



The Adventures of Lunk
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The Story Thus Far

In the Kingdom of Hyrule, there lived a boy in green. Sadly, this is not Hyrule and thus not that story. Instead, we arrive in a small sleepy little town in a nondescript kingdom. It has its own issues, true. A foul and terrible wizard by the name of Stormy Thorncastle looms ominously in the distance, and regularly sends out his soldiers to kidnap the princess as part of his wicked schemes. Luckily, a brave young boy by the name of Lunk stands at the ready to rescue her whenever she needs to be rescued, and the citizens of the land stand at the ready to provide whatever aid they can... assuming Lunk will help them with a little favor first. All in all, a fairly standard story about heroism, wouldn't you agree?

Too bad it's all a lie.

+1000 cp

Origins

Hero

Thou art a hero, the one chosen by fate and destiny! Possessing great reserves of courage and half of mind and body, it is upon you whom the hands of fate place themselves. ...Well, I hope that describes you at least. The other guy is kinda... eh. Sure, he means well, but boy does he leave more than a bit of collateral damage behind him.

Villain

Weird skin color? Check. Unusual nose? Check. Magic powers? ...To be determined. Congrats jumper, you've officially landed yourself the role of villain in this world! That's not a good thing, as it means that you'll be expected to periodically kidnap a princess and thus face the wrath of Lunk each and every time. Try not to die!

Actor

Allow me to tell you the grand secret of this world. There are no gods. No spirits. No destined hero. It's all an act, a game, meant to distract the greatest known threat to the world itself - Lunk. And you are one of the ones responsible for keeping the story intact, ensuring that he never even attempts to apply himself to anything beyond the role of "hero". DO NOT let him find out the truth.

Discount Rules

100 cp perks and items are free to respective origins, and the remainder are 50% off as appropriate.

Perks

Hero

100 cp - L One Thousand

While most may dismiss you as a simpleton, the fact is you are a quest resolving machine, which is only slightly hyperbolic. You have a sort of H.U.D that allows you to keep track of things such as quests you've received as well as performing some sort of analysis on whatever is in your vision although the information is pretty basic. This should increase your general efficiency in quest solving; perhaps with a bit of creativity you could even find a way to solve two quests simultaneously.

200 cp - Stomp Stomp Stomp

To reach your destination, hero, will be quite the adventure. First you must travel around the mountains and - oh, or you could just walk through the mountains, that works too. You can always find the shortest route to your destination no matter how stupid it may be. Walking through mountains instead of around them, launching yourself with a catapult while in a barrel, taking a boat and continuously punching it to build momentum - really, the sillier the idea the more likely it is to get you where you're going quickly. The princess won't have to wait long.

400 cp - Purity Of Heart

To be a hero is no small task. One must have many characteristics - purity of heart, valor, courage - all traits you possess in spades. Not only do you possess the makings of a true hero, but everyone from the humble farmer to even beings like fairies, mystical items and the gods themselves acknowledge you as a hero and help you on your journey. This has nothing to do with them being terrified of you. Nope, nothing at all, you're just that great of a hero.

600 cp - Got Milk?

When you were a kid you drank far too much milk every morning to help you get large, and as a result have become roughly the size of a barge. You are a towering mass of muscle that is absurdly strong. You can bury people into the ground just by pushing on their head, pull tectonic plates together and even pull the sun close to the Earth like a mythological demigod. This strength is at its fullest when using it for extremely dumb solutions to problems, such as pulling another landmass towards you to cross a gap instead of finding another way around or bending a lava river 90 degrees to walk past it. Pretty much nobody and nothing can really pose a threat to you in this world except Lunk himself.

Villain

100 cp - My Name Is Stormy Thorncastle

It's not hard to see why you of all people are evil. You've got a naturally villainous look to you which can intimidate commoners and evil goons alike, cementing you a reputation as a truly fearsome villain if you seek out such a thing. Of course it's far less effective on courageous heroes or those simply too stupid to be scared. Please don't tell Lunk I said that. Still, if none of that matters to you, then take heart in this - you can also have the most ridiculous nose ever if you want it, and all of your kids will also be stuck with it.

200 cp - Sinister Schemes

What sets a true villain apart from a common goon or mook is often not a matter of mere physical strength, but rather wit and cunning. You can come up with all sorts of clever schemes to get the drop on your foes or take over the kingdom, and you're even adept at dungeon and puzzle design. Those brutish heroes will struggle desperately under the might of your intellect. That is, assuming they don't just brute force their way through your machinations but who could do such a thing?

400 cp - Wicked Illusion

As is often the case with evil wizards, all is not as it seems with you, for you possess the ability to disguise yourself using magic to appear as someone else. You could take the form of a decrepit old man and enlist the help of your nemesis in some task with them none the wiser as to your true identity. You can switch your appearance in an instant, with the only indication of the change being a puff of magical smoke. You're not too shabby of an actor either. How truly devious you are!

600 cp - Designated Villain

While being evil often has its benefits, here and now it comes with one rather massive downside - Lunk. Facing down his wrath is exceptionally bad for your health, let alone doing it on the regular. And yet, despite this it seems that you're not only still alive, but thriving. You possess an unparalleled ability to bounce back from just about anything, be it failed plans or grievous bodily harm that would have killed any other person. Even death itself can't entirely stop you, as once per jump you'll just mysteriously get better from what should have been an outright fatal assault.

Actor

100 cp - Small Words

Sometimes it can be difficult to communicate with someone, especially if they're a bit dense. Thankfully you're quite skilled at talking to people and making sure they understand what you're trying to get across even if they're an animal or someone like Lunk who's not the sharpest tool in the shed. You can be sure the hero will be off to save that princess, even if he causes some - well, a lot of destruction along the way.

200 cp - Patience of a Princess

The worst part about being the designated damsel in distress is the waiting. Who knows how long it's gonna take for the hero to come save you while you're stuck sitting in a tower? Luckily you don't seem to mind, in fact it doesn't bother you much at all. You can sit in one place pretty much forever with no problems, to the point where you could starve to death waiting in one place, not that you would do that unless you felt like it for some reason. Just hope that everyone doesn't forget about you being locked up, as that might end poorly.

400 cp - You Are A Hero!

If you need something done but you can't (or don't want to) do it yourself, who's going to do it? A hero, of course! You're very good at convincing people to do things for you through a combination of pity, flattery and general social skill and likeability. If you come up with a good enough sob story you'll be bound to find someone heroic enough to take on your task for you. If the tasks you ask get to be a bit much you may need to start throwing incentives like money or magical items in, but either way you shouldn't have to do much yourself.

600 cp - The Princess Needs Saving Once Again

It is well known that history moves in cycles and often repeats itself, but in this day and age it is taken to the extreme - after all, it is being actively propagated. The adventures of Lunk are no fated thing to happen, but rather a clever series of schemes devised by his dad to distract him as much as possible. Through lying, through bribery, through connection, and through mutual fear, you may craft a narrative for the whole of the kingdom to follow, and follow it they shall. With the right connections and the right bribe, you might even convince a great fairy or lesser deity to help you spin your story into reality. Just... try not to get caught out in this lie. It would be terrible for your health.

Items

Hero

100 cp - Lunky Chunks

They're not part of a balanced breakfast! You have an unlimited supply of the Lunky Chunks™ breakfast cereal, a delicious and (not so) nutritious treat that you can eat first thing in the morning! Or whenever you want, I'm not your parent/guardian. Goes great with goat milk!

200 cp - Tutorial Guy

When you're about to set out on a grand adventure, you need someone to explain some things to you. You know, the lore of the game, how to use your sword, press A to talk to people, things like that. That's where your good friend Mr Guy comes in! He knows all the old legends, can point you in the direction of just about anything you want to find, and can even explain how to use damn near anything to you. He's also got an exceptionally hard head if you felt like using him as a weapon instead of going on a sidequest to earn his supposed family relic for some reason.

400 cp - Heroic Tools

Even the mightiest of heroes can't succeed in their quests without the right equipment. Luckily that is what you have at your disposal. The Hero's shield, the sword of legend, a grappling hook, a fishing rod and a massive swarm of butterflies trained to act as a mount are all at your disposal in whatever Noble quests you may embark on. Of course if you're anything like Lunk you may end up using these in rather bizarre ways, but that's all part of the fun!

600 cp - Forest Town

Your very own home away from your dad's house. This is a peaceful little town inhabited exclusively by children, fairies and one wise old tree. You have your own treehouse here and all the inhabitants seem to like you. The wise old tree is even willing to offer advice whenever you need it. The perfect place from which to embark on your own adventure! Just don't mind the wise old tree's tendency to ramble on and on and on and on, I promise that he actually has neat stories to tell.

Villain

100 cp - Telescope

From up high on their tower, the wizard can see all in the kingdom! Not with their wizard eyes but with their trusty telescope. This device is good at what it does best: letting you see things from very far away, even all the way across the kingdom. It could also be used to gaze at the stars if that's the kind of thing you're interested in.

200 cp - Minions

There's no need to do all the evil work yourself. Not when you've got loyal goons to do it for you! That's why you put out an ad in the local paper for some people to larp with you as the bad guy in this great game that you play. Oddly enough, most of these guys somehow failed to notice the "game" part of things, and as such are fully committed to their role. Oh sure, they aren't much to look at and are mostly fodder - you know, the fantasy staples of goblins along with a few orcs and the odd animated armor. But hey, more bodies between you and Lunk, right?

400 cp - Dungeons

A hero would be foolhardy to believe that stopping you is as simple as marching straight to your castle. No, you've set up many obstacles in their path to ensure they won't reach you and stop your nefarious schemes! You've got seven dungeons filled with deadly traps, perplexing puzzles and evil minions, custom designed to slay whoever dares enter. They cover various elements as themes and they're somehow always an obstacle to your enemies. Maybe they hold the keys to your secret sanctum or the pieces of some sacred artifact needed to stop you. Whatever the case, it would take a mighty hero indeed to simply casually blow through these marvels of engineering.

600 cp - Stormythorn Castle

Tall. Imposing. A wicked spear piercing in the heavens, attempting to lord dominion over all who see it and can be seen from it - the Stormythorn Castle. At least, that was the original idea. While the castle itself is hilariously evil looking and twice as spiky, there's actually fairly little evilness going on in here as the place is nothing more than the ancestral home of the Thorncastle clan of wizards. Now admittedly it does have a small army of orcs and goblins as custodians, and it does have an armory that's full to the brim, but a good portion of those weapons are props, meant for little more than intimidating the world into leaving you alone. In effect, it's the perfect place for an evil looking wizard to live in peace as he raises his own child and teaches them perfectly ordinary magic.

Actor

100 cp - Smartphone

Hang on a moment, I thought this was a fantasy world? What are you doing with a phone? Weird. Well, it seems that this world might be a tad more technologically advanced than it's letting on, which is why you're now the proud owner of a smartphone. Useful for communicating with others, capable of being recharged by being dunked in milk, and durable enough to survive being stepped on by Lunk, this little thing has literally dozens of games downloaded onto it. Which is probably the best part about it, especially if you're one of the actors that's going to get "kidnapped" and stuck in a room for god knows how long.

200 cp - Power Suppressing Drugs

To keep Lunk under control, his father and later on the entire community have begun to take certain measures. This is one of those measures, the nine delicious secret ingredients of the Lunky Chunks breakfast cereal - that is to say, nine different kinds of tranquilizer, muscle relaxants, and other various sedatives that you've somehow managed to acquire in absurd amounts. While they are oddly effective on anybody with super strength, they're still not actually powerful enough to make Lunk genuinely weak. Just make sure not to accidentally drug yourself.

400 cp - Social Networking

You think it's easy to tell a lie so large that the entire nation agrees with you? Hah, no. It's really not. Thankfully, you know a guy or two. And each of those guys has some friends, who in turn have friends of their own. And all of them have a terrible thirst for a nice tall glass of goat milk. Simply put, you have a network of acquaintances, customers, former neighbors, and even a handful of spirits and fae that you can call on with minimal difficulty in the event you need a favor. You'd think that a magical fairy would be above such things as base bribery, but thanks to an introduction from your ex girlfriends brothers cousin college roommates aunt, who the fairy once gave a minor blessing to, you at the very least have a foot in the door if you want to try and have them lie to your son that he's a legitimate hero.

600 cp - Dad's Miraculous Goat Milk

You wouldn't think that milk from goats would be anything really special, and thanks to the whims of some great cosmic joke, you would be wrong. This small farm produces what is quite frankly some of the best milk in all the land. You might even say that it was worth its weight in gold. As for why the milk is miraculous? Well, for starters the milk is absurdly healthy to the point that it serves as a decent health potion, turning what would be six months in traction into six days, or even into six hours with enough of it. Drink enough of the stuff - a truly absurd quantity, for those wondering - and you might even find your health growing beyond its normal limits. Supposedly this is the secret to Lunk's own strength...

Companions

100 cp / 300 cp - Reliable Companions

Ah, I see you've had some adventures of your own in the past. If you'd like to bring in some of your old companions you may pay 100CP to import up to two of them or 300CP to import a whopping eight. Companions get an origin and all the same discounts as you as well as 600CP to spend on whatever they please.

100 cp - Newfound friends

Of course if you'd like to take someone from this world along with you that's fine as well. For 100CP you can take two people from this world with you on your future adventures. Even Lunk can come along, which I'm sure the residents of this kingdom would appreciate, although he's quite the handful.

Drawbacks

+100 cp - Lactose Intolerant

And perhaps even Lunktose intolerant as well. Yes, it seems you and milk just don't mix. Be it goat milk, cow milk, or even "milk" made from almonds, your body simply refuses to get along with the stuff. Unfortunately it seems like milk is the only thing anyone around here drinks so you'll just have to deal with the side effects for the duration of your stay in this land. Thankfully, this doesn't extend to other dairy products, such as ice cream or cheese.

+100 cp - Ignored

Hark adventurer, I can aid you on your quest! But first I'll need you to ...aaaaand he already left. For some reason folks just won't help you out. You won't get brave adventurers willing to embark on quests to help your sick daughter or expand your butterfly collection, not even Lunk himself. Which is awfully rude of them given that meaningless sidequests are part and parcel with being a hero, but I guess that's a Hyrule thing and not something you can benefit from. Sadly, you'll have to resolve your own problems from now on.

+100 cp - Arthritis

Normally, when you arrive in a place like this I'd assume you to be a strapping young lad, or a beautiful princess just barely into her womanly years. That's no longer true. You see, you're old. Old enough to have grandkids that are strapping young lads and so forth. And sadly, you have one of the issues of being just that old - you're fragile. Moving quickly is painful to you, and the constant vibrations of Lunk's every movement make your bones ache. You might even throw out a hip if you try to lift something too heavy or walk without a cane. Be careful with yourself, you hear?

+200 cp - Jumper's Sidequest

Yes, yes, we must save the princess but not before we get done fishing! You just can't resist doing whatever inane task someone sets before you. Whether it's saving a maiden from a dungeon or collecting all the fancy spiders in the Kingdom you'll feel an irresistible urge to do it in place of whatever much more important duties you may have had. The princess may be waiting a while.

+200 cp - Princess

Oh dear, it seems you've been kidnapped and forced to sit in a room! Well, it's not really that bad but it's pretty inconvenient. Every once in a while you'll get kidnapped and forced to stay in one room waiting for a hero to come rescue you. There's no way for you to escape and while your hero will come it's not gonna be quick. Sitting in one room for days or weeks on end is pretty damn boring so you better hope you brought something to entertain yourself.

+300 cp - Do You Understand?

Jumper it seems you're very ...special. Much like Lunk you are extremely dumb. You can barely understand what people are saying to you unless they speak slowly, even basic puzzles are beyond your grasp and tricking you is as simple as someone just telling you something, as you're far too dim to question what they say. You will likely become a danger to yourself and others as your solutions to problems will tend to be quite violent. Hopefully you won't cause too much trouble, but who am I kidding?

+300 cp - LUNK MAD

What have you done?! Whatever it was it must have been pretty bad because Lunk is furious with you. Something on the scale of finding out that everything he knows is a lie and that you're directly responsible for it. Or maybe that you're an Actor and not actually a princess. He'll find you wherever you are and travel to you at incredible speed like a maelstrom of destruction. Once he gets his hands on you he's gonna smash you into a pulp. Your only hope would be reasoning with him but... good luck with that.

The End

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