

Animals 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 animals are the unifying theme of the essences in question. Whether it's using their abilities or befriending them, the name of the game is knowing animals.*

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. 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.

Essence of the Superorganism [Free]
So rather than befriend animals you want to BE a super animal? Completely fair homie. This essence lets you use the abilities of any organism that has ever existed on contemporary, non-magical Earth. This essence makes you an archetypical chimera, with a million and a half abilities and an incredible compatibility with other lifeforms.

Essence of the Beastmaster [Free]
This essence is for befriending animals. With this you can make friends out of almost any creature, even fully magical ones, at least under some circumstances, as well as help such animals adapt to a wide range of environments.

Essence of Monster Bird [Free]
Ah so you'd rather hatch and rear monsters? That's understandable. This essence is specifically about raising and drawing power from monstrous birds, and gives those who take it the power to draw power from creatures they've tamed.

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.

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 Alchemist [400 EP]
You now understand the equal parts sacred and profane art of essence alchemy. This lets you brew essences. This is far from free form, from nothing essence creation, but it is a versatile and potent skill. At a base level you can freely do things like mix your own perks, alt-forms, personality traits, and skills into essences you can give out unreservedly (and without depriving yourself of the shades of the things that go into your essences!), however you can also extract things from willing (or helpless) people and creatures to use as the basis for essences, and you can freely mix what you extract from them to form more essences.

Creating greater essences than your current abilities and overall power should allow is possible, but requires expensive and difficult to acquire resources, as well as time. Nonetheless with enough time and energy you can indeed brew even the most fantastically OP essences you can dream up. This also translates into decent starting skill in other forms of alchemy, particularly potions-crafting alchemy.

Essence of the Superorganism

Power Encyclopedia [100 EP | Free for Essence of the Superorganism]
This essence grants you the abilities of every organism that's ever lived on a surprisingly mundane version of Earth. That's… a truly breathtaking breadth of abilities. Too many for someone to understand. The essence itself grants you the knowledge to make use of these powers, but this perk also cements your understanding of every corner of your abilities, all of them, from here on out. This doesn't grant you some special knowledge of how to best use your powers, or some strategic thinking buff, but you'll always understand what your powers are capable of. With this you'll have a mighty understanding of what you can do. This also ensures you never forget what powers you have and how they can be helpful in any given situation.

Like-Minded [200 EP | Discounted for Essence of the Superorganism]
The more you are like someone or something the more they like you and the more they can understand you. There is overwhelming power here in the hands of someone with the right abilities… This is also quite handy in terms of romantic interactions. This also gives you connected charisma-linked abilities such as omnilingualism and other abilities related to making sure you are understood by those you wish to converse with, so long as you have the ability to take on a form related to somebody, such as being able to converse with any elf if you have an elven alt-form.

Biologist [400 EP | Discounted for Essence of the Superorganism]
You are a supreme biologist, possessing an impossible understanding of the field of biology. You can understand even the… *enhanced* biology of alternate universes you come across as a jumper, allowing you to be capable of profound feats such as understanding medicine and the corporeal biochemistry of alien monsters so long as those monsters are non-supernatural in their native settings. This is a powerful wellspring of knowledge that makes you an archetypical, though non-supernatural, biologist.

Future Super [600 EP | Discounted for Essence of the Superorganism]
This perk has two variants; one if you selected the superorganism essence as your essence and one if you didn't. If you did select the superorganism essence as your essence you can perform a ritual on each new world you visit which gives you an updated library of lifeforms to your superorganism repository, giving you all of the benefits of the Essence of the Superorganism keyed to a new world. Once you do this you have to wait a year before you can do it again on another world, though devouring alien lifeforms helps reduce this cooldown. If you didn't select the Essence of the Superorganism you can get smaller instances of its abilities by finding and devouring foreign lifeforms, which will give you an instance of all of the superorganism powers but only for the species you just devoured. There is a cooldown on this, one that begins at a few days, but as you devour more and more it gets smaller and smaller until it is gone altogether. Those with the full essence can also use this variant of the ability but without a cooldown.

Essence of the Beastmaster

Friend [100 EP | Free for Essence of the Beastmaster]
Creatures and people are massively susceptible to your intentions, whenever your intentions are friendly. This won't immediately stop someone crashing out, but if you want to help or befriend somebody and you move towards them they'll unconsciously sense your good vibes and be worlds more receptive to this than they would be. This is more effective the more animalistic someone or something is, but this perk also gives you an enhanced ability to get your vibes across to more human-like entities. Your vibes? Immaculate.

AOE Away [200 EP | Discounted for Essence of the Beastmaster]
You are immune to the effects of AOEs that are not intended to hurt you. This includes stuff like natural disasters. Now this is broad, and fails if you are part of the intended target group even if it that group is generalized, but it takes someone specifically aiming for you, even in a large sense, for them to hurt you. The concussive force of stuff like natural disasters will still move you, and that can lead to you being harmed, but it won't hurt you itself.

Teacher [400 EP | Discounted for Essence of the Beastmaster]
You are exceptionally skilled at teaching both people and animals. You have become a world-class educator, and you can apply this skill set in a range of contexts but it's particularly good at helping you teach non-human/non-humanoid animals how to do al sorts of feats. You are the pet whisperer jumper, and animals trained by you will make for incredible animal companions and pets.

Beastmaster's Endurance [600 EP | Discounted for Essence of the Beastmaster]
You can match the survivability feats of your animal friends, and this scales upward as you encounter more and sillier tamable critters. What your friends can survive, including feats only achievable due to your nature and powers as the beastmaster, you can survive. If you tame the right creatures who knows what you could do?

Essence of Monster Bird

Rearing [100 EP | Free for Essence of Monster Bird]
You are an impressively skilled parent, not just of birds but of anything that might need a parent. Under your guidance any living and/or conscious being can develop a conscience, morality, empathy, and can develop a firmer sense of self, one that blends loyalty to you and a mirror of your own moral and ethical standards (unless you're purposefully trying to teach them to be different from you). This perk also grants you knowledge of birds, giving you a vast amount of bird facts for regular birds and a healthy amount of knowledge with regards to supernatural birds, both of which update in future jumps.

Bird Like [200 EP | Discounted for Essence of Monster Bird]
You count as a bird or bird-adjacent whenever it'd be convenient to you. This means that animals that like birds and gods who have birds as their sacred animals will view you more favorably, spells that affect birds in positive ways affect you, and other such effects.

Power From Life [400 EP | Discounted for Essence of Monster Bird]
You have a very intriguing power. When you are involved in the creation and commencement of life you get an appropriate boost to your overall power. This means that if you help a cow give birth you get stronger though only by so much, but if you give birth to someone you get a sizable boost to your power. This perk also strengthens your children, and the strength of your children helps determine how much of a boost you get when they are born. Additionally another set of factors that influence the strength of the buffs are things like the rarity of the children (so endangered animals or unique creatures give you a healthy boost) and their strength (so if you help give birth to a demigod whose godly parent is a mighty divinity you get a bigger buff).

Power From Bonds [600 EP | Discounted for Essence of Monster Bird]
Those who utilize the Monster Bird Essence do not just hatch monster birds, at least if they want to maximize the utility of the essence. If you want to get the most from this essence you befriend and tightly bond with different monster birds. And if you do, and you have this perk, then you find that you can learn to mimic the mighty powers of your monstrous, feathered friends. Even if you don't have the Monster Bird Essence with this perk you can still get powered up by having friends and learn to mimic the abilities of your friends, and in both cases you also grow in power overall based on the bonds you've made with others, be they feathered fiends or not. By befriending others you can grow in your own right, dear jumper.

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.

General [Undiscounted]

Essence Shop [400 EP]
This is a tiny store that can pop up anywhere. This location sells essences, beginning with any essences you choose as your origin(s) but expanding from there to include custom essences based on perks you've chosen in past jumps, and this will be especially handy if you either have the ability to brew essences or gain it in the future. This store will be run by followers who are generic, but competent NPCS and you will always make a decent profit with this. You can decide the criteria upon which this store appears to people, and what essences it will sell to someone. People who purchase an essence will be able to use the powers it contains freely and will also gain the benefits of the essence entity perk. Essences sold here are also immune to being stolen, and cannot be purchased or used by those who do not meet the criteria you designate.

Essence of the Superorganism

Biology Chanel [100 EP | Free for Essence of the Superorganism]
This is an always accessible font of biological knowledge that you can access in your warehouse or similar location at all times. It takes on multiple forms such as an encyclopedia containing all biological knowledge in the world, a website, and an actual channel you can watch on a TV. It can also adjust itself to be better suited to a given audience whenever you wish, such that it can include kids content to help both entertain and educate.

Venom [200 EP | Discounted for Essence of the Superorganism]
This replenishing vial of venom can be keyed, with a thought, to any kind of natural lifeform. When you do this it becomes the most effective kind of venom for your purposes and to the target it can be, such that it can overcome any natural resistance or immunity (though this alone doesn't overcome supernatural resistance or immunity, even if its potent enough to punch through a healthy degree of supernatural resistance). This can be quite handy and is definitely a sinister thing to use. You have enough in this vial to affect any person or animal once, and it replenishes in a few minutes.

Medicine [400 EP | Discounted for Essence of the Superorganism]
This medicine can cure any non-supernatural disease or ailment. And that, means a lot in a jumpchain context. So long as a condition is expressly non-supernatural it can be cured by this. This can also repair any damage someone has sustained. There's enough here to cure any single person of every applicable condition and/or damage once, and once used this naturally restores itself over the course of a week, but you and other people can sacrifice energy to dramatically speed its rate of restoration.

Essence of the Beastmaster

Animal Map [100 EP | Free for Essence of the Beastmaster]
This map can be keyed to any type of animal a beastmaster could tame and it will update to show you where to find those types of animals, as well as zoom in when you enter that area to help you find specific ones. With this you'll make for a grade A animal trafficker jumper.

Food [200 EP | Discounted for Essence of the Beastmaster]
This is a feedbag that contains pellets that can be keyed to any animal or animals, including humans, and will become both exceptionally delicious and incredibly nutritious for them. It can key itself to as many animals as necessary at once, and once its been keyed to someone it remembers them forever. This food is also strengthening and slightly restorative, pushing anyone who eats it to peak health, though its limited in its effectiveness to cure powerful and life-threatening diseases by itself.

Animal Armor [400 EP | Discounted for Essence of the Beastmaster]
This strange suit of armor blends the features of several different animals, taking fur, scales, and even skin and forming one curious set of armor. This armor grows more protective as you tame and befriend more animals, taking on the qualities of the animals of you've tamed and trained. Unarmed blows you deal while wearing this armor are enhanced by their strength and take on shades of their abilities, such as having a horse's speed or the venom of a spider.

Essence of Monster Bird

Icarus's Wings [100 EP | Free for Essence of Monster Bird]
Wings, though not for you. These wings are echoes of an ancient pair of wax wings that you can give someone that will temper their pride but also give them the ability to fly and soar. You can only give these wings to one person but each jump you can change who is attuned to them. You can also purchase this more than once to get more than one set of wings, but only the first purchase is discounted.

Phoenix Feather [200 EP | Discounted for Essence of Monster Bird]
This feather is a powerful focus for fire and healing magic. It can also be used once per jump as a 1-up, going up in smoke if you die while having it on you or in your proximity if you would otherwise die. You can also expend it to bring someone else back to life. You get a new one at the start of each jump or at the start of a new decade, whichever comes first.

Aerial Anthologies [400 EP | Discounted for Essence of Monster Bird]
This is a set of instructional texts that teach you and any other readers about the history and folklore of birds, with a special focus on magical, monstrous, and supernatural birds. These books contain a wealth of invaluable information regarding birds, including how to raise them, and safely extract resources like feathers, blood, and talons from them, but also how to breed wholly new types of birds! The back of the book is also filled with bird themed spells, including ones that give other people the ability to fly and to speak with birds. You can cast these spells a few times a day without any energy or resource expenditures, due to the book's assistance, and then can use energy to cast the spells.

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.

Animal Averse [100 EP]
You have a mild fear of various common types of animals. You can select a few different types of animals to be scared of. This will not guarantee you encounter such animals, but given their relative ubiquity, if you want to escape their notice you'll have to work to go to remote locales.

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.

Animal Traffickers [200 EP]
There's… a *lot* of animal trafficking here, for some reason. Poachers and others who do assorted illegal things to animals, for profit, can be found all over this world. Which is unfortunate for the animals here.

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.

Hunters [400 EP]
Other essence entities can now be found quite regularly in this version of this world. These individuals are people who've taken assorted essences tied to hunting such as *Essence of the Monster Hunter* and more curious animalistic essences like *Essence of the Beast*. These individuals are not definitionally opposed to you (though for an extra 200 EP they will be), but find the prospect of hunting other essence entities incredibly exciting so… a confrontation could easily happen. Keep your eyes open jumper.

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.
-The purpose of the essence alchemist perk, whose text I have changed, is to be a more expensive version of the same perk from the Essence Meta jump (where it can be discounted with the right origin). In case you wanted to get it here, and weren't planning to go visit the other jump, but still wanted the perk.
-Animal time! What fun.

-For things like the Essence Shop item, custom essences will be brewed based on past builds. If you've gone to other essence meta jumps (now more than a few such jumps exist) and attained other essences in them those essences are also for sale.
-If you purchased a past version of the essence shop item you automatically get the new anti-theft and essence protection clauses for free, even if you don't purchase the item here. It's essentially part of the intent of the item.
-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.
-In a big brain play to help myself out I made the names of each essence below this a heading so I could more easily navigate back and forth to review each essence for perk and item ideas. Fun stuff!

-What follows is the description of the Essence of the Superorganism. It is located on part 5 of the essence meta network of Google Docs and is by Sable Keech.

Essence of the Superorganism

A swirling suspension of red fluid and green particulates. Drinking this essence grants you the following abilities.

- You become an agglomeration of totipotent cells capable of multiplying at breakneck speeds as well as differentiating into any specialized cell type in existence on Earth. Your powers of replication are flawless, enabling you to divide indefinitely without fear of degrading into a mass of cancerous tumors. The maximum speed of your replication is once every 7 minutes, the speed at which the fastest bacteria (Vibrio natriegens) divide.
- Instinctively, you are able to access and utilize any number of abilities that are possessed by organisms that exist or have existed on Earth from mammals to dinosaurs to insects and even unicellular microorganisms like bacteria or protists. These abilities are always scaled up or down to your current size, meaning that they can increase or decrease without limit as you change your dimensions. For instance, the horsefly can cover 1,611 body-lengths per second and measures 25 mm. If you were to access its speed at human size, you would be able to move at Mach 8.5 assuming you were 6 feet tall. You naturally possess the secondary powers needed to use your abilities without injuring yourself, although you do not gain the secondary powers required to not hurt others.
- As a superorganism, you may mix and match any number of traits and features from all organisms on Earth. Give yourself the wings of a dragonfly with the head of a sperm whale and the legs of a cheetah. These chimeric forms will always be 100% functional no matter how incongruous or ridiculous they may seem. Some of your abilities will require you to shapeshift into a chimeric form, such as flight (wings), venom (fangs), and underwater breathing (gills).
- Any offspring you bear/sire can be modified to your exact specifications, from their appearance, growth speed, life cycle, intelligence, natural abilities, instincts, and so on and so forth. The methods through which you can spawn children are almost too many to count, ranging from live birth, to egg laying, to spore-forming, to seed-bearing, and even to budding. As a superorganism, you contain the

combined genetic information of every living thing on Earth and hence you're compatible with all life forms on Earth as well.

-What follows is the description of the Essence of the Beastmaster. It is located on part 2 of the essence meta network of Google Docs and is by Azachiel.

Essence of the Beastmaster

By consuming the essence of the Beastmaster, you gain several boons:

- You become immune to all forms of venom. You gain a resistance to plant-based or inorganic poisons, though while usually not fatal you still suffer symptoms of poisoning. Diseases and parasites entering your body become inert until your body naturally expels them.
- Wild animals and monsters will not see you as a threat and only attack if rabid or attacked by you first. Creatures of human intellect like Sphinxes or dragons capable of human speech can make the conscious choice to attack you, but will instinctively have a positive impression of you.
- You gain an instinctive knowledge of the characteristics of every beast you encounter, including their requirements for habitat and food, how to best approach them, and how to treat any injuries or illnesses they might have.
- Any beast or monster you approach with the intent of taming them will rapidly grow to trust you so long as you don't mistreat them. You will form a mental bond with any creature you're taming that lets you sense the needs and thoughts of the creature, with the speed of the bond's growth determined by the creature's intelligence, aka the smarter it is the longer it'll take to fully tame the creature. Once the bond is complete the now tamed creature can be summoned to your side or dismissed either back where it came from or into a storage-dimension at will. Should a tamed creature die it will instead appear inside the storage-dimension and can be summoned after a waiting-period determined by the power of the creature. Creatures with a completed bond will be completely loyal to you and you will be able to share their senses at will. You can have an unlimited number of Bonds. Humanoid creatures without sapience such as primates or monsters such as goblins or orcs can be tamed so long as their intellect is insufficient to develop language or a culture. You can only form a bond with Monstergirls that are at least 50% nonhuman, so a centaur, lamia, arachne or mermaid would be tameable while a dwarf, elf, satyr, or human would not be.
- You can train animals or monsters, even those you haven't tamed so long as they cannot leave mid-training, in a fraction of the time it would normally require, and can train them beyond their normal limits, like teaching a monkey martial arts or a carrier-pidgeon how to read maps and fly to specific locations pointed out on that map. Things you trained a creature to do will never be forgotten. If you have tamed a member of a certain species you can make requests of untamed creatures of the same species. They aren't forced to comply, but if the request is something they can understand and that doesn't go against their nature or self-preservation-instincts the creature will usually comply. You can also give commands to larger groups of untamed creatures at once, and a group might

comply when an individual would not. Asking a single rat to attack a grown human will be met with refusal, a swarm of hundreds of rats however will attack as requested.

- You can freely induce or suppress a tamed creature's mating-period. A creature born from two tamed creatures will automatically be born fully tamed. When breeding two tamed creatures you will see what traits the offspring could have and can freely manipulate them to give the offspring the desired traits, though you cannot add traits that the parent-creatures didn't have, so while you could breed, say, a lion bigger and stronger than it's parents, you cannot give it wings or gills. You could repopulate a species so long as you have a single breeding-pair and will never have to worry about inbreeding. You can mate two normally incompatible creatures to design new species, though the pregnancy-period for such cross-breeding will be between 1,5-10 times longer, depending on how drastic the difference between the parent-species is.
- Tamed creatures can survive in climates they normally wouldn't and can survive without food, though they will suffer. You can convert an area of up to 200 cubic meters into a habitat for your tamed creature with a climate and environment most suited for that creature. The shape of the habitat is up to you, it can be a cube, sphere, or completely irregular shape. It takes multiple days to set up an environment, and once you dismiss it the area will return to its original state within a few hours. Habitats are stationary, once created they can't be moved and the habitat's shape cannot be altered. You can have one habitat for each tamed creature, but you cannot create an environment unless you have a tamed creature that thrives in that type of environment. Also, if you have a tamed creature or are in the process of taming a creature that's native to environments hostile to you, such as the open ocean, arctic or volcanic wastelands, or even space, you will be able to survive in that space as well as the creature itself can. Note that this doesn't grant you it's a abilities, so while you could for example survive in space, deep under water or even in magma, your ability of locomotion remains unchanged.

-What follows is the description of the Essence of Monster Bird. It is located on part 9 of the essence meta network of Google Docs and is by Garden of Red.

Essence of Monster Bird

Become the master of monstrous avians

•You possess a box containing a collection of powerful monster bird eggs, each containing a unique avian creature when hatched.

•The birds range from large and imposing raptors to strange and exotic bird-like creatures with unique abilities and powers.

•The more monster birds you collect and hatch, the more powerful you become, with each bird boosting your stats and abilities to unprecedented heights.

•You have the ability to sense the location of other monster bird eggs, and can track them down with ease, using whatever means necessary to acquire them.

•You have the power to communicate and command monster birds, using their unique abilities for your own ends and even joining them in battle.
•You possess an uncanny ability to understand and emulate the movements and habits of birds, allowing you to blend in with flocks and pass unnoticed by those around you.
•You can fly at great speeds, able to navigate even the most treacherous of skies with ease.
•You are able to raise and train monster birds from infancy, honing their abilities and improving their stats with time and care.
•Beware the consequences of your power. The power of the monster birds is immense, and the more one relies on them, the more they become a crutch that can leave one vulnerable to attack or manipulation. Moreover, those who seek to control or destroy the collection will stop at nothing to obtain its power, and even the slightest misstep or mistake can have devastating repercussions for the entire ecosystem. The weight of this power may also bring about one's own downfall, as the temptation to acquire more monster bird eggs may lead to recklessness and danger.