are done up in what appear to be mascara and eye shadow. Great if you wanted a fem fetale monster for whatever reason.</p>	<p>6. Mismatched Eyes [Basket Barrage]</p> <p>Heterochromia is the scientific term. These are two somewhat large eyes. One of the eyes is green, while the other is yellow. Nothing particularly special past that.</p>	<p>7. Frog Eye [Waterskip Crusher]</p> <p>This eye is primarily gold colored, with a ring of black around the edges of the eye. The eyes have a horizontal slit for pupils.</p>	<p>8. Alien Eye [Catapult Craze]</p> <p>The kind of eyes you'd presumably find on a Grey. These eyes are pure black, and tear dropped shaped.</p>
<p>9. Eagle Eye [Sky Shooter]</p> <p>As a forewarning, these won't actually give your monster an advantage in eyesight, but your monster doesn't need to know that. The eye of a hawk, yellow iris, large pupil, pitch-black sclera, and a perpetual glaring expression.</p>	<p>10. Machine Eye [Stonehead Swap]</p> <p>Not really an eye, but whatever. These eyes are long cylindrical neon lights akin to what you'd find in a reading lamp. These are actually quite bright, so try not to stare.</p>	<p>11. Springy Eye [Bomber Bowl]</p> <p>I'm sure you've seen these before in a cartoon or novelty shop. Those fake glassed that have the eyeballs at the ends of long springs. These are just that minus the glasses, in which the springs are sprouting directly out of the monster. Somehow, your monster is able to see perfectly fine with these.</p>	<p>12. Angry Eye [Battle Blast]</p> <p>You are fighting a war for all intents and purposes, a little fighting spirit never hurts. These eyes with red irises are shaped as a perpetual scowl, or maybe just a determined glare. These are the eyes of a monster you can depend on.</p>

<p>13. Spider Eyes [Spin Attack]</p> <p>Yes, plural eyes. Each “eye” is actually a clump of three red eyes, for a total of six. I hope you like bugs kid, because otherwise, your in for more than a few nightmares with this friend around the corner.</p>	<p>14. Snail’s Eye [Beat’n Art]</p> <p>I swear, these just keep getting grosser. Your monster’s eyeballs sit at the end of a snail-like eyestalk. Kind of like a little tentacle sprouting from your monster’s body, that just happens to have a gross eyeball at the end.</p>	<p>15. Goat Eye [Jungle Spurt]</p> <p>Your monster now bears a creepy goat eye! Good for you. This means that the eye is almost entirely yellow, barring a single horizontal rectangle that serves as the pupils for these eyes.</p>	<p>16. Spiral Eye [Block Stack Attack]</p> <p>You are getting very sleepy. With eyes like these, it’s unclear whether your monster was the hypnotist, or hypnotee. This eye is a black spiral on a white sclera. This spiral is always spinning slowly. Does not actually allow for hypnosis.</p>
<p>17. White Eye [Mach Runner]</p> <p>Is...is your monster quite alright? He’s not blind, but with these peepers, I wouldn’t be surprised if you thought otherwise. These eyes are pure white spheres, with no bells and whistles.</p>	<p>18. Slit Eye [Battle Royale]</p> <p>I swear this is different from the cat eye, take my word for it. This lens-shaped eye bears an intense green iris with a sharp vertical split for a pupil.</p>	<p>19. Shining Eye [Stonehead Bingo]</p> <p>Seriously this time, don’t make eye contact, you will go blind. These golden eyes emit blinding light. Given that Evilings live around molten magma and have horns for eyes, don’t expect this to give you an advantage.</p>	<p>20. Cat’s Eye [Dual Runner]</p> <p>Regardless of what they’re put on, these eyes just ooze smugness. The top of these eyes are raised in an arch-like shape, just so you know how much they’re judging you. The iris is yellow, with a sharp vertical slit for the pupil.</p>
<p>21. Evil Eye [Spin Road]</p> <p>You’ll find this wicked eye on many of your demonic rivals. A slim but intimidating eye that tilts downward towards the center and upwards towards the end. More than just seductive, these orange eyes glow softly, akin to a flame, frozen in place.</p>	<p>22. Heart Eye [Waterskip Smasher]</p> <p>Don’t worry, it’s ok to possess monsters when they have hearts in their eyes. This is exactly what it sounds like, these large eyes just have big pink hearts in place of irises or even pupils.</p>	<p>23. Insect Eye [Catapult Calamity]</p> <p>Well... your monster won’t be lacking in the vision department. Your monster now bears two bright red elliptical compound eyes. Once again, gross.</p>	<p>24. Goggle Eyes [Sky Circus]</p> <p>Who needs goggles when they’re built into your face. Your monster’s eyes are now composed of two round lenses in a metal frame. Make for convincing portholes as well.</p>
<p>25. Screw Eye [Stonehead Smash]</p> <p>Can you really even call them eyes at this point? It looks as if your monster has two screws driven into it where eyes should be. To be exact, all that’s visible are the slot-style screw heads.</p>	<p>26. Star Eye [Battle Ball]</p> <p>Ah, it’s refreshing to see a monster so overflowing with hoped. I assume that’s what these mean, anyway. These eyes are pretty big, but by far their most notable features are the black iris and the big yellow four-pointed star that takes the place of the pupils.</p>	<p>27. Eviling Eye [Eviling Volley]</p> <p>Are you sure this isn’t just an Eviling in disguise? In any case, this is the same oval-shaped eyes that rest on the stomachs of the small Evilings. The eye is orange and blends into red towards the edges. These eyes have a black slit pupil as well.</p>	<p>28. Connected Eye [Free Pick]</p> <p>Oh, right, I almost forgot this was a SEGA game... These eyes are strange, to say the least. In place of existing separately, it’s just one big strip of white containing two green irises. I’m sure these eyes would go well on a hamster type monster, just saying.</p>

[Voice]

Monster’s aren’t nearly intelligent enough for human speech, but they still need to emote somehow. This is the voice your monster will use to communicate its feelings to the world. Determine the voice of your monster by whatever you picked as the first challenge in the third course, or roll 1d28. If you take Tweedle Dee & Tweedle Boring, you roll 1d14 for your voice, unless your challenge was already somewhere between 1 and 14.

<p>1. Horse [Jungle Dash]</p> <p>I should assume you know what a horse sounds like. Lots of “neighs” and “wheeeees” are in store for you.</p>	<p>2. Frog [Waterskip Slider]</p> <p>Your monstrous friend has a penchant for ribbits, grumbles, and croaks. Just like a real amphibian.</p>	<p>3. Old Machine [Spin Break]</p> <p>Ticks and tocks. Every time your monster opens their implied mouth, all that greets you is the sound of complex clockwork.</p>	<p>4. Dinosaur [Stone Spire Smash]</p> <p>Hollywood-style dinosaurs, to be exact. Your monster now has a mighty roar that shakes the very Earth, or at least your monster thinks it does. Now that I think about it, your monster speaks entirely in roars. Sounds exhausting.</p>
<p>5. Dolphin [Seaside Sparklies]</p> <p>Don't worry, your monster isn't laughing at you, they're laughing with you. Like an Earth Dolphin, your monster can communicate with mocking laughs and ecstatic squeals.</p>	<p>6. Phantom [Basket Barrage]</p> <p>A phantom of a Viking apparently. Your monster now speaks entirely in guttural battle cries. Despite the name, this is one of the more human-sounding voices.</p>	<p>7. Blob [Waterskip Crusher]</p> <p>Is this really what a blob would sound like? Well, whatever. This voice sounds like the sloppy jiggle sound you get when you mash up gelatin. It's kind of gross at first, but you get used to it.</p>	<p>8. Pretty [Catapult Craze]</p> <p>Are you sure this is a children's game? This is getting a bit steamy or my tastes. This feminine voice speaks in “oohs” and “aahs” in a... let's just say mature tone. This voice is deep, even before the pitch is altered. Well, you may be on this island for a while, maybe a maternal figure will do you some good.</p>
<p>9. Parrot [Sky Shooter]</p> <p>No, this doesn't give your monster the ability to speak human language. Your monster speaks in “squeaks” and “squawks”, and nothing else. Depending on your tolerance level, this could even be considered charming.</p>	<p>10. Machine [Stonehead Swap]</p> <p>Looks like there's more than meets the eye when it comes to your monstrous compatriot. Your monster speaks in unintelligible mumbles, that appear to be modulated to sound more robotic.</p>	<p>11. Dog [Bomber Bowl]</p> <p>Ah, now this is the voice of a true friend. Your monster can do it all. He can bark, he can yip, he can even do that thing where the dog has to breath really fast because they're incapable of sweating. Absolutely precious.</p>	<p>12. Zombie [Battle Blast]</p> <p>Ah, a horror fan, are we? Your monster talks as if he were one of the living dead. He moans and occasionally gargles, what's not to love... Did it just say “brains”?</p>
<p>13. Shaky [Spin Attack]</p> <p>I hope you're the celebratory type, otherwise, this is going to get old fast, just a forewarning. It sounds like your monster's bean eating gravel, because when it starts to talk, all that comes out is a sharp shaking sound, akin to a maraca., or those sticks that sound like rain when you turn them over.</p>	<p>14. Rock Monster [Beat'n Art]</p> <p>You were minding your own business on the Isle of monsters when you ran into a rock, but it wasn't a rock, it was a rock monster! Your monster communicates through crumbling sounds, the kinds of sound you here when rocks roll downhill into more rocks.</p>	<p>15. Cutie [Jungle Spurt]</p> <p>Aren't you the little charmer? This voice is one of ambiguous attractiveness. The voice of some creature that could vaguely be mistaken for a young human female speaking in impressed “oohs” and giggles. This voice is great for self-esteem, yours, not the monster's.</p>	<p>16. Cicada [Block Stack Attack]</p> <p>That time of year already? Your monster clicks and clacks and refuses to shut up at night. That last part was a joke, but point is, your monster now squeals with the same sound generated by a cicada, which is sort of like a cricket chirp, except longer and louder.</p>
<p>17. Cute Animal [Mach Runner]</p> <p>In les vague terms, this is the voice of a baby sheep. It may start to sound like other animals at different pitches, but for now, that's what it sounds like. This monster “baahs” by the way. They may be a monster, but dearie me are they an adorable one.</p>	<p>18. Kung Fu [Battle Royale]</p> <p>A warrior's heart, that's what your monster needs to end this battle. The only thing your enemies will be hearing from your big friend hear is a powerful “whacha!” or the occasional “woaoaoah!”. Your monster makes Bruce Lee fighting noises.</p>	<p>19. Backwards [Stonehead Bingo]</p> <p>What did your monster just say? You'll never no because everything that it says is played in reverse. In the event that you're bored enough to record the voice and play it in reverse, it's worth reiterating that monsters can't speak, all you'll hear are nonsense words and mumbles.</p>	<p>20. Tiger [Dual Runner]</p> <p>Essentially a kitty voice, but deeper. If you want roars, growls, and purrs from your monster, this is the voice for you. If you just want an actual kitty voice, raising the voices pitch in the appropriate section should do the trick.</p>

<p>21. Snake [Spin Road]</p> <p>A manor of ssspeaking like a sssuperior ssserpentine sssoldier. Your monster hisses, but not much else. Then again, what else do you need when you can ssserve up red-hot jussstice to those Eviling ssspoil sssports.</p>	<p>22. Bubbles [Waterskip Smasher]</p> <p>Have you ever blown bubbles into mile with a straw? Well, your monster's voice is essentially that. Sounds a little like tar or liquid magma at a lower pitch, if that does anything for you.</p>	<p>23. Alien [Catapult Calamity]</p> <p>Ah.... Hum, how exactly should I describe this. It's kinda like a "woioioioing" sound, or maybe like a "bwaallung" kinda sound? Well, in any case, your monster has an extraterrestrial voice that's sort of like cartoon spring sound effect put through a robotic voice modulator.</p>	<p>24. Crow [Sky Circus]</p> <p>You have my condolences. Your monster now bears the voice of one of the most universally hated birds on the planet Earth. Your monster can "caw" like nobody's business. I just hope you weren't expecting to get a good night's sleep with this monster around.</p>
<p>25. Elephant [Stonehead Smash]</p> <p>An elephant! Or a trumpet at a higher pitch, but I digress. Your monster can "hoot", "toot" and "basoom" like there's no tomorrow.</p>	<p>26. Electricity [Battle Ball]</p> <p>Your monster crackles with pure lightning, the power of the gods. Well, that's what their voice would have you believe. You have a monster that speaks in buzzing sounds and electrical crackles.</p>	<p>27. Wicked [Eviling Volley]</p> <p>The perfect voice for any mischievous imp or nefarious witch. Your monster's evil cackle is second to none, which is good, since that's their only form of communication. They can chuckle too, I guess, but what is a chuckle, if not just a quiet cackle.</p>	<p>28. Chorus [Free Pick]</p> <p>I suppose one voice just isn't good enough for some people...er... monsters. Your monster has multiple different voices that all speak as one. The voices are all pretty nondistinctive, speaking in mumbles and moans, but each voice is just different enough to make their simultaneous speech totally unique.</p>

[Pitch]

Just like humans, even monsters with similar voices can be ever so slightly different from each other. Depending on your choice of gender, your monster's voice will be slightly altered. Alternatively, roll 1d3. Ignore this section if you take Tweedle Dee & Tweedle Boring, you'll have the normal version of your voice no matter what.

1. If you decided to stay the gender you arrived as, your monster's voice is unchanged.
2. If you came to this jump as a boy, and then changed to a girl, your monster's voice is a higher pitch than normal.
3. If you came to this jump as a girl, and then changed to a boy, your monster's voice it a lower pitch than normal.

[Accessories]

After the monster's main body is done, it's time to add on accessories. These aren't necessarily separate from their body, even if they appear to be. Accessories don't provide any structural or functional advantages to the monster, even when they logically should, but they play a major part in determining the monster's Stats. A monster can only have a maximum of 8 accessories, including duplicates. The perks you've purchased determine the accessories you could potentially have on your monster, but you don't necessarily need to include all them on your monster, especially if you go over the accessory limit.

You're free to include duplicates of accessories you have access to. If you don't want to use perks for this, roll 4d22 to determine the 4 accessories you have access to, feel free to reroll if you roll a number more than once. If you take Tweedle Dee & Tweedle Boring, you're limited to a maximum of 4 accessories.

1. **Tongue** [Fotographer]: Ah, it's good to see you're a human of taste. Get it? Anyway, you can now put a big waggly tongue anywhere on your monster. Perfect for a canine monster, or maybe just an unhygienic one.
2. **Bell** [Clear Eyes]: At least now you'll always know when your monster is nearby. Your monster can now have bells, akin to the one's you'd see around a cat's neck, or in the hands of Christmas carolers. These bells are still imaginary, so they won't actually make noise.
3. **Heart** [A Kind Heart]: I knew you had a big heart, but this is ridiculous! In all seriousness though, you can now stick a big puffy valentine's day style heart on your monster friend.
4. **Fin Crest** [Safety Net]: Ohoh? Looks like we've got a bonafide sea monster in our mitts. These aren't really the "flap-flap" type of fins, these are more like the fins that you'd see on the back of a big fish, or on the arms and legs of a fish-man.
5. **Gloves** [© SEGA]: You'd think this monster was destined for showbiz with these puppies. Your monster now has big puffy gloves, the likes of which you'd imagine on an old cartoon character.
6. **Bolt** [Pencil Pusher]: A giant screw to be jammed into the body of your trusted monster friend. Maybe your monster is a robot? Or maybe they're just screwy in the head, who's to say?
7. **Shield** [Sword Shielder]: More than just a violent weapon, a monster is their beloved partner's shield. You can now attach a knightly shield anywhere on your monster. Maybe you'll put it in their hands, like any sensible person would hold a shield, or maybe you're more worried about their blind spots, like their back or head? Your call.
8. **Sneakers** [Anything but Hoopless]: Look at Mr. Athletic over here. Your monster now bears debatably fashionable sneakers, perfect for running or jumping about. You're not necessarily required to fit this on your monster's foot.
9. **Crab Claw** [Slippery Slider]: As a forewarning, turning your monster into crab cakes is strongly advised against. Your monster now has a hefty crab pincer on him. A step below apposable thumbs, but it's an improvement over the blobby stubs that usually pass for monster hands.
10. **Cat's Claws** [Butter Talons]: It'd be more appropriate to call them cat toes. You can attach something resembling the front of a large cat's paws, with enormous claws attached. Show the Evilings your wild side.

- 11. Dragon Wings** [Unconventional Mobility]: Fly through the sky as the kings of all monsters do. These scaly wings won't exactly take you off the ground for long, but just try and tell me these aren't cool.
- 12. Eagle Beak** [Monster McCloud]: An interesting addition, lets just hope your monster isn't all squawk and no bite. You have a big beak, like you'd see on some kind of hawk. Let's see how your monster likes being the top of the food chain, metaphorically speaking.
- 13. Beaver Tail** [Art is an Explosion!]: Just be glad your monster doesn't have the buck teeth to match, probably. Your monster has a beaver tail somewhere on their body. It's flat, it flaps, and it could roughly be mistaken for a floppy dog ear. Now go and build a dam or something.
- 14. Glasses** [Smarty-Pants]: Well, at least your monster will be able to see clearly from inside that stuffy locker. A stylish pair of spectacles now adorns your monster's face. Well, you could put them anywhere, but the face is what makes the most sense, if you ask me.
- 15. Illumination Light** [Mind Over Relatively Small Matter]: Most people would just call it a siren, but illumination light works too. This round light beams two lights in opposite directions and rotates them around. If you wanted something flashy, it doesn't get much better than this.
- 16. Cape** [Peeing Your Pants with Style]: If flying is out of the question, then falling with gusto is the next best thing. You have a flowing cape, the kind of thing you'd see a superhero wearing. It blows just fine in the wind and never seems to get tangled up.
- 17. Straight Horn** [Charcoal Skin]: A long straight horn, for when you need your monster to look extra monstrous. It's really just a big cone, but a horn's a horn. This is actually the same kind of horn the Black Evil bears on his head.
- 18. Muffler** [Pep Within Step]: Upsides of imaginary matter is that you can't pollute with them. This big car muffler sticks off the monster's body and constantly excretes a thick black smoke. The smoke is totally harmless, but try not to breathe it in, just to be safe.
- 19. Vernier** [Suspended Expectations]: No, not the measurement device, this accessory refers to a Vernier thruster. This refers to the thruster built into rockets to allow for fine adjustment in altitude or velocity. Point is, it's a big thruster, and even more impressive, when your monster gets fired up it starts blasting flames out of these thrusters.
- 20. Small Drill** [Minimal Effort Smashing]: It's a drill, and it's small, not sure what you were expecting. This tiny drill bit is constantly spinning, but it's pretty slow. As long as your monster doesn't take up dentistry, giving them one of these shouldn't be too dangerous.
- 21. Cute Wings** [Too Cool for Gravity]: Aw, I could just pinch your little cheek, your monster's too. These tinny angelic wings tend to float around the monster, but they're still considered to be attached. They tend to be on the smaller side, and have a little swirl in the middle. Just don't be

surprised if the Evilings don't exactly take you seriously with these on, they're the ones who're going to regret it, after all.

- 22. Imp Horn** [Keep Crying, Baby Child]: Apparently this is what an imp horn looks like. It's kind of like someone tore a piece off a jester's hat, this cloth-like "horn" bobs around with a little bell at the tip. You always know mischief is around the corner when you see a couple of these things jingle by.

[Name]

The monster is pretty much done now, so this section is optional, but you might find it fun. To determine the name, take the letters and symbols designated by your purchases in the items section, and use as many or as few of the symbols as you want, in whatever order you want to construct your monster's name. You get the symbols associated with the tier itself as long as you've bought one item from that tier. You can also just roll 3d4, one roll for each cp tier, to get your letters.

1. **(A,E,I)** [100cp Items]:
 - a. **(D,X,V)** [Small Potion Supply]:
 - b. **(G,?,B)** [Backpack]:
 - c. **(L,P,')** [Red Ribbon]:
 - d. **(T,W,")** [Picture Book]:
2. **(O,U,Y)** [200cp Items]:
 - a. **(K,H,F)** [Medium Potion Supply]:
 - b. **(J,S,N)** [Eviling Companion]:
 - c. **(M,R,Z)** [Maboo Companion]:
 - d. **(C,Q,!)** [Tribal Staff]:
3. **(#,-,+)** [400cp Items]:
 - a. **(7,;,0)** [Large Potion Supply]:
 - b. **(8,1,3)** [Out-of-Context Shop]:
 - c. **(5,6,2)** [Second Card]:

d. (=,4,9) [Your Own Challenge]:

[Stats]

You'll find that monster stats, though important, aren't nearly as exact as the other components of monster creation, so there's no real point in being very precise about this.

Stats include the speed, intelligence, weight, power, and stamina.

Your monster also gets an attribute, like fire, water, dark, etc. that makes your monster more effective in challenges that involve their attribute, like a fire attribute excelling at Eviling Volley or Spin Break.

Stats and attribute is determined mainly through word association. Naturally, a metallic monster will weigh more, just as one with many wings would weigh less. As for attributes, it's less direct. For instance, let's say your monster has spiky hair, even if the hair isn't made of fire, it has a "fiery" appearance, and thus would point towards a fire attribute.

Monsters also have a "class" that determines their rarity or strangeness, but this doesn't seem to have any logic behind it, nor does it give the monster any inherent advantages or disadvantages.

[Monsters as Companions]

You can only have one monster active at any time, and yet, with the gauntlet reward, you can design new monsters at any time in the Hall of Life. For the sake of simplicity, I'm going to say that all monsters are treated as one being. You can even say that all monsters you make share the same soul and memories, your call. Regardless, you get your monster as a companion at the end of the jump. Any purchases a monster gets from importing is transferred over to whatever monster you currently have active.

I'm not going to bother trying to stop you from finding exploits to get more than one monster. I'd like to think my precautions against that were pretty thorough, but if you're willing to jump through whatever crazy hoops you think up to get another monster, I'd say you deserve it.

[Saving Monsters]

Your current monster is lost whenever you build a new one. However, you can go to Jimba, the village elder, to "save" your monsters, allowing you to recall previous monster designs at any time.

This ability is based off Jimba's memory, and while his memory is impressive, there is an upper limit to how many monsters he can memories for the time being.

[Monster Parts]

Don't think of the monster parts and such from this document as the only ones available. You can gain many more through challenges, or bought at shops. For that matter, you probably won't even have access to many of the parts in this supplement right off the bat. You won't ever figure out how to make monster parts yourself, but as long as you can continue to get higher scores on the challenges, you can keep unlocking new parts.

As stated in the respective sections, with Out-of-Context Shop or Your Own Challenge, you can get monster parts based off creatures you've come across in past worlds.

Just know that monster parts rarely provide any significant tactical or structural benefit, outside of aesthetics. These are essentially imaginary creatures, so it's not like conventional physics means much to monsters.

[Vision Orbs]

There are eight vision orbs in total, each a different color. The different colors are:

Red, Orange, Yellow, Green, Blue, Purple, Black, and Water.

With each additional Vision Orb recovered from the Evilings, a little power is returned to the Hall of Life, and a few Maboo are returned to the village.

[Notes]

Changelog:

- WIP-1:
 - Supplement completed, barring the fluff for the Pattern, Eyes, Voice, and Accessories sections.
- WIP-2:
 - Pattern, Eyes, Voice, and Accessories sections fluffed.