

“...lp us...”

“Jumper... Help us...”

“You must... soon, your chain too... please...”

“With this card, you can come to our world.”

“You’re the only one who can save us...”

You glance at the card, and in a flash of light, you are spirited away to the Isle of Monsters,
better known as the-



WIP-4

+0cp

A piece of advice before you start. Try to keep track of all your rolls and purchases, even freebies, if you plan to use the Hall of Life supplement.

No, I'm sorry to say you didn't misread that budget. This jump works off gauntlet rules. In short, no starting choice points, no out-of-context powers, and death or failure will just see you sent to your next jump. You will have the option of overhauling this into a traditional jump in the drawback section below, but the terms of that change will be explained in greater detail in the appropriate section.

[Story]

Over a thousand years ago, an artist created a picture book.

The book was about a mysterious far-off island, where all sorts of amazing creatures lived together happily.

The world within the picture book was well-loved by the people...

However, as time passed, the book came to be forgotten...

Nowadays, you'll only come across the name of this picture book in history texts, where it is spoken of as if it is nothing more than a mere fairy tale...

The land that you have now been pulled into is not the picture book itself

But rather an actual world of its own, given existence through the hopes and dreams of all those who read this ancient picture book.

This land is filled with the weak, yet wise race of wood-like creatures called the Maboo.

They lived peacefully alongside mysterious creatures, simply known as "monsters".

At a time, even humans inhabited this island, but that was in an age long past.

However, as you are no doubt aware, there is so much more to human hearts than faith and kindness. From the fear, greed, and sadness within humanity, malicious demons known as the Evilings, were born.

The Evilings seek nothing more than to destroy and defile all they see.

With their superior strength and viciousness, not to mention their corrupting magics, they were a nigh-unstoppable force.

But the Maboo had an equally immense power of their own.

Through the proper rites, Maboo could give form to imagination itself, and create powerful monsters to fight the Evilings.

But, being born from human dreams themselves, the Maboo lacked the power of imagination, requiring them to call upon a human hero to fight on their behalf.

They managed to fend off the Evilings once, but they've appeared again, in greater force.

Even worse, an immense demon, known simply as the Black Evil, has appeared to lead their siege.

As the reincarnation of a great hero (well, at one point or another) you have been summoned to be their new savior.

[Location]

You will be starting your adventure from the Maboo Village. A small tribal community sitting on top of a cylindrical waterfall. The village is built around an enormous mountain-like tree, known as the Hall of Life. It is inside the Hall of life that you may create new monsters to fight with. Aside from the Hall, there is the Village Elder's hut. Jimba, the Elder has been around since the Island's creation, and has clear recollection of its history. The bird-like Maboo guides in the village will whisk you away to the appropriate courses to fight the Black Evil. There are three shops in the village as well, run by the suspiciously humanoid sisters: Jasmin, Cinnamon, and Ginger, but all three are in hiding from the Evilings, for the time being. You can even find a sentient owl-shaped scoreboard that will display the top scores for each challenge.

[Your Challenge]

The Maboo tribe is under far more immediate threat from the Evilings than just invasion. The Evilings' magic has corrupted many Maboo and monsters alike into demonic creatures, like themselves. Moreover, they've stolen eight potent artifacts of condensed imagination, known as the Vision Orbs. The Maboos are all but defenseless, as long as these are missing. You must overcome the Black Evil's challenges, spread across three different courses, to retake the Vision Orbs from the Evilings.

Unfortunately, the Evilings have decided to be more proactive in their efforts to overtake the Maboo tribe. If you take too long to overcome their challenges, or present yourself as being otherwise weak, the Evilings may become brave, and attack the Maboo Village directly. You'll have to hope that you and whatever monster you create can fend off the impish creatures.

To make matters worse, the Hall of Life requires the three shamans: Lagu, Folu, and Chinto, and at least one Vision Orb to function. These conditions will already be met when you arrive in the jump. You're highly unlikely to die for any reason in this jump, but if you lose possession of every single Vision Orb, or all three Shamans are corrupted by the Evilings, you will fail the jump.

If you can overcome all the Evilings' challenges, and retake every single Vision Orb, they will join into a shower of light, and their power will come to rest within you. Only then can you face off against the Black Evil personally, in two rounds of Evilng Volley. Should you come out victorious, you will have saved the Maboo, and you will reap the rewards for this scenario as specified in the appropriate section.

[Drawbacks]

Earn your Choice Point budget with these additional handicaps.

1. **Monster Factory (+100cp):** Your monsters always seem to come out... wrong. Despite your best efforts, monsters always come out stretched and distorted in horrifying ways, at times having way more detail than should be possible. In the absolute worst cases your monster's bodies can defy everything you know about physical space, to sickening, yet hilarious effect.
2. **Brains Without Brawn (+100cp):** You're physically weak outside of challenges, and your monster is just as dumb as you are weak. To make matters worse, your monster has an obnoxious habit of obstructing your path, and you don't have the strength to make them even budge, let alone move them. Be careful when entering buildings.

3. **Command Prompts (+100cp):** Your control of your monster during challenges has become a bit more unwieldy than before. When you merge, your nervous system reroutes itself to... well, point is, you now control your monster through what feels like GameCube controller commands. Noticeably harder to control than just using the monster as your own body.
4. **Max/Mined (+200cp):** You have the worst luck with monster stats. They're a bit random to begin with, but now they're just abysmal. It may take a few tries before you have a monster that can make its way through a whole course.
5. **Big Heart, Bigger Issues (+200cp):** 11-year-olds aren't exactly known for their force of will, in fact, they're more inclined to crack under pressure than stand for what's right of their own volition. You're emotionally fragile, you can't handle stress, and you easily succumb to peer pressure, no doubt the main reason you agreed to such a difficult quest on the Maboo's behalf. Moreover, you're absolutely starved for companionship, and prone to irrational sentimentality. Nobody ever said acting your age was always easy.
6. **More Monster Than Man (+200cp):** Please believe me, the Maboo are not evil creatures, but even they are prone to rash actions in times of desperation. They feared what would become of them if the destined hero rescinded his aid. They have trapped you within your monster, permanently. You may switch into new bodies made in the Hall of Life, but now your strength, speed, even your mental strength, is directly linked to your monster's stats. I hope you can get into the habit of giving your monsters fingers. Post-jump, you and your monster split, and you get to keep them as a separate companion anyway. If you take this alongside Brains Without Brawn, your own intelligence will drop down to a nigh-animalistic level.
7. **Full Memory Card (+300cp):** Just because Monsters are made from your imagination, doesn't mean they're made for free. In order to create and save a monster, you must use up a sizable portion of your own memories as fuel. To make matters worse, you lose all memory of this drawback, and your suspicions towards the issue are usually the first memories to go. You'll get all your memories refreshed at the end of the gauntlet.
8. **Goodling (+300cp):** How on Earth did this happen? The hero of the Maboo is an Eviling? Impossible. Yes, you are a small impish creature with a large mouth, horns where your eyes should be, and two actual eyes on your belly. You don't have access to the Eviling's magic, but that won't make the Maboo distrust you even less. If you aren't careful, they'll refuse to cooperate entirely, and you'll have to save them and their island by force. You can keep this as an altform post-jump.
9. **It Starts Young (+300cp):** You were corrupted by a nearby Eviling the moment you arrived on the island, and your behavior has changed to match. You're evil, plain and simple, you have an instinctual urge to destroy, abuse, and corrupt. You would have been subservient to the Eviling that corrupted you, but your own greed overpowered their control. Similar to the Goodling drawback, you now have to convince, or force, the Maboo to help you complete the gauntlet. The primary difference is that you now have the mind of an Eviling, rather than the body of one. You likely only act out of greed and self-preservation now. Try to hold onto these desires, else you may just pledge allegiance to the Black Evil out of complacency.

- 10. Tweedle Dee & Tweedle Boring (+400cp):** What are you, an adult? You have no imagination or creativity. Not only does this make you stiff and inflexible, your customization options for monster creation are now severely limited, as will be reflected in the Hall of Life Supplement.
- 11. Poor Timing (+400cp):** Looks like you were just a bit late. All of the Vision Orbs and Shamans have been taken by the Evilings before you even got here. Luckily, this does not count as failing the gauntlet. You are now given three additional courses that contain the three Shamans, and one Vision Orb. These Courses don't give you additional rolls or discounts in the challenge section, as every challenge in these courses is entirely new, so don't expect any hints regarding what's to come. You won't be penalized for Shamans or Orbs lost before the gauntlet starts, but you'll still be punished as normal for one's you lose after you've already saved them once.
- 12. Waterskip Suicide (+500cp):** Looks like we've found the masochist in the room. You receive discounts as normal for your challenge rolls, but now, every single challenge in the courses is replaced with Waterskip Slider, or some variation of it. The challenge increases in difficulty with each progressive course.
- 13. Just a Few More Miles (+500cp):** It appears that Lagu had his coordinates just a little bit off when he called you to his world. You've shown up somewhere completely different from where you should have. You're still in the same world as the Island, but the island is nowhere to be seen from where you're standing. Before you can even start the gauntlet, you have to actually get to the island, thankfully, nothing serious will happen on the island until you get there, so don't feel too rushed. You may be an entire body of water away, but you will have Lagu to telepathically guide you to the best of his ability. Who knows what strange beings you'll come across on the way.
- 14. The Mediocre Island (+1000cp):** This is no longer a gauntlet. You receive the full 1000cp budget, as well as all your powers. You can still save the Maboo if you so desire, but you will be barred from the gauntlet rewards, regardless of your actions. Given that you won't have access to the Hall of Life post-jump, your monster will be stuck with whatever form they had when the jump ended. Speaking of which, the jump now ends after one year.

[Challenges]

Thankfully, your battle against the forces of evil will not be won through grime and gore. The entire island is lined with 27 different challenges, split across the Beginner's, Intermediate, and Advanced courses. Select three different challenges for free to decide the first stage for each course. Your starter challenges will decide what discounts you receive on perks. Discounts stack, and if a perk is discounted past 100cp, it's free. As is tradition, you will face these challenges by merging with your created monsters to take control of their bodies for the duration of the challenges.

As a general note. Regardless of perks or stats, all monsters are at least theoretically capable of passing every challenge. Your perks and stats just determine how hard you have to work to get that victory.

<p>1. Jungle Dash In Sea of Trees-East:</p> <p>A simple foot race against a lanky Eviling. Easily the simplest challenge in this selection, just know that the finish line is a brick wall you'll need to dash through.</p> <p>Discounts on: 5, 18, 20</p>	<p>2. Waterskip Slider At Cape Dyna:</p> <p>In stark contrast to Jungle dash, this challenge is, frankly, unreasonable. With a running start from a long-dead dragon's spinal cord, you'll have to launch yourself into the cape and skip yourself across the surface of the water like a stone.</p> <p>Discounts on: 9, 19, 21</p>	<p>3. Spin Break In Caustic Caldera:</p> <p>In the enormous stone arena, standing over a pool of molten lava, you will be encased in a spiraling energy. You will use your own body to push other spinning enemies outside the ring like tops, before the whole thing crumbles into the lava.</p> <p>Discounts on: 14, 17, 19</p>	<p>4. Stone Spire Smash In Hardhead Pass:</p> <p>In simple terms, use your brute strength to destroy the stone pillar before you. Once you reach the very top, you'll have to face off against the machine Eviling. It's destructive, but immobile, and needs time to prep attacks.</p> <p>Discounts on: 6, 7, 20</p>
<p>5. Seaside Sparklies On Staccato Coast:</p> <p>Run across the beach with great speed. You'll have to maintain your speed, while collecting floating jewels and avoiding pools of water. The finish line is a brick wall you'll need to dash through.</p> <p>Discounts on: 5, 11, 20</p>	<p>6. Basket Barrage In Pitter-Patter Woods:</p> <p>Throw balls in rapid succession through a suspended hoop-like net. The net will rise and lower occasionally. If you get enough good shots, you'll be able to enter fever mode, and launch a constant stream of balls for a short time.</p> <p>Discounts on: 6, 8, 22</p>	<p>7. Waterskip Crusher At Cape Dyna:</p> <p>Like Waterskip Slider, where you're required to skip your entire body across the water, but now you'll be required to smash through stone obstacles at the same time. Is somehow actually easier than Waterskip Slider.</p> <p>Discounts on: 9, 20, 21</p>	<p>8. Catapult Craze In Pioneer Range:</p> <p>While situated on one end of an enormous seesaw, toss a large boulder to the other side to launch yourself into the sky. Your goal is a hoop, suspended high in the sky.</p> <p>Discounts on: 8, 16, 19</p>
<p>9. Sky Shooter At Drago Peninsula:</p> <p>You start off high in the sky, and as you dive all the way to the ground at full speed, you'll have to launch energy projectiles to take down small flying Evilings. Don't worry, your monster can handle the landing</p> <p>Discounts on: 12, 16, 21</p>	<p>10. Stonehead Swap At Rubble Ruins:</p> <p>You'll find yourself situated on a stone platform, with eight statue bodies, and six interchangeable statue heads. You're tasked with swapping the heads around so that each side matches. You'll do this for multiple rounds, until you run out of time.</p> <p>Discounts on: 14, 15, 18</p>	<p>11. Bomber Bowl In Underdome City:</p> <p>From within this large wooden bowl coated in flowing water, pick up the bombs lining the arena, and launch them at the mobile Eviling Machine. The Eviling is trying just as hard to blow you up with its own projectiles. Watch out for falling boulders.</p> <p>Discounts on: 6, 7, 15</p>	<p>12. Battle Blast In Creepy-Crawly Temple:</p> <p>Launch the small Evilings off the side of your platform, into the spikes. The small Evilings aren't your opponents. There are larger Evilings that are attempting to do the same as you, so you can't get the points.</p> <p>Discounts on: 6, 12, 14</p>
<p>13. Spin Attack In Inferno Volcano:</p> <p>Similar to Spin Break, you'll be sent spinning into a volcanic stone arena. In place of an endless stream of weak enemies, you'll be facing off against four notably strong ones. To win, you just have to make sure they ring out more than you do.</p> <p>Discounts to: 7, 17, 19</p>	<p>14. Beat'n Art In Stone Hills:</p> <p>A Challenge for the artistically inclined. Jump off the trampoline surrounding this stone pillar, and then carve the entire pillar into an ornate sculpture with your punches alone. Strike the stakes sticking out of the pillar to briefly stop time.</p> <p>Discounts to: 13, 20, 21</p>	<p>15. Jungle Spurt In Sea of Trees-West:</p> <p>Jump from track to track, as you race to the end. Dodge rocks and trees until you make it to the finish line. You can break through trees, but at the cost of speed. As per usual, the finish line is another brick wall to dash through.</p> <p>Discounts to: 10, 11, 18</p>	<p>16. Block Stack Attack In Rustling Woods:</p> <p>Try to through the large wooden blocks to stack as tall as possible. You can decide how many blocks tall the tower is from the start, between 1-10, with a proportional increase in points and difficulty. Try not to knock the whole tower down with a poor throw.</p> <p>Discounts to: 8, 15, 22</p>
<p>17. Mach Runner In Cirrus Sea:</p> <p>Make your way through this labyrinthine race track in the shortest time possible. The Track is riddled with obstacles that risk draining your speed and stamina if you collide with them. Finish line is notably not a brick wall.</p> <p>Discounts to: 5, 11, 21</p>	<p>18. Battle Royale In Showdown Temple:</p> <p>True to the name, this challenge is a mindless free-for-all between yourself and three demonic Evilings. Beat your opponents into submission, before they can do the same to you.</p> <p>Discounts to: 7, 12, 14</p>	<p>19. Stonehead Bingo At Regal Ruins:</p> <p>You stand on a platform, surrounded by eight statues. Smash a statues head, and a different head will come to replace it. Do this until all eight statues have the same head. You'll do this for multiple rounds, until you run out of time.</p> <p>Discounts to: 13, 14, 20</p>	<p>20. Dual Runner In Cumulus Sea:</p> <p>Make your way through this winding race track while keeping a glowing ball in your possession. You'll be racing against a wolf-like Eviling, who will try to steal the ball from you. Make sure you have it at the finish line, which is not a brick wall.</p> <p>Discounts to: 5, 11, 21</p>

<p>21. Spin Road In Fiery Fissure:</p> <p>A tops battle, obstacle course, and race all in one. You find yourself spinning above a sea of magma once again, but no borders this time. Navigate shifting platforms and fight off the opposition on your way to the other end of the stage.</p> <p>Discounts to: 17, 19, 21</p>	<p>22. Waterskip Smasher At Cape Dyna:</p> <p>Skip across the water while breaking through stone pillars to reach the end. Essentially identical to Waterskip Crusher, but longer, and pillars are arranged in sets of twos.</p> <p>Discounts to: 9, 20, 22</p>	<p>23. Catapult Calamity In Pioneer Range:</p> <p>Throw a boulder unto the other side of a seesaw to launch yourself into the sky. You can decide the size of the boulder before you start. Try to be mindful of your physical limits. This challenge can potentially launch you into space.</p> <p>Discounts to: 8, 10, 19</p>	<p>24. Sky Circus At Drago Peninsula:</p> <p>As you fall from high in the sky, try to make your way through all the floating rings below you. Your score doubles if you make it to the end fast enough.</p> <p>Discounts to: 5, 16, 21</p>
<p>25. Stonehead Smash At Ravaged Ruins:</p> <p>As you stand on an isolated platform, stone statues will rise up from the water at random times and in random places on each side of you. Smash as many of their heads as you can before they sink back into the water.</p> <p>Discounts to: 14, 15, 20</p>	<p>26. Battle Ball In Mayhem Temple:</p> <p>Battle against three other Eviling opponents for possession of a large ball. You get points for bringing the ball to the goal in the center. Your opponents are trying to do the same. You do this over and over again, until you run out of time.</p> <p>Discounts to: 10, 12, 14</p>	<p>27. Eviling Volley In Gloom Corridor:</p> <p>The Eviling's trademark challenge. You and your opponent stand on different ends of a lava filled Chasm, standing atop small stone platforms. You will bounce a large ball of energy between yourselves, and the first one to be pushed into the lava loses.</p> <p>Discounts to: 8, 17, 19</p>	<p>28. Free Pick Somewhere on the Island:</p> <p>You can pick any of the other challenges at no cost. Alternatively, you can fill this space with a challenge of your own design, if you bought one in the Equipment section. You may then pick any three perks relevant to your challenge to discount.</p> <p>Discounts to: #, #, #</p>

[Choose Your Alter Ego]

Your battles against the Black Evil will not be done within your own body, so you will be an 11-year-old child regardless. Put that youthful energy to good use.

Your gender is whatever you came here as. You may switch for no additional cost.

[Perks]

The perk's number correlates to its discount from the challenge section. Undiscounted perks apply regardless of your form. Challenge-Specific perks only apply to your monster, and yourself when fused.

Undiscounted:

- 1. Fotographer (Free):** Simply by approaching any being that you're intimately familiar with, or that you yourself created, you can pull up an imaginary status screen for them. The screen will contain their elemental affinity, and various stats, like strength, weight, and intelligence, among others, in numeric form. These screens even come with a profile picture of them. You can change the profile picture you see by taking a "foto" of them, by positioning your hands and fingers like a camera and pretending to take a picture with them.
- 2. Clear Eyes (50cp):** One of the valuable criteria for a true hero. You have a face that others have difficulty distrusting. When designated as a hero within a given community, people tend to sense this. You may give yourself shining green eyes upon purchase, if you so desire.
- 3. A Kind Heart (50cp):** The other criteria that makes a man a hero. You have kindness and selflessness that can shatter the entire worldview of more jaded individuals through your actions. You can push past, or even ignore this when you want, but you now gain greater

empathetic pleasure from helping others than before. You may give yourself vibrant blue hair upon purchase, if you so desire.

- 4. Safety Net (Free, 100cp):** A precaution to ensure that the champions of the various challenges can survive long enough to celebrate. This safety net was built straight into this world's ecosystem, as an enigmatic race of massive turtles. Whenever you find yourself in an inherently harmful environment, or one you're unlikely to escape on your own, a turtle will crawl, swim, or fly over to pull you to safety, or possibly to your next challenge. This is free for this jump, pay 100cp to bring them into future jumps. As a warning, the one occasion where a turtle will not save you, is when doing so will give you an unfair advantage in a competition.

Challenge-Specific:

- 5. © SEGA (100cp):** Something about this maneuver seems awfully familiar. When your stamina allows, you may perform a powerful, but short-lived dash over a brief distance. Doing this creates a thin but durable shell of air pressure around you. You could probably dash through a two-foot brick wall with this.
- 6. Pencil Pusher (100cp):** You'd have to be with that kind of skill with repetition. You can perform repetitive actions in rapid succession. Moreover, while most would get too comfortable, resulting in sloppiness, you are an exception. As long as you can successfully accomplish a feat once, you can replicate it perfectly, with no loss in either precision or consistency.
- 7. Sword Shielder (100cp):** I'm sure you've heard of them before, master warriors that can predict your every move from your subconscious tells and muscle tension. You've tapped into a very subtle variation of this. You can instinctively tell whenever an enemy is shifting from a primarily offensive strategy to a defensive one, and vice versa. It may sound underwhelming now, but your senses are triggered a good half-minute before the actual shift, this could very well save your life one day.
- 8. Anything but Hoopless (100cp):** You know how to ball with the best of them, assuming that there's only throwing involved. You have a subconscious grasp of trajectory that allows you to throw with mathematical accuracy. This works best with small objects, but you can translate this skill to heavier objects as well, accounting for how the weight effects the object's motion.
- 9. Slippery Slider (100cp):** You're an absolute god at shifting your own body weight. At all times, at all orientations, you know the exact position of your center of gravity, relative to the ground, and your velocity, and know exactly how to shift your weight to a single point. Though disorientating, you can metaphysically shift your center of gravity outside your body, as a physical platform encompassing the entirety of your weight.
- 10. Butter Talons (100cp):** Opponents just get clumsy when you're around, and have an especially hard time holding onto things. A halfhearted punch from you should be all it takes to knock anything out of your opponent's grasp. This extends to less conventional means of holding things, like telekinesis. Naturally, the more securely something is held, the less effective this is.

- 11. Unconventional Mobility (200cp):** You have gained the power of teleportation. Don't get too excited, you can only shift to your immediate right and left. "Teleporting" in this fashion is instantaneous, and results in no loss in speed, nor any increase in air resistance.
- 12. Monster McCloud (200cp):** For times when your fists just aren't enough. You can fire off blasts of kinetic energy at your enemies. These blasts are fueled by your kinetic energy, so you'll have to be in motion to use them, and doing so will slow your movement, even movement caused by outside forces. You can use this to slow your descent in a pinch.
- 13. Art is an Explosion! (200cp):** Or at the very least a very solid punch. It's as if you're cursed to spread beauty, regardless of your best efforts, things you destroy will end up breaking apart in aesthetically pleasing ways. If you light a fire, it may spread into special minerals in the ground to change color, if you smash through a tree, it may split cleanly in half, as if a Buzzsaw was used, among countless other possible effects. If you distribute the force just right, you could hit stone, and pull your fist away to see an ornately sculpted face where a boulder once stood.
- 14. Smarty-Pants (200cp):** Aren't you the perceptive little dumpling. Your imagination and intelligence let you subconsciously absorb information of your surroundings to construct a third-person view of yourself. This is not foolproof, and can be tricked, but it's accurate enough to be invaluable to situational awareness. The information taken in is done subconsciously, but this also includes information from your senses aside from sight as well, so it may show things in your environment that you didn't even consciously know about.
- 15. Mind Over Relatively Small Matter (200cp):** You can now move matter with the power of your mind! Although, you can't exceed your original strength, and your range doesn't extend past that of a normal arm... but hey! It's handy if you ever find yourself without the use of hands. A little clumsy, you won't be doing any fine manipulation with this.
- 16. Peeing Your Pants with Style (200cp):** A less vulgar person would call it "skydiving". When you find yourself falling a great distance, or otherwise sent hurling great distances by an external force, you'll passively home towards objects that you'd want to fall towards. Whether this is some kind of target, or just a landing spot that won't break all your bones, will vary on a case by case basis. You may even fall towards good fortune in less direct ways. This is a very subtle effect, and your accuracy depends heavily on the distance between you and the target.
- 17. Charcoal Skin (400cp):** If you weren't already aware, molten lava is really hot. So hot, in fact, that just being within a few meters of lava would melt the skin off any human. Even Evilings can be burned by a dip in lava, but nothing less than that seems to phase them. Now, as long as you aren't actively touching nearby lava, the heat doesn't even phase you. This defense falls apart the second you submerge yourself in the stuff.
- 18. Pep Within Step (400cp):** A bit stir crazy, are we? You're speed actively increases when you're within confined or otherwise restrictive places. You'll be able to zoom through a three-foot-wide track at twice the speed you could through an open field of equal length. Also improves your stamina and reaction time, to a lesser degree.
- 19. Suspended Expectations (400cp):** An unsurprisingly useful tool for the challenges you face. You are somehow able to "charge" up your potential energy, to release for a variety of effects,

depending on the direction of the energy. A spinning energy could be charged up to blow enemies away with a short-lived tornado of kinetic energy. You could save up the energy for a jump, even one assisted by a catapult, to leap into the atmosphere. There's a strict upper limit to how much you can store, capping out at a little less than twice the initial energy.

- 20. Minimal Effort Smashing (400cp):** Every object has a point of greatest tension. Due to sheer luck these points tend to be within punching distance. You know just how to deliver the force of your punch to deal the most damage to the entire structure, rather than just the point of impact. You can only do this with simple solid objects, don't expect to be blowing up cars or people with this.
- 21. Too Cool for Gravity (400cp):** As it turns out, air is a little bit harder to swim through than water. Thankfully, this world's physics are a bit... softer, than they should be. You seem to just sort of float when jumping or crossing small chasms. Moreover, you can move horizontally in any direction mid-air through force of will alone. Great if you need to have an inexplicable mid-air battle. This also reduces the recoil from your attacks significantly. You won't have to worry about a punch that can pierce steel sending you blocks away. Only applies mid-air.
- 22. Keep Crying, Baby Child (400cp):** What? Are these challenges just too hard for you? Kind of pathetic that you need a perk for this, but that's none of my business. You can adjust to sudden changes in a task's difficulty without missing a beat. As long as it's only a slight change, you'll adjust to the changes with barely a conscious thought, and your skill will actually change slightly to meet the challenge before you, temporarily. Perfect for when your opponents are literally moving the goal posts. This perk drops significantly in effectiveness the greater the change in difficulty.

[Items]

This section is unaffected by your location roll. In place of it, you may give yourself a discount on any single 100cp, 200cp, and 400cp item of your choice.

Equipment and Allies:

- 1. 100cp:**
 - a. Small Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant a slight boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry these potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.
 - b. Backpack:** An oldie, but a goodie. You have a small, yet sturdy green backpack, perfect for your size. The bag is always light enough for a child to carry, regardless of its contents.
 - c. Red Ribbon:** Nothing too special, this won't be much help in challenges, but boy oh boy are you cute with this thing on. I'd go as far as saying your cuteness is quadrupled when you wear this ribbon. A vanity item, but who doesn't want to be more popular.

- d. **Picture Book:** The original picture book that incited the birth of the island. You'll be able to comb through this if you're interested in the islands history or ecology. If you look, you may even find much-needed tips for beating some of the island's challenges.

2. 200cp:

- a. **Medium Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant a noticeable boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry these potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.
- b. **Eviling Companion:** A little Eviling buddy to call your own. Evidently, they didn't quit catch the "destroy everything in your path" part of their job description. While they may be a little violent by nature, their own personal curiosity tends to balance this out. They're weak, but can freely make use of their corruptive magics on others, but the Maboo may not appreciate that kind of behavior.
- c. **Maboo Companion:** Out of every Maboo on the island, this is one you've become close with. They don't have any "powers" per se, outside of maybe a mundane talent or two, but just having a friend to talk to will go a long way in maintaining your spirit. That being said, buying them this way will make them immune to corruptive magics. You cannot use this option to companion
- d. **Tribal Staff:** A spare staff used by ancient Maboo shamans in the past. This wooden staff acts as a potent focus for any imagination-based magic or powers, but it provides no such powers upon purchase. If you had a willing Maboo on hand, and the time to train them, you could substitute one of the three current shamans in the monster creation process.

3. 400cp:

- a. **Large Potion Supply:** A slowly replenishing supply of potions for use in challenges. They grant an enormous boost to a given broad statistic, like power, intelligence, speed, or stamina, for the duration of a challenge. Unlike other items in this section, you can carry these potions into challenges, and can take one at the start of every challenge. Don't think too hard about how you're carrying these around.
- b. **Out-of-Context Shop:** Oh? Where was this girl hiding? A fourth merchant sister, and by extension, a fourth item shop now exists on the island. She sells potions of various sizes like her sisters, but what makes her unique is her stock of monster parts. The parts she sells all seem to be taken from creatures from other worlds you've been to, restocking regularly. This shop is attached to your warehouse post-jump. The sister can be taken as a companion, but she cannot perform her duties as the shopkeeper while active as a companion.
- c. **Second Card:** Looks like you were sent here with two cards, instead of just one. Feel free to make another starting monster through the appropriate supplement, ignoring

your choices in this document. This monster isn't necessarily stronger or better than your other one, but their stats are complimentary to your first monster. This one is strong where your first is weak, and vice-versa. You can still only have one active monster at a time.

- d. **Your Own Challenge:** The Maboo run, and presumably created many of the challenges lining the island. Given what you're doing, it makes sense you'd be in the Maboo Architect's good graces. You now have an entirely unique 28th challenge of your own design. The challenge has to be, well... challenging, but other than that, you can design the challenge pretty much however you want. It also must be something the Maboo could conceivably build, naturally.

[Course Clear!]

For your efforts, you will receive the Isle of Monsters in its entirety, or at least a gateway there. The Island exists in a world all its own, a rather small one at that, so there should be no harm in patching it into your warehouse. From there, you can catch up with all your Maboo friends, design new monsters in the Hall of Life, and even retaking any of the challenges, for a shot at improving your score. Otherwise, it's a pretty beautiful place for a stroll, if you're the sentimental type.

Additionally, now that the Vision Orbs rest inside you, the same power that slayed the Black Evil still resides in your being. Beyond just forces of pure evil, your attacks can break through alignment-based defenses, and you can resist attacks of a similar nature.

[The Card?]

The card you receive at the beginning of the gauntlet contains your starting monster. Great for if you're unable to utilize the Hall of Life for whatever reason. To determine how your first monster appears, address the Hall of Life supplement. In addition to generating the appearance of your first monster, you can use the supplement as a general guide to how the monster creation process works. That supplement will also contain much miscellaneous information regarding monsters in the world of Amazing Island, so if something is unclear in this document, it might be in the supplement instead.

[Notes]

Notes:

- Since you can only have a single monster active at a time, every monster counts as a single companion, and any powers they get from importing is just given to whatever monster you have active.
- I'll talk about monsters and everything related to them more in-depth in the Hall of Life supplement, but you receive your monster at the end of the gauntlet as a companion.
- Jump by Gene.

Changelog:

- **WIP-1:**
 - Initial brainstorming and Skelton.
- **WIP-2:**
 - Better Skeleton.
 - Changed to Gauntlet.
 - All sections completed and fluffed.
 - Hall of Life supplement created.
- **WIP-3:**
 - Spaces added between purchases.
 - Switched over to an actually sensible numbering scheme for WIPs.
 - Challenge names changed to bold.
- **WIP-4:**
 - Roll removed from challenges section.