

Home-Related Essences Jump
v1.0
by LJGV/Sin-God

Welcome to a world that, superficially, resembles one you may be quite familiar with; early 2020s Earth. The resemblances here are only skin deep as this world is one of many touched by the *Essence Meta*; a CYOA in which some people are given access to a number of reality-changing potions that grant them powers. In this particular jump you are an *Essence Entity*; someone who has drunk an essence and attained the powers it bestows upon those who get the chance to drink it. Enjoy the next decade, jumper.

Take **1000 Essence Points** to fund your adventures.

Author's Note: *This time we're using essences that give you skills related to homes as well as actual homes, and in one case, a home-related companion.*

Starting Location

All origins start this jump somewhere on Earth, standing outside of a supernatural location where essences are sold. You initiate this jump, having just attained your powers, empty essence bottle(s) in hand, your body coursing with the power you've acquired.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

The exact descriptions of all essences, including their authors, will be copied and pasted in the notes section of this document. Please read them to ensure you properly understand the essences available via this jump. All origins here confer the status of *Essence Entity* upon you, the details of which are revealed in an appropriately named perk. Each origin also confers the full power of the given essence, giving you fiat-backed access to the essence's powers from here on out. **You can opt to be a drop-in if you wish.**

Underlined passages in an essence's description, if there are any, help signal differences from base essences that exist as ways to balance the essence for a jumpchain story. As usual all clauses that grant infinite respawns and the like are voided, however you do get one 1-up with any essences that give you 1-ups, which gets recharged at the start of the jump or at the start of the next decade; whichever comes sooner. This applies to the infinite respawns granted by the Moonlit Manor.

Essence of the Homemaker [Free]
This essence grants its imbiber supreme talent when it comes to the various skills needed to run a household and keep a family happy. A surprisingly powerful support essence.

Essence of the Empress Shoggoth Slime Girl [Free]
This essence is a member of a rare class of essences; **Companion Essences**. A companion essence is an essence that focuses almost entirely on who it inserts into your life. In this case the "Who" in question is an Empress Shoggoth Slime Girl, an incredibly powerful servant who is in love with you and devoted to your wellbeing, who has all of the powers and skills of Shoggoths, as well as a few fun extras. The *Empress Shoggoth Slime Girl* counts as a follower unless you import her into future jumps as a companion, at which point she becomes a companion, though you can still import her for free into jumps where you don't import her as a companion (she simply lacks a stipend and the protections companions get for the duration of that jump).

Essence of the Moonlit Manor [Free]
This essence is the only essence here that grants you a specific home; that of the Moonlit Manor, a supernatural and stately castle, which you are the lord of. This essence doesn't directly grant you distinctive abilities, aside from the power to summon your new home anywhere, but rather gives you a very special item. Like other item-centric essences, if you take an item lockout drawback, then you lose access to the central item (in this case, the Moonlit Manor), but perks you buy tied to this origin still work unless you've also taken a power lockout drawback. **If you wish you can use the Moonlit Manor as a warehouse substitute for the purpose of anything that specifically mentions the warehouse, but if you do you lock in how it looks after a period of time between you deciding to do this and the start of this jump during which you can freely edit the manor and configure it to your liking. This decision is permanent unless/until you somehow acquire a warehouse or another warehouse substitute.**

Perks

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

General [Undiscounted]

Essence Entity [Mandatory and free, though you can permanently remove it at the end of the jump if you wish]
All essence imbibers become *Essence Entities*. Essence entities are biologically immortal (the good kind where sickness doesn't affect you and you stay eternally in your physical and mental prime, though you remain just as vulnerable to violence as any other creature), receive a free aesthetic makeover within the bounds of their previous species (as well as restores you to peak health, if it is somehow relevant), and have a curious sort of luck when it comes to finding other creatures like themselves and the supernatural more broadly. This slate of boons comes with the fact that each essence entity has a distinctive supernatural… scent that others can learn to identify if they encounter a specific essence entity enough times, but you are also quite good at sensing the supernatural signatures of other creatures. Over time you can learn to hide this scent and become better at masking your supernatural presence.

Essences that give you a respawn method only allow you to respawn once per jump. If it's relevant, the "Restores you to peak health" clause of this takes effect again at the start of each jump.

Multi Essence [100 EP if you want just another essence, 200 if you want the discounts as well. Each essence you acquire with this requires separate purchases.]
This perk is primarily for granting you access to the other essences, which will also give you access to their full power, their abilities becoming fiat-backed parts of your toolkits. If you purchase the more expensive version of this for a given essence you essentially, for the purposes of this jump only, get another origin; that of the additional essence you purchased with this perk. This does not give you more discounts in future jumps.

Essence of the Homemaker

Marketable Skills [100 EP | Free for Essence of the Homemaker]
You have a curious ability to sell your skills. You are adept at finding work you're suited to, and are impressively good at getting fair pay for your vital skills.

Family Finder [200 EP | Discounted for Essence of the Homemaker]
You can easily find those who are in need of families and love, not just orphaned youth but anyone who is a place of emotional vulnerability and who would be open to and/or deeply affected by even simple kindness. This does include potential romantic partners.

Peaceful Life [400 EP | Discounted for Essence of the Homemaker]
Jumpers are often adventurers, heroes, warriors, and world-travelers. But what if you didn't want that? If you decide that you'd rather live a peaceful existence, one of love and harmony with your family, then this perk is for you. This allows you to find and enjoy times of peace and mundanity. While this can't supercede drawbacks, you have a handy skill at solving problems in such a way that you can enjoy periods of respite and actually live peacefully. This also tampers down the number of combat encounters and battles you may have to face, giving you an air of serenity that others, even wild animals and such, are inclined to respect. There's a fair number of jumps wherein, with this, you could live pacifistically!

Home Is Where The Heart Is [600 EP | Discounted for Essence of the Homemaker]
Curiously this essence does not give you a home. But with this you can make one. This perk gives you the skills and knowledge to actually make a home, be it a simple one of wood such as a cabin in the woods, or a more complex and modern structure. Beyond that you can designate a home, be it a fiat-backed one or a more temporary thing, as your heart's home and anyone and everyone you view as family and who views you as family in turn can fast travel there at will. You'll never be far from home. While in your heart's home, you and anyone else you designate have an enhanced healing factor and find rest and time relaxing to be uniquely restorative.

Essence of the Empress Shoggoth Slime Girl

Employer's Understanding [100 EP | Free for Essence of the Empress Shoggoth Slime Girl]
You are especially good at understanding the feelings of those working for you. This enhanced empathy makes it far easier for you to befriend anyone you're paying to have your back or to help you around the house. When you treat those working for you with kindness, it has a far greater impact and gives them increased motivation to work hard for you.

Good Help Is Easy To Find [200 EP | Discounted for Essence of the Empress Shoggoth Slime Girl]
You are curiously adept at finding good help. While many people would struggle to find capable assistance, you find it with breathtaking ease, always able to stumble across people who are both able and willing to help you out. It's also cheaper for you to hire them than it really should be. Oftentimes, they're eager to help you out, and on dire occasions, they might offer you a free trial of their services.

Lovely Lovecraft [400 EP | Discounted for Essence of the Empress Shoggoth Slime Girl]
Unspeakable horrors and spooky shapes are *really* into you. And thankfully, that's not all this gives you. This perk makes you immune to corruption, insanity, and other unpleasant consequences of intimate encounters with the likes of Lovecraft's *Cthulhu Mythos*. You are in control of your fertility and are fully capable of having children with the funny shapes and other massive monsters of the Lovecraft-verse, as well as giving them the power to adopt forms that can be comprehended by mortal minds (which can be attractive, if you want). Finally, this makes monsters and the like, especially the more Lovecraftian kind, far less likely to hurt you, though anything you attack can defend itself, and you can communicate with spooky monsters and funny, living shapes freely, ignoring language barriers.

Master-Servant Relationship [600 EP | Discounted for Essence of the Empress Shoggoth Slime Girl]
You have an unusual ability. When you hire someone, or otherwise acquire their services, you begin to take on their traits, gaining their knowledge and skills. It's even possible to acquire supernatural traits and knowledge with this, but that does require a deeper, more intimate relationship with someone. The closer you are to those who work for you, the more of their traits, skills, knowledge, and abilities you can gain (and these persist across jumps). With especially deep relationships, you can gain your own variants of their even their most supernatural abilities. This also works in reverse, allowing you to gain the skills, knowledge, and even the abilities of those you work for, though this is more challenging and requires significant time and effort on your part.

Essence of the Moonlit Manor

Regal [100 EP | Free for Essence of the Moonlit Manor]
You seem like someone who *should* own a castle. You have a noble bearing and a charisma that grows as you become the lord of more and more things. You are naturally appealing to people who seek to serve others, and are a good lord to serve, having a certain level of patience and a genuine appreciation for a good servant.

Nocturnal [200 EP | Discounted for Essence of the Moonlit Manor]
When you feel the light of the moon on you, you grow in power and grandeur. This effect also occurs when you are in property you "own", even if your ownership is temporary (such as if you are in a place you are renting or in a place you purchased during a jump that will not follow you along your chain). If you are in such a place AND you feel the light of the moon on you, the buffs stack.

Shade Host [400 EP | Discounted for Essence of the Moonlit Manor]
You are a curiously handy master of shades. This manifests in two ways, especially if you actually imbibed this essence. Firstly, you can call shades from the manor to your side without doing something like summoning a door to your castle, allowing your shades to step out of your shadow and immediately do what you need them to do. Secondly (or if you didn't take the essence but are taking this person), you can reach into your shadow and draw from it to form real-world objects. There is a limit to how much you can use this variant of this power at once, as your shadow can run out of energy, but it will recharge over time and recharges faster if you are in darkness or step into your manor (if you own it).

Jumper Lord & Master [600 EP | Discounted for Essence of the Moonlit Manor]
You are the undisputed master of the property and territory you own. This gives you a powerful but limited form of nigh-omnipresence when it comes to spaces you meaningfully own (even when you are not present within such spaces), as well as the power to teleport to such places and back instantly. People also cannot betray you using stuff you own, including stuff you make, which will resolutely fail to harm you in any way, even if magically corrupted and co-opted.

Items

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

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

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

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

Essence of the Homemaker

A Home [100 EP | Free for Essence of the Homemaker]
This item is simple. It's a home for you. This item can be of any architectural style you wish, and can be as large as a mansion or as small as a one-bedroom one bathroom home. It is fiat-backed to follow you across jumps and retains changes you make to it. You can, if you wish, change the style and size of the home between jumps.

Familial Cookbook [200 EP | Discounted for Essence of the Homemaker]
This handy cookbook can be attuned to people and can tell you what food they'd most like at any given time, and if you attune it to multiple people it can tell you what they'd most like to eat together. It can also cook food instantly if you put the ingredients into it, spawning a perfectly cooked meal (that takes your abilities and perks into account) right in front of you.

Homemaker's Checkbook [400 EP | Discounted for Essence of the Homemaker]
This item is meant to automate a lot of the more inconvenient parts of life. It is capable of handling anything related to money instantly and easily so long as you have the money in question, and can even automatically apply the best discounts possible, if any exist, allowing you to rest easy that you'll never miss payments again.

Essence of the Empress Shoggoth Slime Girl

Shoggoth Tools [100 EP | Free for Essence of the Empress Shoggoth Slime Girl]
This is a set of equipment of various sorts, keyed to your jumper, that are made from either your Empress Shoggoth or a hypothetical Empress Shoggoth that could have been yours if you took this essence. These tools are incredibly good at whatever they do, and grow as you grow, such that a sword becomes sharper, lighter, and more durable the more you use it, and a knife undergoes many of the same sorts of growth as you grow more familiar with it.

Elder Tech [200 EP | Discounted for Essence of the Empress Shoggoth Slime Girl]
Shoggoths are creations of a strange Lovecraftian species known as the *Elder Things*. Though they degrade over time, due to wars and a rebellion by deviant Shoggoths, you have somehow found a cache of their technology. This is keyed towards anomalous biology and is really good at creating Shoggoth-like lifeforms, but ones that are earnestly loyal to you and will seek to become better servants of yours. Still, maybe treat them like people instead of trying to endlessly ascert your dominance over them.

Mountain Of Madness [400 EP | Discounted for Essence of the Empress Shoggoth Slime Girl]
This is curious… This item is a whole mountain! This mountain contains an opulent dwelling inside of it that is perfect for eldritch beings or the like, including even jumpers. There is a wealth of alien architecture here to study, as well as a few friendly shoggoths who are decently intelligent, though none of whom are as fully intelligent as an Empress Shoggoth Slime Girl.

Essence of the Moonlit Manor

Castle App [100 EP | Free for Essence of the Moonlit Manor]
This application is perfect for jumpers with a lot of different properties. With this handy device, you can manage all of your properties with ease, and the app is compatible with your abilities, allowing it to serve as a range extender for your powers, but only in territory and property you own.

Castle Digest [200 EP | Discounted for Essence of the Moonlit Manor]
This magazine gets published every year and includes the handiest bits of architectural knowhow as well as photos of opulent rooms of all sorts in this and every jump you go to from now. Copies show up in your manor, or warehouse (whichever you prefer). You can instantly create copies of rooms in this magazine in your manor, or use the rooms as the basis for rooms but with modified furniture or color palettes.

Castle Graveyard [400 EP | Discounted for Essence of the Moonlit Manor]
Oh this is neat. This is a direct add-on to your castle, a large and endlessly expanding graveyard. Bodies buried here gain new life as shades that you can call on at will, and their knowledge and skills also slowly flow into you, to reflect your status as their lord (this doesn't stop them from moving on to the afterlife, as the shade is an echo, not the real person). If it's someone you slew or who hates you this process takes longer, but those who were loyal to you find their skills and knowledge flowing into you at incredible rates.

Companions & Followers

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

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

Drawbacks

Another Universe [0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

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

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

Power Acclimation [100 EP]
This drawback causes you to not immediately understand how your powers work. You possess a rough understanding of your powers but do not understand every detail about them, and need to experiment to figure out their full limits.

Chuuni [100 EP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen essence(s). This is not great, but can be overcome with willpower and an appropriate sense of self.

Homeless [100 EP]
You start this jump homeless and even property items that are keyed to you are not initially marked as yours. Instead you must find someway to gain meaningful housing before your homes are returned to you.

Rumor Mill [100 EP]
Somehow, people will invariably discover your powers. Not everyone will believe in them, but some will, and those people will spread rumors regarding your strange abilities.

Essence Entities Galore [200 EP]
This makes this world much more interesting. With this drawback other essence entities are guaranteed to both exist and to, eventually, find out about you. They aren't guaranteed to be hostile, and many will be friendly, but essence entities are all as diverse, morally and intellectually, as humans. A clever jumper could see this as a fascinating opportunity… These essence entities will appear even in isekai worlds, though this won't make them more or less dangerous than they were/would have been on Earth.

Unfortunate [200 EP]
You suffer from a specific form of bad luck. You have rotten luck when it comes to homes, housing, and the like. Which is a real pain in the ass given this setting's whole gimmick. Be ready for a series of unfortunate events to constantly threaten the state of whether or not you own a home or are otherwise housed, constantly.

Very Superstitious [200 EP]
Many modern people do not believe in magic, and even those who do are often in awe of it. This changes that. Over the course of your time here more and more people begin to believe in magic and begin to fear it, like many people did in the medieval past. And people have a history of trying to destroy what they can't understand.

Shops Abound [200 EP]
It turns out you weren't the only one who wandered into an essence store. And annoyingly not everything that came out of these stores were human, or even essence entities. Monsters snuck out of stores throughout the planet and are now wandering around freely. Many of these creatures will have oddly thematic features and abilities.

Essential Nature [400 EP]
Your chosen essence(s) have a powerful effect on your personality. You want to use the essence you chose as your origin regularly, and frequently fantasize about how using its power could make your life easier. You need powerful willpower to soldier through this effect and resist it fully. You can often resist this in the day-to-day moments, but when you get really tempted, it'll be quite easy to succumb to temptation for even a second, and that can be long enough with the right essence to do something life-changing to someone.

Anti Essence Squad [400 EP]

Essence-empowered creatures are far from unknown, at least to the governments of the world. Many people in the secretive agencies tasked with monitoring and watching the supernatural flatly do not trust Essence Entities. Somewhere near where you start this jump there will be local government agents interested in intercepting you and learning about your abilities. Whether or not they can do so is up to your OCP, as their abilities are surprising and diverse but very largely focused on essence silliness. For the duration of your jump these people will be interested in you. How you deal with them is up to you. Sufficiently powerful governments have more resources than other governments do, including quite possibly aligned essence entities of their own.

Predatory Essence [600 EP]
This world is the hunting ground of a particularly nasty creature empowered by an essence. At the base level this essence is something on par with the essences here, which can be incredibly dangerous but take finesse, knowledge, and resources to wield properly. For 800 EP the essence is much worse in terms of what it can do, perhaps something like the Essence of the Assassin. For 1000 EP you face a truly nightmarish foe, a creature with powers on par with the essence of the unnamed darkness or the essence of the anti-immortal, potentially apocalyptic enemies.

Malicious Vendors [600 EP]
So did you… steal your essence, dear jumper? Because you really pissed off the people who run essence shops. They've banded together to sell your foes, or even just your targets and neighbors, essences based on the adventures you've had to give people a shot at beating you with the powers you've encountered before now, and this includes the powers you've gained in past jumps. If this is your first jump they'll send generically powerful martial and magical essence entities after you, such as creatures empowered by the essence of the warlord or the essence of the sorcerer lord. At first they'll want to keep you alive and drag you to their lairs to turn your memories and powers into the basis of new essences, but if you overcome them enough they'll just want you dead.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

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

Notes
-There are two large archives of essences. One, the original, can be found here. This is what is referenced below. The other, far more up to date, one is by Number96 over on Questionable Questing and the latest version can be found here. It is ONE document, at over 3,000 pages, but it's also got leagues more essences.

-This time, I felt like using essences related to homes in various ways.
-While some drawbacks guarantee that other essence entities exist in the jump in ways that are relevant for you, if you opt not to take the drawbacks, you can assume that other essence entities exist in the jump, but it'll be on you to track them down.
-Coming up with a creative, original scenario for this one felt a little weird. I'll probably come back at some point and update this to have a fitting scenario when I revisit the first jumps in this series and give them essence alchemist scenarios.
-Essence of the Homemaker (by Sleepywriter, Part 7 of the Essence Meta Network GDocs).
-Essence of the Homemaker
By drinking this Essence that smells like a home-cooked meal, you become the master of the home, the Homemaker.

- You become the undisputed master of all things relating to home and family. Your ability to manage, raise, and protect your family is unparalleled, with every person you consider your "family" (be it from blood, adoption, or even just close bonds) becoming the best people they can be through your influence and abilities.
- Your skill and knowledge in the kitchen enters the realm of gods, with every meal, snack, and treat you make tasting better than those served by the greatest chefs on the planet. These foods are also extraordinarily nutritious and healthy, allowing your family to grow strong and fit.
- You will always have enough money and resources to get by in life and provide for your family.
- You gain a supernatural ability with economics and money. Budgets, taxes, and costs are no issue for you, and you will always find a way to make what money you have go at least ten times further than it should.
- Your skill with academics is similarly mighty. You are now able to instantly understand and solve any problem that you are posed with, so long as it's related to your family in some way. You also become able to pass this understanding and knowledge to your family members, making homework problems a thing of the past.
- You can instantly tell when members of your family are troubled by something, be it so simple as a bad day at school, or as complicated as crippling depression. You will always be able understand what is going on to talk them through their problems and help them move past them, making sure that the experience will help them grow stronger.
- Your presence is comforting and loving to those you love. Even if they are wracked with nightmares and anxiety, everyone in your home will always be able to get a restful good night's sleep, no matter how long they actually sleep.
- Cleaning and maintaining your home is always a challenge, even for the most experienced homemaker, but not for you. Sweeping, dusting, mowing, cleaning, and otherwise maintaining your home is trivially easy for you. No matter how bad the mess, nor how big the house, you will always be able to make the place look good as new within a few minutes, if even that. Moreover, your home will be

extraordinary resistant to harm and damage, to the point where a nuclear bomb will only leave an easily removed film of soot.

- You will always be able to romantically, emotionally, and sexually satisfy your lover(s), spouse(s), or any other significant partner, no matter how many there are. Your stamina, empathy, and sheer suave skyrocket, to the point where even if you have a harem of experienced succubi or sex goddesses, you will be able to leave them happy and hungry for more.
- You will always be able to take care of your children, and make sure that they are loved and happy, no matter how many there are. You could have over a thousand children living in your house, all with radically different personalities and likes, and still be able to make them feel loved and content. Raising them is similarly easy, and you will always know what to do and say in order to help your children grow up to be healthy, happy, well rounded individuals ready to overcome whatever the world throws their way.
- Illness and physical pain are always a possibility, even for your family. You gain the ability to heal your family of any injury, wound, illness, or other ailment, whether it's the common cold, a genetic defect, or the divine curse of a supreme deity. They shall hold no sway on you and yours.
- Of course, all of this about taking care of your family and making them happy, not necessarily protecting them. By drinking this Essence, you gain an indestructible, almighty tool: the Homemaker's Pride. This tool can take the form of any item you wish, be it a ladle, a hammer, or even a humble frypan. No matter what form it takes, it will always be of incredible, almost divine craftsmanship and function, able to do whatever task you need it to, and you will have the skill to use it to it's fullest potential. However, when your family is in danger, the Pride becomes a weapon of sheer protective might. It's power increases a million-fold, becoming able to bat away the magics of the greatest sorcerers, crush the evil of the mightiest demons, and slay the most supreme of beings. When the Pride is used in this manner, you gain an aura of righteous wrath, striking fear into the hearts of even the most evil of villains and the most chivalrous of heroes.

-Essence of the Empress Shoggoth Slime Girl (by Bluesnowman, Part 4 of the Essence Meta Network GDocs).

-Essence of Empress Shoggoth Slime Girl

This Essence scans you and forms a Empress Shoggoth that is a perfect partner for you.

- This Shoggoth has no taint of corruption or madness, nor does she affect your mind in any harmful way. Empress's however can extend others lifespans should they wish to.
    - This includes her encouraging you using other tools and being with other people.
- In potential she surpasses any Lovecraftian shoggoth. Though she prefers creation over destruction.
- She can take the form of a colossal and ever-growing mansion that can manifest an army of other forms at any time inside of herself.

- She is so good at mimicking she can take the forms and personalities of those she sees in person or any form of media keeping them all in there own mental partitions for use when desired.
- It's like a living, building sized holodeck that's in love with you! She can manifest herself as whatever you want! She can mimic and or build anything she understands.
    - This means that as long as she has the mass and a scan or blueprint she can act as a living replicator.
    - This is the same for flora and fauna.
    - Think Builder and Lifeworker Huragok from halo.
- As a slime she also grows in size and power the older she gets.
- She can compress herself to any size.
- She is also not bound to the purple look of other shoggoths, want her to look like a living flame she can do that, like a stellar nursery she can do that as well.
- She can consume any form of matter and generate any that she has consumed gaining in speed and size as she gains age and experience.
- In time she can even be used to terraform barren balls of rock into lush garden worlds or even consume entire planets again gaining in speed and size as she gains age and experience.
- Her skills in cooking, homemaking, massage and family management could even make the gods feel jealous.
- Yes she can get pregnant. Once deciding to do so she may choose either an empress shoggoth or any species she has encountered.

-Essence of the Moonlit Manor (by Eyrie, Part 5 of the Essence Meta Network GDocs).

-Essence of the Moonlit Manor

A bottle shaped like a key, it contains a dark red liquid. Tastes like blood and family.

- You come into possession of an old Victorian era castle. Though it may look ancient the insides are in impeccable shape and is kept perpetually spotless.
- You are in possession of a key that deems you as the castle's sole proprietor. This key also provides a host of benefits as befitting the castle's owner.
- The castle is eternal, so too is their host. Just by being in the castle the owner is healed of all wounds they wished healed, this includes all ailments from magical to spiritual to even the wiles of age.
- The castle is not landed, for it is everywhere and anywhere the owner wishes it to be. Just by calling its name, which you can choose, the castle's owner can cause the castle to appear at any place they will. This can be merely parts of the castle, such as a door or a room, or even the entire building. Furthermore, it is possible to manifest the castle on top of the owner's current location, causing the castle to swallow up anyone within the area.
- The owner of the castle holds complete control over its interiors, able to shape and morph furniture and rooms to their content. The owner is able to expand and shrink rooms to any size they wish. It is within their right to make a trip to

the kitchen a single step or to have each individual crack on the floor hosts to entire universes.

- The castle holds a host of shades it considers servants. Shades are completely loyal towards the owner and will never go against their wishes, even involuntarily.
- The owner is able to generate any number of shades they wish, following any makeup and design form personality to every cell that makes up their bodies.
- The owner is undying, upon death they are able to be revived within the castle's walls as many times as they wish.
- The castle holds an unlimited amount of any mundane resource that the owner could desire. Any that it does not hold can be added to its supply by sacrificing said resource to the castle. At which point that resource will be added to its infinite storeroom.
- The owner is able to share the castle's benefits with anyone they wish, as well as take those benefits away at a whim.
- The owner's hold of the castle is absolute, and can never give it up. Even under complete soul death and antihalation the castle will never leave its owner, and will bring them back until the day they wish it not to.
- As an added bonus, should you ever separate from those you love, you will be assured that they will be well taken cared of, safe and sound until you return.

-Big credit to A4 (Emerett, Itō, Beni, etc.) on the Discord for help making the essence citation section a bit more efficient. Appreciate the help homie!