

# Epic (2013) By Sentry342

After teenager Mary Katherine gets shrunk and teleported to a tiny woodland kingdom inhabited by talking slugs, flower people and tiny soldiers called Leafmen, she is swept up in a wild adventure between good and evil and, alongside her new friends, must fight to protect the world she never knew existed.

In addition there will be one new variable, You. Will you join our wayward hero's on their adventure or will you instead seek to corrupt the forest alongside the villains. The choice is yours, take these **1000 Choice Points**, they will allow you to gain a few skills to help this world.



## Location

You can either choose one of the locations below or roll d6 and receive +50cp to let the whims of fate decide your path.

1. **The Bomba House** - The Bomba House located at 54 Saw Mill Road, Danbury, Connecticut, 07321 is the home of Professor Radcliffe Bomba, his daughter M.K., and their dog Ozzi. It sits next to the forest that is the home to the Jinn and Leafman and houses the world of Moonhaven.
2. **Moonhaven** - Moonhaven is the Seat of Authority for the forest-swelling Jinn and Leafmen and serves as a central gathering place for the good and peaceful beings in the forest. It is where The Pod is brought to bloom under the strongest rays of the moon.
3. **The Pod Patch** - The Pod Patch is a lotus flower patch where the Queen of the Forest finds and chooses the pod that will pass the Life of the Forest over to her heir. The lotus bulbs are looked after by the patch's caretakers, Mub and Grub. This area is considered a sacred location by the Leafman and one of if not the most important locations in the forest.
4. **Nim Galuu's Tree** - It is the oldest tree in the entire forest with branches and roots that stretch out all around it. The top of the tree holds Nim Galuu's party room where he entertains guests with his theatrics and serves them drinks. The lower section of the tree houses the Rings of Knowledge, a database of every event to have happened in the forest. This information is stored on scrolls which are transferred around the tree by moth assistants.
5. **Wrathwood** - Wrathwood is the name of the Boggan's territory and often referred to as the "Island of Rot". The whole area is covered by a devastated forest and a rotted stump in the middle of this deadness serves as the Boggan's home and is the place where Mandrake supposedly tried to make the Pod bloom in darkness, which would create the "Prince of Darkness" with whom's help Mandrake planned to destroy the Forest permanently.
6. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

## Time

You start out on the same day that Mary arrives at her old house and a day before Queen Tara prepares to select the new queen.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race.

## **A Normal Person - Free**

You are a normal person who's about to be drawn into an unknown world. By default you will be a friend of Mary's or Radcliffes who is visiting them. Optionally you may choose to be a member of their family such as Mary's sibling or perhaps instead be related to Radcliffe's wife susan. This option will make you human.

## **Leafman - Free**

The Leafmen is a military regiment composed of a race of tiny human-like beings who live in the forest with their job being to protect their home and the queen from their enemies, the Boggans. The Leafman are almost exclusively made up of the humanoid Jinn, but there are some exceptions such as the slug Grub if you wish to choose that instead.

## **Jinn - Free**

The Jinn are the Flower and Animal-like sentient entities which comprise the fantastical world of the Forest. You may freely choose what particular type you are. Most of the inhabitants are more flower-like, but there is a wide variety of other types as well. These can range from slugs to insects, and a couple other unique creatures. The only restriction is that the largest animal you can choose is a toad.

## **Boggan - Free**

Boggans are a race of froggish, insect-like goblin beings who want to destroy the entire forest and are enemies of the Leafmen. They typically come in four variants. They include skinny winged versions, medium versions which have bug exoskeletons, large versions who are much stronger, and lastly the humanoid variant such as Mandrake.

## **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

## Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

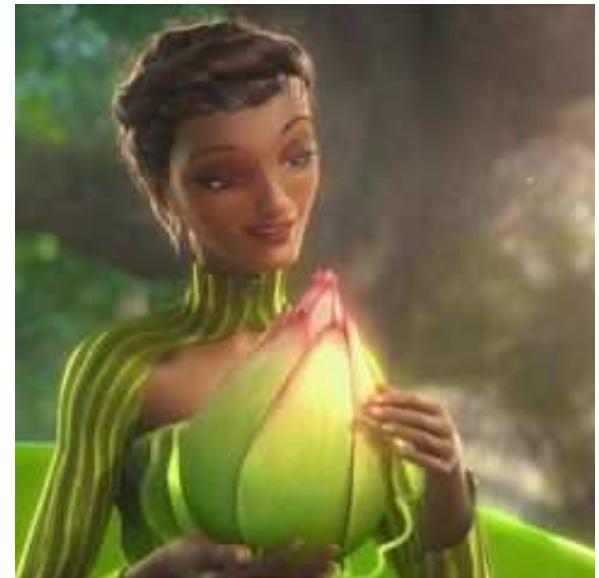
## General Perks

### Blue Sky Quality - 100cp

The animation, the music, oh it seems like everything Blue Sky makes has that special touch that makes it special. With this however you can bring it with you. You may create a Blue Sky based theme and soundtrack for any jump that you go to. This will alter the appearance of everything within the jump to Blue Sky quality. Lastly you will receive a custom theme made specifically for you.

### Digital Beauty - 100cp

Maybe its just a coincidence, but it seems that there really aren't any truly ugly people here. I mean sure some of the Boggan are scary, but they aren't ugly in the way that makes you want to avert your eyes. You now share this beauty so you can look like the cartoon princess that you always wanted to be.



# A Normal Person

## **Outdoors Expert - 100cp**

Growing up you spent a lot of time outdoors. As a result you could be considered a true outdoors expert. Navigating the terrain, identifying various flora/fauna, and anything else that would normally be considered an outdoor skill is something that you have honed over many years. At the very least it's basically guaranteed that you won't die if you get lost in the woods.

## **We're Family - 200cp**

It's not a good thing, but often families and friends will get into fights. This doesn't mean that you don't care though. No matter what happens you will always be close to those you care about and nothing will be able to change that. This perk will affect anyone that has a meaningful relationship with you.

## **Hidden Societies - 400cp**

While many people thought Radcliffe was insane he actually was right and eventually succeeded in discovering the Leafman. Like him you are skilled in discovering and learning about hidden societies. This includes uncovering artifacts, information, and other relevant details. For example you could be a normal person in Harry Potter and easily discover the existence of the magical societies.

## **Float Like a Butterfly and Sting Like a Bee - 600cp**

An interesting phenomenon displayed here is that the smaller something is the faster it is and in turn the larger something is the stronger it becomes. For example the speed at which the Leafman is so fast that normal people cannot hear them. You may apply this effect to yourself and your possessions. There doesn't appear to be any limit on how this effect can be pushed. Lastly you are given the ability to adjust the size of yourself and objects similar to how the Queen could. This basically makes you Ant-Man without a reliance on the pym-particles.

# Leafman

## **Something's Wrong - 100cp**

A lot of experienced warriors learn to trust their instincts which most describe as a sixth sense or their gut instinct. You have this instinct and honed it to an incredible level. Any time that you are in danger you will be able to sense it and the general direction. An example of this is when Ronin randomly fired his bow behind him and hit a Boggan preparing to attack the queen.

## **The Need For Speed - 200cp**

An important skill that is easily overlooked is the Leafmen's ability to control their mounts like the hummingbird. Pulling off tight turns, aerial combat, and even simple mobility are skills that need to be developed. You are a contender for the racing champion and representative of true skill when it comes to using your mount. Any vehicle or creature that is ridden can perform feats beyond their normal capability when you are their rider.

## **Master of Infiltration - 400cp**

While battling your way through a large army looks cool it really isn't an efficient way to go about things. Sometimes a more subtle approach is needed. You however are the person for the job. Whether it's disguising yourself, remaining undetected in general, or stealing something without getting noticed all of these are skills you've mastered. Even sneaking into Wrathwood and stealing Mandrake's crown would be a simple task for you.

## **The Queens Guard - 600cp**

Each of the Leafman are skilled warriors, but Ronin stands heads and shoulders above them due to his role as the Leafman commander. In addition to this he also acts as the Queen's personal guard. Now however it would appear that there is someone else who can match him. You are now his equal in physical capabilities and skill in combat. An example of Ronins skill is when he single handedly fought his way out of Wrathwood. It is not stated, but the others assume that he killed at least a hundred or two Boggans on his own while escaping. This will also buff your leadership skills and strategic ability to a level expected of the kingdom's most dangerous warrior.

# **Jinn**

## **One With Nature - 100cp**

The Leafmen and the Jinn remained completely hidden for a long time. One major factor for this was their connection with nature and their ability to blend with it. This grants you a number of abilities. First is the ability to remain hidden in natural environments more easily. Second, your connection with nature becomes greater. So using something like Sage Mode would be much easier since you already possess a natural affinity for nature.

## **The Caretakers - 200cp**

Grub and Mub are two snails whose main role is caring for the pods to select the next queen. They may goof off a lot, but they take this role seriously. After all they were the only ones actually capable of keeping the queen's pod alive. You now share this gift. Anything or anyone that is raised by you is guaranteed to have perfect health and an easier time reaching its full potential. This includes animals, plants, children, and anything else that you "raise".

## **Keeper of the Scrolls - 400cp**

The Keeper of the Scrolls is supposedly the wisest and most knowledgeable inhabitant of the forest. At least they're supposed to be, honestly Nim Galuu is kind of disappointing. You however would actually be worthy of that title. You know all of the secrets hidden throughout this world's history and possess lost knowledge known to no other. This will also grant you the knowledge to be worthy of this title in future worlds. You will become the most knowledgeable individual in the jump and beholden to many secrets that should be hidden.

## **A New Queen - 600cp**

Normally there is only one queen at a time until it is passed onto the next individual. Despite this however you seem to share the queen's abilities and authority. Some of the queen's powers include control and manipulation of the growth and movement of plants. For example, Tara was seen moving the lily-pads in the stream so she could walk on them while she was escaping the Boggans. You will also gain the ability to heal and expel poison. An example of this was when she regrew the plants killed by Mandrake's potion. Lastly as you now share the position you will gain a close relationship to any being related to nature. For example Swamp Thing and Poison Ivy in DC would feel a kinship with you even if they had never met you.

# Boggan

## **Might Makes Right 100cp**

The Boggan are a very simple people from all appearances that operate on the laws of strength. You gain a complete understanding of this concept and how to apply it. Whether it is an argument or some other issue you gain the ability to settle it based on a contest of strength or a fight.

## **We Will Kill The Queen - 200cp**

You are a master planning when it comes to creating ambushes and bypassing your targets defenses. This could be separating your target from their guards or infiltrating a well defended location. Anything that falls under this category becomes more effective and fate will appear as though it is willing to give you a break.

## **A Fathers Wrath - 400cp**

Being a bad guy doesn't mean that you can't care about others. In a way you actually care more than most would. A reflection of this is your wrath when someone that you care about is hurt. The closer they are to you the greater the wrath you feel. This wrath allows you to exert strength far beyond your normal capabilities. For example if you normally were only capable of breaking through three inches of steel then after seeing a family member die you could destroy a foot thick piece of titanium.

## **My Dark Prince - 600cp**

Mandrake's ultimate goal was to kill Queen Tara and to corrupt the Pod which would give birth to the new queen. By allowing it to be born in the darkness instead of the light it would become his so-called Dark Prince. Either he somehow succeeded in the ritual or you were born with this power. You possess powers that are the antithesis to the queen. Where the queen could restore life you can bring death. The function of this however is to corrupt and spread rot. You may use this ability on the land itself, other beings, and various objects. Your capabilities will be greater than both the Queen and Mandrake due to you receiving your power from both of them. An example of Mandrake's strength was when he corrupted within a hundred feet around himself with a single strike. This might not sound impressive, but remember he is only two or three inches tall. Lastly you may optionally become Mandrake's child if you desire.

## Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

## General Items

### “Epic” Movie - Free/100

This is a copy of the movie “Epic”. It contains the events that occurred throughout the movie and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100cp it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

# Origin Items

## A Normal Person

### **Jumpers Taxi Service - 100cp**

Sometimes it sucks when you don't have a car or if all of your toys stand out too much. When that time comes you will be happy to have Jumpers Taxi Service. This service allows you to call a taxi free of charge wherever you are. The only restriction is that it is a normal taxi and will travel as such. So it will take you to the next town, but the ride might be twenty or thirty minutes.

### **A Phone With Wi-Fi - 200cp**

Wouldn't it suck to be lost in the woods without any ability to contact someone else. Well if it is then this option is for you. This is a special cell phone with the ability to get an unbreakable connection no matter where you are. It will still have a stable connection even if you are trapped in somewhere like a dimensional space or behind a set of wards.

### **Cameras Covering the Forest - 400cp**

Due to his obsession with the Leafman Radcliffe placed a network of cameras throughout the forest allowing him to monitor everything that happened. You now possess a similar network. During this jump it will be placed in the forest as well, but in future jumps it will cover the entire world allowing you to monitor everything. Granted some of the camera's are easily spotted and it isn't impossible for someone to trick you with them.

### **The Old House 600cp**

This house was originally just your home, but now it has been modified into a hub containing all of your studies. This building contains all of the equipment necessary and can easily be modified to connect to other devices that you have. The size of the building will scale the level of operations that you conduct inside. Monitoring a single forest might only require a small house, but watching over the world could generate a facility on par with the pentagon. As the operation grows you will also receive additional staff suited to whatever task you need completed.

# Leafman

## **Basic Equipment 100cp**

Every Leafman possesses a set of armor and some well crafted weapons. This is where you get yours. You will receive one set of basic armor used by the Leafman as well as their standard weapons. This includes a sword and a bow. A slight bonus is that your sword will always be sharp and the quiver for your bow will always be full of arrows. Should you somehow lose or break this equipment you will receive a replacement or the original the next day.

## **A Proper Ride - 200cp**

All of the Leafman receive a bird that is used as a mount. There are two choices for you here. First you may take the official Leafman mount the hummingbird. They might not be very strong, but they more than make up for it in their stealth capabilities and their speed. The second option is to receive a sparrow similar to Nod. The sparrow is not as fast as a hummingbird, but it is quite a bit stronger and capable of taking a lot more damage. You may purchase this a second time at a discount to receive both.

## **Commander - 400cp**

Congratulations on your promotion, you are now a Leafman Commander. You may either become the 2nd in command or Ronins equal with this. Should you have the Queens Guard perk you may instead replace Ronin and make him into your second in command. Regardless you will have authority over a few hundred Leafman with all that entails. Lastly you may receive a similar position in future jumps. For example you could become the captain of a city's guard in a fantasy jump.

## **The Leafman Corps - 600cp**

Now the authority is nice and all, but don't you want to actually take the corp with you. Well that's exactly what this option does. You are now the leader of a force equal to the Leafman in their entirety. Including the few hundred that guard Moonhaven there are also thousands more actively watching over the entire forest. Should you purchase the Commander item you may merge your authority with this item effectively allowing you to double the size of the corp and if you want to bring the canon corp along with you.

# **Jinn**

## **Mushroom House - 100cp**

It shouldn't be that surprising considering that the people themselves are flowers and animals, but most of their houses are made of mushrooms. One of which you receive, the exact location is up to you. By default it will be in Moonhaven, but you may choose another location if you want.

## **Off to the Races - 200cp**

Now Bofu might now be a very likable person, but he does run the races pretty efficiently. You have either acquired the rights to his races or built one based on them. People will come far and wide to see the races that you host. The most interesting thing is that characters relevant to the plot of the world seem to come here as well. This would make it a lot easier for someone to make a new friend.

## **Nim Galuu's Tree - 400cp**

The tree Nim Galuu lives in is the largest tree in the forest. It also acts as a business and a repository of his knowledge. For you it plays a similar role. The top portion will function as a business of your choice. By default it will be a stand up comedy with a quality entertainer. The bottom will be a secure vault containing a copy of every written record from the jump. If you have the Keeper of the Scrolls perk you can gain a copy of every spoken and classified secret as well

## **Heart of the Forest - 600cp**

Moonhaven is the largest gathering place for the Jinn and the Leafman. It also functions as their main city and is home to thousands of various beings. You now are the proud owner of a similar city or you may instead receive Moonhaven itself. It will have a couple thousand inhabitants and a Leafman detachment protecting it. Lastly it will retain any changes and may be made into a warehouse attachment post jump.

# Boggan

## **Scary Equipment - 100cp**

As befitting the bad guys their gear looks a lot creepier and obviously follows the evil theme. You will receive some equipment appropriate to your size. For example the larger Boggan typically use clubs made of bone and use rat skulls as their helmets. The skinny ones however use spears and lack armor due to their relatively weak strength.

## **It's a Bat - 200cp**

Obviously if they're going to keep up with the Leafmen the Boggan need some sort of aerial force. So you might be wondering what they use? Well they like to use bats and crows. You may choose one of them to receive as a mount. The bats are the only creature truly suited for traversing the night and are capable of hiding in places the others can't. The crows however are the largest flying mount here and as a result the strongest. You may purchase this a second time at a discount to receive both.

## **Boggan Royalty - 400cp**

I suppose that this is nepotism at work. Well either way congratulations you are now one of the few important Boggan that Mandrake won't kill for irritating him. This also grants you authority over the Boggan and a personal force of around two hundred Boggan. Should you possess the perk My Dark Prince then you may become Mandrake's heir or replace him as King if you wish. Lastly in future jumps this will grant you a similar position with the local evil faction if there is one. If there are multiple you may choose which one.

## **Wrathwood - 600cp**

One of the main requirements for a real villain is an army and a fortress worthy of them. Luckily you have this so you will get treated like a real villain. You have acquired a fortress equal to Wrathwood and a corresponding Boggan army. This army shall hold undying loyalty towards you and will be replaced two weeks later should it be destroyed.

# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## Import companion 50-400cp

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

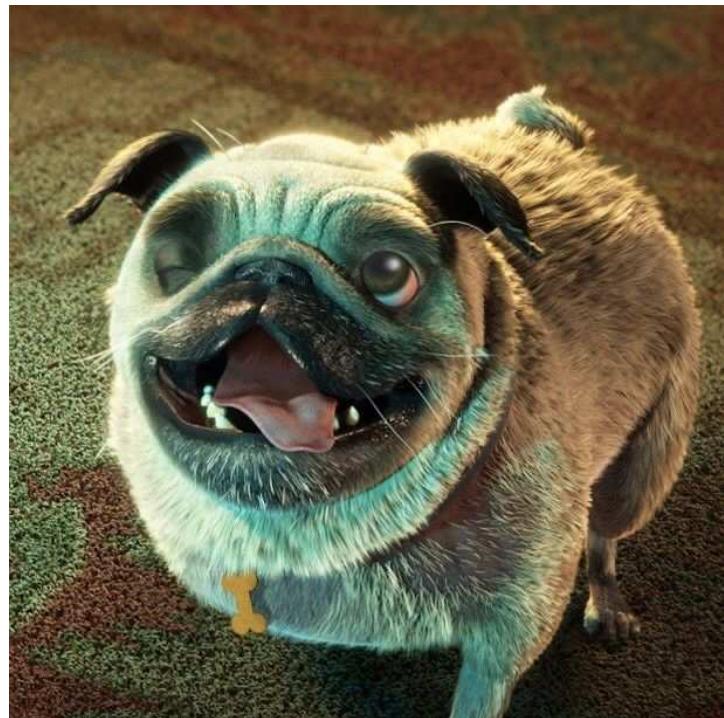
## Canon Companion - 0/100cp

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## Family Pet - 100cp (Free - A Normal Person)

Perhaps you want a family pet like the lovable Ozzi. Well this option is for you then. You may choose one animal to receive as a family pet. You could choose something like a dog or a more exotic pet. The only rule is no mythical or prehistoric creatures.

These pets will be blessed with limitless energy and the ability to be unaffected by crippling injuries. For example Ozzi constantly runs around despite only having three legs and a missing eye.



## Hero in the Family - 100cp (Free - Leafman)

It seems like Nod that you have a famous family member. Each time you purchase this you gain a new family member who is either an incredibly skilled member of the Leafman or a famous warrior independent of them. These individuals possess the entire Leafman perk tree. You may customize the personality and appearance of this companion within reason. This is discounted if purchased multiple times.

### **Prospective Princess - 200cp Discount Jinn**

There should only be one queen at a time which is why this is strange. You have somehow found a child who appears to possess powers similar to that of the queen. Right now they are weaker, but they have potential to surpass Queen Tara eventually. This child possesses the entire Jinn perk tree. You may customize the personality and appearance of this companion within reason. This is discounted if purchased multiple times.

### **Child of Darkness - 200cp Discount Boggan**

In the end we never actually got to see a so-called “Dark Prince” in the movie, but now it appears that we can. This is a young individual who possesses the corrupted powers of the queen. This child possesses the entire Boggan perk tree. You may customize the personality and appearance of this companion within reason. This is discounted if purchased multiple times.

## Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

### Supplement Mode - 0cp

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

### Self-Insert - 0cp

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

### Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

### A Bit Obsessive +100cp

After Radcliffe's wife died he became obsessed with discovering the Leafman and proving that he wasn't insane. This went a bit too far and caused his relationship with his daughter Mary to deteriorate. You have a similar albeit not quite as intense obsession. In your case you simply will become occasionally forgetful and intensely focus on your obsession for a few minutes every now and then. Hopefully this doesn't happen during something important though.

### Dishonorable Discharge +100cp

Well it turns out that you used to be part of one of the organizations here, but ended up being thrown out. Maybe you acted like Nod and were removed for your reckless behavior and disregard for the chain of command. Either way as a result many people are going to look down on you and be far less willing to give any respect.

### Everything's Slow +200cp

As mentioned in the Float Like a Butterfly and Sting Like a Bee perk the smaller something is here the faster it is. You however seem to experience the negative effects even when you are smaller. You are approximately half as fast as the other

beings around you. This may not kill you, but it will make it much easier to get hurt. For example it will be virtually impossible to be a warrior with this due to your speed.

### **That “Fool” Was my Son! +200cp**

At some point in the jump you will lose someone close to you similar to Mandrake's son Dagda. In addition the person responsible escaped from your grasp. You will feel enraged at the mere thought of this individual and will be compelled to hunt them down. Should you succeed however you will be able to achieve inner peace and no longer suffer. An example of your rage would be how Mandrake became enraged at the mere sight of Ronin or when he heard Bufo mocking his son's death.

### **Forgotten Payments +400cp**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400cp**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of class system.

### **We Were Too Late +600cp**

Normally Mandrake would be defeated and everybody else would get a happy ending, but things are now different. Somehow the opposing team has succeeded. For all origins except the Boggan this means that Mandrake accomplished his ritual and his prince was born. Should you be a Boggan however then not only did the canon ending occur, but the original queen was resurrected as well. You must overturn this and achieve victory for your side. You will be unable to leave until this mission is accomplished.

## Scenarios

You are unable to proceed to the next jump until you accomplish this goal. All scenarios take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. The scenario will also give you 500cp as well to spend on the jump upon completion.

### Congratulations You're a Hero Now

Congratulations, you are now one of the protagonists in our story. That's right you will either be replacing or joining our prospective heroes. You will be following our heroes on their quest to ensure that the new queen is born. You will start out a week before the movie normally begins. During this time you will have to deal with Mandrake and his army of Boggan. Now normally the heroes would be able to handle everything on their own, but due to your appearance Mandrake seems to have received a power boost pushing him beyond what the heroes could handle. So it will be up to you to handle him when the time comes. This scenario will be finished once the new queen has been chosen by the pod and the canon ending or a better one has been allowed to occur.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First you will get to take all of your new friends along as companions in a single slot. This includes Mary, Nod, Ronin, Grub, and Mub. Also should you have prevented Queen Tara's death then you may take her as a companion as well.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Lastly you will receive a perk called A Childhood Hero
  - A Childhood Hero: So you successfully saved a cartoon queen and defeated the big bad. Well good job you've become a literal fairy tale knight as a result. First as your legend grows you shall become stronger. The more people who know of you and believe in you the greater the boost you receive. Second you will be known as a friend to all the forces of good and innocence. This is particularly effective on members of royalty and other heroes.

### Age of Darkness

Why would anyone want to be a hero, the real payoff comes from being a villain after all. That's right everyone we're gonna be the bad guys. For this scenario you will be joining Mandrake and the Boggan in their quest to corrupt the forest. To offset the advantage you give them the Leafman will receive a boost however. The initial ambush on the queen will fail regardless of your efforts allowing her to survive and

the Leafman will have come out in force in an attempt to wipe the Boggan out. You must successfully lead the Boggan to victory through this great battle and steal the pod. The scenario will be finished once you have defeated all of the Leafman, and allowed the pod to transform under your care.

### **Rewards:**

For completing this scenario you will receive a variety of rewards.

- First you will receive all of your new allies in one convenient slot. This will include Mandrake, Dagda if he survives, and your new evil prince(ess).
- Second you will receive a host of a few thousand Boggan including crow and bat riders as a gift from Mandrake.
- Lastly you will receive a perk called I'm the Bad Guy
  - I'm the Bad Guy: So you are no longer just a minion running around, now you're a certified villain. This grants you two main effects. First you gain the ability to overturn the plot and to allow the dark/evil side to triumph over the heroes. When going against you they will no longer receive fate's aid. Second you have been recognized as an ally by the other villains and members of the evil factions. Although you will be closer to the Disney and Marvel evil rather than actual evil like something from Worm or Warhammer.

### **Blue Sky's Fall**

Unfortunately after Disney purchased Blue Sky Studios they decided to close it down only two years later because they didn't think the company was economically viable. You are going to change that. Rather than being purchased by Disney you are the one who bought them. Your goal for this scenario is to ensure that the company lasts at least ten years after you buy it and that it continues to create wonderful movies. You will only fail the scenario if you somehow lead the company to its collapse.

### **Rewards:**

For completing this scenario you will receive a variety of rewards.

- First for completing the scenario you will get to take Blue Sky Studios with you as a warehouse attachment.
- Second you will become the multiversal owner to all rights of their movies which includes Ice Age, Rio Epic, and a few others. This will also grant you great authority should you ever go to their worlds.
- Lastly you will receive the perk Give Me a Smile.
  - Give Me a Smile: You have become a successful director for a company that brings happiness to children everywhere. As a result you honed this ability and are capable of bringing dreams to life. No matter who it is, you are capable of bringing out their childhood innocence and joy. Even demonic beings and those who are pure evil are susceptible to your talents. Perhaps this could be used to redeem them and to remind them of a better point.

## Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

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## Changelog

- Jump in Progress
- V1 is completed