



Monstrous Monsters Jump
v1.0
by LJGV/Sin-God

Welcome, dear jumper, to a traditional fantasy world, one perfect for an assortment of monsters to live long, fulfilling lives with a healthy amount of time to dine on upstart adventurers and peasants. In this jump, you will have the chance to become a powerful

type of monster with a range of abilities, abilities which you will be able to take into future jumps and wield against your foes. Enjoy the next decade being a monstrous menace, you deserve it you beautiful beast!

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Author's Note: *Hi there! I am using the Essence Jump template for this jump, but this is actually just an experiment whereby I translate some monsters from D&D into alt-forms for jumpers to grab and play with, without using the Out of Context Supplement format. I like the basic idea here and will likely attempt to revisit it at some point in the future.*

Starting Location

The world for this adventure is a generic fantasy world. You can, for free, opt to go to a D&D setting if you wish, as these particular monsters are all D&D 5e monsters. In future installments in this series, it is possible, and indeed likely, that monsters may come from a range of settings instead of stemming from a single franchise. You can start off anywhere in such a setting as you wish, though given that you will be starting off as a monster, perhaps consider where you want to begin carefully.

Age and Gender

You can determine your age and gender freely for the purposes of this jump. You are a monster's monster, and your origins make it so that your age and gender do not matter.

Origins

All origins here become alt-forms in future jumps. In every case, as far as origins go, you receive the alt-form in question and the creature's stat block as your baseline statistics BEFORE you factor in perks.

Roc [+200 MP]

[Rocs](#) are beautiful, massive birds. There is a simplicity to their slate of abilities, as they are simply gigantic birds. Their lore reveals that they are the creations of Annam the Giant All-Father, as mounts and allies for giants to give them a better chance to contest draconic dominance of the air in ancient, almost forgotten wars between giants and dragons.

Purple Worm [Free]

[Purple worms](#) are feared subterranean predators. These gigantic beasts are brutish in battle, and have an intimidating speed when in their natural habitat. Do not underestimate their capabilities, as with their tough exoskeletons, enormous bodies, and deadly poison they have the ability to bring low entire armies in battle if they catch their victims unaware.

Kraken [200 MP]

[Krakens](#) are creatures of myth, aquatic nightmares that haunt forgotten reaches of distant oceans. These terrifying monsters have sinister intelligence, and cruelly make demands of those who seek passage across their territories, and they ruthlessly slay

those who do not pay up. These monsters are the long-forgotten creations of the gods to fight wars before memory, and now most lurk deep beneath the waves, but when one or more surfaces they leave the regions near their aquatic homes forever changed.

Perks

Origins get their 100MP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Multi Origin [100 MP if you want just the stat block, 200 if you want the full origin, discounts and all.]

For this jump and this jump only, each purpose of this perk lets you acquire additional alt-forms. If you only desire the alt-form and stat-block, then you can just spend 100 MP, and don't need to factor in additional costs. If you wish to acquire the full origin then you can spend 200 MP (before factoring in the base cost of the origin), which will give you the alt-form, origin, and discounts.

Monster Speech [200 MP]

By default all monsters can speak to or otherwise communicate with members of their own kind, even without this perk. That said, if you wish to be able to speak to any and all monsters and non-humanoid animals that are not completely mindless (such as most zombies and some types of skeletons) then you can purchase this. This perk allows you to easily and readily speak to other monsters, including in non-monstrous alt-forms, as well as non-humanoid animals.

This perk also allows you to speak any and all languages you know in any alt-form you have. This includes speaking fully human languages in fully monstrous or animalistic alt-forms.

Roc

Enormous Efficiency [100 MP | Free for Roc]

Despite your incredible size you are actually capable of subsisting on fairly little. You have a monstrous stomach and can eat a range of materials, drawing sustenance from a lot of them and only need not even a third of what many would think a creature of your size would consume.

Roc Riding [200 MP | Discounted for Roc]

You have a curious ability. You can, at will, become a perfect mount for any given rider(s). This will allow the rider(s) you choose to become perfectly confident atop your back, cling to you with effortless ease, and not suffer from any sort of exhaustion or motion sickness while riding you. This also makes you a talented rider of rocs and other such animals. These abilities work for all of your alt-forms, not just your Roc one.

Giant Friend [400 MP | Discounted for Roc]

Giants are far more friendly to you than they have any real reason to be, and you innately know the languages of giants in this and future jumps. Giants view you as a potential ally, treat you with respect, and you have an innate understanding of giant social norms and expectations.

Aerial Supremacy [600 MP | Discounted for Roc]

You are a terrifying midair foe. When you clash with other fliers, they are stunned and frightened by your size and speed, unless they are significantly more powerful than you are (and the more of a size difference there is between the two of you the more dramatic this fear effect is). This fear effect makes their attacks hurt less, and makes them incredibly hesitant to try and attack you. This effect is stronger on dragons, due to the ancient enmity between the two types of monsters. Additionally your attacks hit foes that are frightened of you slightly harder and are more likely to be especially devastating, essentially increasing the likelihood of a critical hit.

Purple Worm

Huge Helper [100 MP | Free for Purple Worm]

You are curiously helpful, or at least you can be. You have a strange skill at turning your abilities into things that actually help people, like how a purple worm inadvertently creates new highways for travelers exploring the Underdark and other subterranean regions. This is especially pronounced when you use abilities that take advantage of your massive size.

Viciously Venomous [200 MP | Discounted for Purple Worm]

You know how to infuse all of your natural attacks with deadly venom. The staggeringly powerful venom of a purple worm (it is enough to one-shot many different kinds of creatures in 5e) is something that courses through you in all of your alt-forms. If you possess stronger, or different venom, and wish to use it instead you can, such as if you want to paralyze foes rather than just massacre them.

Ambush Predator [400 MP | Discounted for Purple Worm]

At a glance it can be difficult to imagine being surprised by a creature as enormous as a purple worm but they are much trickier to see coming than one might anticipate due to the way they tunnel through the world. You exemplify this trait, being eerily stealthy and capable of surprising your foes, which can cause your foes to freeze in horror or be altogether filled with impossible dread, especially if you ambush them in a place they didn't imagine a purple worm could get.

Talented Tremorsense [600 MP | Discounted for Purple Worm]

You possess incredibly keen tremorsense, which is the primary sense that purple worms use to navigate the world. Your tremorsense is three times as powerful as that of a normal purple worm, allowing you to precisely aim yourself at anything in contact with the ground at a distance of 180 feet, and you retain this sense in all alt-forms from here on out. This ability even functions when you aren't on the ground, letting you precisely detect and aim at distant foes, potentially even catching them off guard from vast distances.

Kraken

Mythically Tough [100 MP | Free for Kraken]

All Krakens have a number of legendary resistances (the ability to see that you have failed to resist something that could be resisted, such as a spell like *Polymorph* which triggers a saving throw and say “No”, choosing to succeed instead). In your kraken alt-form, if you have one, you also have legendary resistances, however that is only while you are in your kraken form unless you take this perk. By taking this perk you double the number of legendary resistances you get, and can use them in all of your forms, as well as gain the ability to resist anything, even if the “Check” to do so is extraordinarily high. You are a creature of myth, it’d hardly be fair if you unceremoniously got one-shot, would it? Also, this does not trigger automatically every time you’d otherwise fail a save, instead you’ll know you’ve failed, time will freeze, and you will have a chance to select to use one of your daily resistances or not. Beyond this the immunities and resistances you gain in your kraken form are now universal, meaning you are always immune to cold and lightning damage, and cannot be frightened, grappled, paralyzed, or restrained, and any other resistances and immunities you have in specific alt-forms are also universalized.

Merciful Kraken [200 MP | Discounted for Kraken]

Are you the creation of a god of goodness? That’d certainly explain this very quirky power. You have the power to give others the ability to be amphibious, a power you can use to prolong their suffering or to be merciful to people you take a liking to even as you destroy their ships. Those who become amphibious thanks to you find themselves grateful to you (though this sentiment can be overcome if you mistreat them), and you have the power to revoke this boon at any time, across any distance. This power also gives them immunity to the pressures and icy chill of the depths, allowing them to explore the world beneath the waves freely.

Divine Danger [400 MP | Discounted for Kraken]

You were once a tool of the divine, a blade forged in the depths of the sacred laboratory of some long-forgotten god for the purpose of terrorizing the armies of your creator’s primordial foes. You can still sense the divine, and are a powerful sacred weapon, one capable of striking the divinity in divinely imbued foes such as clerics and champions of gods, weakening their connections to their holy masters while also dealing incredible harm to them. You can hunt the divine, or their foes, with remarkable ease, but you can also turn your attention to serving the divine as you have a powerful connection to it, which could allow you to become an easy ally for the gods if you approach them earnestly.

The Storm That Is Approaching [600 MP | Discounted for Kraken]

You possess truly immense power over storms, able to effortlessly calm truly titanic storms or call upon storms that blanket the countryside in heavy rain and fierce lightning. You can easily control the weather, and are epically powerful when it comes to controlling water and lightning, able to do all sorts of fantastic feats while in the ocean (such as creating whirlpools or tsunamis), and can create storms at will even in places where rain is a rarity.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 MP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Roc

Saddle [100 MP | Free for Roc]

You have a saddle. This is a shapeshifting device that adjusts to your current alt-form and can easily be put on you to allow you to more easily carry various people and goods. You control this saddle, and those who are riding on it are protected from passive effects of the environment (such as the cold if you're high up, to even giving people riding you the ability to breathe underwater if you are in an aquatic form) and cannot be thrown off of your back, as well as find it easier to attack or even use supernatural abilities while riding you. You can use this on friendly animals as well.

Roc Feather [200 MP | Discounted for Roc]

This is a supply of feathers sourced from rocs that have been magically treated. These can be used as sacrificable material components for wind and flight magic that makes such spells worlds stronger. You can use one a week to tremendously enhance such magic, or you can use one a day to meaningfully buff but not overpower such magic.

Nest [400 MP | Discounted for Roc]

This is a secure nest that is safe, resilient, and while in it you exude an aura of power and magnificence that causes those near you to respect and/or fear you depending on the difference in power between you. You rest three times as effectively while in this nest, and can actually overcharge your health as a result of being here, giving you the equivalent of temporary HP (to a maximum of a quarter of your overall hit points or some approximation thereof), as well as boosting your strength and durability. Beyond that this effect extends to your friends and allies as well, when they rest nearby. It is far, far harder to attack you while you are here, and this item's size changes to accommodate you, meaning that you can use this as a human and make it the size of a bed or something similar.

Purple Worm

Purple Worm Venom [100 MP | Free for Purple Worm]

This is a replenishing bottle of purple worm venom. This is a deadly weapon and is enough to kill many people and monsters outright, even before you factor in things like the delivery method of this vicious attack.

Purple Worm Armor [200 MP | Discounted for Purple Worm]

This is a suit of armor made of purple worm scales and information on how to make more. This armor is incredibly durable, and can protect wearers from a range of threats, particularly from purple worms and other underground predators. It is also far easier to navigate underground spaces while wearing this armor, as it prevents you from getting lost and makes it easier for you to create tunnels.

Crate of Gems [400 MP | Discounted for Purple Worm]

This is a replenishing crate of two dozen precious gems. The exact contents of this crate will differ each time it replenishes, which takes a week. If you have been to worlds with original precious gems they can appear in this crate, and if you visit worlds in the future that have unique gemstones they also become able to appear in this crate.

Kraken

Idol [100 MP | Free for Kraken]

This holy relic can be keyed to a god of your choosing, and can be unkeyed to that god and keyed to another one with ease. It is a holy item that acts as a small shrine to the god it is keyed to, and you can place offerings on it to receive blessings, both the [spell](#) and thematically appropriate divine blessings from the deity in question. You can decide whether or not this only gives you the boons of the base item or actually stays connected to gods you tie it now in future jumps. You can also pray near it to commune with gods, though they can, essentially, not pick up the call if they wish.

Holy Site [200 MP | Discounted for Kraken]

This sacred place is the holy site of a long-forgotten god. It is pleasant to those in-tune with the divine and the air, or water if it's underground, hums with divine power. This place is your lair, and is particularly attuned to your power, with you able to extend auric abilities throughout the whole place or use any long-range powers freely in it, even if you are far from it. Anyone who tries to hurt or disobey you in this place must resist an urge to lay down their arms and cease their actions every time they try to harm you or go against your will, and those in this place are filled with a subtle charming effect that makes you seem magnificent and more awe-inspiring than you'd otherwise be.

Storm Rod [400 MP | Discounted for Kraken]

This rod is something that channels and multiples your power over weather, making abilities such as the power to control storms even more powerful. It's also always connected to you such that you can control the weather around it passively even if you are in another plane of existence. The effects of your storm powers are passively amplified when you use them through the rod, such that you can easily conjure and control natural disasters and call down lightning strikes that melt buildings and ravage cities, even when they are occurring far from you.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend MP to import companions into this jump, giving them 600 MP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 MP per person you do this for, or you can spend 200 MP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 MP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 MP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 MP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Arrogance [100 MP]

For some reason local humanoids and the like think they are *built different*. Expect to see many more challengers than you really should, due to the almost amusing arrogance of locals who believe in themselves undeservedly.

Monstrous Challengers [100 MP]

Monsters are a lot less afraid of you than they really should be. You are an imposing nightmare of a monster, regardless of your chosen origin in this jump and monsters and the like seem to think they can challenge you and win. Prove them wrong. This

drawback doesn't make friendly communication with monsters impossible, but it does make it a bit harder.

Fear Of The Unknown [200 MP]

Some perks exist that get people to not react appropriately when they see a gigantic monster approaching them. This drawback prevents those perks from working. People will now react the way they should whenever they see a massive monster approaching. You can still attempt to communicate with them, it'll just be much harder to do so.

No Speech [200 MP]

Perks that allow you to communicate with non-monsters do not work. You can still understand them, but you cannot talk, write, or even use telepathy to communicate back with them. I sure hope they somehow understand monstrous body language. For just 200 MP this drawback only works while you are in a monstrous form, but for 400 MP this drawback prevents you from communicating with non-monsters no matter your form, such that even as a human you could not speak.

No Transforming [400 MP]

You are stripped of any perks and or abilities that allow you to transform from one form to another. The only possible exception to this is if you have more than one form from this jump, such as having a Kraken form and a roc form, but other than that you cannot transform in any way, even into a human form.

Misunderstandings [400 MP]

Often fatal misunderstandings abound. If you are a friendly monster who seeks to help others, or at least live in peace with your neighbors, circumstances will invariably arise whereby people think that you're a villainous monster. If you're a conqueror then people will find ways to be fooled into thinking you're cute, cuddly, and friendly. Sometimes the fatalness of this isn't directed towards you but towards others you'd rather keep alive, such as if you wish to take over a kingdom.

Mighty Monster [600 MP]

You now have a monstrous rival. This creature is a rival member of your species, but with incredible power and the boons of all of the perks of the appropriate perk tree, as well as a sense of your general location and a powerful urge to find and kill you. If you are a purple worm or roc it is also smarter than normal members of its species. If you kill it it is resurrected by an arrogant wizard or necromancer a year later and quickly breaks free of the control of the magic user and seeks you out again. It will persistently hunt you down, even if you are given reprieves by slaying it and when it attempts to strategize.

Monster Slayers [600 MP]

Prepare to be hunted dear jumper. From here on out there will always be high level adventuring parties looking to try and take down big, beautiful monsters. These high level adventuring parties won't be unstoppable, but it'll take considerable wisdom and thoughtful tactics to bring them low. And when one is stopped another will take their place soon thereafter. They won't be initially armed with knowledge of you but they'll invariably discover that you're around and will make hunting you a priority.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-This has been a fun exercise to make, which suggests I'll make more in the future.

-I work from home and my computers are incredibly important devices. My central writing computer decided to annoy nerds in computer heaven so I had to replace it. I did so and have written most of this jump on my new laptop. It's been... an experience, but I was still able to complete this jump more or less within the timeframe I expected to complete it in, which is exciting. In full fairness to my old computer I used it religiously nearly every day for several years, thanks to health things in my offline life and the fact that I work from home (and often used it as a work computer), so it makes sense that it perished sooner than computers of that type tend to. Still, very annoying.

-I chose these three monsters as the first monsters in this series simply because I like all three of them, they are all meant to be encountered by mid to high level adventurers, and because it's nice to have one bird/aerial monster, one underground monster, and one aquatic monster. Also I like both subterranean and aquatic monsters, but still wanted one choice that might appeal to peeps with less weird tastes. So big ass bird it was. Thanks to friends over on Discord and Spacebattles who suggested stuff. I have plans to do more jumps in this series and it's likely that some suggestions friends made will be used eventually.

-I'm marking this as a D&D jump but the real hope with this series is that these jumps are seen, functionally at least, as more broadly fantastical than as specifically tied to TTRPGs. Still, between these being 5e monsters and me specifically sharing the 5e stat block for people's perusal, I get what I'm doing so I've opted to just label these as TTRPG jumps.