

My Little Pony: Empires of Legends

By Pokebrat_J

One upon a time, on the planet known as Equus...

A Spirit of Chaos and Madness sowed Discord across the entire planet, reforming a continent's geography, separating civilizations by oceans, mutating wildlife, even cursing entire races simply for the fun of it! This was an age of chaotic tyranny that none could hope to defeat, one that lasted generations. Until one day the two Alicorn Sisters found a weapon capable of entrapping the Spirit in unfeeling stone.

With his defeat, clouds reverted from pink cotton candy raining chocolate milk to their white fluffiness and raining clear water, mountains returned to the ground, the land stopped twisting in on itself, and so many more changes ended. This does not mean that all has returned to normal, as many people and cultures are still broken from his actions. Most even believe that they are the last beacons of civilization, the only kingdoms left standing in the wake of uncontrolled chaos. But that will all change with the coming years.

You will appear soon after the partying is over, celebrations of Discord's defeat giving way to thoughts of reconstruction and expansion. You receive **[1000 CP]** in order to help choose your path in this brave new world you've found yourself in.

Origins:

Any of these may be a Drop-In option, should you not wish to receive the related memories. Your gender stays the same. Roll 1d8+18 or 2d10+40 for age, or pay [50 cp] to choose for both.

Peasant: You are a simple person, only wanting a simple life. And after the chaotic reign of Discord, no one is going to question your decision to settle down. Whether that's being a farmer, a blacksmith or something completely different, you know your profession and you know it well.

Merchant: Even among all the chaos, trade was still a necessary part of keeping civilization alive. Connecting various peoples through the exchanging of goods. You are trained and skilled in the trading of goods and currency.

Soldier: During Discord's reign, you were there battling his creations and protecting what shards of civilization you could. Whether it's as a loyal soldier to their country or a mere mercenary, you have made your fortune in the art of war.

Thinker: While brute force is certainly a tried and true method, that doesn't mean that the more cerebral arts should be looked down upon. You are one of the greatest minds in this new world, with more ideas of how to improve your country than you can recall.

Rogue: As long as there is sapient life, there will be those who keep their business in the shadows, away from the prying eyes of the public. You are one of these, skilled in the art of stealth and misdirection.

Ruler: A society must always have at least one leader in order to function. Whether they are a leader that actively helps the group or a useless figurehead, a leader is a rallying point for others to follow. The future of your country depends on how you rule it.

Species:

Pony: Ponies are one of, if not *the* most, numerous people. Maybe that's why Discord decided that it would be amusing to disperse them all across the world. There are also multiple races of Pony, which are listed below.

Earth Pony: Easily the most durable of the pony races, these are masters of the earth. With an innate connection to Nature, they can nurture life to grow in almost any environment.

Pegasus: The sky is the domain of a pegasus. With their speedy flight and innate weather manipulation, there aren't a lot that can hold the same claim.

Unicorn: The race most connected to Magic, they can use their horns as focal points in order to change reality how they see fit, so long as they have enough energy and skill.

Crystal Pony: A very unique race amongst the varied Ponies, their crystalline coats are actually a natural evolution from centuries living within the Crystal Empire.

Thestral: Once a group of pegasi who worshiped the moon and guarded their people from all that went bump in the night, Discord figured that this carnivorous new form would *help* them in their duties.

Alicorn [300]: The very pinnacle of what a Pony could be, they have access to all the abilities of the other Pony races. They may be gods amongst mortals, but even they became the playthings of the Spirit of Chaos.

Breezie: These once mighty Guardian Spirits of Nature have become tiny, powerless things that even the weakest of monsters can destroy with much ease. Though they are once more drawing power from a much more calm nature, they can never again reach their previous heights.

Buffalo: A deeply spiritual people, perhaps even more in touch with the spirits of the earth than any other, they were cursed to roam unendingly, lest the very ground beneath them rot and decay. Even now that Discord is defeated, they hold onto this roaming with a passion, perhaps too afraid of what might happen if they stop...

Centaur [200]: There are very few centaurs in this world, as they aren't even originally from here! Discord ripped these sentient bio-weapons from their home dimension and placed them here, just to see what would happen.

Changeling [100]: Once a group of ponies, they believed that they could remain untouched by Chaos by sticking to the shadows, pretending to be those very chaotic beings they hid from. Discord decided that, since they liked pretending and hiding so much, they should do it forever, turning them into shape shifting insects who can only feed on emotions.

Deer [100]: Even as deeply hidden amongst the thick trees of their homeland as they were, the Spirit caused Chaos. The Deer fought against all of nature itself, eventually perfecting it into an artform. Even though most of the flora have become inactive, there are few creatures that can catch this graceful species.

Diamond Dog [100]: Once hailed as a mighty mining people, the Spirit unleashed a disease upon them that turned even the brightest mind into little more than a savage monster that needs to be put down lest it infects others of their kind.

Dragon [200]: Once the greatest, most civilized people in the world, Discord brought upon them the Curse of All Consuming Greed, turning them into paranoid beasts and destroying their own society in its entirety. This curse has nearly disappeared after the Spirit himself did, but that doesn't mean you shouldn't keep it in check, lest you turn into a monster.

Griffon: Even as the only race who does not possess magic of their own, Griffons are some of the best predators in the world. So maybe that is why Discord infested their lands with every known monster he could get his paw and claw on? Either way, they are a hardy people who will beat back the wilderness with the steel of civilization.

Hippocampus [100]: Once the mighty race of Hippogriffs, Discord traded their wings for fins and threw them into the bottom of the ocean. One day they may be able to return to their true forms, but that day is a long, long ways away.

Human: What? What are you and how did you get here? It seems like you are an unfortunate victim of Discord's, being ripped away from your home and placed here, a world with no other humans and monsters at every corner.

Kirin [100]: Honorable and adhering to strict traditions, these strange creatures isolated themselves after Discord cursed their god, the Heavenly Dragon, with Lethargy, causing him to sleep for centuries, only waking up for minutes at a time.

Minotaur: Once the greatest traders and merchants in the world, they were stranded on an island by the Spirit, completely alone. With limited resources and the lack of Discord enforcing their isolation, they have once again travelled beyond their borders.

Yak: Stubborn and prideful, the yaks were trapped within their once fertile lands by a never ending blizzard, which only became worse when they attempted to erect any actual cities. They have adopted a nomadic lifestyle in response to this, but a good few of the younger generation are pushing for change after Discord's defeat and the lessening of his curse.

Umbrum [100]: Seemingly immortal creatures born in the Reverse Side of the World, their once peaceful ideals were twisted until they reveled in the pain and misery of others, even others of their own kind. They recently sent one of their own to gain a foothold in this side of the world.

Zebra: Once a group of Earth Ponies who didn't agree with the direction that Pony society was headed, they left for wild jungles and savannas of the south. One of the groups that Discord actually *liked*, he took away their colorful coats and cutie marks to be replaced with white coats and black stripes to, ironically, symbolize their uniqueness from Ponies.

Locations:

Roll to decide your starting location, or pay [50 cp] to choose.

1) Equestria: One of the largest concentrations of Ponies in the world, this is also home to the two Sisters who defeated the Spirit, and where they shall rebuild their society from the ground up as best as they can. **[Ponies]** may start here for free.

2) Crystal Empire: Though less an empire and more a city-state, it was cut off from civilization by the same blizzards that cut off the Yaks, but with the addition of Wendigos to keep them from traveling elsewhere. **[Crystal Ponies]** and **[Umbrum]** may start here for free.

3) Maretonia: By far one of the more prosperous and cultural lands in the wake of Discord, Maretonia has developed into a strict class system that is built on the backs of slaves. While it's previous need can be argued over, there might be growing dissent in the future. **[Ponies]** may start here for free.

4) Canterbury: A forested country that has more Chaos Fields (migrating bubbles of chaos magic) and dangerous monsters than average, but has managed to survive thanks to their chivalrous knights as well as help from an entity only known to the locals as "The Lady of the Lake." **[Ponies]** and **[Changelings]** may start here for free.

5) Saddle Arabia: Amongst the great deserts there exists this oasis of civilization, a massive city-state centered around a magical lake that never runs out of clean water. Though a constant target for severe sandstorms, they have lessened in intensity and frequency since the Fall of the Discord. **[Ponies]** may start here for free.

6) Trotsylvania: A land protected from all sides by natural borders, Trotsylvania is a dark and dreary place with near constant rain and monster attacks. **[Thestrals]** may start here for free.

7) Badlands: A blasted wasteland with little in the way of sustenance or resources, it's a wonder that any think that they could survive here. If you go deep enough, you will find a group of changelings who have hidden themselves away, once in shame of their insectoid forms, now because they simply don't know any better. **[Changelings]** may start here for free.

8) Dragon Lands: This country in particular has gone through hell and back. The more dragons that were infected with the Curse of Greed, the more they fought over the most trivial items, and the more the land was destroyed. Eventually, all that was left of the great Dragonic Empire was a volcanic wasteland. **[Dragons]** may start here for free.

9) Emerald Isles: A highly contested land of rolling hills and thick forests, the Deer and Diamond Dogs have been partners in the fight against Discord for a long time, with the former taming the surface, while the latter excavate beneath it. That isn't to say that all is well, just that they're more cooperative than others. **[Deer]** and **[Diamond Dogs]** may start here for free.

10) Great Plains: An unending sea of grass, filled with rolling hills and coursing rivers placed sporadically. There isn't a lot here, but every once in a while you may see a Buffalo Tribe go by. **[Buffalo]** may start here for free.

11) Griffonia: Situated within a mountainous land, what farmland exists within its borders is highly contested over, even if it lies beside monster-infested forests. **[Griffons]** may start here for free.

12) Hidden Grove: Home of the Breezies, this grove is hidden in the middle of a dense forest with a magical filter that causes all others to never find the grove without the willing help of a Breezie. **[Breezies]** may start here for free.

13) Labyrinthia: Torn away from one of the main continents, this island housed a fair number of natural resources that the inhabitants were quick to make use of, trying to restore and maintain their previous way of life as much as they could. **[Minotaurs]** may start here for free.

14) Neighpon: A rich, cultural island country filled with its own unique monsters plaguing it. While its isolationism might be a concern in the future, it has protected the Kirin and their slumbering god well. **[Kirin]** may start here for free.

15) Sequestria: Once placed up on high, this previous mountain kingdom has been placed at the bottom of the ocean, believed lost by others. Though the inhabitants dream of when they can once again touch the sky, for now they must adapt to their new home. **[Hippocampus]** may start here for free.

16) Underdark: The Reverse Side of the World, this is more of a separate plane of reality than an actual country. But that doesn't change the fact that it holds life within its borders, no matter how twisted. **[Umbram]** may start here for free.

17) Yakyakistan: A cold and harsh land, the wind swept steppes of Yakyakistan perfectly encapsulate the stubbornness of its inhabitants. It takes a hardy people to survive here, and the Yaks have thrived. **[Yaks]** may start here for free.

18) Zebrica: The kingdom placed in the middle of a savannah, it is home to fierce creatures and plants that, while not as dangerous as some other places, helps with their unique form of magic, Alchemy. **[Zebras]** may start here for free.

19) Coatli: One of the unfortunate cases of Discord taking the joke too far, this once prosperous jungle kingdom has had it's inhabitants wiped out in a rain of murderous jaguars, likely given the previous inhabitants' connection to all species of cats.

20) Free Choice: You are a lucky one, not beholden to predetermined borders as so many others are. You may choose anywhere in the world to call your home, whether they be mentioned, or one of numerous smaller countries that have gone unnamed. **[Humans]** and **[Centaurs]** get this option for free.

Undiscounted Perks:

Peerless Beauty [50] - Your beauty is the stuff of legends, with none but the Alicorn sisters as your equal. Your divine visage alone could easily sway others to start continent spanning wars in your name.

Eternal Core [100] - Throughout the years you shall be tested, and at times forced to change who you are as a person. But with this, the very core of who you are will never change. Even if you were to spend a thousand years amongst battle and death, a kind and empathetic person will remain as such until their last breath.

Untouched by Time [200] - So you are one who cowers from the touch of Death? It is only natural, wanting to break free from the mortal coil. And while no one is truly free of the Reaper's grasp, this is the next best thing. You are now ageless, or biologically immortal until something or someone manages to murder you. But until then, you have a lot of life to enjoy. **[Alicorns]** naturally have this benefit, and as such this perk would be wasted on them.

Pinnacle [400] - You are the peak of what your species can become, the apex of their physical and magical potential. This not only applies to your current form, but all forms you choose to take in the future. Let those who see you in action be in awe.

Species Perks:

You may only purchase the perks meant for your chosen species.

Marks of the Talented [Free for Ponies] - Everyone has something they're good at, whether they know it or not. It just so happens that Ponies have an unfair advantage when it comes to knowing that. You are very talented in any skill or profession of your choice.

Advanced Talent [100 for Ponies, Free for Alicorns] - But sometimes, there are those who are simply *better*. Instead of having talent in a single skill, you are skilled in an entire category of skills. Maybe you are talented in all forms of Warfare or Magic, or something more abstract, like Love.

Extension of the Earth [Free for Earth Ponies] - Legends say that when Faust created Earth Ponies, she made their bones out of stones, and their muscles out of trees. While this may not be the case, it doesn't change the fact that you are the most physically powerful of all Ponies, minus the mythical Alicorns. You are also quite skilled in growing all kinds of plants.

Comedy Gold [100 for Earth Ponies] - There once was a Pony who gained the approval of Discord himself, Peach Pie. For finding her suitably chaotic, and maybe drawing his attention towards the Ponies in the first place, he gifted her a sliver of his power. You now have a subset of Chaos Magic known as Slapstick Magic, which allows you to slightly break the laws of physics in the name of creating humor. Whether you can use this in combat effectively is purely up to chance, but you'd like to think you've got a pretty good one.

Rider of the Storm [Free for Pegasai] - Many species look to the skies and wonder what it's like to have the freedom of a bird, the freedom of flight. You are of those who were blessed with that freedom, as not only are you capable of flight, but you can manipulate clouds and the weather with your own four hooves!

Sonic Rainboom [100 for Pegasai] - You have a skill that comes once in a generation. You are capable of pulling off the legendary Sonic Rainboom. A technique that multiplies your speed by up to five times, and leaves a destructive corona of color in your wake.

Shaper of the World [Free for Unicorn] - What is Magic, truly? Some would say that it is the caster enforcing their will upon the world, while others say it is knowing just the right way to pull on the fabric of reality to create a desired effect. Whatever the case, you are capable of casting magic spells, with you already knowing a few spells related to your talent and the basic Telekinesis spell.

Arcane Might [100 for Unicorn] - Some are made great, and others are born great. You have a magical potential very rarely seen, having your spells become twice as powerful while being half as costly. In addition, you can easily create your own spells with just a little bit of experimentation and knowledge.

Above all Others [Free for Alicorns] - You are a mighty Alicorn, one of only three left in the world, and you have the power to back it up. You have the equivalent of the basic perks of the Earth Ponies, Pegasai, and Unicorns, but at nearly five times their potency. In addition, you can live indefinitely, and never age after hitting your prime.

Embodiment [200 for Alicorns] - You are a powerful existence, able to prove a minor threat to the likes of Discord himself. You are the embodiment of an aspect of the world, giving you complete understanding and dominion over it. You would normally persist so long as your chosen aspect does, but in the context of Jumpchain that simply means that you may resurrect yourself once per jump.

Denizens of the Empire [Free for Crystal Ponies] - The special magic of the Crystal Empire has changed your race for the better. As radiant as any gemstone, you are the most resilient of Ponies against hostile magics. In addition, your attunement to crystals lets you accurately tell how much any crystal and gemstone is worth.

Crystal Shaper [100 for Crystal Ponies] - You have a stronger connection to the Empire than most. You can cause crystals to grow in large amounts and shape it however you please, but it will take time and training to make your creations seem lifelike. This type of magic is also more heavily tied to your emotions than most others. The stronger the emotion, the more potent the effect. It works best with positive emotions, but no one is going to argue against a particularly pissed off Shaper.

Guardian of the Night [Free for Thestrals] - Twisted from the almost heavenly Pegasus into terrifying creatures of the night, they trade in their weather manipulation for control over shadows, able to travel short distances between them, and perfect night vision as well as echolocation.

Dark Knight [100 for Thestrals] - Above everything else, it is the shadows that are your strongest ally. When you call, they answer, bending to your will to the point where they seem to be tangible, restraining or piercing your targets. But that is to say nothing of Shadow Warping, where you can travel to any place you've been to before so long as there are shadows in said location.

Spirit of the Trees [Free for Breezie] - Though much was taken from the Fair Folk, they still maintain their connection to the natural world. Plant life is easy to grow and shape in any way you wish, even in nonsensical ways, but it takes a very long time. Flight is also one of the few boons not taken from you. In addition, you can cast minor illusions, but even that is limited to basic sensory effects.

Faerie Lorde [200 for Breezie] - But perhaps not all was lost from the Breezies. You still retain your people's power from the Age Before Chaos, able to grow a sapling into a mighty oak within seconds, and turning each and every plant in your vicinity into a deadly weapon you can control with but a thought. The winds themselves aid you in flight, making sure that you are never hampered when within their graces. Your illusions can easily ensnare any mortal unlucky enough to cross your path. In addition, you are now much taller than the average Pony, rather than only reaching the tops of their hooves, and biologically immortal.

Wanderer of the Plains [Free for Buffalo] - All your people can remember of their history is that they are wandering in order to avert some disaster. While this is incredibly sad to see such a race fall so far, at the very least it has given you a few advantages. With the exceptions of Alicorns, Dragons, Centaurs, and maybe Yaks almost no sentient life can hope to match you in strength and durability, along with an endless amount of stamina.

Spirit Walker [100 for Buffalo] - Buffalo believe that spirits exist in every facet of Equus, from the smallest blade of grass to the largest mountain. You can sense how the world around you 'feels,' for lack of a better term. You can tell what harms the world, what heals it, when it is out of balance, and many other things in between. If you take care of the world, then the world itself will help you in what ways it can, from making sure the weather is gentle against you or giving small pieces of advice.

Made for War [Free for Centaurs] - In some ways, Discord has saved the Centaurs by ripping them from all they knew. Their war torn land had their creators give them great abilities, from the strength and durability to take on modern tanks and win, senses equal to the best found within nature, to an affinity towards Destruction Magic, capable of bypassing most defences to obliterate their targets. Yours is a people that only know War, but now there is a chance for you to experience Peace. How will you fare, I wonder?

AM-01 Prototype [100 for Centaurs] - Often considered the Federation's greatest weapon against the Imperium, you are one of a very rare few with a unique ability. You can forcibly take the Magic from any source weaker or equal to your own, adding to your own reserves as well as heavily bolstering your own physical the more magic you possess. Why, how much more powerful can you become in a world drenched in such a valuable resource.

Changer of the Body [Free for Changelings] - As a race that feeds off of the emotions of others, it would be helpful to not look like the twisted nightmare version of a pony that you actually are. Luckily, you are able to freely shapeshift into any sentient lifeform you've come across. And since you can't really eat food anymore, you can turn normal food you ingest into a type of quickly hardening paste that is excellent for building hives or other structures.

Hive Royalty [100 for Changelings] - You are no simple drone or worker, but Royalty. Your magic is magnitudes stronger, chitin more durable, and you need to feed much less than any other type of Changeling. In addition, you can create a special type of paste that can nullify most types of non-Changeling magic in the vicinity.

Dweller of the Forest [Free for Deer] - When the very environment is actively out to get your people, you must adapt or die. And adapted your people have. Almost no other race is as swift and graceful on land as you, appearing as if you aren't even touching the ground at all. Your antlers are dangerous weapons, capable of impaling nearly any creature unfortunate enough to get in front of them.

Magical Runecraft [100 for Deer] - Generations spent with the Diamond Dogs has allowed your magic to evolve in an interesting way. By creating motions in the air that correspond with the 18 runes you can create varying magical effects. Create torrents of fire, cursing your enemies, divining the future, and so much more.

Dweller of the Earth [Free for Diamond Dogs] - There are few that can come close to your race's claim of "Underground Lords." You can dig as fast as some races can sprint, a durable hide, and claws that can easily cut through stone. Your magical sense of smell allows you to sniff out gemstones, specific minerals, or abnormalities when underground. When above ground, your nose is only as good as a common dog.

Material Runecraft [100 for Diamond Dogs] - Generations spent with the Deer has allowed your magic to evolve in an interesting way. By embedding variations of the 18 runes into items you can create enchantments. Increased durability, a constant frost effect, self-maintenance, and so much more.

Being of Fire [Free for Dragons] - Fire is often considered the most important discovery of all sentient beings, and that discovery makes up your entire being. You are immune to normal fire and heat, are very resistant to magical fires, and can unleash a torrent of flames that can melt through practically anything. In addition to all of these, you are strong and durable enough to stand against an Ursa Major with great effort on your end, the gift of flight, and a lifespan lasting a millenia.

Controlled Greed [100 for Dragons] - The Curse of All Consuming Greed turned even the greatest philosophers and pacifists into horrible monsters who wanted nothing more than everything in their sight, with the power to back it up. But what if there was a way to harness this curse? You can, and all that comes with it. You can enter a pseudo-berserker form that grows more powerful the larger your hoard is. With just an average-sized dragon hoard, you could fight an Ursa Major and easily be victorious.

Hunter of the Skies [Free for Griffons] - Flight, claws, and improved senses might not seem like much when compared to Elementalism or Shapeshifting, but it's in how you use it that makes the difference.

Dweller of the Sea [Free for Hippocampus] - The sea has many strange creatures dwelling beneath its waters, and now you may count yourself among that number. Your wings are replaced with fins, allowing you to swim at incredible speeds. You have gills that allow for breathing underwater, but are still fully capable of surviving on land.

Siren Song [100 for Hippocampus] - When Discord threw the entirety of what is now known as Seaquestria beneath the waves, he thought that such radical changes and the horrors of the deep weren't enough. So he made Sirens. They can feed off feelings of Strife or Disharmony, as well as inciting whatever emotions they want through the use of magically enhanced vocal cords within seconds. This 'song' can affect either a single person or an army, depending on the skill, power, and experience of the Siren in question.

Stranger of Fiction [Free for Humans] - You do not belong in this world, but that doesn't mean that you can't adapt. You are good at mentally adapting to different environments or cultures, able to shrug off the strangest aspects of Equus life relatively quickly.

Null [100 for Humans] - As you come from a world devoid of magic, so your body reflects that. Magic is, simply, not as effective as it should be against you. Common fire spells feel like touching a warm lightbulb, paralysis only makes you feel numb, etc. This does not make you immune, as spells with sufficient power can still take off your head, but it is certainly a useful boon.

Keeper of the Divine [Free for Kirin] - When the Heavenly Dragon found a group of Ponies who were struggling to survive within his home of Kyushu, he took pity on them, and granted his divine blood so that they may thrive amongst the numerous Yokai. In return for their gift of Honō Mahō and thick scales, they worked tirelessly to be the best servants of the Heavenly Dragon they could.

Divine Flames [100 for Kirin] - While all Kirin can say that they are connected to the Heavenly Dragon, your claim is stronger than others. Your Honō Mahō is magnified in power, as well as gaining new properties. Your fire can purify both the body and the spirit of illnesses or curses alike. You may also generate small clouds under your feet for a time to mimic flight, but is more akin to running.

Traders of the Waves [Free for Minotaurs] - With Discord gone and your resources dwindling, it's time for your people to go back to doing what they're best at. Trading. You are a very personable character, able to bridge the gap between almost any species or culture. You can pick up new languages twice as fast as other species, and you are fairly skilled at sailing.

Natural Compass [100 for Minotaurs] - Once the warrior Asterios was trapped within an unending labyrinth for forty days and forty nights. When he was able to escape, a feat previously thought impossible, the gods gifted him and his bloodline the ability of Perfect Navigation. If he wanted to travel with a destination, he would instinctively know the easiest and fastest route to get there. You share Asterios' blood, and have been granted this boon.

Dwellers of the Dark [Free for Umbram] - As beings of the Dark, wouldn't it make sense that they have abilities based on that? While they are comparable to Unicorns in how they utilize magic, they can also transform into black mist or smoke, becoming intangible to long as they aren't hit with magic. Umbrums can also see perfectly in the dark.

Black Mage [100 for Umbram] - Dark Magic is not powered by evil as so many think it is, but rather by negative emotions. Anger, fear, sadness, and so on power this magic for equally negative effects. While any magic user could use this, it is the Umbrum, and therefore you, who have the best affinity towards it. Destructive blasts, powerful curses, potent illusions, and so many other effects are at your horntip.

Warrior of the Steppes [Free for Yaks] - When living in a cold, hard land, one must be even stronger than the land to survive. You are physically on par with the larger Buffalo, with a very high resistance to environmental and magical cold.

Breath of Winter [100 for Yaks] - The cold of Yakyakistan has left its mark on you in a most intimate way. The Lore of Ice let's you breathe ice and snow upon your enemies, with Grand Elders capable of letting loose blizzards with a shout. In addition to the offensive uses, you are now immune to environmental and magical cold and ice.

Mixer of the Elements [Free for Zebras] - No matter what other species say, chaos is a vital part of the world, keeping it from becoming a dull, lifeless existence. With this knowledge combined with the Zebra's previous connection to nature, they can combine different substances together with the art of magic known as Alchemy. The effects can range drastically, and certain care must be taken to get the actual result you wish for.

Philosophers' Brew [100 for Zebras] - While any self-respecting Zebra knows the basics to alchemy, you have dedicated yourself to true mastery of the art as a Daktari. Tonics that can regrow limbs, salves that can decrease the effects of aging, fetishes that can summon the spirits of the long dead.

Peasant Perks:

Discounts for Peasant Origin are 50% off, with the [100] perk being free.

Profession [100] - Your goal to live a quiet, peaceful life needs a way to gain currency in order to fund itself. With this, you are a master in any one profession of your choice. Will you be a renowned blacksmith, a popular Baker, or just a humble farmer, or something else? That is for you to decide.

Family Man [200] - Family is the most important thing in life, a statement you readily agree with. So long as you put an effort into it, you will find your family life healthy and rewarding. After all, what's more rewarding than coming home to a loving spouse and children you are proud to call your own. Could do with less of the in-laws, though.

Alternate Uses [400] - Who is to say that something only works as advertised? Not you, certainly. You are quite skilled in finding alternate uses for your more mundane skills. A skilled seamstress may find knitting flesh as easy as cloth. A farmer knows his plants, so figuring out the uses of others would be handy. A blacksmith's hammer can do much more than just shape steel. As long as you apply yourself, you can find a way to do it.

Background Character [600] - Let those with fancy titles and expensive jewelry play their games, while you do as you were meant to do. So long as you mind your own business and just live your simple life, misfortune seems to never get it's grip on you. Is there a military draft? While you were harvesting apples, they passed right over you. A deadly plague? Sure you've got the sniffles, but that's because you were building out in the rain yesterday. A monster attack ravaged the town? Well what do you know, the flowers your wife planted the other day acts as a repellent.

Merchant Perks:

Discounts for Merchant Origin are 50% off, with the [100] perk being free.

Commerce [100] - Calling yourself a merchant is all well and good, but you need to be able to back it up. You are a fairly skilled trader, with knowledge of how best to acquire supplies to sell and figuring out profitable routes to sell them on.

Silver Tongue [200] - Often considered the best - or worst - trait of a trader, you are a very persuasive person when it comes to selling your wares. You can properly convey exactly what you're selling, what they're worth, and why people should definitely buy it. While this may make selling easy, it won't help if the people discover that they've been cheated by you...

Opportune [400] - The wise trader finds the best opportunities, even if he must travel far to find them. You are particularly skilled in finding those right occasions where you can profit greatly, where you could grow your financial empire. There will be hard times, yes, but they will only last until you see that golden window of opportunity just waiting for you to take advantage of it.

Midas Touch [600] - King Midas of Labyrinthia was famous for one thing, bringing an age of prosperity to the Minotaurs before the Spirit decided that reality was boring. Like him, any system under your control, be it a business or a kingdom, will be guaranteed to make money. Whether it's a large amount or just barely scraping over even depends on how well you invest in it as well as the state of the world around you.

Soldier Perks:

Discounts for Soldier Origin are 50% off, with the [100] perk being free.

Warrior [100] - How can one be a soldier without knowing how to fight? You are an expert in a fighting style specifically designed to bring out the best of your current form, though you can easily adapt it for others.

Making Men [200] - No matter what the Myths and Legends say, one person cannot defeat an army by himself. With this, you are an excellent trainer, capable of whipping even a lazy group of criminals into a somewhat respectful fighting force that can do their country proud.

Logistics Wizard [400] - One aspect of war that no one likes is the bureaucracy, the endless paperwork and always having to make sure your army has what it needs and keeping note of what it doesn't. You are unnaturally good at this, able to manage an entire country's military forces' logistics quite easily. Additionally, you are quite skilled in delegation, able to accurately tell who would be best for what job.

Master of War [600] - Oda Kiryuu once said "There is a great difference between knowing war and understanding war." And much like the great Kirin General, you strive for both. You are a master of strategy and tactics, guerilla warfare and sieges, there is no facet of war that you do not know and can't improve upon. You could realistically lead a small army of farmers to victory against some of the greatest military powers in the world if you plan and coordinate correctly.

Thinker Perks:

Discounts for Thinker Origin are 50% off, with the [100] perk being free.

Natural Scholar [100] - This world is filled with innumerable wonders, and you want to know how those wonders came to be. You are considered a master of your chosen field of study by this world's standards. This is in no way limited to the physical sciences either, as you could be an expert researcher on a field magic.

Skilled Educator [200] - Knowledge is power, but it is one that is easily lost if not handled properly. In order to prevent that, you are a skilled educator, capable of easily passing along any knowledge you have. Planning out year-long lesson plans is a simple job, and you can find an effective way to teach every individual you take under your wing. Within a few years, you'll have molded someone you could even call an equal.

Efficient [400] - It is an unfortunate fact of life that nothing is perfect. No matter what one does, there will always be a flaw. But with that in mind, you can find ways to minimize these flaws. Designing a new machine with less vulnerable areas, or a spell that uses less magic than it should. The better your knowledge, the more you can improve until it seems like there are no flaws in your creations.

Innovation [600] - Archimedes was considered one of the greatest minds amongst the Griffons for a simple reason. His endless curiosity. Much like him, you can poke and prod at anything, be it an advanced piece of technology or a simple fungus or a type of magic, eventually coming to understand it. Knowing how it functions, what it's uses are, how to build or replicate it, and how to improve it. Simply put, the more you tinker the more you understand.

Rogue Perks:

Discounts for Rogue Origin are 50% off, with the [100] perk being free.

Sneak Thief [100] - Years of living on the streets, or maybe finding someone to teach you, has given you a set of skills not often seen in a 'heroic' light. You are a master of stealth, lockpicking, breaking and entering, and pickpocketing. That last one is kind of impressive, considering a fair amount of species don't even have hands.

Informant [200] - A lesser person steals only material objects, the shiny things that can be sold for a modest sum. You? You deal in information. It's quite easy to get a hold of blackmail, but it's knowing which blackmail is worthwhile and how to apply it correctly that you excel at. Figuring out which businesses are doing morally questionable things in the dark, and how to exploit it to your advantage. If it's worth knowing, you can eventually find and profit from it.

Networking [400] - When you work long enough in this business, you learn something very important. No one can work alone forever. You understand this, and can fix this problem. You can easily create a reliable spy network that can spread across an entire country within a few months, letting you hear of any event worth knowing fairly quickly. This also comes with the knowledge of how to manage it, and keep it unknown to almost anyone.

King's Shadow [600] - Knight-Paladin Thanatos of the Night Guard was the greatest defender the Thestrals never knew. Under his watch Trotsylvania avoided many dangers because of his vigilance. Like him, you are a master of counter-intelligence and weeding out enemy plots. If there is a group of Discord Cultists who wish to kill the King and force the Land into chaos? You'll be able to find them before they can even finish planning. Spies from a rival country wanting to know the best positions to launch an invasion? With a bit of work, their armies might never even reach the border.

Ruler Perks:

Discounts for Ruler Origin are 50% off, with the [100] perk being free.

Royal Visage [100] - A ruler must act the part, for they must be a symbol to their people. Your every step is filled with grace and confidence, creating an air of authority around you that causes those weak of will to obey your orders. In addition, you now have a perfect poker face, only showing what you want to show.

Hearts of the People [200] - A ruler must lead his people, for what is a King with no subjects to rule over? You are an extremely charismatic person, able to sway the hearts and minds of the people to nearly any cause with but a speech. Should you bolster your words with actions, even the most stubborn person will agree with you.

Head of State [400] - A ruler must be able to steer his land in a productive direction, otherwise he is but a leech. You are excellent in many areas any good ruler should be skilled in, from commanding and inspiring your armies, managing finances, solving civil matters, and more. But above all else, your long term planning is masterful, letting you figure out how to ensure your kingdom's prosperity.

Everlasting Empire [600] - Above all else, a ruler must ensure that even after they are long dead, their kingdom thrives afterwards. Any political system you have helped in creating will be able to survive hundreds of years long after you are gone, as well as ensuring your successors work towards your vision as best they can. If you actively try to rule over your kingdom well, then you could transform it into a utopia that will stand the test of time for millenia.

Items:

You receive an additional [300 CP] to spend in the Items section only. You can import any related items freely.

Story Book [50] - In a land as magical as this, there are bound to be myths mingling with history. This very entertaining book details the history of your country, as well as the various legends old wives tell their children. It is a bit hard to tell at times what is fact and what is fiction.

Bag of Holding [100] - A curious thing crafted by some rather potent Unicorn mages, this bag designed for your species warps space to fit up to five-hundred pounds of practically anything so long as it can fit within the opening. Please be careful storing a living thing inside, as it does have limited air.

Message Crystals [200] - Communication is something that is dearly needed in this day and age. Monsters, Chaos Fields, warring factions, and just normal geography, a lot can separate people. Luckily, these ten crystals achieve long-range communication even from across continents. Simply hold the crystal and think of which one you want to talk through, and your voice will come out clear.

Elemental Weapon [400] - This world is filled with magic, both benign and malevolent. As such, there must be weapons to combat these forces. This unbreakable weapon of your choice has an elemental effect of your choosing. Holy fire, demonic ice, corrosive poison, or any other you wish.

Elements of Harmony [600, Jumper Only] - The ultimate weapons of this universe, you receive all six Elements of Harmony with this purchase. Each embodies a certain aspect of Friendship Magic, one of, if not the, most powerful types of magic. In addition, each grants a boon to their chosen wielder.

The Element of Loyalty enhances all of your physical capabilities exponentially based on how strong the bond between you and the other Element Bearers are.

The Element of Honesty is very straightforward. It gives its wielder the ability to see Truth and Lies. They can tell what parts of a person's dialogue is truth and lies with perfect accuracy, even if they are lies of omission.

The Element of Generosity is much more passive, as it enhances the abilities of the other Elements exponentially based on how strong the bond between you

and the other Element Bearers are. However, the boost is not as intense as Loyalty or Magic's.

The Element of Kindness grants you an incredible healing ability that is even capable of regrowing limbs within seconds! This is very notable, as the best spells known today could only regrow them over the course of months.

The Element of Laughter greatly enhances your charisma and empathy. You can easily tell what emotions someone is feeling, and know how to easily raise their spirits, or have them plummet.

The Element of Magic, often said to be the most powerful of the six, enhances all of your magical capabilities exponentially based on how strong the bond between you and the other Element Bearers are.

But it is when they are combined that they are at their most powerful. By utilizing the bonds of their wielders, they can unleash a burst of magic that can do practically anything. Heal an unhealable wound, strip away the powers from a Goddess, turn the mighty into fragile stone. So long as all the wielders have an Intent in mind, they can make it happen. Do keep in mind, though, that the greater the effect caused by the Elements means that they must recharge for longer periods of time. Encasing something in stone would have them recharging a week, while completely terraforming a planet would take a few years or a decade.

Peasant Items:

Discounts for Peasant Origin are 50% off, with the [100] item being free.

Tools of the Trade [100] - In many professions, one needs tools in order to bring their craft to its heights. You now have finely crafted yet mundane tools that are used with whatever job you chose.

Family Pet [200] - Each family needs some sort of pet, and you would agree with them. This mundane animal is an absolute joy to be around, having an effect that brings a family together and inspires happiness. It will also be a great guardian to your family, able to defeat full grown manticores, let alone whatever ruffians come after you and yours.

Wooden Spoon [400] - The most horrifying object one could ever experience. One that mothers all over the world wield with ungodly efficiency. One hit from this ensures that your target will pause so then you can let out a scathing rant of how disappointed or angry you are in them. Might not work if you don't intend to do the rant.

Home [600] - There really is no place like home. Where you can truly relax with those you love with no fear about their safety. This humble, warm, inviting home of your design ensures the safety of all those who live within, with a few additional benefits. Food prepared here is more delicious and soul filling, sleep is always peaceful and rejuvenating, and happy memories made within will last until death with the same fondness as when it first happened.

Merchant Items:

Discounts for Merchant Origin are 50% off, with the [100] item being free.

Coin Purse [100] - With the making of money, there is the matter of where to put it. This simple looking leather pouch will store any and all money you wish inside, even if it reasonably shouldn't.

Profitable Wares [200] - What good is a Merchant with no goods to sell? With this purchase, that is fixed! You gain a replenishing stock of items to sell that are certain to bring in a profit! This can either be multiple items of decent quality, or a single type of high-quality items of your choice. Think choosing between a general store with a bit of everything and one focused on selling, say, pottery. Extra wares can be bought for **[50]**.

Wagon [400] - Sometimes, you need to actually travel in order to properly sell your wares. Luckily, this will help you out. This wagon not only holds a small living space, but can fold out into a stage and stall in order to properly show off your goods to the public. It also has a fair amount of storage space. It never breaks down, and is easy to move from place to place. Even when full to the brim, a filly could pull it around no problem.

Place of Business [600] - For the more stationary, this storefront is the perfect place. With a loft on the second floor, the ground floor is designed perfectly to your tastes and generating business. You are guaranteed to always get at least one customer even on the worst days, and many, many more on your best.

Soldier Items:

Discounts for Soldier Origin are 50% off, with the [100] item being free.

War Gear [100] - You are a soldier, so why would you not have the tools of one? This fine set of steel or leather armor is fitted perfectly to your current form, and with it comes a finely made weapon of your choice.

Reliable Weapon [200] - This weapon has been by your side forever, and with that are some benefits. You always seem to have it close by when you need it, and it never seems to break, get rusty or chip. In addition, you can always tell where exactly this weapon is.

Enchanted Armor [400] - Armor is a tricky thing to get right, especially enchanted armor. Granting it fire resistance may make only the armor resistant, but not the person inside. This is not so. This set of armor cuts the effects of all magic cast upon the wearer in half, and makes it so they are comfortable in nearly any environment.

Fortress [600] - A seemingly unassailable fortress, this stone monstrosity has enough space to hold a small army and feed them for a few months. Tall towers for lookouts, good defensive layout, and filled to the brim with finely crafted weapons. It also enhances the effects of any physical training that happens within these walls.

Thinker Items:

Discounts for Thinker Origin are 50% off, with the [100] item being free.

Research Coat [100] - A white coat that gives anyone who sees you wearing it an impression that you are a well educated person. It also never seems to become dirty, no matter how many experiments blow up in your face.

Glasses [200] - While these may seem like simple everyday glasses, these are anything but. Self-cleaning and repairing, they give their wearer perfect vision, as well as magnifying their vision five-fold anytime they wish. Useful for if you want to see how your projects blow up from a distance.

Research Notes [400] - Worried that you might not get as far into your research as fast as you want? With a purchase of this that problem is heavily reduced. These notes pertaining to your field of study are very thorough and update with any new insights you gain. Should you read them more closely, however, you will find tips and hints as to how you can advance further into your field. It won't give you the answers (where's the fun in that?), but it will help you get past any roadblocks you might end up having.

Laboratory [600] - What would a scientist be without his sacred laboratory? This building is filled with state-of-the-art tools pertaining to your field of study, and will double both your research time and how quickly people learn. The tools might automatically update to fit your technology standards, but you will need to build up young minds on your own. Either way, this is a sanctum of knowledge, so use it well.

Rogue Items:

Discounts for Rogue Origin are 50% off, with the [100] item being free.

Cloak [100] - A black, tattered cloak may seem cliché for someone in your profession, but you can't deny its usefulness. It keeps you warm on cold nights, hides your build and whatever weapons you have on you, and it flutters mysteriously in the wind.

Dagger [200] - Such a small weapon for such a deadly effect. Enchanted with the essence of Hydra Blood, this dagger is incredibly poisonous, capable of killing quite a few things with just a scratch. In addition to its deadly nature, it is extremely durable and self-cleaning. Perfect for any questionable work you need done.

Enchanted Mask [400] - This stylish mask is the best friend a rogue like yourself could ever have. Upon wearing it, it's as though you became a completely different person! You could be chased by fifty guards at once, but as soon as you take it off, they would think you some innocent bystander and continue the search elsewhere. Be warned, as both of your identities will still exist in people's minds, it's just that no one can tell that you're the same person.

Hideout [600] - A base of operations hidden from anybody who you haven't already told, this could be in the sewers or under a king's palace with no one the wiser. It's perfect for any shadowy operations you have as well as being perfect for teaching any new recruits the needed skill set and knowledge their new job will entail.

Ruler Items:

Discounts for Ruler Origin are 50% off, with the [100] item being free.

Crown [100] - The symbol of your royalty, and your duty as a nation's leader. A stylish crown or circlet that will always look good on you. It will rest heavy upon your heart, yet light upon the brow.

Scepter [200] - It might not even be a scepter, but whatever it is it's a magical weapon that symbolizes your power and authority, and grows as yours does. It cannot be destroyed by mundane or magical means, and doubles your charisma. In addition, you can project your voice like you were talking through a megaphone.

Amulet [400] - Crafted by the finest smith and imbued with multiple enchantments, this golden ruby amulet grants the user immunity to most poisons and diseases. Many have found it useful when dealing with the nastier bits of the Noble lifestyle. Only the very strongest of these will affect you.

Castle [600] - A sprawling palace fit for a Ruler such as you. This may be of any size and design you desire, but I would suggest matching it with your people's aesthetic choice. This is filled with all the servants and guards needed to occupy it, and you may import it anywhere you want Post-Jump, or simply have it be a Warehouse Attachment.

Companions:

Inner Council [50/100/200] - A single person cannot hope to change history without much difficulty. That is why you have this option, creating a close circle of friends and confidants. You may either create or import 1, 4, or 8 companions respectively, with each having 800 cp to spend on a species, perks, and items.

Golden Delicious [100, Discounted for Peasant] - While this Earth Pony would be more than happy to stay on her Apple Farm, Golden decided that you needed someone like her to keep you grounded. An Honest soul who couldn't lie to save her life, her legendary stubbornness is matched only by the force of her kicks. She will always be there for you, telling it like it is, whether it's good or bad.

Alexios [100, Discounted for Merchant] - A passionate trader at heart, this minotaur decided that you would bring many opportunities to find both riches and a way home. He is rather Generous with his prices, sometimes even giving items out for free if they really need it. He grew up with less than nothing, and knows that it only takes one opportunity to change your life.

Konrad Claw [100, Discounted for Soldier] - You couldn't have asked for a better friend. This griffon brings joy and Laughter wherever he goes, which has made him popular with more than a few other mercenary bands. He found you to be pretty good people, and decided to stick around. Certainly does help to have someone as skilled with a blade as he is with jokes and quips.

Rashidi [100, Discounted for Thinker] - This Zebrican Daktari has traveled from afar, and has decided that you are an interesting enough person to hang around with. Always eager to expand his Magical horizons with Alchemy, he will constantly test and refine his concoctions with a manic zeal. Just, don't drink anything experimental.

Skitter [100, Discounted for Rogue] - A Princess Changeling, one that could eventually become a Queen, Skitter has seen a lot. A Kind heart underneath a jaded exterior, she holds onto those she cares for very closely. She may attempt to take charge at times or do questionable things, but she knows what she's doing and only wants to spare others from difficult choices.

Ser Silver Sword [100, Discounted for Ruler] - A unicorn knight hailing from Canterbury, Silver Sword has decided that you are the liege he wants to pledge his blade too. He is a master swordsman with a competitive streak, but he values Loyalty above all else. If you ever need a blade by your side, or a trusted confidant within a scheming court, he is the stallion for you.

Strange Bust [Free, Optional] - Well, this is unusual, but then again that's his speciality. This bust of Discord has a sliver of the real one's consciousness, allowing him to view your adventures as well as give 'advice.' Honestly, they're just poor jokes and witty remarks about your actions.

Scenarios:

Test of Time (Requires [Ruler] origin)

You are the Ruler of your country, and as such you have a duty to lead them into prosperity. But you can't exactly do that effectively in just ten years, now can you? As such, you are given fifty years to rule your country and improve it undeniably from what it was at the start of your time here. Should you die, be unwillingly dethroned, or have your land forcibly annexed by another, you will fail.

Reward:

Your reward should be rather obvious. **Your Country**, that which you have spent so long guiding and protecting will follow you into your future Jumps, either in a pocket dimension connected to your Warehouse, or by being inserted into your new environment. Any and all improvements you make to your country after this will also stick. You also have all of the citizens as functional followers, and you can choose any to become Followers in the future.

The King of the North

Deep within the Frozen North lies the Crystal Empire, a massive city-state that is home to the Crystal Ponies, with coats sparkling like the brightest gemstones, and the Crystal Heart. And within lies a single Umbrum sorcerer, whose world view had completely shattered upon realizing what he truly was. This revelation twisted Sombra until he became what he is today, a tyrant whose mastery of Dark Magic and desire for control is unparalleled.

And now he seems to add your land and its people to his army of slaves and monstrosities. Will you triumph against all the horrors King Sombra has to throw against you, or will you join him on his path to domination?

Rewards:

Should you have defeated Sombra and saved the Crystal Empire from his tyranny, you will receive three rewards.

First, your fight against Sombra's forces has granted you a **Crystal Mentality**, granting you immunity to all magic that affects the mind. Mind reading won't work, attempting to enter your mind would be like banging their head against a brick wall, and possessions will always fail.

Secondly, the denizens of the Empire would ensure that their savior would receive a sliver of the Empire's power, granting you **Crystal Sorcery**. Crystal Sorcery is an improvement to Crystal Magic, allowing you to grow and control a truly staggering amount of magical crystals anywhere, as well as imbuing people and items with the 'essence of crystals,' which basically amounts to much higher defence as well as reflecting nearly all hostile magic back at the caster.

Finally, you will find in your Warehouse the **Crystal Heart**, a powerful magical artifact that absorbs positive emotions, and uses them as fuel for, quite frankly, bullshit level protection magic. It can cover an entire city easily, making the area a pleasant temperature even in the Frozen North, purifies *all* traces of Dark Magic, repels any creature with malicious intent trying to enter, and these are just the obvious capabilities. And I'm fairly certain you can find other ways to utilize this incredibly powerful artifact.

But should you have become subservient to King Sombra, or make him your servant instead, you will gain three rewards.

The first is obviously **King Sombra** himself, joining you as a companion. As stated, his mastery of Dark Magic and Crystal Magic are among the most potent in the world. He can make twenty foot tall autonomous crystal golems in a few hours, or transform creatures and people into loyal, lovecraftian monsters within seconds. He would undoubtedly be a worthwhile addition on your future journeys.

Sombra's Empire will also join its King on your endeavors. While this is limited to it's capital of the Crystal Empire, it isn't to be taken lightly. An entire population of slaves, monsters, and automatons eager and willing to do anything for it's Overlord is certainly helpful, in addition to all of the replenishing resources that you now have access to.

And finally, King Sombra is willing to teach you his unique specialty, **Dark Crystal Magic**. The perfect hybrid of Umbrum Dark Magic and Crystal Magic, what it lacks in defence they more than make up for in offence. This allows you to magically grow and control a truly staggering amount of magical crystals anywhere, as well as imbuing people and items with the properties of your dark crystals, allowing them to pierce through nearly any defence, as well as using them as powerful mediums for mind control, should you know it.

The Warlord of the West

Centaurs are a recent development on Equus, and would have been a welcome addition had it not been for one thing. All they knew was War. So what happens when you put a species who knows only conflict into a new world? They seek out conflict, finding some level of comfort in it's familiarity. And among them rose a warlord, an exceptional AM-01 Prototype even among their kind. Tirek.

He lusts for all the Magic on this planet, and has fashioned a tribe of centaurs and other beings into his warherd in order to conquer everything in this new land. Unfortunately, you are on his path. The choice of how to deal with this threat is up to you, but he leaves you with only two options. Join him, or defeat him and his herd.

Rewards:

If you managed to defeat this practical Demigod of Destruction and his warherd, your reward is threefold.

You have become **Immovable** on the battlefield. A pillar of calm amidst the chaos, and this affects much more than yourself. So long as you defend something, be it a fortress or the front lines, neither you nor your allies will ever falter or panic. Nothing will get past you so long as you still stand.

You have become an **Unstoppable** force as well. Blocking your attacks isn't recommended, as you will tear through their shields and armor with frightening ease. Your blows are also much more powerful, allowing you to send others flying.

And finally, you have become truly **Defiant**. Others may try to diminish, suppress, steal, or even outright destroy your power, but they will find their actions useless. Your power is your own, now and forever, and you will bow to nothing.

Should you side with the Warlord instead, helping him to take as much magic as he can, you will gain the following.

Tirek has found the idea of Jumpchain fascinating, as more world's means more magic to absorb. As such, he has decided to join you on your journeys as a Companion. It certainly helps that at this point, he's basically a towering god of destruction.

And as they have no wish to abandon the one that united them in the first place, **Tirek's Warherd** will also follow you as, well, followers. There might even be a few exceptional people within that you would consider making a companion.

As your last reward, though he is loath to do so, Tirek grants you a bit of his power, enough for you to make use of **Destruction Sorcery**. While normal Destruction Magic is limited to firing beams that annihilate almost everything in their path, this gives you a bit more versatility. Lasers that change directions, explosive orbs, a decaying touch. And much like normal Destruction Magic, the only way to defend against it is either anti-magic effects, Creation Magic, or simply matching it in raw power. Tirek is giving this to you as an investment, so don't disappoint him.

The Queen of the South

Within the Badlands, near the very edge of that wasteland, lies the Scolopendra Hive. It's queen, creatively named Scolopendra herself, has decided that her hive's days of rationing what little love they can get is at an end. Their love farms filled with animals carefully cultivated to produce as much of the emotion as possible is no substitute for actual sentients, whose emotions are so much more potent. Unfortunately, she isn't exactly keen on gaining their food source peacefully.

She will use whatever subterfuge she can to gain control of an entire people just to use them as a type of livestock. Blackmail, mind control, even replacing some of the most important people. She also forces her minions to undergo such thorough training that they begin developing split personalities in order to better stay undercover. And it just so happens that her first target is your land.

Rewards:

Perhaps you defeated her in single combat, or caused a coup within her own hive. Regardless, Scolopendra has fallen, and you receive these rewards.

Changelings tend to have some powerful mental magic, and to combat this you have developed a **Steel Mind**. Not only do you have a perfect memory, but you are immune to all mind altering effects at all. Chemical, magical, technological, nothing can affect you.

And true to their names, their habit of shapeshifting would be annoying if you didn't have **True Sight**. You can now see through all illusions almost like they weren't there, as well as being able to see the true, physical form of whatever you lay your eyes upon.

It is their feeding of emotions that gave you the idea of developing **Emotion Magic**. Not only can you enhance, suppress, or change what emotions someone or something is feeling, but you can use these emotions to cast buffing spells. Anger will make your attacks hit harder. Joy will increase your speed. Sorrow will make you untouchable, almost flowing around attacks. The list goes on, and that's not even mentioning what you could do if you combine effects. And the stronger the emotion is being felt, the greater the effect.

But maybe you found a way to deal with her peacefully, creating a symbiotic relationship in which both parties benefit. Or maybe you helped her take over some other land in exchange for not being livestock.

Seeing as you were so kind as to help her people, **Queen Scolopendra** decided to repay your kindness by joining you on your travels. She is your standard Royal Changeling, with powerful spells and can excrete a magic-cancelling paste. True you may find her doing some... questionable things if she thinks she can get away with it, but she *has* to have a good reason, right?

And was there ever any doubt that the **Scolopendra Hive** would not follow it's Queen? I'm certain you can find a use for a massive city-state filled with shapeshifting emotivores that are specialized in stealth and infiltration.

And finally, you are gifted a **Royal Changeling Artifact**. It is created using heavily refined Royal Changeling Paste which is then heavily enchanted using changeling magic. As such, this weapon or set of armor, your choice, negates most magic that it comes into contact with.

The Necromancer of the East

Goats are a strange race, all things considered. They worshiped death instead of life. Treated the deceased with better respect than the living. They held grudges for wrongs decades or centuries in the past. One exceptionally talented goat, Grogar, has held one against Discord for the entirety of the Age of Chaos for bringing about the eventual doom of his people. And since he can't get that, he will go after the ones that tore his vengeance away from him, the Alicorn Sisters. But first, he needs an army. And he has decided that you and yours will be the perfect addition to his forces.

Grogar is perhaps the greatest Necromancer to ever walk this world. He became the first Lich, binding his soul into a small bell that he keeps well hidden. He delved into the very fundamentals of Life and Death, and could raise hordes of powerful undead if given the chance. But he is generous, and feels like you are warranted a choice, as he has no grudge against you yet. Join him willingly on his crusade against the Sisters and reap the rewards, or die in meaningless defiance as each of your fallen join his legion.

Rewards:

You decided not to side with one who meddles with souls and the dead, and have succeeded. As such, you are to be rewarded.

In fighting against one who can use souls as one would a sword and succeeding, you have gained a **Fortified Soul**. Nothing can tear your soul out of your body, no corruption will stick, and it cannot be damaged. It cannot be affected by anything you don't willingly allow. Your soul is eternal, and this is undeniable proof.

In fighting against those undead that Grogar makes use of, you have acquired a **Purifying Presence**. Normal undead cannot stand your presence, falling apart when within a few feet of you. Stronger undead can resist this effect, but are severely weakened. In addition, any and all attacks against them are multiplied fivefold in effectiveness.

In the final battle against Grogar, you managed to find a **Powerful Artifact** within his castle. Each of these are virtually indestructible, but you may only choose one. A shield that reflects all magic that it touches, a bow whose arrows can change directions mid-flight to always hit its targets, a hammer that grants flight and always returns to its wielder, or a crown that grants incredible regeneration.

Alternatively, you might have sided with the Necromancer, whether out of fear or shared goals is irrelevant.

As pleased as he is with his success, **Grogar** has grown curious about your Jumpchain, and desires to join you. The thought of what happens after death in different worlds, even ones where there is simply no afterlife, is fascinating to the goat, and wishes to learn what he can to improve his already powerful necromancy. Just... make sure he doesn't declare any grudges against worlds you actually like.

For the chance of further endeavors with you, you gain complete control over **Grogar's Army**. At this point, it is made up of thousands of different undead from all sorts of species, even a dozen or so dragons!

And what better boon to go with an undead army than being taught the art of **Necromancy**! With time, effort, and practice, you too can raise legions of undead, rip out a person's soul and stick it onto some previously inanimate object to make a sentient broom or something, or transfer another's lifeforce to heal your own wounds and vice versa. You may even figure out how to turn yourself into an undying Lich like the old goat did centuries ago. It also helps improve your control over Grogar's Army as well as their capabilities.

War for the Sun and Moon

One Sister lost to rage and loss of control of everything in her life. The other Sister lost to loneliness and feeling unloved by those she protects. Towards the end of your time here, the world will be victim to an Eternal Eclipse as the Alicorn Sisters are twisted into caricatures of themselves and have torn Equestria in half with a bloody civil war. How they came to be, a parasitical being or magical corruption or one last joke by Discord, is irrelevant. Gone are the Princesses Celestia and Luna, and in their place rise Empress Daybreaker and Queen Nightmare Moon.

Empress Daybreaker of the Solar Empire as a person who desires control. She feels that only when she is directly managing something does it go without flaw, but does let others she trusts to take care of certain jobs. Those who fail to meet her expectations for them multiple times are punished harshly, which doesn't mix well with her quick temper. Should you side with her, she will have high expectations for you and will be quietly proud of you should you meet or exceed them, and will reward you accordingly. The Solar Empire is a Meritocracy, where you must show that you are competent enough for what position you desire or suited for.

Queen Nightmare Moon of the Lunar Republic is, at her core, a lonely person. She will gladly accept any support given to her, but hides it underneath a veneer of aloofness and pride. She is extremely possessive of those she views as hers, and does not deal with traitors lightly. Should you side with her and prove your loyalty without a shadow of a doubt, you will become one of her closest confidants. The Lunar Republic is an Imperial Republic, with everyone doing their own thing but all must answer to the Queen and her decrees.

The War for the Sun and Moon has begun, and you must be the one to end it.

Rewards:

For siding with Empress Daybreaker, she has decided to grace you with these gifts.

Surprisingly, **Empress Daybreaker** herself has decided to grace your future travels. As a goddess of the Sun and Fire, there is no denying that she will be a powerful asset. She will automatically be imported into future jumps as a free companion, with 1000 cp to spend, but does not benefit from drawbacks. While she may be a bit of a control freak, she will generally follow your lead so long as your actions continue benefiting the both of you. She might do some side stuff

behind your back, but they will ultimately be to the benefit of the both of you. And depending on your interactions, she might be willing to make you her consort.

It should be obvious by now, but Daybreaker can't simply leave her **Solar Empire** under someone else's supervision, so she decided to take it with her. You can either import it into future Jumps, or keep it within a pocket dimension connected to your Warehouse. As stated, it is a harsh Meritocracy, where one must prove themselves worthy and failure of any kind is heavily looked down upon.

Finally, you will receive the **Blessing of the Sun**. All of your capabilities will greatly improve during the day, be they physical capabilities or skills. You are highly resistant to all types of fire, and are immune to being blinded. You could even stare at the Sun for hours with no ill effects. In addition, you no longer need to worry about being sunburned.

For siding with Queen Nightmare Moon, she rewarded your loyalty with the following.

First and foremost, **Queen Nightmare Moon** herself has decided to join you on your future endeavors. A goddess of the Night, capable of controlling shadows and dreams, will be a great companion on your journey. She will automatically be imported into future jumps as a free companion, with 1000 cp to spend, but does not benefit from drawbacks. As you have served her well during her own campaign, she will support you in whatever way she can. While she may commit some questionable acts, know that she truly thought they would benefit you. And depending on your interactions, she would gladly take you as her lover.

In addition to the Nightmare Moon, the **Lunar Republic** shall follow it's Queen on your journeys. You can either import it into future Jumps, or keep it within a pocket dimension connected to your Warehouse. The Imperial Republic operates mostly as your standard Democracy, with local leaders being elected into their positions, but must obey any and all decrees given by the Queen.

Finally, you will receive the **Blessing of the Night**. All of your capabilities will greatly improve during the night, be they physical capabilities or skills. You are highly resistant to all types of ice, and have perfect night vision. You could be in a pitch black room and still see as if it was bathed in daylight. In addition, you no longer need to sleep.

Maybe you didn't want to side with either one of them, and decided to take both of them out. In which case you receive the following.

Upon killing Empress Daybreaker, you receive the **Authority of the Sun**. Not only do you control the Sun and its movement, but you can draw upon it for power, vastly increasing any fire or 'holy' magic you have access to. You can cloak yourself in divine flames that burn away any corruption, or just morons who get too close. Praise the Sun.

Upon killing Queen Nightmare Moon, you receive **Authority of the Night**. Not only do you control the Moon and its movement, but you can draw upon it for power, vastly increasing any ice or shadow magic you have access to. You can become a living shadow indefinitely, rendering you invulnerable, and can access the dreams of others, and alter said dreams to your liking. Praise the Night.

Or perhaps you did the impossible and purified both Alicorns, returning them to who they used to be. This path will be difficult, and you need to help mend the wounds caused by their original fallout, but the following should make it all worth it.

Celestia and **Luna** have decided to reward your kindness in saving them from their twisted sleeves by following you on your Jumpchain as special companions. They will both be imported into future jumps as free companions with 800 cp to spend, but neither benefit from taking drawbacks. Celestia is a mother hen, always wanting the best for those she's close to or under her. She doesn't really like combat all that much, more content to study in the art of magic than anything else, but is quite skilled with politics and diplomacy. Luna on the other hand is a natural born warrior, having an immense sense of pride in her skills and her role as Equestria's defender.

It should go without saying, but a newly **Reunited Equestria** following you along on your journeys would be a massive boon. Not only is it a resource rich land roughly the size of Texas, but the people living in it are just as important. And really, after all the work needed to bring the two halves back together and not murdering each other, it's safe to say that you definitely deserve it.

And finally, you receive the ability to use **Celestial Sorcery**. Create orbs or beams or basic constructs of infused starlight to burn away foes. Accurately predict the future using the stars. Obfuscating your presence or even making illusions by bending light around yourself and others. But the best part of Celestial Sorcery is that by meditating on the constellations, you will gain a powerful boon or ability based on what you meditate on. Not only does this work with the constellations here, but ones in future worlds.

CHAOTIC

Oh, you thought you were coming here after I was beaten? Well, think again, boyo! Or is it girleen? I can never tell with you humans, if I'm being completely honest. Doesn't matter. What does matter? You need to find a way to beat me yourself! And if you try those fancy "Elements of Harmony"? Well, I can just put you on pause for a little bit while I take them, or maybe just teleport them into the Void while you're charging up. Or maybe I'll turn them into butterflies and watch them float away. Or if I'm in a bad mood, I'll probably just turn you inside out, but still living. See, I'm a top-tier reality warper, one of the best in my humble opinion. One of the things I did was read the original script, and tossed it out into yesterday's trash. Now, I won't be able to see how it goes with you here, but I'm sure it'll be fun. Hmm? The Sisters? Well, I'm sure they're around here somewhere, but I'm not sure why you'd even bother with them. I mean, besides your weird fetishistic hobby of collecting sex slaves. Oh, I'm sorry, I meant "Waifus." And they call me despicable...

Reward:

Your reward for doing the impossible and defeating Discord is simple. You gain **Reality Warping Immunity**. Even if the Infinity Gauntlet was right in your face, forcing you to drop dead, nothing would happen. Sure would have been nice to have before...

Drawbacks:

Anthro [+0]: Do you not like the idea of being stuck on four legs, or not having a humanoid body structure? Congrats, as this is the option for you! Now all sentient races in the Jump are anthropomorphic! The world also adapts to this new development, acting as if this was always the case.

Lost Legends [+0] - This is a land of ancients, a land of legends. You may have cemented yourself as a figure worthy of song, or maybe a stabilizing force who never wanted to be remembered. Either way, the changes you've caused are now cemented in history. Immediately after your time here is up, proceed to the **[My Little Pony: Friendship is Magic]** jumpchain. You may also take the species you chose/bought here for free in future MLP jumps.

Timeless Kingdom [+0] - Is ten years not enough for you, enough to make sure that your kingdom can be the best it possibly can? With this, you may extend your time here for however long you want, up until when you would die of old age. And if you're immortal, then you certainly don't need to worry about that, do you?

Arrogant [+100] - There are many stories in which a hero is brought low by a fatal flaw, such as wrath or hubris. Obviously you are above such petty character flaws like those. How else would you describe yourself besides perfection personified? Sure, it would take a while for you to admit that you too could potentially have a flaw or two, but why would you ever lie to yourself like that?

Backstory Mandatory [+100] - So you want the full experience of living in this world? With this, you will start your new life at your birth, and starting at the age of 4 will slowly regain your memories and powers until they are returned in full at the age you rolled/chose. This *does* mean that you'll be living during the time when Discord was active, but I'm sure you'll be fine.

Extended Stay [+100] - Ordinarily, you would be spending at least ten years here before being given the choice to extend your time here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from three.

Inbred [+100] - And this is what happens when family becomes a little *too* close. You are the product of an incestuous relationship, and as such you have a noticable genetic flaw. You are either albino, mildly deformed, or lacking in a mental capacity.

Racist [+100] - Technically it would be speciesist, but the end result is the same. You have an impressive amount of dislike and distrust towards any species not your own. Sure you might be able to hide it, but people will definitely notice this certain attitude of yours eventually.

Abrasive [+200] - Well, you certainly didn't put any points into Charisma. You are an extremely difficult person to get along with, and have horrible luck when it comes to anything remotely similar to diplomacy. Sure you could intimidate or bribe your way through social events, but it won't win you any friends.

Amnesia [+200] - Memories are a strange thing. Made in an instant, some stick with you forever or fade just as quickly. Unfortunately, you have lost all of the memories you've made throughout your Jumpchain. Your memories from before will be untouched.

Interesting Times [+200] - "May you live in interesting times." An ancient Minotaur curse that has, unfortunately, found purchase on you. Throughout your time here, you will have to deal with a lot of interesting and weird situations. Depending on what your outlook is, this will either be good materials for stories and Legends, or a really exasperating few years.

Jinxed [+200] - Well it certainly seems like Discord doesn't like you very much. If it can go wrong, it very likely will. Weapons will break, it will rain during a march, you'll trip over nothing. Expect your time here to be very annoying.

Medieval Tech [+200] - Maybe you came straight here from your original world, or maybe you have traveled the stars on ships of steel. Either way, all knowledge of technology more advanced than what is in the Dark Ages is unknown to you. Why, you don't even know how to build a printing press! Sure, you can eventually work your way up through experimentation, but it will take a while. And in case it wasn't obvious, you cannot bring in any technology more advanced than what is currently in the setting.

Gates of Tartarus [+300] - Tartarus isn't so much a location as a separate Plane. It would ordinarily be a barren, yet effective prison for those who are capable of discovering it. Now, however, it is the home of Demons, monstrous beings who submit to no mortal understanding of morality. And the door is wide open. Thousands of demons of various strengths have entered Equus with varying goals and reasons, but one aspect in common is that it won't be good for those already living there. The most powerful of these fiends are seven that embody some sort of Sin, whether one of *the* seven or not is unknown, but even an Alicorn would find fighting even one of them difficult.

Limited [+300] - The best legends are those that force the Hero to struggle, to find an alternate solution to achieve victory. You are one such example, as all supernatural perks or powers, including the Warehouse, are stripped from you, leaving only your mundane skills and what was purchased here.

World at War [+300] - It seems like this world doesn't really know the definition of the word Peace. A lot of countries will see violence a perfectly viable solution for most of their external problems, and most alliances will need a large amount of effort to make work. In addition to all of this, it seems like monster attacks and Chaos Fields are much more common than before.

Unnatural [+600] - Faust, the Spirit of Harmony, is said to have created the world with the help of two other Spirits. She harnessed Order and Chaos in perfect Harmony to create the intricate world that you now travel. But she is a passive entity, often working behind the scenes, as seen when she only vaguely orchestrated the events that brought about Discord's downfall instead of bringing him to heel herself. And while Discord is a part of this world, you are not. The Spirit will be hunting you down to the best of her abilities, which exceeds even Discord. You have one year before she starts her purge of you and your influence. Should she succeed, your Chain ends.

Ending:

Your time here is at an end. As such, you now have a choice.

Stay: You have grown attached to this world, and desire to end your Jumpchain to live here. May the fates be kind to you.

Go Home: Perhaps your home calls to you, after all of the crazy events you have experienced here.

Continue: You pack up your things and continue onto your next big adventure.

Notes:

-Big shout out to the Quest Fic **Who Needs Harmony?** for inspiring this, as well as a few locations and cultures that I may or may not have outright stolen.

-Country Analogues:

- Ponies - Multiple
 - Equestria and Crystal Empire - Generic Medieval Europe
 - Canterbury - Arthurian England/France
 - Maretonia - Roman Empire
 - Saddle Arabia - Ancient Egypt/Middle East
- Thestrals - Trotsylvania - Transylvania
- Zebras - Zebrica - Africa
- Griffons - Griffonia - Medieval Germany
- Hippocampus - Seaquestria - Modern interpretation of Atlantis
- Kirin - Neighpon - Feudal Japan
- Minotaurs - Labyrinthia - Minoan Crete/Ancient Greece
- Yaks - Yakyakistan - Mongols
- Buffalo - Great Plains - Native Americans
- Deer and Diamond Dogs - Emerald Isles - Celts/British Isles

-The **Free Choice** location also lets you create your own country

-If both you and a companion take the **Ruler** origin, they can either be your spouse/king/queen or be the ruler of a separate country.

-If you take the **Ruler** origin, **Alicorn** race, **Embodiment** perk, and choose **Equestria**, you can replace Celestia or Luna if you want. Alternatively, you could just be their sibling, which would work well with **Backstory Mandatory**.

-The **Embodiment** perk can be equated to gaining a lesser Authority that the gods within Type-Moon have. Granted, you only have one Authority, but it is a powerful boon.

-On the magic resistance of **[Denizens of the Empire]** and **[Null]**, the first grants a 25% resistance, while the latter is 85%.

-In case it wasn't obvious by the setting, the entire Thinker perk tree is at medieval-level understanding of science.

-Yes, **The Elements of Harmony** are basically reality warping devices. While someone can use all of them at once, like Celestia did that one time, the best results come from

being used between six close friends. You can personally assign each one to a companion, or just have the items themselves choose who wields them.

-I highly recommend you take **Timeless Kingdom** or **Extended Stay** a few times if you want to do all of the Cardinal Scenarios (the ones with **North**, **West**, **South**, and **East** in the name), otherwise you will have a very busy ten years. If you do, they will be spread out so then they'll be slightly more manageable.

-The Cardinal Scenarios are meant to challenge you. Even if you have the 600 perks, you will still find yourself putting in a decent amount of effort if you want to succeed.

-Daybreaker is a Kamidere, and Nightmare Moon is a Yandere. You have been warned.

-If you take the **CHAOTIC** scenario, here's a few things to keep in mind. Discord styles himself as a trickster mastermind, and is very hard to defeat in a direct confrontation, but not impossible. At his core he is an arrogant, narcissistic man-child who can't handle when things don't go his way. Use that against him.

-Have the day that you deserve~