

Idleon Jumpchain



Welcome to the worlds of Idleon, Jumper! I hope you like grinding, because for the next 10 years you're going to be fighting monsters and practicing skills to your heart's content, and probably even beyond that. The world is full of quickly respawning monsters, and heroes like you are needed to fight them. To that end, take these 1000 Choice Points to purchase things in the jump. Unspent points are wasted, so use them all up! If you need more points, check the drawback section at the end. Any options discounted for a certain Path or Race are half off.

+1000 CP

Paths

Any Path may be taken as a Drop In option, meaning that you effectively just showed up in the world with no memories or connections. Age is 20 + 1d8 or pay 50 CP to choose an age.

Gender may be freely chosen from Male, Female, Other, Neither, or Stick Figure.

Beginner (+300 CP): Though everyone starts as a Beginner, you've decided that picking a class just isn't for you. Fortunately, there's a secret class line that caters to this desire, allowing you to focus on skills and esoteric effects more than combat. Since you have only one class line, you get an extra 300 CP compared to the other classes.

Rage (0 CP): The classic 'hitting stuff' path. Wielding melee weapons and using them to slay scores of foes is your bread and butter, though more physical skills are still on the table for you.

Calm (0 CP): The zen path of the archer, wielding a bow with pinpoint accuracy and firing arrow after arrow at your foes. Your skills rely more on your agility rather than brawn or brains.

Savvy (0 CP): The big brain path of the magic user. Wielding a wand/staff you conjure a wide variety of magical effects to dispatch your foes. Your skills are more reliant on your brains than your brawn...aside from chopping trees; you're really good at that for some reason.

Race

Stick Figure (0 CP): The most basic choice here, you are of a nondescript humanoid appearance, with no special traits or other abilities to speak of. But hey, at least you're guaranteed to have hands?

Living Object (0/+300 CP): Living creatures aren't the only ones in this world with sentience, sometimes objects take on a life of their own, whether that be a humanoid-ish gold bar, a leaf with legs, or even a cactus. For 0 points, you have roughly the same capabilities as a Stick Figure, meaning arms, legs, hands, etc. But for +300 CP, you lack arms, legs, or both! You can still somewhat manipulate objects, and might be able to hop around, but you'll be at a serious disadvantage.

Pig (0 CP): Small humanoid pigs, often with various hats, you're likely to have a large family if you didn't take the Drop In option. Pigs are roughly on par with Stick Figures in terms of capabilities.

Monster (0 CP): You're one of the more monstrous denizens of this world, with a wide variety of appearances. Do you want to be a humble mushroom? Perhaps a space squid? Maybe even a large floating eyeball. Unfortunately, you're unlikely to have arms, and possibly even legs, so don't expect to get much done besides attacking things. The different appearances you take don't matter much compared to your strength, though. You're stronger than the average Stick Figure, able to injure them just by brushing against their bodies. Though, you don't necessarily have to be evil. There are a few good monsters out there, acting as quest givers and helping out by giving out rewards.

Boss Monster (600 CP) You're no mere quickly respawning mook, you're the real deal. Easily the size of a small house, you can fill up the area around you with a variety of deadly attacks, from laser beams, to chunks of falling rock, to even just reaching out and hitting them with your fist. Your health pool can be in the millions, depending on how tough you are, meaning some seriously high leveled heroes would be needed to take you down.

Starting Location

All new players start by default in Blunder Hills for free, with subsequent worlds being locked off by portals that require gems found on world bosses to unlock. If you'd like, you can spend 100 CP to start off with all of the worlds unlocked, though be warned, the later worlds can be quite dangerous.

1. Blunder Hills: Rolling green fields leading to deep forests full of dangerous monsters. The canine stone golem Amarok guards the gem to leave this world.
2. Yum Yum Desert: A vast expanse of sand and rocky cliffs, with the world gem guarded by the undead six-armed elephant Effaunt.
3. Frostbite Tundra: As the name implies, this is an icy world covered in snow. Chizoar guards the gem to leave this world atop his icy steed.

4. Hyperion Nebula: A strange alien landscape in the depths of space, full of floating platforms and unusual flora. The Troll guards the gem to leave this world.
5. Smolderin' Plateau: A desolate landscape full of lava and stone. The dead divinity Kattlekruk guards the gem to leave this world.
6. Spirited Valley: A beautiful land of bamboo and mist, full of eastern inspired enemies. Though no one has been able to find him yet, they say a fearsome Emperor lays in the castle at the far end of the valley.

Perks

Beginner Basics (100 CP, Free Beginner): We've all gotta start somewhere, and as someone who's chosen the path of the beginner, you'll find a few bonuses to help you out. Your primary benefit is greatly increased learning rate for all skills, though you'll also enjoy a greater carrying capacity as well.

Journeyman (200 CP, Discount Beginner): You're much luckier than normal, which is good because your attack damage and accuracy now scales with your LUK stat. This also affects card drop rates, item drops, and even the amount of cash monsters drop. In addition, you can punch twice as fast!

Maestro (400 CP, Discount Beginner): This class upgrade is all about skills. Not only are you more efficient when using any skills, you learn them at a faster rate too. And, what's more, your Companions also benefit from an increased learning rate and efficiency when doing any skill that you are better than them at. Plus, you can punch an additional time with each attack!

Voidwalker (600 CP, Discount Beginner): The final evolution of the beginner, you literally return back to the beginning of your time here with the Void Trial Rerun talent, allowing you speedrun the early stages of the world to gain more talent points. These talent points can be spent to upgrade not only your Voidwalker talents, but the stats of all of your Companions as well, greatly increasing not only their base stats, but also the stat cap that they can invest to. You can activate Void Trial Rerun a bit more than once a day. Oh, and you can punch an additional time with each attack.

Rage Basics (100 CP, Free Rage): The power of your rage flows through you, increasing your total damage based on how high your maximum Health is, but also increasing the damage you deal with critical hits.

Warrior (200 CP, Discount Rage): Formal training as a Warrior has greatly tempered your body, increasing your STR and your Health greatly. This is good, because as a Warrior, you use STR to determine how much damage you deal. But don't neglect your WIS, as this will help determine your accuracy. Whirl your blades around in a circle around you to hit multiple foes, and attack twice as fast as normal! In addition, you become an expert miner, able to deliver powerful blows to ore veins, and increasing your chances to find multiple ores with each swing.

Barbarian (400 CP, Discount Rage): Summon massive bear claws to strike at your foes, and hurl axes at them from across the battlefield as you unleash your rage upon them. You can taunt monsters into attacking you as you thrive on pain, increasing your max damage, but decreasing your max Health. Not only that, you get even stronger than you were before, and your monster kills can sometimes count for double when calculating how many monsters you've killed for things like opening new areas and the Death Note. This is good, because for every type of monster that you've killed 100,000 of, you get a bonus to your damage. As for skills, you've oddly taken up the calming pastime of fishing, making you an expert angler.

Squire (400 CP, Discount Rage): With a powerful energy slash from your weapon and a daggerang thrown through your foes, you are a sight to behold. But don't let the flashy weapon attacks fool you; you're really a master of defense. From blocking damage, to increasing your accuracy at the expense of some damage, you're quite the tank. Though, with a high Mastery stat, your minimum damage is raised up, so you're more likely to hit for the big numbers anyway. On the skill side of things, construction is the name of the game. You can build faster, and operate the refinery even faster than anyone else.

Blood Berserker (600 CP, Discount Rage): You are literally burning with rage, inflaming yourself to increase the speed of your attacks, before exploding in a ball of fire that hits all enemies around you. When inflamed, you can deal a powerful serrated strike with your blade, and inflame the bear claw if you have Berserker. Your attacks are even faster now, with a chance to hit yet another time. As far as skills go, now you're a master of cooking, able to whip up hearty meals and discover new recipes faster than anyone else. Of course, you are still a Blood Berserker, so you'll be able to cook faster and learn about cooking faster for every mob type that you've gotten 1,000,000 kills on. What's the saying? You can't make an omelet without breaking a few monster skulls.

Divine Knight (600 CP, Discount Rage): It's about time you got a disciple since you're a paladin now, and so you can summon one to fire off energy waves around him, though he won't move from wherever you summon him. But hey, your daggerang is a lot bigger now; you can easily hit a lot more enemies with that thing. And, with your Orb of Remembrance, for each enemy you kill while the Orb is active, you'll gain increased EXP and Drop Rate. Pretty handy if you also use Divine Intervention to revive all slain enemies in the area to kill them again! (No, this doesn't work on allies, just mook enemies). You're also even more likely to spawn a shockwave with each basic attack. When talking about skills, you are simply MLG Pro. You're an expert at gaming, gaining more Bits and increasing every one of your Companion's EXP gain for gaming. Plus, your time spent killing fake monsters makes your actual weapon attacks more effective against the real thing!

Calm Basics (100 CP, Free Calm): A calm mind steadies your aim and your feet, allowing you to more easily score critical hits, as well as move faster.

Archer (200 CP, Discount Calm): Training your mind and body as an Archer has greatly increased your AGI, as well as both your health and mana. This is good, since AGI is now your

primary damage dealing stat, though you shouldn't neglect your STR, as that's where your Accuracy comes from. You can fire piercing arrows, and kung fu kick enemies away from you, to more easily hit them with your arrows, which also have a chance to fire two at a time. In terms of skills, the more enemies you kill, the faster you're able to smelt bars at the furnace. And, you alone can create gear with bonus stats, though it's not a guaranteed thing.

Bowman (400 CP, Discount Calm): You've further refined your skills with the bow and arrow, allowing you to fire homing arrows, and your basic attacks have a chance to conjure a magic shortbow that will also attack for you. Your attack cooldowns are also faster, and the faster you move, the more damage you deal. Your main skill is in Catching bugs, at which you gain EXP faster than anyone else, and you have increased efficiency at doing so.

Hunter (400 CP, Discount Calm): Your time in nature has greatly improved your abilities. Not only can you 360 noscope, hitting all enemies you can see in front of you, you can lay hidden bear traps around for hapless enemies to spring, and immobilize your foes with twisting vines. Don't worry about depopulating the forest, either, as enemies respawn faster when you're on the same map. This shouldn't be a problem for you though, as you can fire yet another arrow with each shot. Obviously, for your skill you are an expert at Trapping, having increased efficiency, EXP gain, and chance to find shiny critters.

Siege Breaker (600 CP, Discount Calm): Yar har har and shiver me timbers! Any landlubbers best watch where they're standing as you fire volley after volley of cannonballs and throw around bombs all over the place. What's more, you can place down your pirate flag to call forth Plunderous mobs, which have more health, but also have a higher drop rate and increased EXP. These kills also add up, as for every power of 10 Plunderous kills, you and all of your companions gain increased EXP and Drop Rate. For the Siege Breaker's signature skill, well it should be obvious, but it's Sailing! Both you and your captains gain more sailing experience, and there's a chance for any chests you find to be upgraded in tier.

Beast Master (600 CP, Discount Calm): You've taken the power of nature to its extremes, allowing you to summon animal friends like rushing boars, plummeting whales, and boxes of cheesy nachos. Of course, this doesn't mean that your marksmanship skills have atrophied. You're also able to summon a giant ballista, and your basic attacks have a chance to fire another extra arrow. The Beast Master's skill is Breeding pet monsters, having a higher chance to find eggs, gaining more EXP, and raising higher power pets.

Savvy Basics (100 CP, Free Savvy): Your clever mind knows how to get the most out of your attacks, having an increased critical hit and critical damage, as well as increasing your total damage based on how high your maximum MP is.

Mage (200 CP, Discount Savvy): Years of study have taught you secrets of spellcasting, able to conjure down beams of light and mini fireballs. Your MP is greatly increased, which will be useful if you want to continuously teleport forward short distances. WIS is your primary stat for dealing damage, though you'll also need AGI to increase your accuracy and actually aim with

your spells. As far as skills go, you're an expert at Chopping down trees to harvest logs with increased efficiency and the power to make trees drop extra logs at a time.

Wizard (400 CP, Discount Savvy): The Wizard is a master of the elements, conjuring ice shards, lava eruptions, and even tornadoes. What's more, if they manage to kill 4 enemies quickly, their attacks are greatly sped up. And, they're not shy on defense either. Wizards are able to direct a large percentage of damage done to them to hit their MP pool instead of their HP, which as a Wizard their MP pool will be quite large. For the Worship skill, look no further than the Wizard. They have increased efficiency, charge rate, EXP gain, and they can even ~~steal~~ borrow charge from your Companions.

Shaman (400 CP, Discount Savvy): The Shaman is something of a witch doctor, able to throw around destructive potions, conjure forth auras to harm and heal, and even throw a bouncing skull around the place. Every kill they make has a chance to reduce their attack cooldowns, and if they get hurt, they get a longer period of invincibility before they're able to get hurt again. For their skill, the Shaman is the master of Alchemy, gaining increased brew speed, EXP gain, and chance to discover new bubbles.

Elemental Sorcerer (600 CP, Discount Savvy): You're able to call forth the most destructive of magics, raining meteors from the sky, blasting your enemies with lightning, or even casting chaining bolts of radiance that automatically go between enemies. Even your basic attacks have a chance to summon a volcano, tornado, or fireball. But your most useful ability is to summon a Dimensional Wormhole to summon Wormhole mobs, which have increased size and HP, but also have increased EXP and Drop Rate. In fact, for every power of 10 Wormhole kills, total, you and all of your Companions will deal increased damage! For skills, the Elemental Sorcerer is the one you turn to for Divinity. Not only can they link to 2 Divinities at once, they can give you and your Companions increased Divinity EXP, as well as increased damage.

Bubonic Conjurer (600 CP, Discount Savvy): The master of poison, you can throw canisters of poison around, summon a living fart cloud to harass your foes, or inject them with yet more poison. You can even raise dead monsters around you, not to work for you, just to kill them again faster than their respawning would take. Unsurprisingly, the Bubo is the master of the Laboratory, giving your companions (including himself) increased EXP, and increased connection range, while giving himself increased efficiency, and even giving a portion of his Laboratory EXP to your lowest leveled companion.

Items

Bag of Upgrade Stones (50 CP): Each day, you'll receive a few upgrade stones, which can be used to increase the stats of any piece of equipment that you have, such as defense and weapon power, as well as increasing your stats (STR, WIS, AGI, LUK). Each piece of equipment can only hold a few upgrade stones, with higher tier gear being able to hold more. Upgrade stones also have a rarity, and you'll receive more powerful upgrade stones once you reach higher tier worlds.

Stack of Obols (50 CP): Every week you'll receive a stack of several obols, which can be equipped either to yourself, or to a Family tab, where their effects will apply to all of your companions. Each obol starts off as bronze, and provides minor stat boosts, but obols can be combined to silver, gold, and so on, each time getting stronger. You can also find obols in the world as ultra rare drops from enemies, or very rare drops from bosses, but this is a guaranteed source of them.

Rings, Pendant, and Keychains(100 CP): Pretty simple, you receive two rings, two keychains, and a necklace, each of which can have a variety of minor effects and stat boosts. Things such as increasing monster respawn rate, increasing your total defense, making your fishing rod hit deeper waters, all sorts of minor effects are possible.

Premium Gear (200 CP): First, you receive a premium hat. You can wear this hat over an existing hat, upon which it will overwrite the appearance of the base hat or helmet, while keeping its original stats. Premium hats are things like monster masks, dog hats, or even the simple gray beanie. Second, you receive a chat ring. This makes your words, when typed in chat, be surrounded by a fun special effect like bubbles or flames. Third, you receive a cape. Not only do these look cool, they provide a number of different effects depending on the cape, such as higher total defense, or higher max damage. Lastly, you receive a name tag, with a special border that makes your name look cooler. Everyone will know how much of a cool guy you are when your name has a cool rose or gold bars next to it. Plus, the name tags give some decent stat boosts, like more EXP, or higher drop rate. What's more, you receive 5 premium upgrade stones per piece of equipment which can only be used on premium equipment and each add +5 to one of your primary stats (STR, WIS, AGI, LUK).

Card Binder (Free/200 CP, Discount Monster): This binder can seemingly hold an unlimited number of cards, despite easily fitting in your hands. However, the only cards that can fill this binder are found as very rare drops from monsters and resource nodes. You are able to equip up to 8 of these cards at a time, each of which have varying effects. Weaker monsters may only give a small increase to your health or mana, while powerful boss monster cards could increase the efficiency of all of your skills, or increase the amount of damage you do by a percentage multiplier. Cards can also be upgraded by finding multiple copies of each card, increasing the card's effect and also making the card look shinier with a nicer border. By default, all monsters and resource nodes in this world have a chance to drop cards, but for 200 CP, you can extend this card drop chance to future worlds that you visit.

Stamp Bank (Free/200 CP, Discount Piggy): The massive, well dressed porcine fellow sitting behind this counter is Mr. Pigibank. He's a stamp collector, you see, but not in ordinary stamps. No, he collects magical stamps which can grant you increased stats, everything from boosted LUK to reducing the time it takes for you to earn Arcade Balls, as well as having stamps that augment every Skill. Ordinarily, you'd have to just pay some gold, and maybe a relevant material cost to upgrade these stamps, but they've been stolen recently. The more stamps you can find, the more you can upgrade to increase your power. Mr. Pigibank, and his counter,

attach seamlessly to your Warehouse, and will follow you from jump to jump, but that does you no good if future jumps don't have any magical stamps. Ordinarily this item would be free, but for only 200 CP, discounted to 100 CP if you're a Piggy because Mr. Pigibank likes you more, you can continue to find stamps in future worlds that you go to.

Town Marble (Free/200 CP, Discount Stick Figure): This handsome hunk of rock is a living statue, and a bit of a collector of statues as well. By finding certain magical statues and donating them to him, he is able to upgrade your stats, things like movement speed, money found, even EXP gained. Each type of statue boosts one stat, and the more a stat is boosted, the more statues you'll need to donate in order to increase their effect. You can also pay a large amount of money to gild the statues, which makes their effects apply to all of your Companions as well. This item is normally free but for 200 CP, discounted to 100 CP for Stick Figures because they're easier to make statues of, you can continue to find magical statues in future jumps, which the Town Marble in his nook attached to your Warehouse will take, possibly finding new bonuses relevant to future jumps.

Lair (400 CP, Discount Boss Monster): Your very own domain, customized to your liking. Not only is this spacious cavern, copse, or maybe even just an empty field large enough to hold your full size, it's sealed away by magical keys that can only be accessed in a limited quantity. Perhaps a brave hero needs to complete a certain quest to get a key per day, or maybe they're just an extremely rare drop from nearby monsters. Either way, expect not to get bothered too much while in your lair. The lair also has several features to aid you in battle, such as shrines that restore your health or protect you from damage, though you can't take these out of the lair.

Refinery (200 CP): This magical boiler turns monster drops into various salts, which can be used for a variety of upgrades. Starting with simple redox salts, made out of copper ore and mushroom caps, which can be refined into explosive salts, which can be refined into spontaneity salts, and so on and so forth, each refining step requires different monster ingredients. Come with The Salt Lick, which allows you to trade salts, souls, and critters for various bonuses.

Sneaking Tower (200 CP): This 12 floor pagoda is home to fearsome monsters that you'll have no choice but to sneak by rather than fight. Fortunately, you and all of your companions can deploy a ninja twin to explore the different floors, collecting EXP and Jade Coins, which can be used to find higher rarity and more powerful items, increase the stats of your ninja twins, or spent to unlock other bonuses outside of the tower, such as automatically upgrading your kitchen meals, or (vitally) adding a crop scientist to your Farm, which provides various bonuses based on the number of different crop types that you've unlocked. The tower and jade coin emporium are attached to your Warehouse for ease of access.

Summoning Stone (200 CP): This floating stone initially can only summon basic slimes, and generates white essence, which can be used to upgrade your basic slimes. These slimes aren't for fighting monsters, no, they're for battling against other monster summoners. This works with a simple mechanic: there's a lane between you and your opponent, and you both summon as many monsters as you can to throw against each other. Whoever can wear their opponent down

first wins, earning small bonuses to basically any other stat, such as artifact find chance in sailing, total damage dealt, or increasing the speed at which you charge Sigils in alchemy. Comes with a small room that attaches to your Warehouse, where slimes can frolic around.

Farm (200 CP): What starts initially as a simple plot of land has the ability to grow to so much more. By planting various seeds, you can grow crops, which have a chance to evolve into new kinds of crops each time you harvest them. Different crop types can be used at the market to upgrade your number of plots, EXP gained, chance for evolution, and more. Or, you can trade in all of your crops at once for magic beans to use at the night market, which can be used for more upgrades such as allowing a crop to overgrow (and be worth more), or increasing your Land Rank for various bonuses outside of farming, such as increasing total damage of all companions, increasing drop rarity for all companions, or increasing the stealth of your ninja twins in the sneaking tower.

Bag of Time Candy (600 CP): Time Candy is a truly marvelous confection, able to 'skip ahead' in time, though you'll only be able to do one thing while time is passing. So, for example, if you were to start chopping down trees and ate a 4 hour Time Candy, you would instantly gain 4 hours worth of logs, without any 'real time' passing. So no, this won't let you leave here before 10 years are up, but you're going to have a lot more time spent in those 10 years. Each day you receive 1 piece of candy, ranging from the humble 1 hour candy, to the mythical 72 hour candy. On average, you're most likely to receive a 4 hour candy, though.

The Stingers (100 CP, Free Beginner): The starting weapon of the Journeyman class, this is essentially a boxing glove wrapped in barbed wire. Though initially weak, it has the ability to be upgraded into new forms with copious amounts of crafting materials, increasing both its weapon power, and the bonus stats that it gives.

Arcade (200 CP, Discount Beginner): Kind of a let down, this Arcade has only one game, and it's plinko. However, you get free balls every hour, and you can win a number of exciting prizes, from money and Time Candy, to even rare Gems! Most commonly though, you'll win golden balls, which can be used to upgrade various stats, with the list of stats available to upgrade changing around every few weeks. The Arcade attaches to your Warehouse, so you can always get your game on.

Post Office (400 CP, Discount Beginner): Instead of you receiving mail from this post office box, you'll be the one sending out various materials in exchange for rewards. There are 6 companies that will all request different types of goods, such as crafted goods, or rare drops. Each of these companies will send you items and money for complete orders, as well as delivery boxes which can be used to fill various crates that give you bonus stats as you do so. Each crate can hold 400 delivery boxes, and there's a couple dozen crates with themes ranging from dealing more damage, to increased lab efficiency and connection range. You can also find silver pens, which can refresh orders, in case you want to do more than 6 a day, or in case you receive a request that you are unable or unwilling to fulfill. You can find a mail slot in your Warehouse to fulfill these orders.

Colosseum (600 CP, Discount Beginner): A magnificent structure where you can test your mettle against a large variety of foes at once in order to win fabulous prizes. Each day you'll receive 3 tickets to enter the colosseum, which can be saved up or spent immediately. You might want to save them up though, as each world you go to will unlock a new arena in the Colosseum, offering increased challenge and rewards, but requiring a few more tickets for the chance to enter. Not only will you receive the drops for all the monsters you'll be fighting, including rare minibosses, depending on your performance you'll receive a number of chests of varying quality, which can contain rare and useful items.

Wooden Spear (100 CP, Free Rage): The starting weapon of the Warrior class, this is essentially a stick with a sharpened copper knife on the end. Though initially weak, it has the ability to be upgraded into new forms with copious amounts of crafting materials, increasing both its weapon power, and the bonus stats that it gives.

Cavern (200 CP, Discount Rage): Your very own mine, full of veins of ore that never seem to run out, no matter how many days in a row you stand there swinging your pickaxe. As you go deeper in the cave, you find more valuable and harder to mine ores. Comes with a free mining pick that upgrades as you get more skilled at mining, able to mine harder veins of ore, and faster. You'll find the mine attached to your Warehouse, easily accessible whenever you need to diggy diggy hole.

Fishing Spot (400 CP, Discount Rage): A quiet little lake attached to your Warehouse, perfect for spending a day (or several days in a row, I won't judge) catching the creatures of the deep. There are several fishing spots in the lake, each with a different assortment of fish to catch, from basic goldfish and jellyfish to strange things like skeletal fish and krakens. Each type of fish has various uses with other items, such as crafting high tier gear, or being used in alchemy vials. Comes with a free fishing rod that upgrades as you get more skilled at fishing, able to reel in stranger and more valuable fish.

Construction Table (400 CP, Discount Rage): This table allows you to craft plans for all sorts of wondrous machines and structures, from magical shrines that increase your attributes, to various types of wizard towers that you can use in worship (worshiping shrines often summons monsters, you know). You can even make a 3D Printer, which prints resources based on how quickly you can gather them yourself. Honestly, there's a lot of good stuff to construct. You can also craft Cogs, which increase your build rate, and EXP earned, but you'll first need to build space for those Cogs. Maybe you'll find the legendary Excogia? You'll find a workshop attached to your Warehouse for ease of access.

Kitchen (600 CP, Discount Rage): Your very own kitchen, complete with 10 ovens, and a table big enough to hold the dozens of types of dish you're likely going to be making. Of course, these are no ordinary dishes, each will have some wondrous effect on you, from increasing your base stats, to increasing the money that monsters drop. Of course, you'll still need to experiment with

different spices to create new types of dishes. Your Kitchen is attached conveniently to your Warehouse, in case you need a midnight snack.

Game Station (600 CP, Discount Rage): Your very own big screen TV with a built in game console, featuring the hottest game of the year: growing plants! That's right, you can experience the high octane thrills of waiting for plants to grow, and then clicking on them to gather Bits, which can be used to upgrade your plants, making them faster to grow, and providing more Bits. You can also use Bits to purchase other upgrades, such as a Squirrel that provides acorns for more upgrades, or a sprinkler to grow plants instantly. Bits can also be used for permanent upgrades outside of the game, such as a chance to receive double EXP, your Miniature Soul Apparatus granting bonus Sailing speed, or making spice found by your pets worth 1.5x as much. Bits are also useful in upgrading both alchemy bubbles and divinities, as well. You'll find your new gaming room attached to your Warehouse.

Wooden Bow (100 CP, Free Calm): The starting weapon of the Archer class, this is a simple curve of wood (actually made from mushrooms, don't worry about it) and some string. Though initially weak, it has the ability to be upgraded into new forms with copious amounts of crafting materials, increasing both its weapon power, and the bonus stats that it gives.

Smithy (200 CP, Discount Calm): This anvil and furnace set can be used to craft a variety of goods of every shape and size, from metal armor, to...cloth bags that let you carry more stuff? Don't worry about it too much, just know that with a few swings of your hammer, the right materials, and the appropriate recipe, you'll be able to craft just about anything. The furnace has a few dozen slots, so you could smelt different ores at once, though different types of ore take longer and require more ores to make a single bar. Additionally, the anvil can produce miscellaneous bits and bobs, such as springs, brackets, and leather scraps, passively while you do other stuff. If you want to upgrade your Anvil, you can use various monster parts, and if you want to upgrade your furnace, you can just spend some money, up to a limit. You can find the Smithy in a room attached to your Warehouse.

Insect Hive (400 CP, Discount Calm): This place is a bit creepy, to be frank. It's full of basically every kind of insect you can imagine, and a few you probably couldn't have, in enough quantities that you could spend all day swinging your net and never seem to run out of bugs to catch. Speaking of nets, you get your very own catching net that upgrades as you get better at catching bugs, able to catch more wily bugs, and faster. The Hive is attached to your Warehouse, with a tightly sealed door that ensures no creepy crawlies get through.

Critter Traps (400 CP, Discount Calm): A set of 6 traps, used for catching various critters such as Froges and Honkers. Though you'll initially be working with simple cardboard boxes, as you get more skilled at Trapping, your traps will upgrade to a higher quality, able to catch more critters at once, and increasing the odds of finding rare variants of critters, such as the Poison Froge or Diamond Duck. Inside your Warehouse you'll find the Trapper Drone, which can place and collect traps automatically.

Dockyard (600 CP, Discount Calm): Yo ho ho and a bottle of rum, matey. You're about to set sail on the seven seas with this dock, complete with a single ship and a captain to explore the seven seas. Or, well, one sea really. And, he's only got a single island on the map, at least to start off. But, your sea captain can automatically collect loot from the island, including possibly finding rare Artifacts and gold. Artifacts have various uses, from boosting stats, to boosting just about any other aspect of the game. Gold can be spent to hire more ships and more captains, which can explore the map to find other islands, which have different treasures and artifacts on them, which can be used to upgrade your boats, to find even more islands and get even more boats, and so on. The dockyard can only support 20 boats, though. It attaches to your Warehouse for ease of use, as well.

Fenceyard (600 CP, Discount Calm): Huh, so this is what you're supposed to do with all those monster eggs you've been finding. Turns out that you can hatch them into tame creatures. These monsters aren't going to be any good at helping you in a fight, but they can be sent to fight other teams of monsters in the arena for fame and glory, or out into the wilds in search of exotic spices which can be used in cooking. You'll automatically find more eggs every few hours, though strangely enough it seems like you have some control over which kind of monster hatches from the egg. Be on the lookout for shiny monsters, which give bonus stats to you! This also comes with a DNA Splicer, which can be used on defeated monsters to transmute their drops into DNA fragments, which can be used to upgrade your pets. The Fenceyard is attached to your Warehouse, try not to let the monsters run around in there!

Gnarled Wand (100 CP, Free Savvy): The starting weapon of the Mage class, this is a twisty stick with a knob on the end. Though initially weak, it has the ability to be upgraded into new forms with copious amounts of crafting materials, increasing both its weapon power, and the bonus stats that it gives.

Forest Grove (200 CP, Discount Savvy): This forest grove has all sorts of interesting trees, ranging from oak and maple to...toilet paper? Well, at long as it chops down like a tree it's all the same, right? This comes with a basic axe that upgrades as you get better at chopping, able to fell sturdier trees, and faster. The grove attaches to your Warehouse for your convenience.

Miniature Soul Apparatus (400 CP, Discount Savvy): Throughout your time in this world, you may find various totems that you can worship, unfortunately triggering waves of monsters to attack. Your own attacks aren't very effective during this (as you are distracted with worship), but if you were able to summon any wizard towers to aid you, they'd be able to fend off the monster waves. (You can get wizard towers from the Construction Table). The M.S.A. consolidates all of those shrines into one convenient area, so you can worship without fear of monster attack, as long as you have successfully worshiped at the shrine in question at least once 'for real'. Each worship attempt requires Charge, and worshipping totems grants you various kinds of souls, which of course can be spent on various upgrades, or used in crafting recipes. Comes with a free skull that upgrades as you become more proficient at worship, allowing you to hold more charge, and generate charge quicker. You can find the Miniature Soul Apparatus attached to your Warehouse.

Alchemy Cauldron (400 CP, Discount Savvy): One of the most essential tools in the game, the Alchemy Cauldron allows you to work on a variety of effects, each with their own uses. The primary use is unlocking new bubbles, which have various effects such as raising stats, and can be upgraded with materials and water, which is slowly generated by your cauldron over time. There are 4 kinds of bubbles, one for each stat, which are mostly passive, but you can also unlock large bubbles which must be equipped one at a time. You can also research and upgrade Sigils, permanent buffs with minor effects such as increasing stats, or giving you more talent points to spend. Finally, you can unlock vials. Individual vials are unlocked by throwing a certain item into a cauldron and seeing if it's compatible with being made into a Vial. If it is, there's still a chance that it won't take and you'll have to try again, but once it sticks and you have a Vial of the item, you can add more of the same item and water to it in order to increase the effect that it has, ranging from stat increases, to faster leveling up in certain skills, to absolutely nothing at all (What did you expect, throwing a pickle in there?). As you gain more proficiency with alchemy, you'll unlock additional cauldrons, each with their own special waters. You'll find the Alchemy Cauldron(s) in a room attached to your Warehouse.

Divinity Shrine (600 CP, Discount Savvy): A simple stone platform for you to sit cross legged on, surrounded by currently vacant shrines to the 10 divinities of the world. Small spirits flicker about on nearby platforms. By sitting here and meditating, you are able to accrue divinity, which is used to summon the spirits of the 10 divines, one at a time, and each time requiring more divinity to summon. Each of the divines has a passive effect that applies to you and all of your Companions, and an active effect, which you must be linked to that divinity to experience. You can ordinarily link to only one divinity at a time, though there are rumors of a way around that restriction. Divinities can also have their passive effects upgraded by sacrificing appropriate materials or money to them. As you get more proficient in divinity, you'll unlock better meditation techniques. You'll find the Divinity Shrine on a rocky outcropping attached to your Warehouse.

Laboratory (600 CP, Discount Savvy): A set of 10 person-sized glass tubes, all connected to a mainframe. You and your Companions can be uploaded here to activate a number of connected nodes, though some are farther away than others and will require multiple people to be linked at once in order to reach them. You can also craft jewels, which provide more nodes to connect to, and chips, which provide you and your Companions passive stat bonuses, even when not uploaded. As you get more experience in the Laboratory, you'll be able to connect further distances. The mainframe and the tubes are attached to your Warehouse.

Companions

Alts (Variable CP): The most important companions you can ever have: You. Each Alt is a separate version of you that starts out with only the free options taken from their Path in life. Each Alt is effectively an automaton that will do one thing you tell it to do ad infinitum, such as chopping maple logs or killing sheepies, 24/7, only stopping when you tell them to do something else. You can inhabit the body of one of these Alts at any time, leaving your main body to do

one thing over and over. For 200 CP, you get three Alts, enough to have one of each Path that you didn't take. For 300 CP, you instead get nine Alts, a full roster.

Friends List (Variable CP): What good is a game without friends? For 200 CP, you can import or create four companions, each with their own Path and 600 CP to spend on Perks and Items. Or, for 300 CP, you can import or create a full party of eight companions. Unlike Alts, these are real people, and have the free will to do things on their own.

Guild (600 CP): This is a little excessive, honestly, but here you go. To start off, you have a level 1 guild, with spots for up to 30 other players. Each guild member can contribute guild points by completing both daily and weekly tasks, such as killing a number of monsters, or beating a world boss. With these guild points, your guild can level up, allowing more members to join, up to a maximum of 210 members at level 45. Each guild member starts off only with one path and the free options from that path, but may grow stronger as normal. What's more, your guild can earn certain bonuses, purchased with guild points. These bonuses vary from things like increasing your base stats and carrying capacity, to increasing your success rate at upgrading gear or increasing the rate at which you find cards.

Pets (Variable CP): These companions follow beside you, not helping directly in combat, but also immune to all harm. The key use of these pets is the variable effects that they give you. While you can have any number of pets, their effects do not stack with pets of the same type, and only one pet can follow behind you at a time.

Frog (50 CP): Increases your total damage dealt by 10%

Bloque (50 CP): +20% EXP earned by all skills

Sandy Pot (50 CP): +15 Base All Stats (STR/AGI/WIS/LUK)

Slime (50 CP): +25% Golden Balls earned in the Arcade

Bored Bean (100 CP): Your Alts will gain 4% more gains while they're Fighting or Skilling

Molti (100 CP): All skills are 5% more efficient

Sheepie (100 CP): All large bubbles in Alchemy count as equipped

Crystal Custard (200 CP): Increases both EXP and item drops from monsters by 100%

Dedotated Ram (200 CP): At any time you can access your Storage Chest to deposit or withdraw items

Rift Slug (300 CP): All Talents have +25 levels (from a base max of 100 levels)

King Doot (400 CP): All Divinities count as Active at the same time, for all characters

Drawbacks

Human (+0 CP): Maybe you don't like the featureless stick figure aesthetic, that's okay. With this toggle, you can switch between the original stick figure forms of all of the people, and more human-like appearances, with faces and clothes and everything.

Completionist (+100 CP): Each world has a special trophy you can make out of a variety of ingredients, intended to show that you are a true hero of that world. This includes quest completion tokens from every quest giver in the area, a variety of ultra rare drops and crafted items, and a large amount of skill based items from that world. You must prove yourself as a hero of all six worlds by crafting all of their hero trophies before you are allowed to leave, even if your 10 years are up. Though, if you wanted to stay longer than 10 years, you could always just not craft these and hang around.

RNGsus hates you (+200 CP): It's no secret that the random number gods have those that they favor, and those they have cursed. Unfortunately, you are one of the latter. Expect your drop rates to be about 10x as rare as before, so if you want to collect every item and all of the cards, you're in for a rough time.

You got Trolled (+300 CP): Oh no, Jumper, seems like you've been knocked down all the way back to level 1 thanks to that notorious Troll in World 4. This means you've lost all of your out of jump powers and items, and will have to rely on what you've purchased here during your 10 years. Of course, even if you "beat" the Troll, it's not like he'll just give you your items and powers back.

The Gods Must Be Mad (+300 CP): It seems that when programming the world, LaveFlame2 accidentally added a few extra 0s around the place, specifically to the amount of kills needed to progress between zones, and the amount of materials needed for crafting recipes. Prepare to spend 10x as long just to get anything done.

Solo Run (+600 CP): Are you sure about this? MMOs are meant to be social, you know? Alright, if you insist. You are forbidden from taking any Companions, including Alts and Pets, meaning you'll have to do all of the skilling and all of the killing by yourself. You're also forbidden from using the chat function, and can't join someone else's Guild. Well, if you get lonely, you could always talk to the NPCs?

Notes

By GW2Anon !3ZmXiJrYAI

V1.0: Released.

V1.1: Gave Beginner Path 300 CP stipend for having less options than other Paths.

What's The Plot?: To be short, there isn't really one. You're given quests to travel through each world and fight the boss at the end in order to grab a gem to unlock the portal to the next world. Along the way, you'll find other quests and hidden areas and minibosses, but don't expect a lot of complicated plot points. Kill Monsters. Fight The Boss. Next World.

What's With All The Stat Boosts?: While you only have four main stats (STR, AGI, WIS, and LUK), there are a number of substats for skill efficiency, crystal mob spawn chance, critical hit chance, etc. If you can think of it, there's probably some way to increase that stat. Basically every building and mechanic in the game makes your stats slightly better in some way, or makes it easier to get your stats slightly better. This means that you'll be spending a couple hits to kill a green mushroom when you start off, but by the time your level is in the hundreds, you'll be one-shotting much more difficult monsters even in higher worlds. Does this mean that you're millions of times stronger because you're doing millions of damage later on? Eh, up to you, you're the one writing your chain.

Will I Miss An Item If I Don't Buy It?: I'll be honest, there's too many items for one person to buy if they want to have every option available to them. You're almost definitely going to need to have companions buy some items if you want to have every item fiat-backed and attached to your Warehouse. I wouldn't blame you, every building is somewhat interconnected with all the other buildings. But, I won't stop you from just picking up the Refinery in the jump and hoping for the best.

Can I Play Without Alts?: Technically, yes, but in practice you're not going to want to. By the time you get to the later worlds, you're going to be needing to kill millions of different kinds of monsters and millions of different kinds of crafting materials, if you want to access the endgame content. You could, in theory, do this on your own. But really, wouldn't you rather have some mindless extra bodies to do that for you?

What About X Talent?: It would be pointless to list every single Talent in the game when the wiki exists. https://idleon.wiki/wiki/Main_Page Instead, I tried to give a good overview of what each class and item does, rather than an exhaustive list of everything in a game that, frankly, you might want a spreadsheet open to play optimally.