

Neopets CYOA (Jumpchain-Compliant!)

(Version number doesn't matter)

It is Year Six of the Neopian Calendar, and it is the 1st day of Sleeping. The world of Neopia is currently at peace, but trouble will brew soon, and you will need to be ready. There are many lands and many dangers to contest with, and you'll be spending a whole ten years here. More will be explained later, but for now, prepare yourself. To aid you, you have been granted...

+1000 CP

Now go and enjoy, and remember not to run into the Pant Devil!

Section 1: Location

Roll 2d8-1 to determine which land of Neopia you begin your journey in, or choose anywhere in Neopia (including the yet-to-be-discovered Shenkuu and Moltara, and the unincluded Neopia Central and Kiko Lake) for 100 CP! Before you ask, there is no such thing as Jelly World – you really must stop believing fringe rumor mills!

1 – Lost Desert – An ancient land of eternal sand and eternal sun, this pseudo-Egyptian realm is ruled from Sakhmet by Princess Amira. The great river that runs through this land provides for the cultivation of strange fruits and vegetables. In Sakhmet, mummified food is considered a delicacy, oddly.

2 – Brightvale – This more Renaissance-styled kingdom is home to King Skarl's estranged (and embarrassed) brother King Hagan, a wise and jolly old ruler. He promotes culture and scholarship throughout his domain, and is firmly on the side of good.

3 – Faerieland – Home of magic and wonder, this city in the sky is the domain of Queen Fyora and the Faeries, as well as those Neopets that serve them. There are potent magical items here, but they are all of them expensive.

4 – Roo Island – A fun-loving country of Blumaroos home to King Roo and his Dice-A-Roo game! Known for enjoying games of chance above all else, this island is peaceful, and its inhabitants jolly.

5 – Haunted Woods – A spooky halloweeny land of eternal darkness, this area is dominated by graveyards, creepy towers, a haunted fairground, a mist-shrouded Victorian town, the castle of the warlock Chia Hybrid Nox, and the pack of the Werelupe King.

6 – Tyrannia – A prehistoric land specifically home to the Chomby, this area is ruled by the Council of Elders. Divided into the lush, dense Jungle, and the barren rocky Plateau, it hosts a number of oddities, such as a concert hall, a mysterious obelisk, and a giant regenerating omelet. No, we're not joking. There really is one.

7 – Krawk Island – Arrr! This port be home to the Krawks, and the rovin' bands o' pirates what be the scourge of Neopian seas! It be havin' its own, currency, the Dubloon, and thar be seafood and plunder galore ta be found!

8 – Meridell – This medieval kingdom is inhabited mainly by impoverished, vegetable-growing peasants under the rule of the greedy, hungry, grumpy, oafish King Skarl. With that said, it's not all bad – Meridell has, after all, consistently fought for the protection of Neopia from evil forces! ...save for that one incident Skarl himself STARTED... In any case, the Earth Faerie Illusen makes her home here as well.

9 – Maraqua – An undersea kingdom ruled by King Kelpbeard, this area is home to the Flotsam, Jetsam, and Koi. It is known for a unique metal known as Maractite, which cuts through water as if it were air when made into a blade or arrow. On land, it can even cut through solid iron. The old city was destroyed by a whirlpool some time ago, thanks to a pirate's curse.

10 – Darigan Citadel – This overcast floating fortress ought to be ruled by Lord Darigan, who once ruled this land as the king of fertile farms and lush gardens. When King Skarl, in his desperation to stop a famine, bade his knights find a cure, they stole Darigan's magical orb, and his land fell under a great curse. The Neopets there were changed into frightening monsters, and Darigan himself fell under the sway of a trio of evil spirits. After a war with Meridell, the Citadel now exists in an uneasy truce with Neopia, under the nominal leadership of Lord Kass.

11 – Terror Mountain – An icy three-part land, the Bori spent thousands of years frozen underneath the caverns within the mountain. Atop the mountain, the Snow Faerie, Taelia, makes her home. At the bottom, however, the Christmas-y Happy Valley offers snowball fights and hot chocolate year-round. The vicious Snowager sleeps within the Ice Caves, and its hoard is the stuff of legend...

12 – Mystery Island – A tropical jungle island, it is home to tikis, a lost city, and a martial arts school! A council of elders directs its affairs in times of need, and the island itself is a major tourist destination!

13 – Kreludor – The largest moon of Neopia, it is home to the Grundos and the Kreludan Mining Corp,

a direct subsidiary of Virtupets, Inc. Its low gravity makes it a popular place for vacation.

14 – Virtupets Space Station – A floating base in geosynchronous orbit, it was once home to the evil Doctor Frank Sloth and his plans to turn Neopia into a toxic land full of his mutant creations. Now, however, it serves as an attraction for tech-heads and resistance fighters from all over Neopia!

15 – Free Pick – You can choose anywhere in Neopia for free! Lucky you!

Section 2: Background

Roll 1d8+14 to determine your age, or pay 100 CP to choose your age (within the rollable range) and gender.

Your new body for this world is a bipedal, tool-use-capable version of any existing Neopet species, in any single-color Paintbrush color or the advanced Paintbrush color associated with your starting Land (Tyrannian for Tyrannia, Maraquan for Maraqua, Christmas for Terror Mountain, etc.) You can pay 50 CP to pick any color. You can also remain human (for free) and apply the paintbrush color as a thematic outfit (paying the normal price for non-thematic or non-basic colors), but expect awe and suspicion in equal amounts, as the populace will be unfamiliar with you.

Drop-In [Free] – You appear in your land with no new memories or friends here. Your decisions are your own, but you'll have to learn how to navigate this place by yourself.

Shopkeeper [100 CP] – You appear at the small shop you own in your starting area, your wares piled neatly upon the shelves and a few customers at the door. Moreover, they understand you need to restock every so often, which can take a while... You may choose the mall of Neopia Central as your Location for free.

Soldier [100 CP] – You start in the barracks in your home country, ready to perform your daily duties. While things are peaceful now, who knows what could happen in the future...? You may choose Meridell for free.

Explorer [100 CP] – You have the means and the motive to seek new lands and ancient treasures! You may choose Krawk Island for free.

Scholar [100 CP] – You have made it your goal to discover the principles of magic and all arcane sciences, in your homeland's greatest academy. You may choose Brightvale for free.

Section 3: Skills and Abilities

Dailies [100 CP, free Drop-In] – It seems you'll find a few freebies on a daily basis – mostly, one free gelatin and one free omelet per day. No matter where, in fact! The omelet itself can cover three whole meals' worth of nutrition!

Shop Wizard [100 CP, free Shopkeeper] – You have an intuitive knowledge of the value of any item you get a good look at. No matter what or where, you know how much it'd sell for to anyone willing to buy it.

Forced March [100 CP, free Soldier] – You can run great distances (up to a fifty kilometers) without tiring.

Internal Compass [100 CP, free Explorer] – You seem to know exactly where you're going on the grand scale. You will never have a problem reaching a 50-kilometer radius of your destination.

Studious [100 CP, free Scholar] – You now have the patience to endure a full twenty-four hours of pure study with no breaks (save for purely biological functions), and the focus to actually get something out of it.

Minigames [200 CP, discount Drop-In] – By playing games of skill, you can earn an amount of money based on your performance. This can be up to 1,000 of the “dollar” equivalent of the place you're in, three times per day. This does not work on Dubloons, though – Krawk Island's a funny place, that.

NEODAQ [200 CP, discount Shopkeeper] – With just a look at a given business, you can approximate how well it's doing... and if you should invest in it.

Swordplay [200 CP, discount Soldier] – You have the sword skills of a master fencer, whether the blade be steel, stone, or plasma.

Treasure Hunt [200 CP, discount Explorer] – Wherever hidden caches of money are to be found, you seem to locate half again as much as you would have ordinarily.

Arcane Education [200 CP, discount Scholar] – You have a grasp of the basics of magic – use of motes,

use of magical items, and entry-level manipulation of one of the Elements – fire, water, earth, air, light, and darkness.

Page Navigation [400 CP, discount Drop-In] – You seem to be able to get from place to place within a land faster – once per hour, in fact, you may teleport to any major landmark within the Land you are currently in. This works on the most major landmarks in any country you find yourself in elsewhere, too.

Neopian Times [400 CP, discount Shopkeeper] – If there's anything major you missed while you were busy, a newspaper will arrive the next day detailing what you need to know, free of charge! Said paper will not only contain such news from the world over, but also amusing comics and a crossword.

Adaptable Warrior [400 CP, discount Soldier] – Knowing the right weapon for any situation is a great thing – so it's a good thing that you do? Moreover, you can improvise a weapon from anything remotely fight-worthy you can find around you (though it won't be as good as a proper armament), and you'll have an easier time learning new fighting styles. This extends to enchanted weapons – you won't ever find yourself accidentally burning yourself with that flaming sword.

Hannah's Grace [400 CP, discount Explorer] – In addition to being acrobatic enough to leap over ten-meter-wide pits easily, dodge dynamite blasts by cartwheeling, and swing on snake-thin vines, you can make your way through tight spaces such as tunnels or caverns.

Accelerated Arcanum [400 CP, discount Scholar] – When it comes to magic, you learn quickly – twice as quickly, in fact! Whether from a mentor or from tomes, you are swift to take up new spells.

Neopets Premium [800 CP, discount Drop-In] – It seems that for just 7.99 (dollar equivalent of area, 799 Neopoints here), you can gain a month's worth of future sight – the next month's major events will be revealed to you, but details will be hazy, and you can only do this once every two months. The money must be incinerated (if paper) or melted (if metal) for this to work.

Rare Wares [800 CP, discount Shopkeeper] – It seems that no matter who your supplier is, you'll always have at least one item the other shops in the area just don't. A powerful weapon, a potent potion, or

simply a unique artifact, any of these might find their way into your hands, so long as there are at least two of them in existence.

Hero Of The Land [800 CP, discount Soldier] – With your fighting skills and courage, you could defeat a hundred normal enemies with a mop. Expect to receive adulation for this – and perhaps the confidence of the world's movers and shakers!

Where Am I? [800 CP, discount Explorer] – Never again will your life be uneventful – you'll stumble across ancient secrets without meaning to in the course of your day, and oh, when you do set out to find something, it had best be prepared to be found.

Archmage [800 CP, discount Scholar] – The arcane flows through you like a river – you have nearly mastered one of the elements, and have learned potionery and petrification as well. While you will never equal a Faerie in magic with this alone, few if any Neopets could stand before your mystic might.

Section 4: Items

All items, unless otherwise stated, can be purchased multiple times.

Blue Ixi Plushie [Free] – An adorable Blue Ixi plushie!

10,000 Neopoints [50 CP, two free Shopkeeper] – It's a load of money!

Forgotten Shore Map Piece [50 CP, one free Explorer] – One of nine pieces of the map to the Forgotten Shore near Krawk Island. There may be nice treasures to find there.

Lucky Maractite Peophin Coin [50 CP, one free Scholar] – A rare coin from Maraqua's past, it moves through water as if it were air and will somehow always find its way back to you.

Bag of Motes [100 CP, discount Scholar] – This bag contains ten random motes – at least one of each element, at least one Nova Mote, and three weaker versions of the elemental motes. These replenish every week.

Bag of Snowballs [100 CP, discount Drop-In] – This bag contains ten magical snowballs, most of which will simply be Wet Snowballs or Poison Snowballs. However, you'll find an Exploding Snowball or two every couple of weeks. The bag restocks every 5 days.

Bag of Muffins [100 CP, discount Shopkeeper] – What's in these muffins? Why is one radioactive? Why is one made of metal? Why is that one on fire? Why are there ten random ones in this bag? Why do they restock every week?

Pile of Dung [100 CP] – It's a pile of dung. You're not sure why, but when you throw it at opponents, the smell seems to disorient them more than it should. Also, you get a new one every five days or so.

Basic Arms [Free] – A snug-fitting shirt, wooden sword, and wooden shield. You should be able to reach the Battledome with these.

Novice Arms [100 CP, free Soldier, Drop-In] – A set of leather armor with a buckler (bearing your Land's sigil) and a steel sword. Now you'll actually last a couple of rounds against the Chia Clown.

Ranking Arms [200 CP, free Soldier, discount Drop-In] – This set is fully themed after your home Land, consisting of an armor and shield of your homeland's strongest material (metal for most, stone

for Tyrannia, Maractite for Maraqua, energy for Virtupets or Kreludor, etc.), and a masterwork sword in your Land's style of blademaking (a khopesh for the Lost Desert, one with faerie wings for Faerieland, one made of some kind of super-obsidian for Tyrannia, a Maractite sword from Maraqua, etc.)

Heroic Arms [400 CP, discount Soldier] – The armor is the same as the Ranking Arms, save for its enchantment - resistance to one of the magical elements. The shield is also enchanted with this resistance. The weapon, furthermore, is a powerful weapon unique to your Homeland:

Maraqua – Kelpbeard's Trident, a recreation of the Maractite trident wielded by the King himself. Its very touch is the bane of any creature weak to water, and like all Maractite weapons, cuts through water as if it were air, allowing use anywhere.

Faerieland – The Battle Faerie's Axe, made in imitation and honor of the Battle Faerie herself! It strikes with fire, air, AND light to crush enemies weak to any or all of them.

Haunted Woods – Ghostkersword, a sword that deals great deals of Air and Darkness damage and can phase through shields.

Tyrannia – A Monoceraptor's Claw, taken from the corpse of the foul Monoceraptor itself. It deals heavy light, earth, and fire damage, and gives an impression of seniority – few remain who fought in the war against that creature to save the then-newly-rediscovered Tyrannia, but all of Neopia has heard that creature's name.

Mystery Island – The Island Mystic's Staff, capable of blocking the light and dealing great air and darkness damage.

Krawk Island – The Pirate Captain's Cutlass, a blade made for shipboard combat that strikes as swiftly as the wind for great air and light damage.

Kreludor – Ylana's Blaster, a raygun that hits for fire, air, and slight earth damage, and never requires reloading or recharging. There is something of a cooldown on it, though – you'll need to wait three seconds between shots.

Brightvale – The Scroll of Knowledge, a powerful mystic scroll dealing damage of every element besides earth, but not as much of each as more specialized weapons.

Meridell – Skarl's Hasty Club, a surprisingly strong spiked leg of mutton that deals heavy earth and air damage.

Lost Desert – The Scarab Ring, a magical ring that deals minor water and darkness damage, as well as blocking a good chunk of fire damage.

Virtupets Space Station – Dr. Sloth's Personal Bath Buddy, a rubber duck that deals damage no rubber duck has any right to be doing, in minor fire, minor darkness, and major water flavors.

Roo Island – Von Roo's Dice, the powerful darkness-aligned dice of the island's most prominent vampiric inhabitant. While they deal both minor dark and minor air damage, perhaps their true value lies in the fact that only a Neopian would expect you to fight with a pair of dice.

Darigan Citadel – The Darigan General's Sword – once merely a masterwork steel blade from the Citadel. However, the darkness damage it now deals is drawn from the frustration, rage and despair of its previous owner – a Neopet who found his favorite weapon rendered more and more irrelevant in the Battledome as time passed, yet still refused to switch to a different weapon.

Terror Mountain – The Snowager Sword, capable of releasing icy blasts (which deal minor air and water damage as well) and blocking a good deal of fire damage.

Fyora's Rod [800 CP, discount Scholar] – One of the most powerful wands in existence – it magnifies the holder's arcane power greatly. Once, Queen Fyora used it to seal the Darkest Faerie under the sea for a thousand years.

Book of Ages [600 CP, discount Explorer] – This single, convenient book will, when you encounter any land's history and discover its truth for yourself, record your findings. The book itself is utterly indestructible, but attempts to use it as a melee or ranged weapon will fail. You may also find tidbits in

it that you might not have noticed in your examination – these minor clues could be helpful...

Super Attack Pea [1000 CP] – A pea with a tiny cape tied around it. When thrown, it can make quick work of any mere mortal, and might even, with a strong enough throw at the head, cause serious injury to a world-threatening monster. Just make sure they can't resist earth and air damage too well – after all, no *one* Neopian item can stand before it, but with enough shields...

Section 5: Drawbacks

You can take up to +600 CP worth of points from Drawbacks. Any additional Drawbacks are just for flavor.

Destitute [+100 CP] – You will never have more than 30,000 Neopoints at any given time. Keep in mind that tens of thousands of Neopoints is actually not that rich at all, considering there are items with prices approaching 1,000,000 Neopoints, and factor in the fact that shopkeepers will be able to tell what you've earned in Neopia and what you haven't, and, well...

Boochi [+100 CP] - Awww, look at that adorable baby Bruce! Isn't he just... wait. Is that bottle a ray gun? Wait no, what is he- oh. Ooooh. Looks like you're a baby for a while... and if you cure that? He'll find you again, somehow, you just KNOW he will.

Pant Devil [+100 CP] – The Pant Devil knows where you are, and he's coming for your items! Don't think he doesn't know how to use that key of yours, either...

You Idiot [+200 CP] – Whether it's obvious traps, clearly painful laser cell bars, or levers that say DO NOT PULL, you have an irresistible urge to touch things you really shouldn't be touching.

Hopelessly Lost [+200 CP] – This never ends well. How did you get to the Lost Desert trying to walk to the store? Seriously, it's like you just have no sense of direction.

AAA [+200 CP] – Aristotle A. Avinroo, game expert EXTROADINAIRE (and insufferable plot-climax-interrupting smug jerk) will challenge you to his favorite minigames at every opportunity. Even if you win, he'll still waste your time, even if Dr. Sloth himself is attacking.

Ear Worm [+200 CP] – GET IT OUT! GET THAT SONG OUT OF MY HEAD! WHY IS THE ICE CREAM MACHINE MUSIC SO CATCHY? MAKE IT STOOOOOOOOOOOOOOOP!

It's Just A Carrot [+200 CP] – You just can't stop seeing innuendos and other unsavory imagery where there really aren't any. Expect this to get you into trouble. A lot.

Vital Imagery Abandoned – Current Obstruction Maddening [+300 CP] – Well, this sucks. Everything

around you just seems... wrong. Orange slime logos slapped onto everything, the villains are campier and less threatening, the heroes are cardboard cutouts when it comes to depth of personality, and the fun and soul seem to have been sucked out of it all. Also, you'll have to deal with all the pets sporting the latest fashions you can never have and rubbing your face in it.

Spot The Constellation [+300 CP] – Not only will you be basically hopeless at solving puzzles, the world will be counting on you to decipher hopelessly difficult puzzles so you can obtain what is needed to restore a kingdom's memories or save the world or fix a satellite.

IT'S REAL, I TELL YOU [+300 CP] – You will spend your ten years compelled to provide proof of the existence of the clearly mythical Jelly World. However, all methods of documentation of its existence will simply decay or be lost to the winds once they leave your hands. This will not be fun.

Grey [+300 CP] – Your clothes and body are all colored gray, your eyes are red from seeming exhaustion, any wings you might have are tattered at best... and you've forgotten your name. All of this has left you unshakably depressed, to a supernatural degree. The motivation to do just about anything escapes you, and your very presence sucks the happiness out of the room – it's just that sad to look upon your fate. Not even some of the most vile villains out there would wish this fate upon you.

Regardless of what Drawbacks you've taken, they are revoked at the end of the ten years you spend here. You then have three choices.

Homepage – You had to go home someday... You return to Earth with everything you have earned so far.

Something Has Happened! - You have decided, for whatever reason, to remain in Neopia. You retain everything you have earned so far, living out the rest of your days in Neopia.

Ever Onward – You move on to the next world, taking everything you've earned so far with you.

Before you go on... there's someone who needs to speak with you.

...ah, yes! There you are. I was told you'd need a bit more information before you began your journey here? Well, I'll tell you what I know. Two thousand years ago, that villain Dr. Sloth arrived to a much more barren Neopia. There was nothing there but blank brown plains, purple-clouded sky, and vile gray swamp. He fiddled about with them in his scientific way and made twisted creatures, until one day, no-one knows exactly when, a ray of light burst through the cloud.

Where the light touched, the mud-creatures melted and the land turned green and growing and beautiful! Well, Dr. Sloth didn't like that one bit. He began to retreat, but not before noticing something intriguing... the first Neopets! He knew he'd have to come back later if he wanted to know more about these creatures...

Time passed, and the lands were founded one after another – the Faeries took up residence in the sky, Tyrannia and Terror Mountain were settled, Meridell and Brightvale were founded, and the Gebmids of the Lost Desert rose from the sand. Not all was well, however – there were villains in those days as well. Corrupt cities and villages, roving bandits... and a traitor among the leadership of the greatest city of that age. Eventually, a thousand years ago, the Darkest Faerie threatened to conquer all of Neopia. The Faerie Queen Fyora stopped her, turning her to stone and sending her to the bottom of the sea, but legend says an ancient city called Altador was too late to be saved. The Darkest Faerie herself was, in actuality, the very traitor who brought Altador to its knees.

In any case, more time passed. King Coltzan I founded Sakhmet in the Lost Desert, the Darigan Citadel appeared, a city called Qasala was lost to the desert sands, and much (but not all) was well until Year One. Dr. Sloth returned with a scheme to mutate all of Neopia. He was thwarted, but next came the curse of Captain Dread and the Maraquan whirlpool. The city was lost, but rumor says the king and the survivors are rebuilding. Then there was that blasted Monoceraptor and the revelation of Tyrannia, the aftermath of which is still felt to this day, the death of King Coltzan III in Sakhmet the next year, which nearly caused a succession crisis, the war in Meridell, the volcano on Mystery Island

erupting thanks to that evil shaman... it's been a strange last few years. Fyora watches over us, though, and all is well for the moment. Who am I, you might ask? ...that's not important. Just know that you should be ready for anything.

...oh. You wish to speak with them, as well, my lady? Very well, then.

I will be brief, traveler. I trust that you will make the best decisions for Neopia during your stay here... and if you do not, I will be aware. Be warned – there are those who will seek to turn you astray.