Zack & Wiki

Quest for Barbaros' Treasure

Have you heard the tale of Treasure Island?

Treasures from around the world rest beneath its sandy surface.

Many have tried to seek for its treasure and the legendary ship...

What? You've never heard of the legendary ship?

It's the twinkle in every pirate's eye. It's the beat that makes a pirate's heart skip.

I know Treasure Island. And I know the legendary ship.

Then... I met a young lad seekin' to become a world-famous pirate.

This is how the story begins.

The Sea rabbits are a small and shabby pirate crew with far more ambition than sense. The newest member of the team is a young human boy named Zack, accompanied by his best friend Wiki, a peculiar flying monkey with the ability to transform into a magic bell.

One day, they are attacked by the Rose Rock Pirates, led by captain Rose. In terms of ability, they aren't much better than the Sea Rabbits but make up for their incompetence with their captain's seemingly inexhaustible wealth.

During the attack, Zack and Wiki are forced to abandon their plane. However, in a strange turn of fate, they land within sight of a cursed treasure chest, containing nothing but a skull made of solid gold. This skull houses the soul of the Pirate King Barbaros, who used his own riches and dark magic to create Treasure Island. He tells the apprentice pirate that he has been cursed, his body transformed into pieces of treasure and scattered throughout the continent. Should they collect his body parts and lift his curse, Barbaros promises to not only show them the way to Treasure Island but grant them his legendary ship.

Zack naturally accepts without hesitation, too blinded by his youth and the promise of riches to question whether such an infamous pirate would really give up their fortune so easily.

You arrive moments before the attack of the Rose Rock Pirates. Will you help Zack in his quest? Assist Rose in her ambitions to claim all the world's treasures? Snatch up Barbaros' fortune for yourself? Whatever you do, you receive ***1000 Zennys*** to determine how exactly you fit into this world. You'll be here for 10 years.

Affiliation

Choose age & gender freely. Any origin may be Drop-In.
If you pass on your default starting location (or your choice doesn't provide one), you can start near any of the in-game levels, barring Treasure Island.

Wild Creature ~ 0 Zennys

You aren't a pirate at all. You're one of the various critters that call this landmass home. You could be a giant centipede, a snake, or even one of the relatively more intelligent species like goblins. You aren't significantly stronger than a human without making additional purchases down the line.

Ragtag Pirates ~ 0 Zennys

You may not be the richest pirates around, but nobody can say you lack spirit. You can either be a member of the Sea Rabbits, or a similarly ill-equipped band of pirates. In the former case, you can start either in the Sea Rabbit's hideout, or the same plane as Zack and Wiki when they were attacked.

Noble Pirates ~ 0 Zennys

What good is a pirate without the funds to fully arm themselves? You are a member of the Rose Rock Pirates, or a different pirate crew with a similarly wealthy captain. In the former case, you start on the Rose Rock Pirate's blimp as they begin to bomb the Sea Rabbit's shoddy plane.

Dread Pirates ~ 0 Zennys

At the end of the day, a pirate is someone who strikes fear into the heart of men and pilfers without remorse. You could be an undead remnant of Barbaros' crew, or the member of a similarly cruel pirate group. In the former case, you may start in any of Barbaros' hideouts, aside from Treasure Island.

Species

The people of this world can be quite diverse in appearance. There are a few fairly normal-looking humans running around, but you'll see just as many talking rabbits, animated skeletons, or bizarre chibi humanoids. You may choose to retain a human appearance or choose one of the more diverse body types seen in this world. This won't provide you with any notable advantages or disadvantages.

If you wish, you can make small aesthetic modifications to your appearance. Like an impossible hair or eye color or just make yourself a freak like Barbaros with blue skin, blazing red eyes, shark fins on your elbows, and a golden skeleton. You can choose to retain these aesthetic tweaks after this Jump if you'd like.

For an additional ***500 Zennys***, you can choose to be an enormous monster, like the Chilleon, Swelesourus, or Hexaleg, with a potent affinity with a particular element or environment. Such as being able to swim through lava and eat fire, launch beams that can freeze a target solid, or cause whirlpools in the sea as you swim by.

General Perks

Jolly Roger ~ 0/50 Zennys

What is a pirate without a flag to call their own? You can design a particular insignia that represents you and those under you. It could be a rose in a heart, a tentacled beast, or some variation on the classic skull-and-crossbones. You can retroactively apply this symbol to as many or as few of your fiat-backed possessions as you please. For an additional ***50 Zennys***, you can also choose a more general aesthetic to apply to your possessions. Whether you want them to look like they were carved out of ice, discovered in an ancient temple, grew out of a tree, or maybe you just want to ape Barbaros' ancient Egyptian/Aztec look.

Secret Treasures ~ 100/200 Zennys

Barbaros had some odd tricks to hide his treasure. Even more odd was that these were rarely "treasures" in a conventional sense. By purchasing this, you will find similar treasures in future Jumps. Normally these require a special magical bell to open, but for some reason in your hands any bell will do the job.

The first type is "Mysterious Treasure". These Are peculiar tiles resembling 8-Bit representations of people, creatures, items, etc. from worlds you've previously been to. These can be found just about anywhere. As you go about your travels, you'll randomly see spots emitting golden sparkles. Ring your bell at these sparkles and there's a random chance a Mysterious Treasure will pop out, otherwise you'll just get a few ancient coins and will have to come back at a later date for the sparkles to return so you can try again.

The second type is "Secret Treasure". These are far more involved. They are hidden in treasure chests that only appear when one performs some specific series of actions in a specific location. Hidden throughout the land are various secret maps. Following these will bring you to a location where a piece of "Ancient Lore" can be found. These are short riddles that can be used to figure out where the Secret Chest is located, and how to reveal them. Secret Treasures are quite bizarre in their own right. They either contain a map leading to another piece of Ancient Lore, a statue of an enemy or ally from the world you found it in, or against all logic a disembodied song that you can either plant into a book or automatically added to any soundtrack perks you might possess.

Between Mysterious or Secret treasures, you can usually find 40-50 treasures hidden throughout a given Jump as a result of this purchase. The Sparkly Spots, Secret Maps, Ancient Lore, and Secret Chests are all generally found on the same landmass or geographic area, often whichever one you start or will be spending the majority of your time in that Jump.

If you aren't the sentimental type and want a more monetary reward, you can pay an additional ***100 Zennys***. This doubles the number of Secret Chests and Sparkly Spots. However, the number of Mysterious and Secret treasures remains the same. All the others will instead contain stashes of more conventional booty. Gold, silver, jewels, etc. Now that's a treasure worth hunting for.

Wild Perks

100 Z Perks free and others half-off to ***Wild Creature***.

Little Dynamo ~ 100 Zennys

You are just a little beacon of energy and enthusiasm. In addition to that, it makes others far more tolerant of you. As long as you aren't total dead weight and aren't actively malicious (or are good at playing dumb) others will usually give you a pass for being a constant nuisance or actively messing with them.

Lucky Ducky ~ 100 Zennys

You have a magic dance or song that allows you to attract money. You need to be within a few feet to collect, but any nearby currency will be automatically pulled into whatever means of storage you have available. You may also choose to alter your fur/feathers/scales/hair/etc. to resemble flawless gold.

King Jump ~ 200 Zennys

Like King Growl who rules the goblins, you are far larger and stronger than is normal for your species. If your species is normally close to humans in built, you're closer to a silverback gorilla. Just imagine your might as a species that is powerful by default. Can be toggled on a per-Jump basis.

Airborne ~ 200 Zennys

While in any form possessing a tail, you will be able to rotate it at great speeds to fly like a helicopter. You can use this to survive long falls or float a few feet off the ground indefinitely but attempting to fly any higher or faster will greatly exhaust you, similar to sprinting the same distance.

Locked Tight ~ 400 Zennys

Last I checked, treasure chests don't curse themselves. On chests or any similar containers, you are able to infuse them with a ghost-like presence. This force will repel any who attempt to open or destroy the chest. This makes it almost impossible to open the chest without somehow dispelling this curse first.

Purification ~ 400 Zennys

There is magic in you. You are capable of a particular song or dance that can dispel all manner of mythical curses fused into physical items or beings. Weak curses can be dispelled in a few seconds, stronger ones can take minutes, while those with godlike magic behind them can take days.

Itemization ~ 600 Zennys

You are capable of transforming into a golden bell or some similar instrument. The sound you produce can magically transform living or even undead beings (as long as they have a physical body). Animals become useful tools like bombs or umbrellas while most intelligent beings become small totems. Exceptionally powerful beings might turn into an assortment of magic artifacts instead. You can ring yourself again to reverse this or simply wait for it to wear off.

Ragtag Perks

100 Z Perks free and others half-off to ***Ragtag Pirates***.

Jumper Style ~ 100 Zennys

You're one cool rabbit. You emit an unmistakable aura of coolness and reliability. Even when you're hiding in a barrel like a coward, something about the way you carry yourself puts people at ease. You make them feel like you have everything under control, even when it is abundantly clear that you do not.

Counterfeiting ~ 100 Zennys

Once Barbaros betrayed the Sea Rabbits, there was no point in letting his fancy display coffin go to waste. Like them, you are a master of creating replicas of exotic treasures. They won't have any magical effects, and an expert might be able to tell the difference, but to the laymen, they look just like the real thing.

Post-Mortem Exposition ~ 200 Zennys

Some time after you defeat a major enemy, you will experience a peculiar dream. This foe will confront you in a dark void, swearing their revenge, before unintentionally letting slip a hint about some great treasure or asset of theirs that is just waiting for you to seize. After which they will never contact you again.

Pirate's Apprentice ~ 200 Zennys

Much like Zack, you'll find that groups you're part of give you a bizarre amount of independence. Taking advantage of this will mean far less support, but at the same time they'll be oddly content letting you take on important missions with no oversight. This means you get to keep the bulk of the loot and all of the glory.

Golden Bonds ~ 400 Zennys

There are some connections that not even death can sever. Once per Jump, when an ally sacrifices their life for you, fate will contrive to bring them back to you safe and sound. Even if they were completely annihilated or sucked into a black hole, they'll wash up on a nearby shore in just a few weeks.

Thick Headed ~ 400 Zennys

Zack is freakishly strong for a child. He can survive falling several stories headfirst onto solid stone or lift the entire mast of a ship with his bare hands. You're similarly strong and almost immune to blunt-force trauma. Most impacts will just cause your body to comically flatten before popping back into shape.

Oracle ~ 600 Zennys

You can create small dolls of yourself that others can use to psychically contact you. These dolls can be spent in return for you conjuring images in your crystal ball that serve as hints to solving their current predicament. You can also create Platinum Tickets. When one holding this ticket dies, the ticket will be lost, and they will go back in time to before their cause of death. Until post-Spark you can only make 8 tickets per Jump and only companions/followers can use them.

Noble Perks

100 Z Perks free and others half-off to ***Noble Pirates***.

Hook, Line, & Sinker ~ 100 Zennys

A rumbling stomach and visible ribs doesn't exactly scream "nobility". As such, you have mastered the art of fishing. Even in the midst of a supernaturally mystical hurricane, you can pull out one giant tuna, swordfish, trout's etc. mere minutes after casting your line. Now you just need to figure out how to cook them.

Noble Countenance ~ 100 Zennys

To someone as noble as you, presentation is everything. At all times you perfectly look and act the part of the perfect noble lady/gentleman. Even after enduring an absurd level of abuse, like being grabbed by a giant squid and dragged through the sea, you always look like you just got back from the salon.

New Addition ~ 200 Zennys

As long as you prove to be useful, you find it absurdly easy to ingratiate yourself to strangers or even former enemies. At least enough that you can often weasel your way into any quests or adventures they happen to be partaking in (and maybe even get a cut of the loot). You only have yourself to blame if you fall in with a bad crowd.

Rotten Princess ~ 200 Zennys

For all her whining, tantrums, and ungratefulness, there's no denying the Rose Rock Pirates love their captain. As long as you aren't an otherwise terrible person, your family and allies are oddly content spoiling you rotten and putting up with almost constant brattiness. If anything, they find it endearing. Strangers or enemies, not so much.

The Royal Army ~ 400 Zennys

Even if your underlings are individually weak, slow, and generally incompetent, this gives them a significant boost to their ability to work together to mitigate their individual weaknesses without getting in each other's way. Whatever problems you face, just throw enough goons at it until they figure it out.

Ice Queen ~ 400 Zennys

Who thought curses were so easy to deal with? As long as your body is still technically in one piece, lifting some kind of supernatural effect from your own body is as simple as destroying the entity/construct that inflicted it. Whether you were cursed, petrified, sealed, transformed, or just frozen solid by a spell, etc.

Money Bags ~ 600 Zennys

You wouldn't be much of an elite if you were dirt poor. In whatever setting you find yourself, you'll be part of or connected to an obscenely wealthy family with little issue of you using their wealth for your own whims. You can blow a fortune on top-of-the-line vehicles, weapons, and makeup worth millions, and spend your days miles away playing pirate, and they won't even lift an eyebrow. That's the level of wealth we're talking about. Can be toggled per-Jump.

Dread Perks

100 Z Perks free and others half-off to ***Dread Pirates***.

Cursed Soul ~ 100 Zennys

There's no two ways about it, Barbaros was pure evil, and he loved it. Like him, you are capable of performing cruel or selfish actions without hesitation. Now, this doesn't remove your ability to feel guilt, just makes it easier to act in spite of those feelings. This also makes it almost impossible to distract or manipulate you through guilt.

Dire Presence ~ 100 Zennys

Nobody can say Barbaros was lacking in presence. You have the same talent for chewing the scenery. Even if you didn't have such a booming voice, the perfect evil laugh, and a knack for monologues, you emit a kind of aura that just makes people in your proximity naturally feel more intimidated. All this can be toggled at-will.

Crossed Finger Bones ~ 200 Zennys

Was Barbaros a master of deception, or is everyone else just stupid? Probably a bit of both. You share Barbaros' talent for spinning lies and manipulating others. In addition, even in future Jumps, you'll find that people are naturally willing to trust you, barring those who are abnormally observant or untrusting.

Out of Sight, Out of Space ~ 200 Zennys

You have learned the same magic Barbaros used to hide much of his treasure. This enchantment makes it so these treasures effectively don't exist until a highly specific series of actions is performed in a specific location, causing the treasure to manifest. Be careful not to forget how to get to these yourself.

Haunting Decor ~ 400 Zennys

You know how to infuse spirits into objects for an infinite variety of magic effects. Whether it be furniture that moves at your command, mirrors that are actually windows that create an identical clone of the observer, paintings that you can reach into to produce a variety of tangible phenomena, etc.

Stubborn Spirit ~ 400 Zennys

Your willpower is the stuff of legends. Your willpower even allows you to resist supernatural curses or forced transformations. Compared to others, such spells take twice as long to take effect, are half as potent, and take half as long to wear off when compared to others (assuming they aren't permanent).

Skull & Bones ~ 600 Zennys

The dreadful power to raise the dead. You can seize the soul of anyone you personally kill. You can use these souls to animate mindless mummies, you can put more effort to retain some of a soul's intelligence and skills, or you can just summon the souls outright as invincible phantoms that vanish on contact with natural light. These undead will follow your will, whether they want to or not. Destroyed or purified undead are released from your control.

Crewmates

Trusted Crew ~ 50 Zennys Per

With one purchase, you may import or create a companion with ***600 Zennys*** to spend. Each purchase after the first doubles the number of companions you can create/import through this, to a maximum of 8.

New Recruits ~ 50 Zennys Per

With one purchase, you receive a slot that may be bestowed to any native of this world, with their consent, to make them a companion. Each purchase after the first doubles the number of slots you receive through this, to a maximum of 8.

Gold Bird ~ 50 Zennys

A strange hybrid between a parrot and a golden kettle. This bird will rarely appear out of thin-air due to you meeting some random and arbitrary condition in that location. Ringing a bell at them will cause them to fly in circles and drop a substantial amount of the local currency, before vanishing again. There's no reliable way to discover what this condition is beyond trial and error.

Goons ~ 200 Zennys

A batch of 7 small underlings. They could be chibi humans, anthropomorphic rabbits, reanimated mummies, or anything like that. Frankly, they are all completely incompetent but make up for it with enthusiasm and unconditional loyalty to you (well, either that or they're literally mindless zombies).

Oddly, whenever they're killed, stranded, petrified, disintegrated, shot into space, or otherwise put in a situation they have no business returning from, they'll simply appear somewhere nearby with no explanation, exhausted but otherwise no worse for wear. So you don't have to feel that bad when you drop them into an active volcano filled with hostile golems in order to find more treasure for you.

Bonelich Von Skeleski ~ 100 Zennys

In random locations, you will come across a pile of bones wearing a powdered wig. Interacting will cause them to animate into a half-skeleton-half-gramophone monstrosity who goes by Bonelich Von Skeleski, Barbaros' former musician. They will ask you to use whatever instruments you have available to play a duet with them. Should you fail, they will crumble back to bones, disappointed.

Should you perform sufficiently well, they will reward you with a map that can be followed to eventually discover a hidden treasure chest in the current world.

Rarely, you will come across a variant of him with differently colored hair and eyes. Should you complete their challenge and happen to have a small magical creature nearby, they will instead bestow a cute little outfit perfectly sized for them that gives a slight improvement to the mystical abilities, usually in the form of a subtle range boost. This can only be done twice per creature.

Pieces of the Pirate King

Normally these would only be usable by Barbaros himself, but by purchasing them here, you receive an identical copy that only you can use.

Pirate King's Skull ~ 200 Zennys

An identical copy of Barbaros' skull, housing an identical copy of his soul. Best not to think about the implications of that. He can speak through his skull and use telekinesis to move around. If you can convince him to stop scheming for five seconds, he is an invaluable repository of wisdom on piracy and black magic.

Elend Bracelet ~ 200 Zennys

When wearing this bracelet, you will have the ability to rub your misery onto others through physical contact. Such emotions will leave your body, leaving you calm and content, while your victim is left suffering from however much misery you rubbed onto them without knowing why.

Neid Anchor ~ 200 Zennys

An anchor made of a gold so pure it can make any ship it's attached to look fancy. The anchor seems to magically increase in weight the more envy others feel for you. Depending on the extent of this envy in a given world, it could be as light as a feather or as heavy as a mountain.

Abscheu Scope ~ 200 Zennys

A spyglass with an impossibly great viewing range. If one felt so inclined, they could view spots on the moon with perfect clarity. However, frequent or prolonged use of this scope has the effect of stirring up any feelings of loathing within the user's heart, whatever the target of that loathing may be.

Grauen Goblet ~ 200 Zennys

This goblet is enchanted to make any liquid placed in it taste more amazing. You can even choose to manifest the fear that others feel towards you as a liquid within the cup. This liquid is quite delicious and has the effect of temporarily boosting any dark magic or powers drawn from similarly dark sources.

Verbitterung Axe ~ 200 Zennys

A powerful axe that becomes more powerful the more malice the wielder feels in their heart. It's fairly sharp even without any magic, but it's said there's nothing this axe can't cut. Whether you're trying to chop up a foot of solid steel or slice an entire cow in half, it all depends on if your malice is strong enough.

Leid Goblet ~ 200 Zennys

A cruel artifact with the potential for unimaginable good. Should one fill this goblet with tears of sorrow, the tears will become a panacea that can cure any illness or heal any wound when imbibed. Only tears of genuine sorrow will suffice, tears of joy, anger, fear, etc. will have no such power.

Qual Hammer ~ 200 Zennys

A hammer that inflicts unbearable pain on whoever is struck with it, making it an excellent tool for torture. When one strikes the ground, it will create a localized earthquake. It is said that this is because the enchantment is so strong that not even the ground itself can help but cry out in pain.

Ekel Bracelet ~ 200 Zennys

A bracelet composed of pure revulsion. Whoever wears this will be able to endure any amount of heat. Perhaps because even the heat itself is repelled by this artifact. In theory, one could dive into a volcano and swim through the magma without a care. However, nobody has dared to test this theory.

Zorn Candelabra ~ 200 Zennys

An artifact infused with anger so powerful it can drive men mad. With this artifact, you will be able to conjure raging flames and manipulate them at will. Even those who survive the flames will find themselves infected with rage, making them far more irritable and careless, while in proximity of the flames.

Erstaunen Hammer ~ 200 Zennys

A hammer forged from the terror of Barbaros' victims. This hammer gives the wielder the dreadful power to control nearby water with their will alone or even split the sea in two. It should go without saying the horror that a weapon like this poses to any sailors unfortunate enough to cross you.

Traur Axe ~ 200 Zennys

An axe with the downright abstract ability to cut through regrets, either one's own or that of others. Using this ability causes the feelings of regret to vanish. Those affected still remember what they were/should be regretting, and that very disparity between heart and mind may cause more harm than the regret itself.

Einsamkeit Belt ~ 200 Zennys

The perfect accessory for the man who stands above all. This belt is capable of completely erasing any feelings of loneliness or alienation from the wearer. Even when you have no allies by your side and the whole world despises you, with this belt, you won't feel the slightest discomfort at such a reality.

Groll Anchor ~ 200 Zennys

When this anchor is dropped into the sea, it drags down any resentment directed towards you with it. Those holding personal grudges towards you will find feelings of resentment towards you greatly suppressed until the anchor is retrieved. This only applies to grudges formed before the anchor was dropped.

Angst Hourglass ~ 200 Zennys

An hourglass that helps drain the dread out of one's life. As one watches the sands fall, they will find their own feelings of dread decreasing. All fear and anxiety, regardless of cause, just flows away with each grain of sand. One can flip the hourglass as many times as it takes to reach the desired state of mind.

Entsetzen Compass ~ 200 Zennys

At all times, this precognitive compass points in the direction of either a treasure that you would greatly desire or something that would cause you to experience great despair. There's no way to know which it is until you arrive. Reaching your destination or giving up halfway will cause the compass to pick a new target.

Verlangen Hat ~ 200 Zennys

Barbaros' very own captain hat, which for some reason counts as a part of his body. While this hat is worn, it can convert desire into life itself. The more desire one feels, the more vitality they'll have and the longer their lifespan will be. If their desire was great enough, one could use this hat to live forever.

General Items

Creative Crates ~ 50 Zennys

Everyone knows that pirates keep their treasure in chests, but nobody thinks to ask where all these fancy chests come from? You now have a peculiar magitech contraption in your warehouse that can be fed any raw materials and process it into a masterfully crafted treasure chest to your specifications.

Zack's Favorite ~ 50 Zennys

Much like Zack, you have a bit of a sweet tooth. At any moment, you are able to pull a fresh candy bar from some part of your clothing. It doesn't matter whether you were actually keeping a candy bar in there, as these seem to materialize out of thin air. The bar is never melty, no matter where you pulled it from.

Hideout ~ 100/300 Zennys

You have some static location to kick relax between adventures. It is small, but cozy and perfectly matches your style. For an extra ***200 Zennys***, you can choose a far more extreme theme or environment, even if that places your hideout in an actual haunted house or the inside of a volcano. There are even a few guardian entities to maintain the place and defend against unwanted intruders, whether that be golems, fairies, or just an assortment of ghosts haunting the furniture.

Wild Items

100 Z item free and others half-off to ***Wild Creature***.

Sleeping Mushrooms ~ 100 Zennys

A small patch of mushrooms that acts as a potent sedative. Most living beings will be out cold within seconds of swallowing it, barring beings of exceptional size or constitution. They won't wake even if you ring a giant bell in their ears. Plucked mushrooms regrow weekly.

Earth Guardian ~ 200 Zennys

A peculiar stone construct animated by ancient magic. In other words: a golem. This can either be something like the Orion Walkers, which you can personally pilot like a vehicle, or maybe something like Jeeves which acts automatically to defend and maintain a specific location. Golems are obscenely strong and durable, but not especially graceful, so be careful on unstable ground.

Fire Guardian ~ 400 Zennys

An adorable baby dragon. It can fly and sustain itself by eating fire, which it can regurgitate as needed. If the ball on their head is smothered by water or the like, it will greatly weaken or even kill them. Give them a few centuries to grow, and they'll become an enormous wyrm that can live indefinitely in molten magma and topple all but the strongest fortresses with their flaming breath.

Sea Guardian ~ 600 Zennys

A cephalopod of the same species as the dreaded Hexaleg. This beast dwarfs even the greatest galleons. Torrential storms and unrelenting waves seem to follow wherever this beast attacks. Lucky you that this creature has inexplicably taken a liking to you and will follow your orders in an almost doglike fashion. It's just a shame that they can only survive in the water.

Ragtag Items

100 Z item free and others half-off to ***Ragtag Pirates***.

Oracle Doll ~ 100 Zennys

A doll resembling a rabbit in a wig and sunglasses. By sacrificing this doll, you will be able to briefly summon the oracle it depicts, who will use their abilities to give you a hint to resolving your current predicament. The doll will be lost, but you will gain a replacement at the start of the next week.

Loaned Wings ~ 200 Zennys

Despite what you think of when you hear "pirate" most of them spend far more time in the skies than the seas. You have your own personal plane. It's not much to look at, but it has enough space for about 6 passengers and plenty of cargo. If lost or destroyed, it'll inexplicably reappear in your warehouse or a property of your choosing in perfect condition one month later.

Platinum Ticket ~ 400 Zennys

An invaluable tool for a pirate lacking in caution. Should you die, regardless of cause, time will stop for a few minutes while your consciousness decides whether to use this ticket or not. If so, you will be sent back in time to shortly before the last choice/mistake you made that ultimately got you killed. If used, you will not receive a new ticket until the start of the next Jump.

Golden Bell ~ 600 Zennys

Apparently Wiki had a twin. This golden, flying, talking monkey has taken quite a liking to you. Like Wiki, they are capable of transforming into a large golden bell. Ringing this bell can dispel curses or transform living beings into items. Intelligent beings (usually) become small, nearly indestructible totems, while animals become useful tools like saws or umbrellas.

Noble Items

100 Z item free and others half-off to ***Noble Pirates***.

Royal Rod ~ 100 Zennys

A finely crafted rod and a potent symbol of your authority. Orders given while holding this are almost twice as impactful. Not only that, if you give this to someone else of your own volition, those under you will intuitively recognize this as a sign that they should follow that person's orders as if they were your own.

Armory ~ 200 Zennys

How is a pirate supposed to impose fear without the weapons to back it up? You have a fully stocked armory, filled with countless masterfully crafted cutlasses, flintlocks (with plenty of ammo), bombs, and missiles. All customized to match your aesthetic tastes. Any weapons or ammo that are spent, lost, or broken will be replaced on a weekly basis. Let no one accuse you of being toothless.

Galleon ~ 400 Zennys

What is a pirate without a mighty ship? You have one of the best ships money can buy, ornately decorated and fully equipped with cannons, harpoons, and ballista that fires spears the size of telephone poles, built right into the bow. The ship comes with a few fishing rods, but you likely won't need to use these, due to the replenishing supply of fish-filled barrels within the ship.

Cruiser ~ 600 Zennys

Let the sky and the sea fear your might. You are the proud owner of an airship that dwarfs most villages, and it was necessary to install an elevator within. This ship can stay in flight indefinitely and comes equipped with a seemingly endless arsenal of bombs to drop on any unsuspecting targets. It also includes a personalized single-passenger airplane for emergencies.

Dread Items

100 Z item free and others half-off to ***Dread Pirates***.

Discipline ~ 100 Zennys

This small leather riding crop has been enchanted such that it always emits sinister dark flames from the tip. Simply holding this will cause your body to emit a similar smoke as a kind of aura. The pain this inflicts on those struck is almost indescribable, making it the perfect tool to dissuade any would-be mutineers.

Potion Lab ~ 200 Zennys

A strange mechanical contraption that can be fed live animals to transform them into mysterious liquids that can then be mixed into potions with a variety of effects, such as invisibility or shrinking, though you'll need to discover each recipe through experimentation. Potions are applied topically and can be washed off with relative ease with regular water or even a damp towel.

Iron Maidens ~ 400 Zennys

A trio of haunted iron maidens similar to those Barbaros tasked with guarding his hideout. They can conjure a variety of phenomenon from their interior, such as small hostile animals, phantoms, deadly poison rainclouds, or annihilating vortexes to suck up any unlucky intruders. They're trained well enough not to attack you or those you personally introduce as an ally.

Giagoros ~ 600 Zennys

Barbaros' greatest weapon. A levitating golden mech you can pilot. It comes equipped with lasers, an endless supply of guided missiles, and telekinetically controlled alligator heads that act as arms. It is nigh-indestructible from the outside but can be damaged internally by jamming the missile ports. It is also susceptible to curses, even those that should only work on living beings.

Riches of Barbaros

Everyone may participate in one scenario for free. You may only gain the rewards for one scenario, even if you complete the steps for any of the others. You can participate in additional scenarios for rewards for ***300 Zennys*** each.

Barbaros' Bones

How fitting that when cursed, Barbaros' own body would take the form of several treasures of incalculable value. A shame that their magical abilities can only be used by Barbaros himself, for now.

Your goal is to acquire every piece of Barbaros' body, barring his skull. Alternatively, you can collect his skull but somehow ensure that his skull can never reunite with his body, if you're feeling especially cruel.

Once all is said and done, you will have acquired at least 16 potent magical artifacts that are good for little more than decoration for now. However, if such power can be made by magic, who's to say they can't be modified? You must scour the world looking for any trace you can find regarding ancient magics. Much of this knowledge would have been hard to find even when Barbaros was active thousands of years ago, so you have your work cut out for you.

Should you manage to discover the ancient magic needed, you will be able to perform a ritual to unbind the artifacts from Barbaros. From here, you may choose how you bind yourself to them in-turn. You may choose for them to remain as external artifacts for you to wield as you please. Alternatively, you can physically bind them to your body, integrating them into your very bones and translating their magical traits into personal powers.

If you freed Barbaros' skull anyway, you can feel free to take it with you into future Jumps. Perhaps as a kind of advisor, or maybe just an extra-talkative addition to your own treasure hoard.

Barbaros' Vessel

On top of those who generally wish to seize Barbaros' fortune, there are many who covet his ship in particular. It's just a pleasant coincidence that the ship is also located near Treasure Island.

Only Barbaros knows where the entrance to Treasure Island is or how to open it. This means even if you're well aware that he isn't trustworthy, it may still be in your best interest to help revive him.

Once you reach the island, you need only to board his ship and escape. Which is much easier said than done, as stealing the ship will trigger a self-destruct sequence that causes Treasure Island to collapse into a small black hole. Not to mention if Barbaros is present, he'll likely board his giant mech Giagoros in order to make sure you go down with the island. Survive all that, and you can fly the ship through the portal you came in from and it'll officially be yours.

Barbaros' ship isn't a mere seafaring vessel. It uses a strange combination of magic and technology to fly through the sky or stars without regard for gravity. It appears primarily of gold, but in truth is sturdier than even iron ships, requiring dozens of missiles to sink. It is equipped with all manner of high-tech canons and weaponry, including a mechanical hand that can be controlled from the bridge to parry attacks, and an amplifier designed to boost the range of Wiki's bell form and similar sound-based magics to affect anything that gets close to the ship.

Barbaros' Land

There isn't a pirate alive who hasn't heard of Treasure Island. The legendary treasure hoard of the pirate king Barbaros. What the world doesn't know is that it isn't an "island" in the conventional sense. You see, the planet you stand on is actually hollow, and within this interior is a peculiar expanse resembling outer space. Floating in the center is Barbaros' fortress and treasure hoard.

The steps to get here are the same as those in the ***Barbaros' Vessel*** scenario. The only difference is that you must be more careful this time. You must explore the fortress in order to disable the self-destruct mechanism that would conjure a black hole to destroy this fortress should any intruders be witnessed escaping with a notable portion of Barbaros' hoard, or if Barbaros triggers it manually.

Unlike the prior scenario, you can't just abandon the fortress. If you revived Barbaros to get here, you'll need to make absolutely sure he can never lay claim to it again, one way or another.

As your reward, this space, the fortress, and all the treasure within will follow you between Jumps, inserting itself into the core of a planet of your choosing. Only you will know how and where to open the gate to this. In fact, it doesn't appear that there is any way to detect the existence of this expanse without seeing it with your own eyes. Feel free to add your own treasure to this hoard. Should the fortress fill up, it's not like you're lacking in room to expand.

Neither Barbaros' ship nor Giagoros will follow you, at least not with just this.

Barbaros' Power (Requires Sealed)

By taking this, you have altered the currents of fate slightly. Instead of Zack and Wiki stumbling upon Barbaros' sealed away skull, they instead pull your skull out of that Chest. You must essentially take Barbaros' role in the story, persuading (or tricking) the two naive pirates into collecting the pieces of your body scattered all around the land and restoring you. How you incentivize them is up to you.

However, it isn't enough to replace Barbaros in the story, you must replace him in the hearts of the people. You must impersonate Barbaros so thoroughly that you convince the whole world that you are the real thing. In essence, all the hatred and awe the world feels towards Barbaros must be directed towards you. It doesn't matter if there are a few stragglers, as long as the majority of people believe you are the real Barbaros, however you go about achieving this.

Should you accomplish this, you will be bestowed with many of his dark powers. The strength of this magic is relative to your infamy in a given world. With a legend like Barbaros behind you, you could split the seas, summon hellfire, move objects with your mind, levitate, open portals, and more. However, should you be unknown or have an overwhelmingly positive reputation, you'd be lucky if you can levitate an inch off the ground with this power.

Barbaros' Legend

The legend of Barbaros casts a long shadow that not a single pirate has managed to escape in the thousand years since he vanished. However, perhaps you can claim a bit of that legend for yourself. In addition to his hoard on Treasure Island, he has hidden countless lesser treasures all throughout the land.

These lesser treasures are often either hidden away behind deadly boobytraps or perplexing puzzles, or simply hidden by Barbaros' magic, requiring a specific tool or ritual to acquire. To be exact, there are 500 pieces of treasure hidden all around the continent, along with hidden clues on how to seize them. If you want to complete this challenge, you'll need to find all of them.

Should you accomplish this, in addition to these 500 treasures, you may start building up your own legend and a title to go with it. This title defaults to "Legendary Pirate King" but you can choose something else if you'd like.

This legend will start up small but somehow manages to follow you and build between worlds. Even right as you enter a world, stories of your piratic exploits will already be in circulation. You can choose to keep your connection to these stories a secret if you wish, but otherwise you'll find it bizarrely easy to convince others that you are indeed the Pirate talked about in the legends.

Pirate's Curse

No Drawback cap.

Annoying ~ +100 Zennys

You are the definition of an annoying brat. Antagonizing people is just in your blood. Whether it's throwing a rock at a giant gorilla, scaring a small lizard that is clearly a fire-breathing dragon, or generally being a menace to society

Unwieldy ~ +100 Zennys

You seem to have far more trouble controlling your hands than before. It's not like they're unusable, but your hand-eye coordination is just abysmal. You could try to gently set down a cup of coffee only to smash it into pieces.

Unnatural ~ +100 Zennys

For whatever reason, wild animals just seem to naturally dislike you. Snakes snap at you without warning, centipedes constantly drop out of trees, hogs practically track you down to trample, frogs are weirdly eager to jump on your face, etc.

Naivete ~ +200 Zennys

You're a bit of an idiot, blind to even the most blatant red flags. The idea that someone could lie to you for their own benefit is inconceivable to you. If a skull haunted by an infamous pirate promises to give you their legendary ship and bring you to their treasure hoard in return for helping revive them, the possibility they may not uphold their end of the deal won't even cross your mind.

Avaricious ~ +200 Zennys

Much like Barbaros himself, you are greed incarnate. You want all the riches in the world, no matter who suffers as a result. The mere concept of giving a single coin of your wealth to anyone for any reason disgusts you. Expect to make many enemies this way, and unless you know how to craft mindless automatons or raise the dead, you won't be able to maintain a loyal crew for very long.

Despised ~ +200 Zennys

What on Earth did you do Jumper? For whatever reason, Barbaros himself not only knows your face, but blames you for him being transformed into a golden skull and trapped in a chest for thousands of years. You have no recollection of anything of the sort. Whether you have amnesia or you had no involvement from the start and Barbaros is just misremembering is irrelevant.

Focused ~ +300 Zennys

You've been burdened with quite the inconvenient curse. Whatever the reason, you are wholly incapable of holding more than one item at a time. An exception is made for money and the clothes on your back, but that's it. You can't have anything in your pockets, a backpack, or even your other hand. Attempting to pick up a second item will cause you to drop whatever you were holding.

Unliving ~ +400 Zennys

You appear to be an undead, though, not quite like the Hench Mummies that aren't that different from normal (if deformed) people. No, your unlife comes with a catch. The moment that you make any direct contact with sunlight or moonlight, you instantly collapse into an inert skull. You reverse as soon as the darkness returns, but this naturally greatly limits your exploration ability.

Sealed ~ +400 Zennys

You find yourself in an identical situation to Barbaros. Including the skull housing your soul, your body has been split into 17 treasures scattered all around the continent. You will be unable to utilize any of your supernatural powers beyond some weak telekinesis, until all 17 parts are reunited. Your skull will somehow be released from its prison at the start of the Jump.

Next Destination

Pardoned ~ Go Home

Had your fill of the pirate's life? Well, to each their own. You will be shipped back to your original world with all the booty you've saved up until now in tow.

Marooned ~ Stay Here

This world still has plenty more treasure waiting to be seized. You have decided to stay back in this world of freedom and adventure for the rest of your days.

Set Sail ~ Move On

The call of adventure leads ever onward. Just imagine what treasures await you in the endless seas between universes. You sail towards a whole new world!

Captain's Log

Jump by ***Gene***.

I don't mind people reposting my Jumps but be aware that I post almost all my completed Jumps on the /tg/ drive. If you see someone complaining about a dead link to this or any of my other Jumps, please let them know to check there first before trying to contact me directly.

Regarding ***Itemization***:
It's really inconsistent whether itemization is temporary or permanent. My best guess is that one's willpower has something to do with their ability to resist the curse. So while a normal human might turn back in a few hours, it makes sense that Barbaros' army of mindless mummies could remain as totems indefinitely. The only reason Barbaros couldn't turn back on his own like he did in the post-credits scene is probably that his body was completely disassembled and scattered around the continent.

As a side note, you can use the ringing of your bell form as the "song/dance" described in ***Lucky Ducky*** and ***Purification***.