

# Dream SMP

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Welcome back to this strange and dangerous world. Barring changes from your actions in the previous Jump, Wilbur Soot established L'Manburg but all is not well and some factions are beginning to question his legitimacy to reassert control he plans to run a single-party election. But not everything is as it seems and this troubled world will soon fall into chaos and war once again.

## **Origins**

### **Manburg**

You are one of the citizens of L'Manburg that has chosen to side with JSchlatt's new regime, perhaps you consider him more legitimate than Wilbur? Or perhaps you just want to enrich yourself? Either way, watch your back in Schlatt's Manburg

## **Pogtopia**

You for whatever reason decided to side with Wilbur Soot, perhaps you fought against him in the last war and seek your own redemption? Or perhaps you have always been loyal? Either way keep a close eye on your leader; his mental state has degraded substantially after his loss of L'Manburg.

## **The Power Behind The Throne**

While you may lack an official title amongst the nations of the Dream SMP you do wield a great deal of influence that can persuade those leaders to follow your agenda.

Optionally Dream considers you a genuine ally in the same vein as Punz.

## **The Blade**

You have your own goals and they are beautiful, you are an anarchist who seeks the destruction of all forms of government on the Dream SMP. You are a one man army capable of waging total war by yourself.

## **Perks**

All perks are discounted to their origins, discounted 100 CP perks are free instead.

## **General**

### **Minecraft Physics (Free/400)**

The Dream SMP operates on the same logic as the game Minecraft. How odd... your body as well as the world around you function according to Minecraft logic giving you all the benefits of a player. This perk is free for this Jump but costs 400 CP to keep

### **Canon Lives (Free/600)**

Like the people of this world you have a questionable relationship with death, when you die you will appear in the last place you slept restored to perfect health, however you can only do that three times. After you lose your third life, if you die you will end up in a personal limbo where

time is distorted, if you are revived before 10 years pass in the real world you can continue your chain. This perk is free for this Jump but costs 600 CP to keep. Your canon lives restock at the end of each jump

## **Manburg**

### **Insufferable Smarm (100)**

You have just mastered the arts of the asshole, haven't you? You are a master of acting smug, this smugness will always aggravate your enemies and make them appear unstable to their allies, perfect for a politician.

### **Always Polished (100)**

Despite how downright vulgar you can act, people always react to you as if you were a polite and articulate statesman, kinda like how Schlatt was able to earn legitimacy despite cussing like a sailor the whole time.

### **When Weak Act Strong (200)**

By the end of the war Schlatt was at the end of his rope, suffering from heart disease and surrounded by traitors at all sides, but his enemies still hesitated, why? Because that man was excellent at convincing the people that he was in control. You can do the same no matter what the actual situation. You always appear confident and poised. This effect even fools supernatural methods.

### **Dig Deep (400)**

Have you ever wondered how Schlatt just happened to find something as valuable as the Revival Book just lying around? Maybe this perk had something to do with it, whenever your back is against the wall and you're well and truly beaten you'll find something that can turn the tide. What this something is depends on the world and the circumstances but it will always grant not insignificant power, and would be a very valuable bargaining chip...

### **Toxic By Design (600)**

Despite the blatant tyranny of JSchlatt, quite a few people accepted his rulership for a long time, almost as if they had forgotten what freedom felt like... you have a similar effect on the people around you. Your personality is addictive the longer people are in your orbit the more dependent and therefore obedient they will be, but that isn't the only effect, the more you push a person's boundaries and morals the more you can accelerate this corruption but beware it is possible to push a person too far and turn them against you forever.

## **Pogtopia**

### **Idealistic (100)**

When you have a true, genuine conviction that you are right that shines through as a tangible feeling to those around you if others believe in the same ideals as you they will have an unconscious belief that they should trust you.

### **Master Speaker (100)**

Like Wilbur Soot you are an undisputed master of both public speaking and debate able to sway the masses and rally your allies with your words.

What? You had a similar perk in the last Dream SMP Jump? Well, you're in luck because if you purchased both this perk and Orator they gain a new ability.

People now look more at your conviction and speaking ability than your, well... sanity. You are now able to convince people to go to ridiculous extremes under your leadership and if no one they care about is hurt in the carnage... you may even be remembered as a hero.

### **Hidden Plans (200)**

Wilbur was able to lace the entirety of a country with explosives and he did it without anyone even noticing! You now have a similar form of luck: no one will ever discover your plans until they are ready to be used, or at least in the final stages.

## **Look Upon My Works And Despair(400)**

Much like Wilbur seeking to bring a permanent end to his own symphony you are also able to bring destruction to your own labors. If you decide to destroy something that you had at least a large role in creating you will always get your chance, and if you take it what you have destroyed will be gone forever.

## **Iconoclast (600)**

L'Manburg was in many ways a representation of the ideal of freedom and democracy, and while it may have fallen from those heights under Schlatt it was still a potent symbol for many. The more revered or symbolically significant something is, the easier it becomes to work against it, improving your luck and tactical prowess to ever greater heights, all so you can tear down the statue with feet of clay.

## **Power Behind The Throne**



## **Remember Where Your Power Comes From (100)**

Dream was the true backing for all of the greater Dream SMP's kings and the source of their power but they continually worked against his interests! You won't have to worry about that, however as when people owe you a debt they will remember that fact, and regardless of how they usually act they will always work to pay off their debt to you.

## **Don't Underestimate Me (100)**

If there is one ironclad law of this period of history it's that no one fucks with Dream, but perhaps you are also deserving of that reputation? If you want you can make your enemies understand how powerful you are compared to them, if you are more powerful this knowledge will leave them shaken and pliable.

## **Covert Backing(200)**

Dream was able to conceal his involvement in Pogtopia for a surprisingly long time all things considered but now you can do even better at keeping your operations covert. If you wish you can completely conceal any traces of your involvement in an event after the fact.

### **Water Under The Bridge(400)**

What does it matter if you were waging war with them only a month ago? As long as you are currently operating for the benefit of a faction they will forgive any past offenses you committed against them.

### **Make Your Dreams Come True (600)**

Dream's greatest talent is probably his skill with manipulation, and you are his match. You know precisely the words to say to lead people to the conclusions you want to meet and given enough time to plot and a trusted accomplice you could even deceive the entire world...

### **The Blade**

### **The Grind (100)**

You have a level of stubbornness that would allow you to spend years doing nothing but farm potatoes and never lose steam.

### **Dry Wit (100)**

You have an innate sense of comedic timing as well as impeccable delivery, while you are a very funny person all around you are best at the dry satirical humor that Technobalde uses.

### **To Make A Name (200)**

Word of your deeds spreads far and wide even without active interference from you, this allows you to quickly become famous and with grand enough deeds a legend.

### **Serious Carnage (400)**

You are an artist of destruction, you are an absolute master of turning your skills and resources to destructive

purposes, as a single man you could potentially wage war on a nation.

### **The Blade (600)**

You are a savant in battle able to defeat large groups of otherwise equal opponents through sheer skill, the only person who is a match for you in this world is Technoblade himself.

### **Items**

Three discounts to be used as you please

### **Resources (200)**

Like most these days you have bigger things to worry about than resource gathering, but it would be a shame if you fell behind the times so have this instead. Every week you will receive a chest filled with all the items a Minecraft player could collect within 24 hours of work.

### **Pogtopia (200)**

More of a safehouse than a nation, this cavern is fully stocked with everything you would need to feed and house an army, in addition it can only be found by a concentrated enemy effort.

### **Manburg (400)**

Now this is a nation! You are now the official president of L'Manburg having won the election by a very thin margin, this country and any native inhabitants will follow you between jumps.

### **The Button (400)**

This is a button that will appear whenever you need it, once per jump you can use this button to cause an explosion on the same level as the one Wilbur used on Manburg but directed at a target of your choosing.

### **Wither Reserves (600)**

You have a vast collection of Soul Sand and Wither Skulls, this collection is enough for you to spawn over 100

versions of the incredibly deadly boss. These reserves will restock once per jump.

### **Revival Book (600)**

You receive a copy of the old book JSchlatt had in his basement... or wherever he found it. By burning this book you can resurrect a single person of your choice, however doing this obviously destroys the book and you only get a new one every year... but perhaps a person with incredible intelligence could solve the mysteries behind creating their own?

### **Your Own Symphony (600)**

You are now in possession of a genuinely massive patch of land, the size L'Manburg would come to be after the war, it has an anomalous effect on people that encourages feelings of patriotism towards any countries founded here.

### **The Discs (600)**

Please take these off our hands. It will save a LOT of trouble later on. These discs play the songs Melohi and Cat but they also have a strange effect on the people around them, it starts out as a passing whim, a feeling that they would like to have these discs but if it is not satisfied it quickly becomes an obsession. If you use them for a trade or otherwise lose them you will receive a new set after one year has passed.

## **Companions**

### **Eret (100)**

The king of the Greater Dream SMP and a traitor to L'Manburg, wracked with guilt, Eret will side with Pogtopia in the coming war even after it costs him his position. If he believes it will help him atone he will gladly follow you through the Omniverse

### **JSchlatt (100)**

The newly elected President of Manburg is almost constantly drunk and has a terrible temper but if you offer him power he would gladly become a quasi-loyal subordinate.

### **Technoblade (200)**

We may have lost Techno in our world but no one is truly gone as long as we remember them and the idea of the Blade getting the chance to see the vast multiverse does my heart good. He is a master of warfare in all its forms and will follow you on a grand crusade against governments across all existence should you only ask.

### **Drawbacks**

### **Getting Involved In The LORE! (0)**

You must take the Dream SMP volume 3 Jump immediately after this one you will begin where you left off, if that jump hasn't been made yet disregard this message.



### **Generic Item Loss (300)**

No fancy toys for you! You lose access to your warehouse as well as all of your Fiat-backed items from outside of this Jump.

### **Generic Power Lock (300)**

Now you have to play by the same rules as anyone else, all out-of-jump powers you possess are out of your reach for the duration of this jump.

### **No Canon Knowledge (400)**

There are a lot of twists and turns later on and we don't want to spoil the surprise, do we? You lose any knowledge you may have about the Dream SMP's canonical events.

### **Wilbur's Wrath (400)**

Wilbur Soot considers you just as responsible for the loss of his nation as JSchlatt, he wants to kill you and he will never, ever stop.

## **Schlatt Wants You Dead**

The President of Manburg considers you a considerable threat and will bend all of his considerable resources towards putting you down, however unlike the drawback above Schlatt can be reasoned with and if you are willing to work for him he'll call off the attacks.

## **No Canon Lives (600)**

You have one life to give, will you find a true calling? You are unable to benefit from the canon lives perk in this jump and any One-Ups you may have are also disabled if you die and don't get revived. That's it

## **Dream's Ire (600)**

Dream considers you a disruptive force to his server on the same level as TommyInnit he will turn his considerable mind towards finding a method to control you or failing that kill you.

## **Ending**

**Go Home**

**Stay**