



Castle Crashers Jump by Daoist Sunblade

Oh good, Jumper, you're here! You must be here to save the Princesses! Let me tell you about the world to make your journey to save them easier. The Evil Wizard who is responsible for the kidnapping of the Princesses and stealing the imperial heirloom that was the imperial crystal commands many evil minions. You're going to have a tough time, as you have to obtain a set of three relics that the Evil Wizard's allies hold who are all scattered across the land, before you are even allowed to begin the second half of the journey.

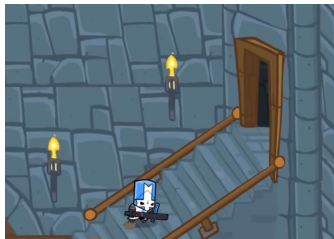
During the journey you're going to be facing off against beefy, superhumanly strong warriors in battle, fighting hordes of bandits, trolls and beasts, slogging your way across a swamp, sailing to another continent, most of which is a desert that is home to the Saracens, and Aliens! The outer reaches of that continent is where you will fight the Evil Wizard and his strongest soldiers. It takes a brave soul to volunteer. It's commendable!

Here is **1000 CP (Crash Points)** to assist in the Princess's rescue.

You have a year for the rescue.

Location:

Roll a 1d18 to randomly roll your location, or pay 100 CP to choose.



1. Home Castle

The place where every player starts. Cobblestone walls, kegs of ale, and training dummies to practice your magic and archery on. This is where the Knights began their journey to save the Princesses, from the clutches of the Evil Wizard. This is also the place where the Evil Wizard stole the blood-red crystal that the King used to have as a display piece as he is the crystals protector.

2. Rapids Ride



Occupied by large fish, crocodiles and sharp rocks that strut from the water. If you plan on swimming here I would be careful. You may even see the Catfish, a cat-fish hybrid that is worshipped by the bearkin if you venture far out enough. At times you may leap onto a crocodile to ride to avoid the nastiest of the river's inhabitants

3. Field of Flowers



Upon leaving the nearby cave you will find a peaceful little field of flowers... it would be peaceful were there not oversized bees! Not only bees, but beekeepers that will attempt to kill you. If you are a Hero you may receive help from the King's guards. Even if your not a knight, they very well may offer you a horse to ride.

4. The Desert



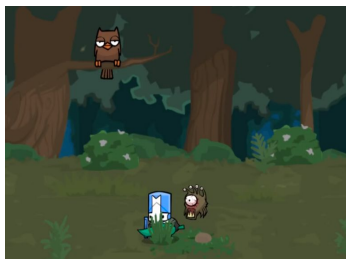
Ancient ruins accompany a hot arid climate. The saracens will make an appearance if you choose this location as they don't take kindly to strangers. They are quite cautious and protective of their homeland. You will find a few camels laying about too.

5. UFO



An alien species has crash landed onto the surface of the world -in the desert. Found inside the spaceship are experiments, and yellow alien hominids that carry on them blasters that will leave a mark if they hit you. If you can neutralize the Aliens, you could potentially research the technology that is onboard, or at least learn how to fly the alien spacecraft and see what space has to offer...

6. The Forest



This forest is home to the Giant Troll, the largest troll recorded, who never fails to make the wildlife shit themselves when it appears. Tall trees litter the forest. Lush shrubbery has found a place for itself here so has newly born trolls. Be ready to defend yourself, or run away if the giant troll appears. If you need to escape faster, locate the nearest deer.

7. Barbarian Fortress



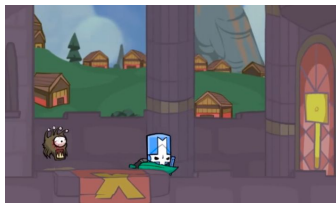
Crowds of barbarians scream for their champion in this wooden fortress for their boss, the barbarian boss. He towers over his fellow barbarians and is more than willing to beat you to a pulp. Rumors say this is a fast way to save one of the Princesses.

8. Corn Field



Nested in this field of corn is the Killer Corn Boss. A living breathing corn stalk who hungers for blood, your blood. If you have the gall to take him down, the villagers might be down to help you with the task. If you need to be healing simply consume the corn that flies every which way when you strike the corn boss.

9. Church



The Church where the Conehead Groom and one of the Princesses who has been kidnapped are set to be wedded. Beware of his organ skills. Keep in mind that if something happens to the Conehead Groom, his friend the Cyclops will want your head.

10. Marsh



The gloomy atmosphere of this place will have you running for the hills. Or it might be the near endless amounts of undead and trolls that will do you in. Go against the odds and you may set your eyes on the right hand of the whole take-over-the-world operation, the Necromancer.

11. Industrial Castle



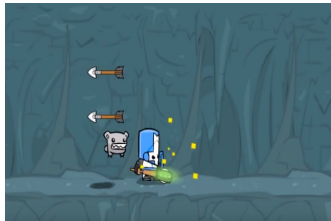
This castle is owned by a Prince, this state of the art building that is basically a giant contraption runs on oil . If you reach the upper floors of this castle you may encounter the most advanced tech in the world that will make you question your career path, ignoring the alien technology in the desert. Before you can get there you must defeat his guards and they were not cheap to hire.

12. Tall Grass Field



A bit yonder the rapids is a field. The grass is quite tall, and its occupants are the bearkin, the same race of bearkin who worship the Cat-fish. They seem to have the ability to manipulate the wind and rain. You wont get blown away by their shenanigans as long as you keep your eye on the prize.

13. Ice Castle



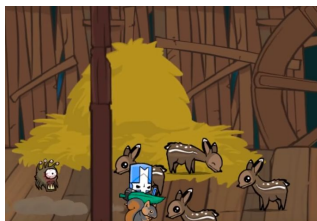
This castle is freezing cold as it is all ice The owner of the castle is a King of ice magic the Frost King. For his strength he has been given the responsibility by the Evil Wizard to watch over one of the Princesses.

14. Dock



From here you can sail to the other continents. Before you can do that, sadly you will have to have recovered three relics which shall be your sailing permit to reach the lair of the Evil Wizard and his confidants.

15. Abandoned Mill



Adjacent to the forest is this mill. It has been unoccupied for a while. The entire building might fall apart if something big enough just bumps into the building. Though this is a quick way to get to the rapids, If you see a troll over the horizon, run as fast as your legs can carry you.

16. Lava World



This place is really freaking hot. That is not the only bad thing in this place. No, far from it. There are the demons and their pitchforks. There is a fire breathing Dragon and it's Sock Puppet who rules over the entire location. If that wasn't enough there are skeletons who make the rounds too.

17. Evil Wizard's Castle



The domain of the Evil Wizard. In the walls of this castle, there are wizard adepts that patrol the grounds. The strongest subordinates of the Wizard live here as well in case there are any strong intruders. The castle has many floors, and on the topmost floor lives the infamously evil wizard bent on world domination. Here is where you will save the final Princess.

18. Free Choice



Sometimes you want to go somewhere the Jump Maker does not specify, likely due to laziness or a lack of information about the location. You can start this jump in the location of your choosing, listed, or unlisted. It just has to be a canon location.

Backgrounds:

Your gender and age will match what they were last jump, you may change your gender for free and your age for 50 CP in case you feel like changing things up.

(200 CP) Villain



The Evil Wizard and his subordinates who have come to possess wonderful abilities, often arcane in nature.

(Free) Princess



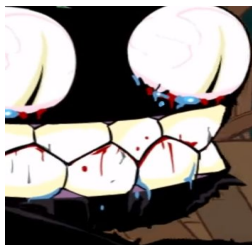
Kidnapped from the Castle to be used as hostages by the Evil Wizard. They await a rescuer who will turn their fate around.

(Free) Hero



The brave people who will rescue the Princesses, kick evil's butt and take down the Evil Wizard.

(Free) Neutral



They roam the world to satiate their hunger. For hundreds of years they have followed their instincts... All hope would be lost if they were to be encountered on an empty stomach.

General Perks:

One free 100 CP perk for your background, half off for all other perks for the background.

(200 CP/300 CP/500 CP/800 CP/900 CP) Castle Crashers Game Mechanics

Features that are prominent in Castle Crashers, assume everything is toggleable unless stated otherwise.

1) Access to the leveling mechanic. In this interface you will see four bars that represent your capabilities in four corresponding different areas- Strength, Defense, Magic, and Agility

By hitting and killing enemies you will gain experience based on how powerful they are in comparison to yourself. Amass enough experience, you will gain a level. Every time you reach a higher level, you will gain 2 stat points every level until level 20. After level 20 you will gain 1 stat point. You will be able to take more hits (becoming more durable) as your levels rise.

You may distribute the points you gain through the interface when you are not in combat in the four areas mentioned before, Improvements made to the four areas are linear slight improvements.

You will heal up fully when you level up, recovering from physical and mental exhaustion. The Level Cap in Castle Crashers is level 99, the level limit is removed after jump.

2) You see how much damage you and your enemies deal. Damage is red, healing is green.

3) You know how much currency you have. You may set the currency tracker to display one, or multiple types of currency.

4) Health bars for bosses will show you how much damage you have to dish out to kill the boss. You can set what color the health bar is. You may reposition its location if the bottom middle of your vision is too distracting.

5) Resource bars. There are three. The first bar tracks your experience. When it is almost full you know you are nearly about to level. The second type is a mana bar, in combat situations knowing how much mana you have left will save your life. The third is your life, if it is low, run, hide, just whatever you do avoid a battle.

+100 CP

1) An icon is displayed in places that are about to be destroyed. The default icon is a red x with a red circle around it.

2) When you level you can shine with a bright light, this bright light will shoot into the sky as the color of your choosing. This feature can be adapted to when you make significant progress in say, your cultivation.

3) A count happens when you complete a step of any ambitions you have. This will let you know how many enemies you killed. How much experience you earned, and lastly how much gold, or the currency you earned that was set by you to be tracked.

4) The near-complete removal of fall damage. When you fall from huge heights, that happens on a planet and not from space you will take no fall damage, and you have a habit of landing with a roll.

5) A pointer icon will be displayed in your vision that will point in the direction you should go that will contribute to the completion of your goals.

+200 CP

1) When you start a jump you will meet guides who will explain the powers of the world, if you are capable, how to use the powers in the most rudimentary way.

2) Instant food digestion on contact. Now the healing effects, medical, magical or otherwise will affect you instantly the moment you have this ability enabled it will be as if you consumed the food when you touch it.

3) Generic nobodies of a setting will choose to draw battles out in group settings rather than the entire group ganging up on you to defeat you, even when they are in the position to. This won't remain true if you let them close the distance.

4) Any pet or person that you take with you on a jump will be able to always find you. Your allies, and pets, no matter how often they used to get lost will be right behind you in the most confusing of mazes.

+300 CP

1) Anyone that you kill will disappear when they run out of 1-up type abilities. You may store the bodies of anyone that died in your immediate proximity in a designated storage area. You will know for sure if someone is dead if their "corpse" is still there.

2) If you move even slightly away from the common trash-tier enemies, like the bandits in Castle Crashers, any projectiles they shoot at you like arrows or bullets will miss by a mile. Strong characters in settings will overcome this disadvantage if they take another second to aim.

3) You can challenge those who you have partied with, does not necessarily mean companions to a battle that you are taking a journey with. If you win you become the sole shareholder of the rewards. Affection that would have been split across the whole party as a reward becomes only the winner's.

4) You start jumps in proximity to important people for the time period you start in.

5) A boost to your parties ability to surpass expectations, the stronger the unity of your party the further against the odds or expectations you go.

For the duration of this jump You will have a chance to have food items, gold, and gems drop from enemies.

Pay 100 CP to keep this effect.

(100 CP) The Crash Style

When you attack others it can become a successive combination attack that ranges from sword swings to jabs... that force them into the sky, you and them rising a few feet off the ground. You nor the enemies your attacking won't fall for a brief moment letting you dish out a barrage of attacks against them. The highlight of this is that your enemies are unable to retaliate while they are off the ground, they can only retaliate when they return to the ground and I doubt you're going to waste a chance to defeat your enemy. You can also start such barrages by throwing, stomping, and casting magic at your enemies, a normal jab will do too.

(100 CP) Victory Rewards

After facing challenging enemies, you will find chests filled with gold, and piles of generic, but valuable items that give a decent amount when sold or exchanged.

(100 CP) Improved Hearing

As it is quite easy to get lost in a task and zone out, you have had to hone your listening skills. Who knows when you may hear a Princess scream for help. Having improved hearing will help you keep track of your belongings and the approaching footsteps of enemies, if any imp tries to steal your gold, you shall know, and be there to whack them on their head. This is *my* gold!

(100 CP) Beefy Bod'

I heard you loud and clear Jumper. You want a bigger, more muscular body, well, I can give you that. This shouldn't lower your IQ, just stay still. This perk increases your testosterone levels, your physical fitness, and your size. You will definitely deliver stronger punches with such an awesome beefy bod.

(200 CP) Yes Boss

You are good at following orders and you receive better treatment from those in leadership positions. Your peers won't make trouble for you over your preferential treatment either.

(600 CP) Good Samaritan

Having gotten along with knights, and peasants, it can be gleaned that you are quite the charismatic fellow. You show this face, a face that doesn't know fear or failure in front of others, that you look like you are ready to take on the world. It makes others more willing to confide in, and trust you. Your self-confidence makes the hearts of others rattle hard whilst an arrow may be piercing your shoulder, and your left arm's likely frozen. Your body does its best to keep up, and block out everything that hinders you, things like pessimistic thoughts, and pain.

Thinking that you will die will help no one. Thinking that you will live on the other hand shows an unwillingness to give up, your fit as a fiddle muscled and chiseled physique gives proof of this fact. There is no sign of you stopping from saving your friends or the Princesses who have been taken from their home. What kind of person would you be, if you did not help someone in need.

Hero Perks:

(FREE Knight/50 CP) Basic Training

You have been trained well enough to slash, parry, block, counter, and dodge most strikes - enough to call yourself a knight. You won't impress anyone with your skills, but you will do just fine as long as you avoid anyone with actual skill. If you can do more than wave a sword around be my guest at making a name for yourself.

(100 CP) Environmental Awareness

This boosts your levels of perceptions to new heights: now you are aware of hidden traps and devices meant to take your life before you approach them. It might be that the ground is a bit lighter - that is a giant monster with its mouth open below - or that there is a suspicious pile of leaves with no other piles of leaves within a mile - a pitfall trap. You pay attention to such things now.

(200 CP) Terrain Resistance

Your journey will take you to many places. I can't offer you immunity, but resistance I can. Wherever your journey takes you the environment won't take a harsh toll on your body.

(400 CP) I Accept This Quest

Once a jump, you can accept a quest from a member of royalty such as being told to slay a dragon, seal away the Demon King or rescue a Princess. The quest will bring you to far off, unexplored and perhaps dangerous locations. On your quest you will learn about yourself as a person and what you are capable of. You will learn about your weaknesses, and what it means to lose something important to you. You will learn about failure, but you will also learn about success.

As you are pushed to your limits, narrowly escaping death many times you will learn to hold your ground even when it threatens to pull you under while accruing battle wounds. You will gain experience as a warrior and other professions, hone your instincts, heighten your senses, see if your techniques are battle-ready, all while establishing strong, useful connections in numerous distant continents which may prove helpful later.

Undertake many quests during your chain and the benefits of the quests become even more obvious and the cons lose their luster. As you will no doubt gain the strength required to protect those dear to you and what you value over quests and jumps. You can take quests as a chance to bond with allies and improve your teamwork. Learn the traditions of places you are not normally exposed to. Broaden your view of the world, see what it has to offer, and what you can contribute.

Change the lives of tens-of thousands as you save villages, towns, even cities along the way. You may not be challenged in a way that you are used to but you will be challenged. Take quests to build up mental resilience as you lose an occasional battle, or to improve your control over your powers. Sight see- become less self-absorbed. Learn to believe in something again, as having power corrupts and makes one arrogant. Let the good in you shine, and the bad rot away.

(600 CP) The Power Of The Map Compels You

The entire world will be drawn as a map. You can view this map with your mind's eye. The illustrations for the map may only be sketches but they will get the idea across of important locations and what awaits you there. When you decide upon an objective steps will be created to match it. Provided that you complete a step that contributes towards completing that objective you can go back to the time where you started that step, with all the gains of having completed the step repeatedly until you can complete the next step in your objective. Any unique objects, or entities that can be considered game breaking, or OP will not be replaced when you go back a step. However you can take the time to train by yourself and sharpen your skills- Level up if you have access to those types of perks.

Neutral Perks:

(Free Neutral/ 100 CP) A Litter

You can create smaller, weaker versions of you in under a minute whilst under great stress. You can use them as decoys or you can use them to create your own small army. Besides being physically exhausting there is no cost to creating a small you. They will not inherit any knowledge, only your innate abilities that can be mastered without any information mastering them from scratch at that. The limit of small versions of you sits at six.

(200 CP) Big-Bodied

Alt-Form: You acquire an alt-form based on the Troll race from Castle Crashers and appear quite cute at the start with raven-black fur, growing more wild in appearance as the form ages. As you age gets not just larger but longer. Apart from being increasingly intimidating as you age you will become a larger target. Your growth will be applicable to the Alt-Forms you designate. There is no limit to your growth. Your designated alt-forms will grow as fast as a cat does, so it will take a long time to become as big or bigger than the Troll Boss.

(400 CP) Why Are Your Eyes Glowing?

You have the power to release crimson beams that incinerate everything that is less durable than iron. This ability can be used twice a minute, in 30 second intervals. The duration of the ability is 8 seconds. If you purchase the Big-Bodied Perk the might of the laser is connected to and increases with one's size.

(600 CP) Space-What!

You can survive without oxygen- that means you can travel or rather float in space with no worries. Your capabilities are extraordinary even when next to the burning sun, or in the middle of a cold icy place like Antarctica. You won't die because of aging, as aging doesn't hamper you like humans. You will get weak if you don't get food, you won't die however. And if you were to get injured, your accelerated self-healing capabilities would kick in taking care of minor wounds in seconds.

Aesthetic Toggle: You can at will constantly look like you're crying bloody tears in any and all of your alt-forms that you want.

Villain Perks:

(200 CP) A Barbarian's Strength - Barbarian Boss

The size of your body is packed to the brim with muscle. You're three times as big as the average of your race and twice as big as the outliers of your race.

Despite your body being far larger than most, your body is nimble and flexible. There are no consequences when something happens because of your large size. Everyone accepts that you have what it takes to be the leader of any group or faction you may be a part of in future jumps.

Functionality Toggle: You gain an alt-form that is 3 feet taller than your current form's height, and is far more muscular. If you want to, you can rock an awesome beard. If you add the traits of this alt-form to your others you become more resistant to physical damage.

(400 CP) The Lord of the Rapids - Catfish

In future jumps an entire race that lives around water respects and worships you. You get along exceedingly well with that race and they will be willing to go to hell and back to save you if you find yourself in a troublesome position.

Secondly, you have acquired the awesome ability to breathe underwater. Your movement in water is extremely natural, and it takes you no time to adapt to the land.

Aesthetic Toggle: You may add permanent blood stains to your teeth in any alt-form. Great if you want to scare your enemies into submission.

(400 CP) Right On The Mark - Cyclops

You have amazing accuracy with throwing weapons- being able to accurately throw anything you can pick up. Your impressive senses are all in peak shape. The less limbs, and organs that you have, the more effective the limbs and organs that you do have will function.

(600 CP) This Is Magic - Evil Wizard

Your mana pool is as big as one-hundred normal pools meaning you can cast spells a hundred times as large. Transformation magic is far easier and cheaper to cast, requiring a tenth of what it normally does.

You can cast spells through mediums. Said spells are far stronger, becoming twice as effective.

Functionality Toggle: You may completely stop anyone from recognizing you in any of your alt-forms that wear a hood or that cover up a majority of your face regardless of iconic, and distinguishing features.

(400 CP) King of Frost - Frost King

Your mana pool may not be as large as the Evil Wizards but your skill at manipulating mana to cast spells is not to be underestimated. Nor are your ice spears that can be casted with a break of only a few seconds and will freeze whoever they hit for quite a while, even with resistances.

Aesthetic Toggle: Wherever you go snowflakes follow you around. This effect can be applied to any alt-form of yours.

(400 CP) Born In Fire - Undead Cyclops

In a jump when you use a return to life through a 1-up type perk you return stronger than ever. Each time you die from an element and revive your resistance to that element strengthens, and your affinity to wield the element grows.

Aesthetic Toggle: Choose part(s) of your body, the part(s) of the body that you choose can embody that element's theme and display it's traits.

(400 CP) Gorgon's Gaze - Medusa

Anyone who makes eye contact with you will be petrified. While petrified they will take heavy damage over the course of a few minutes. If they are not permitted to break out of the stone shell that encases them they will die after years of wasting away as time passes.

Alt-Form: You gain a Gorgon Alt-form, the upper half of your body in this form is human. Your lower half is that of a snake but your entire body will be covered in scales.

Aesthetic Toggle: You can have any and all of your alt-forms have snakes as hair.

Functionality Toggle: The snakes in your hair can spit globs of potent poison at nearby enemies.

(400 CP) Buttered up to Die - Killer Corn

People let their guard up around you. When others attack you, their attacks become laxer. Plus when they hit you drops of food fly off you. If they eat it, they will take damage.

Alt-Form: You may create an alt-form that is a plant that has gained a life of its own. This alt-form could be another living corn plant, it could be a grape vine, whatever kind of living plant you want you got it.

(400 CP) Engineering is another kind of Magic - The Prince

You can create weapons that reproduce the effects of magic and the elements of any setting. You can create weapons that freeze people, weapons that poison people, and weapons that are hot to the touch are all possible examples. These weapons are also easily reproducible, and can be geared for mass production.

(400 CP) Stinky Ol' Bat - Pipistrello

You have acquired the ability to crap on someone in battle. This ability not to be underestimated as your poop is poisonous, toxic even to other living beings. After an hour they will be only bones. The effect of having toxic poop can be shared with your other alt-forms.

Alt-Form: You get a vampire bat alt-form, this alt-form has beady eyes, a large stomach and a propensity to poop.

(400 CP) Musical Bachelor - Conehead Groom

You are a master at playing an instrument of your choice once a jump and you are well off. You get an expensive instrument, of your choosing when you start a jump.

Your are far better off than 90% of the people in future settings so you won't be lacking in money or resources.

(600 CP) Brushed to Life - The Painter

Things you paint come to life retaining 1/10th of their original power. You're also really creative, and your art skills are great. You do not get artist block, and even your fundamental art skills (Anatomy, Scenery, Shading... etc) are solid.

Aesthetic Toggle: You can designate any object as your head in any of your alt-forms, your head is now that object. Your body works completely normally and the change in your anatomy will have no consequences.

(600 CP) The Dead Are Ready for War - The Necromancer

You may revive those who are close to you at a tenth of their original strength. Whoever you revive is loyal to you, and won't hesitate to fulfill any tasks you set aside for them to do. You are extremely attuned to dark magic, and learn new dark magic quickly.

Functionality Toggle: You may in any alt-forms grow on your back pitch black wings. These wings are not just for show, or intimidation as they allow you to fly and can be retracted if desired.

(600 CP) Be Careful, Its Hot - Dragon and Sock Puppet

In the middle of battle, wherever that may be, you can drop every so often, (half a minute) a rolled up sphere of molten lava. Not only is it hard for your enemies to dodge, the spheres bounce towards your enemies when you will it, you won't have to think about it in battle unless you for some reason want to stop.

Aesthetic Toggle: You may in any form, at will, even if it was priorly impossible, grow facial hair, if it can appear on a dragon, why not an eldritch abomination, pokemon, or robots. You may at any time revoke this growth, and the hair will fall out immediately.

Princess Perks:

(100 CP) Not The Face

Through divine intervention of some kind, you can, at will, remove any chance of your identity being discovered when you are in a situation where it should have been uncovered. You can use this perk to also hide other parts of your body if it could contribute to your identity being uncovered.

(200 CP) Attractive

You aren't ugly, definitely a 8/10 not perfect, but not average. If you are already an 8/10, or higher, then this perk will boost your attractiveness rating by one.

Everyone will treat you with more respect, and you will have more people trying to acquire your affection, doing you large favors if that is what it takes.

(400 CP) Save the Hostages First!

You are the first to be taken away from danger, if you desire to be, and will be carefully and well-taken care of, wherever the nearest, and safest location is located and given dibs on any resources located within to make your stay easier until the danger passes.

(600 CP) Thank You My Knight

When you or your companions are kidnapped you and your allies are always saved, eventually, by third parties with a great sense of honor, or your allies who have not been so unfortunate even if they were not previously aware of the kidnapping. Your rescuers will require only a small form of compensation in return for saving you, so small, a hug might be all that they require.

Followers:

(200 CP) Large Bandit Group

By bribing the bandits that reside within the forest, they will help you take care of your own issues. They may not have the best gear, but they do have survival experience and number 100 in all and will come with you to future jumps.

(200 CP) Beefy Squad

I don't know why but you got 14 warriors that are completely souped up on sandwiches, their huge broad bodies being a sign of this that can and will do the heavy lifting for you in your future jumps. You will be given 14 new beefy warriors each jump.

(400 CP) Battalion of Knights

A Battalion of 1200 elite knights who formerly followed the King of the Home Castle into battle who shall now follow you into battle wherever that may be as a part of your reward for saving the Princesses. Each elite knight is on horseback. You will gain 200 new Elite Knights each jump.

(500 CP) Undead Corps

The Necromancer has conferred a significant portion of his undead army to you jumper. With this conferment you have gained 200 thousand skeleton warriors who might not know up from down, but will follow your orders to the letter. When giving them commands be specific. You gain 50 thousand more skeleton warriors each jump.

(600 CP) Jumper Cult

You gain a small but studious and extremely loyal group of 1 thousand cultists who will work themselves to the bone for you who each equal 10 people magic wise, and take your words as law. If you want to exploit their loyalty for a big master plan is up for you to decide.

(600 CP) Barbarian Army

A rogue division of 250 thousand barbarians that are full of anger, and malice, that will do your bidding as they respect your strength. You will gain an extra 50 Thousand Barbarians who will join this army, in each jump following this one.

Mounts:

Mounts are classified as followers.

(100 CP) Crocodile

This mount was tamed directly in the rapids, this mount will help you traverse the roughest of bodies of water. If anything tries to harm you it shall bite them in their face. *Chomp* It is also a bipedal crocodile which is not something that would see very often.

(100 CP) Horse

A horse adorned by armor that was supplied by the King, this horse will get you where you want to go. However this mount is not suited for long distance journeys. Nor is it suited for battle as this horse has no capabilities that would assist in battle. It has speed going for it but that is all.

(100 CP) Camel

Not as fast as the horse, but for long journeys this mount is ideal, especially for locations like the desert. If you want a mount that travels across an entire continent over the course of a single day and a night, look elsewhere. If you wanted a mount that could make the journey in a longer length of time this mount is for you.

(100 CP) Deer

This mount is unarmored, cowardly, and not intimidating whatsoever. The redeeming quality that this mount has is that it moves extremely fast for a reason you might not expect, or want to know the details of. It shits a jet of crap constantly barely able to stay on the ground. If that sounds like a mount that you'd want to ride into battle on I wouldn't blame you.

Companions:

Every companion imported or exported receives a budget of 600 CP to spend on everything except companions.

(Complete Jump) The Princesses

Take all four of the Princesses with you to future jumps as companions. The four Princesses will only take up one companion slot. Convince them to come with you only if you do want to take the Princesses with you to future jumps.

(200 CP) Castle Crasher

You may take a castle crasher as a companion. It may be any current crasher that is a part of the game. You may buy as many as you can afford. If you want a list of castle crashers in the game [click here](#). They have to be convinced before they come with you.

(250 CP) Boss

Would you prefer to take one of the bosses in Castle Crashers? I got you covered. You may select any boss, except the Evil Wizard to take as a companion to future jumps. You must be able to convince them to come with you.

(600 CP) Evil Wizard

You really want the big bad Evil Wizard? Well, I guess you could take a clone of the evil wizard that I made right before he was defeated by you. It will be up to you to fix his personality. He really needs a talking to.

(50 CP) Import a Companion

Import a companion into this jump.

(200 CP) Full Companion Roster

Import all 8 active companions.

Animal Orbs:

Animal Orbs are classified as followers and are immune to damage.

Purchase the Animal Ark item to remove the one animal orb limit. If you have any leveling systems, you will gain experience when the animal orbs attack enemies.

(50 CP) Bitey Bat

Bitey Bat forces your enemies to stay still for about 5 seconds, and bites them.

Bitey Bat shares whatever effects your weapons have when it attacks.

(50 CP) Burly Bear

Burly Bear makes you immune to one twentieth of physical damage and your physical strength by a tenth.

(50 CP) Cardinal

Cardinal fetches items that have been hidden that are somewhat perceivable. Your magic skills rise too by one tenth.

(50 CP) BiPolar Bear

BiPolar Bear attacks anyone that is extremely low on health, ally or enemy. Attacks match the types of effects of any weapons a person has on hand.

(50 CP) Chicken

This chicken increases your physical strength, your physical resilience and your movement speed by one thirtieth.

(50 CP) Dragonhead

Dragonhead lights nearby enemies on fire by firing fireballs at them.

(50 CP) Frogglet

Frogglet moves consumables, and resources closer to you, such as gold and food.

(50 CP) Golden Whale

The Golden Whale supplies you with a piece of gold in 30 second intervals.

(50 CP) Hawkster

Hawkster pecks and harms the enemies of yours that find themselves on the ground. Will also fetch food items that are nearby.

(50 CP) Install Ball

Install Ball fires balls of plasma at your enemies every 10 seconds.

(50 CP) Girrafey

Girrafey increases your experience gain by 10%.

(50 CP) Mr. Buddy

Mr. Buddy speeds up any terraforming abilities that you have by 25%.

(50 CP) Piggy

Piggy improves the healing effects of any items that you consume by half.

(50 CP) Beholder

Beholder increases the amount of mana you can manipulate at once by 20% of your current capabilities.

(50 CP) Owlet

Owlet discovers edible imperceivable fruits.

(50 CP) Monkeyface

Monkeyface increases the drop rate of loot by 10%.

(50 CP) Pazzo

Pazzo digs at objects that are buried. You may find something good if you keep it up long enough, or if your luck is good. Your physical resilience rises by 10%

(50 CP) Pelter

Pelter fires snowballs at those who you deem an enemy.

(50 CP) Rammy

Rammy knocks down your enemies giving you the chance to knock them out. This animal orb's actions will share the effects of your weapon.

(50 CP) Scratchpaw

Scratchpaw increases your movement speed and your physical strength by 10%.

(50 CP) Troll

Each interval of 8 seconds, Troll restores 1 percent of your maximum life. Watch your wounds heal before your very eyes.

(50 CP) Seahorse

Seahorse makes swimming as easy as walking on land. Removes the resistance aspect. Your movement speed will also increase for the better by 5%.

(50 CP) Meowburt

Meowburt increases your movement speed by two tenths.

(50 CP) Sherburt

Sherbert increases your maximum jump height by 3 feet.

(50 CP) Snoot

Snoot gives you a boost of 5% to your physical strength.

(50 CP) Snailburt

You will get a large buff to your physical resilience becoming two tenths greater but your movement speed will drop by ten percent.

(50 CP) Zebra

For every patch of grass Zebra will find a fruit that will heal your wounds. Your skills at magic, and movement speed also increase by one twentieth.

(50 CP) Spiny

Spiny provides a 15% increase to your physical resilience.

(50 CP) Yeti

Yeti makes you nearly-immune to ice magic. You can't be frozen by ice magic or ice techniques and are 10% stronger physically.

Shop:

You may take one 100 CP item or two 50 CP items for free. Every Jumper receives a budget of 500 CP to spend on items and tools.

(50 CP) Volleyball

A multicolored beach volleyball to play against others with. If the volleyball is destroyed you shall find a new one in your warehouse your next jump.

(50 CP) Decadent Wedding Cake

A tasteful wedding cake with white frosting. Resupplied with another cake once per jump.

(50 CP) Wooden Ram

A basic ram to knock down castle doors. Can be bought multiple times.

(50 CP) Castle Crashers Soundtrack

All the tracks, tunes, and sounds from Castle Crashers every last one.

(100 CP) Personalized Set of Armor:

You receive your own set of armor made of an unknown generic metal. This set of armor will never degrade over time. You can set the primary color of this set of armor. You can add your own sigil, to represent your cause.

+100 CP

Your entire companion group (active or inactive) can get their own set of armor, with their own color, and sigil if they support a different cause, are given different responsibilities or for individuality.

(100 CP) Mount Stable

A stable large enough to keep mounts for your future jumps for a long time to come. Any mount placed in the stable will automatically be fed and taken care off.

(100 CP) Barrel Of Ale

You *may* have had a sandwich, and a good sandwich *is* tasty. Add alcohol into the mix, it's ten times better. Every future jump you will get a barrel of fresh ale to drink to your heart's content.

(100 CP) Horns

You may import any helmet, the imported item will gain horns. These horns will have the shape, color, and texture you desire however they will come across as evil no matter how they appear.

(100 CP) Wizard's Robe

You won't be the most dapper of wizards, but you with your pointed hat, and green and red outfit will bring back memories of a time where there was no hope, and only destruction was dreamt of. You may import an article of clothing to gain the effect instead.

(100 CP) Camp Supplies

You have the materials and resources required to pitch a tent in a forest, and to prepare a decent area for a short to midterm living situation away from humanity and prying eyes.

(200 CP) Weapon Frog

The same type of frog that is owned by the town's blacksmith. The frog contains enough space inside its stomach to hold an entire armory of weapons. As the frog grows older so does the size of your potential armory. This weapon frog can be found in your warehouse once the jump is over.

(200 CP) Bag of Gems and Gold

There is enough gold and gems in the bag to last a lifetime of minor luxury. This can be converted into 2.5 million dollars.

(200 CP) Blood Red Crystals

One of the best possible mediums to channel your mana through. Quite useful for aspiring wizards and you have a decent stock (about 5) of them. If you run out you will find a new one in your warehouse a month later.

(200 CP) Arm Shield

Not everyone needs a weapon, but everyone needs a way to defend themselves, especially Necromancers. Found on your less dominant arm is a small shield made of iron to counter strikes your other arm that carries a weapon presumably is unable to intercept at the time. You may import any item classified as a shield, the shield will adjust to your specifications in size, so that your movements don't become slow and awkward whilst in battle.

(300 CP) Animal Ark

A gigantic wooden ship to house Animal Orbs. If the ark is damaged it will return to your warehouse as good as new in 24 hours. If you buy this you will gain the limit of having only 1 animal orb is lifted.

(300 CP) Evil Sword

This katana-like sword has been carefully tempered by a master forgesmith giving the weapon a glossy finish. Seas of blood have seeped into the blade, strengthening the connection that the wielder has to death and it's related concepts. Having this

sword in hand, or on your body, empowers your necromancy abilities significantly.

(300 CP) Demon Sword

This sword, or the item you import in place of the sword will be seemingly possessed by a nefarious demonic being becoming extremely durable and fiendishly sharp. You can rest assured that the only thing that will escape will be a tide of flames to burn your enemies and obstacles, once in a while that is. If you feed it the defeat of your enemies, the inferno the sword can unleash will grow more and more brilliant.

(400 CP) King's Ship

Equipped with a large cannon, and staffed by a small group of well-trained knights, this ship can sail the toughest of rivers and seas. Anybody that is hit with the cannonballs is stunned, not capable of moving for three seconds. Takes a few seconds to load the cannonballs into the cannon.

(400 CP) Large Wedding Carriage

A fancy carriage, that has a pair of lights on both sides. This carriage has room for 6. There exists room for two to drive the carriage. The carriage is led by a group of 12 knights on horseback.

(400 CP) Cannon Organ

A carefully crafted orchestral organ. It has been modified with the addition of 7 cannons. By pressing organ keys in a certain order you can shoot someone with one or more cannonballs within moments.

(500 CP) Ram-Mobile

Ride inside this wooden battering ram/transport manned by a couple of barbarians, unleash bombs that rain upon others who get in your way. If that is not enough, a few barbarians will scamper from the transport to clear the path for you. Boom! BOOM! BOOOOOM!

(500 CP) King's Castle

Compared to the magical wizard castle this will not look as mystical. I will tell you it is worth buying as you will get a large military composed of guards and knights that serve you loyally (around 5000). The walls will be staffed with archers and soldiers (500 or so) If you want to relax, you can sit on the throne forged in gold and or drink from the custom made alcohol from the brewery in the basement of the castle.

(500 CP) Bloodbathed Room

The corpses and cadavers of any enemies you kill in your jump are placed in this room, lining the floors, and piled into mountains and are all intact, even if before they were in pieces. This room will attach itself to the warehouse of the jumper in future jumps, you may find the huge amount of corpses at your disposal useful in the future.

(500 CP) Wizard's Castle

A magical castle that used to be owned by the Evil Wizard. Inside the castle walks skeletons, and apprentice wizards who patrol the halls. Any follower that dies

within the walls of the castle may be revived, and walk the many floors of the castle ensuring that trespassers in your domain will take their last breath.

Tools:

(50 CP) Health Potion

Chug this mysterious crimson vial of liquid to heal minor wounds. You get 5 vials of the health potion each jump.

(50 CP) Bow and Arrow

A generic bow and arrow to shoot enemies with. Unlimited arrows. Replaced when destroyed the next jump.

(50 CP) Horn

Good for calling upon allies, and harming nearby enemies. Can be used to activate an occasional secret mechanism. If lost, this tool will be replaced next jump.

(50 CP) Sandwich

A delicacy, this one though for a short time makes you swole. With your bigger muscles you can throw people around, how fun.

(50 CP) Boomerang

A u-shaped wooden weapon that you can throw at others that comes back to you. Replaced in your warehouse when lost or destroyed.

(50 CP) Shovel

You can use this tool to dig up hidden treasures. Only useful if you know where treasures are located. If broken you will find a new one in your warehouse the next day.

(50 CP) Bomb

Throw one at your enemies and see their face sink. Causes a small explosion when thrown. You will receive 50 bombs per jump in your warehouse. Watch where you throw them.

Drawbacks:

Take as many drawbacks as you can handle, there is no drawback limit.

(+100 CP) More To Lose

Health-restoring food items won't drop from enemies. Dodge, jumper, dodge!

(+100 CP) Minions Of Evil

Your journey won't be peaceful, on occasion you shall face hordes of trash-tier minions. Hordes!

(+100 CP) Why Won't It Drop!?

Along your journey to save the princesses and take down the big bad wizard you will have to collect 3 items that are a pain to collect in order to proceed.

(+200 CP) Baddies Assemble

Good thing you volunteered for this, as you will be putting in a lot of hours killing the stronger enemies that follow the Wizard. The so-called Bosses. Some can raise

the dead, some can petrify you, like that Medusa person. Things aren't looking so good for you.

(+200 CP) Seafaring

If you get seasick let me know, as you will need to cross the seas for the second half of your journey. You mustn't dally now, the Princesses might be killed at this rate! And here comes the Ninjas. Best to end things quickly, lest you fall off the ship.

(+200 CP) The Aliens Are Coming!

Is that a UFO? sh*t, we were so close to saving the Princesses. I hope that basic training you received is enough to take down aliens in a desert! At least the alien ship will have air conditioning.

(+300 CP) I'm Not That Weak

Each boss that is employed by the Evil Wizard will be empowered, and the same goes for the Evil Wizard himself. Each boss will now have a second phase. The Evil Wizard will have more, six if you want a number. Prepare for a long journey, Jumper, for your enemies grow stronger still. To take this drawback, you have to take the Baddies Assemble Drawback.

(+300 CP) All Is Unfair

Every encounter that you will have with one of the Wizard's champions will be a hard fought grueling battle. They also will, for seconds at a time, be invulnerable. If you don't time your attacks right you will be fatally wounded. You better not lose, for the sake of the kingdom.

(+300 CP) Insane Mode

Did you think that was it? No, you must do it all over again. Again I say. This time things will be more interesting, enemies will deal more damage and be ten times as tanky. I do hope you brought something better than a sword. Even a cannon might not be enough.

(+500 CP) WHO SAID YOU COULD CRASH CASTLES WITH THAT?

You may not bring into this jump any items that you have gathered from the other jumps. This includes items that you have made a part of you. Say goodbye to them for the duration of this jump.

(+500 CP) Why Won't you die!

Enemies during this jump can't die. When they should have died they come back to "life" a minute later forming a horde of enemies that will hunt you down and you can only delay their return.

(+500 CP) You Know nothing Jumper

You have no memories about Castle Crashers during your stay in this jump. You're going to have to survive in this setting without background knowledge that you may have had before about Castle Crashers. Now you don't.

Whats Next:

You have saved the four Princesses from the Evil Wizard. As a reward for your bravery you can take the four Princesses that you rescued with you, Jumper. I can rest easy knowing that they are with you, our savior.

Next Jump

You have successfully rescued the four Princesses, now you move towards bigger castles and larger worlds.

End Chain

Your adventures are at an end, your Jumper is content, or just want to put an end to the chaos that is your current chain. Thanks for being honorable, may your next chain be better.

Go Home

You may take everything you have acquired up to this part of the chain back home. Your family, and boring old reality awaits...