

Life Creation 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. You note how each origin revolves around creating supernatural lifeforms in some capacity. Enjoy the next decade, jumper.

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

Author's Note: *This collection of essences is a set of essences that include stuff about making lifeforms in various ways, with a supernatural bent.*

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. Any clause about immortality and returning from death in an essence will automatically only work once per jump, or per decade, whichever happens sooner.**

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. Both the Echidna and Elven essences give you alt-forms, but the Master Monster Maker essence does not.

Essence of the Master Monster Maker [+200 EP]
This essence is a fascinating one in that it has some interesting differences between it and the other essences on sale here. This essence is entirely dedicated to creating and controlling monsters, giving you zero abilities that are not directly related to that central goal. This essence doesn't give you any additional powers or make you stronger directly, but it does give you a lot of potential that a creative jumper can find ways to exploit and utilize creatively.

Essence of the Echidna [Free]
This essence gives its imbiber a nice mix of powers and abilities, including the ability to adopt a monstrous form of their design which is strong enough to face a modern military and have a real chance of winning. This is far from invincibility or a guarantee of victory against other monsters, but if you couple this with the other powers this offers, keyed to both changing your own monstrous form and nature as well as your power to create new life and change existing life into something in the vein of your own monstrous self. **In case it needs to be said, despite the real-life mythical and religious implications of the name Echidna, this essence is gender and sex neutral and there are no innate difficulties with using any of this essence's powers as far as one's pre-essence identity goes.**

Essence of the Elven Progenitor [Price Varies]
A far more *Divine* feeling essence than the other two here, this essence makes you the origin of elves. There are a variety of thematic abilities that come with this unique status, with one of the central ones being the ability to create elves using your own mana, power over magic, and nature-centric powers. This is a powerful essence, particularly for fantasy-centric jumpers, but can be an amusing tool for sci-fi or mundane jumpers as well.

This particular essence is a little weird. The baseline version of this gives you everything elves have ever known, in any instance of any elven civilization anywhere in the omniverse. That is incredibly powerful. If you wish for that you can purchase this essence for 200 EP. If you want a modified version of this essence that grows as you grow (and is also retroactive to jumps you've been before), you can purchase a version for 100 EP that gives you the knowledge of all elves of all of the jumps you've visited and gives you auto-knowledge of all elves in any setting you visit from here on out. In both cases this also includes any long-destroyed elven civilizations and the knowledge of every relevant elf, such that even elves far away from their peers and in isolation are known to you.

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 Master Monster Maker

Creator's Creativity [100 EP | Free for Essence of the Master Monster Maker]
You are impressively creative when it comes to using your skills and abilities with regards to creation. This is especially prominent when you use your powers to create life, allowing you to more easily and skillfully infuse things with life. This also subtly improves your artistic talents and makes you better at mentally visualizing things, allowing you to more accurately predict what your creations will look like and modify their appearances to better fit your vision.

Monsters On The Mind [200 EP | Discounted for Essence of the Master Monster Maker]
You have a greatly enhanced ability to understand what kinds of monsters are both creatable from various materials and how to use different materials to buff your created monsters. If you take this and are not a wielder of the Master Monster Maker Essence then this helps you understand how to buff other creations with materials on hand (and those who have this essence also gain this benefit as well).

Monstrous Monarch [400 EP | Discounted for Essence of the Master Monster Maker]
Monsters have a natural desire to obey you and find it incredibly difficult to harm you barring truly exceptional circumstances such as in self-defense. Monsters that are closer to ones you've created are more affected by this, and this is even stronger if you're stronger than the monsters are. You can also use this to study monsters more easily and you find it easier to create monsters like those you've studied.

Mind of the Monster [600 EP | Discounted for Essence of the Master Monster Maker]
Why should your creations get to have all the fun? That hardly seems fair, does it? With this you gain the power to attain the powers of your monstrous creations. This is not a simple process, requiring that you enter the minds of your creations and truly understand them before you begin to gain shadowy echoes of their abilities. If you are much stronger than the monster that has the power it is easier for you to train their abilities and get them to match or even exceed the powers as possessed by the monsters, but so long as you are the creator of the monster you can use this to gain the abilities of monsters that are equal to you in potency, though it does take much longer. This effect also extends to other creations of yours, allowing you to gain the abilities of things you make so long as you reach into them and truly understand them.

Essence of the Echidna

Trap Monster [100 EP | Free for Essence of the Echidna]
You are frighteningly good at setting up traps, particularly ones that incorporate your abilities into them. You know how to make a trap virtually inescapable and how to make ones that are almost supernaturally difficult to detect, especially when you incorporate a material you've generated yourself. You can also infuse substances you control with the power to inflict feelings and statuses on someone.

Partial Morph [200 EP | Discounted for Essence of the Echidna]
Your mastery over the power of partial shifting; selectively transforming parts of yourself into your other forms without fully taking on the appearances and forms of other alt-forms. This allows you to do things like *wear* your base human form while having a dragon's wings or the gills of a mermaid.

Monstrous Shapeshifting [400 EP | Discounted for Essence of the Echidna]
You now have a rather fascinating ability, one that you always have in your Echidna form but universalized. You can wrap yourself in a cocoon to change your form to anything possible for your alt-form's species. This operates the same way that the base ability does; the process of altering your form to give yourself a new look and potentially a new slate of abilities begins when you are encased in a cocoon and the more changes you want to make (and the more dramatic the changes are) the longer this process takes. You can also do this to others without transforming them into full monsters.

Parental Authority [600 EP | Discounted for Essence of the Echidna]
Those you are responsible for creating, be it your own biological children or creatures that are in their current form/state because of you are filled with loyalty towards you. This is as broad as applying to vampires you've turned, werewolves you've cursed with lycanthropy, or even skeletons you've risen from the dead in your service, as well as more obvious examples such as children you've sired or given birth to, or clones you directly created of other people. So long as you played a critical role in the transformation or birth of someone, they're incredibly, undyingly loyal to you. This also applies to their own children and those they've transformed as well. This also comes with the power to create lesser members of your alt-forms, allowing you as a Kryptonian to create other Kryptonians, or create other gods weaker than you, and such individuals will share the loyalty towards you that is felt by your children and by other creations of yours.

Essence of the Elven Progenitor

Archetype [100 EP | Free for Essence of the Elven Progenitor]
You are the epitome of positive/beneficial archetypes and stereotypes for elves that exist in the settings you exist in. Even ones where elves are fictional. If the people of a verse have a view that elves are wise masters of the arcane, then you gain buffs to your wisdom and to your magical abilities. If in another verse, you visit elves are seen as beautiful, impossibly skilled warriors, then you gain a buff to your attractiveness and one to your martial skills. You retain these buffs across jumps, and they hold true in all of your forms but this is strongest when you are in an elven form. By leaning into these archetypes, you can empower them and that in turn strengthens the buffs they give you. You also get a much smaller buff to you that is alt-form sensitive, and based on archetypes derived from your current alt-form. This buffs the boons you get in your elf-form, if you have one, but also gives this a universal benefit.

Nature Domain [200 EP | Discounted for Essence of the Elven Progenitor]
As befits someone with power over nature, you have the ability to ecologically transform a place dramatically by expending energy to do anything from sprouting forests to causing deserts to happen. How fast and how dramatic these effects are will be determined by the energy you spend.

Species Sociality [400 EP | Discounted for Essence of the Elven Progenitor]
You become… greater, the more of your species there is in a setting. This is keyed to your alt-forms and is stronger with elven alt-forms than with non-elven ones, but at its core, this incrementally increases the potency of every aspect of yourself based on what you are at a given time, and how many people or beings like you there are. If you're a dragon, the more dragons there are, the better this buffs you. If you're an elf, the total number of elves buffs you. If you create more members of your kind then the buff each of them provides is greater, though not by so much that it overshadows everything else. Additionally the more members of your species follow you and obey you, the greater the buff becomes.

Elder Supremacy [600 EP | Discounted for Essence of the Elven Progenitor]
You are the first elf. In this and all future jumps that have elves there will be a portion of your soul that dates back to the beginning of elvenkind, though how that manifests on a practical level will be up to you and your benefactor. The benefits of this are clear, however, with you having the memories of all of elvenkind in a jump and the ability to impose your will on other elves, with only the very most powerful having a real shot at resisting this effect. This also makes it so that when you tell elves that you are the first elf they believe you and understand the significance of that. Beyond that, all progress elves make in a setting is felt by you, with you gaining some echo of their training and power. The training you do can also be felt by elves if you wish (and you can be selective with this power, allowing you to pick and choose which elves get the benefits), and you are naturally connected to other elves in a way that allows you to fill their minds with knowledge and their bodies with power, including from elves from other settings (provided you've visited those settings yourself). Finally you always know how many elves are in a given setting at any time, and can identify elves at a glance, your eyes piercing through their attempts at disguises and A trace of this extends to your other alt-forms as well, including your human form, but it is exceedingly difficult to train this

effect to any real degree, taking the completion of powerful and complex mystical rituals of your benefactor's devising for you to be able to make any real progress (and the primary benefits your other alt-forms get from this perk is that they feel a miniscule amount of the training and growth other members of their species undergo, rather than the more dramatic, esoteric bits).

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 Master Monster Maker

Spawn Stones [100 EP | Free for Essence of the Master Monster Maker]
This is a collection of small stones you can use to fast travel. By default these are linked to spawning points you set, but they are also linked to any property items you own, and by using one, grabbing it and willing yourself to teleport elsewhere, the stone vanishes and you teleport to the designated place. You get five a day and any used up ones respawn at the start of the next day.

Monstrous Grimoire [200 EP | Discounted for Essence of the Master Monster Maker]
This spellbook is a powerful thing filled with knowledge of spellcraft related to monsters. At first, it comes equipped with handy spells for talking to monsters, soothing them, befriending them, and even making them have less conspicuous forms. Each time you encounter a new monster or make a new monster that is unlike any you've encountered before the grimoire gets new spells based on their abilities.

Monster Materials [400 EP | Discounted for Essence of the Master Monster Maker]
This is a stockpile of materials that is utterly phenomenal for making monsters. These goods include rare materials and magical items that will naturally incorporate their potent qualities into monsters you make, as well as make for good crafting materials if you wish to equip your creations with powerful artifacts. In each jump you get new goods to make monsters out of.

Essence of the Echidna

Lair [100 EP | Free for Essence of the Echidna]
Throughout the world, there are a small number of areas where you are the apex predator. There are a handful of these places in each world, and when you enter them, you know. In these places, life is more convenient in every way, from the local flora and fauna obeying you to you easily knowing the lay of the land. These are places for you to call home, and when you reside in them, you feel empowered, growing subtly but still perceptibly, and making yourself a nightmare for your foes.

Cocoon Gun [200 EP | Discounted for Essence of the Echidna]
This weapon can generate material that can be used to ensnare someone and can be freely fired at your foes, potentially capturing them. This can also be given to underlings who can use it to kidnap your enemies.

Echidna Eggs [400 EP | Discounted for Essence of the Echidna]
These items are small echidna eggs. They reside in your warehouse by default, until you opt to use them. There are two uses to this egg and you can select one per jump. You can use these eggs to spawn a new fully powered Echidna (one that is undyingly loyal to you) and follows you as a follower into future jumps, or you can reserve these eggs and use them as a one-up, allowing you to come back from death.

Essence of the Elven Progenitor

Elven Fit [100 EP | Free for Essence of the Elven Progenitor]
This is a series of clothing items that are enchanted to give their wearers elven traits and to enhance the elven traits any wearer might possess. These items are akin to the *Cloak of Elvenkind* (a cloak that helps hide you) but are more powerful and are more than just a cloak. This full set of gear includes multiple entire outfits and a sword and bow, all of which are enchanted to improve your charisma, dexterity, wisdom, and skill with magic. Additionally, the more someone wears or uses this fit, the more they are naturally liked by elves.

Sacred Grove [200 EP | Discounted for Essence of the Elven Progenitor]
This is a mystical grove of spirit trees, trees connected to nature spirits and the fallen elves of the multiverse. In this place, all powers connected to nature are much stronger and elves find this place to be a place of both peace and power, finding hope in the subtle presence of their ancestors. You are acknowledged by the grove as its rightful owner and lord and in the grove, your charisma and powers over nature are wildly enhanced.

Elven Chalice [400 EP | Discounted for Essence of the Elven Progenitor]
This chalice is expertly decorated and adorned with runic symbols of vast arcane and natural power. It is an artifact of vast power, and it converts magical energy into elixirs of incredible power. One of the simplest elixirs it can concoct is one of immortality, giving those who drink it eternal life (so long as they don't die of unnatural causes). Another simple concoction, though one requiring more magical power, is an elixir that converts the drinker into an elf. There are other elixirs this can create, though it takes experimentation and study to uncover them.

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.

Jumper's Creations [Free]
All three origins in this jump give a jumper the ability to create different kinds of lifeforms. It wouldn't be very nice if you had to say goodbye to your monstrous and supernatural creations at the end of every jump would it? With this, you can permit your creations to follow you as followers, or import them as companions into future jumps, though in order to do so you have to pay any companion costs the jump demands.

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.

Xenophobia [100 EP]
People fear what they do not understand, and in a world like this real monsters or elves would definitely qualify as things not understood by the majority of the populace.

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.

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.

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.

Anger At The Unknown [200 EP]
Oh? This is an interesting move… Fear has given way to anger and violence. People are extremely into the idea of doing violence towards things they don't get, and are ready to try and square up against creatures they don't understand. This will definitely make this jump more violent.

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. You can choose what sort of themes inform the monsters you face with this drawback, and if you opt to make them be inspired by all three origins then you can add an extra 200 EP to this drawback's costs.

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.

Essence Thief [400 EP]
There's a trickster roaming around targeting essence entities. This individual can steal essences, and is capable of identifying essence entities at a glance, but it is also an arrogant brat and likes to taunt people so you might be able to force it to give back something it's stolen. Still, this little trickster is unpleasant and skilled and can absolutely steal your essence abilities, even overriding protections they'd normally have, due to the powerful nature of this trickster's powerset. Vendors don't like this asshole either, so there's a chance that you can team up against it if you find someone whose essence entity friends have been victimized, but the later in the jump you try to act the more this gremlin will have stolen, making it all the more dangerous. Abilities stolen from you are naturally restored at the end of the jump, but unless you get them back from the trickster they remain sealed away for the duration of the jump.

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 wanted to create a template. Mission accomplished. Will anyone else use this? Who's to say?
-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.
-Essence of the Master Monster Maker (by 24caratcoal, Part 2 of the Essence Meta Network GDocs).
-Essence of the Master Monster Maker
Upon drinking this sinister essence
-You gain the power to create any monster that you can conceptualize.
-Monsters you create may not be any more powerful than you, though they can possess abilities that you do not.
-Monsters may be created ex nihilo, though such monsters are significantly weaker than monsters created from a substance.
-Monsters may be created from a wide variety of substances including physical things like stone and wood, elemental substances like fire and air. There are few limits to what monsters can be made from.
-All monsters created through the use of this essence are unfailingly loyal, not even the most intelligent monsters you can create would even think about betraying you and would rather die than do so no matter how you treat them.
-Monstergirls created through this essence are as fertile as you wish them to be and may breed with humans if you so choose, any resultant offspring share their parent's undying loyalty.

-You may create spawning points via a simple ritual that you can use to remotely create monsters at will. The appearance of these spawning points is up to you, it can be a simple chalk circle, an alter, a floating crystal or another physical manifestation of your choice. Theses spawning points are magically reinforced against damage, but not indestructible.
-You may, at will connect your mind to those of your monsters to share their senses and order them about directly, this will never overwhelm you and in fact your ability to process information and multitask will be increased proportionally as you connect to more and more of your monsters' minds.
-It is possible to turn people into monsters as well and brainwash them into doing your bidding, but their loyalty is not guaranteed as it is with the monsters you create or breed. Sufficient abuse may cause them to turn against you if you don't have ways to reinforce your control.

-Essence of the Echidna (by Triggerhappy Jabberwocky, Part 1 of the Essence Meta Network GDocs).

-Essence of the Echidna

- You gain the body of a monster that stands at the apex of what is possible to be born from the world and then some. This monster body is of your own design and includes a host of thematic powers which you also may decide upon. This form at minimum is able to take on an army of mortals and could stand up to modern military units and have a good chance at triumphing. That is if you choose mundane earth to be born from. You may pick a different world to be born of, this choice is permanent once made but will strengthen you to the apex of that world or close enough to it. Any particular world can be chosen whether it be one from fantasy, science fiction, or a from the ground up creation of your own.You can transform into your monster body at will and near instantly and have a hybrid for that sits in between your human and monster forms.
- Your monster form has the ability to create and manipulate a variety of supernatural substances that can bind and trap things. Slime, silk, oil, even mud is something you might use. Anything encased within will be preserved indefinitely unless released needing no sustenance. This material is supernaturally strong and will never decay.
- You can shift the monster form and tinker with it by having it undergo a metamorphosis to change itself. During this you or the monster form will surround itself with a cocoon and shift over several hours or more depending on the changes made. This cocoon is obscenely tough but not invincible.
- You have a complete genetic archive of all life of the world you chose through its entire history up to its present. This archive grows and updates the more species you encounter and take samples of. You have a mastery of life and can mix and match parts, genes, species to your hearts content and produce them without a partner or implant them in a target who can then be bred to create more. You do not require a partner to reproduce as you are able to spontaneously create any of your creatures through some method. You can obtain more forms of life by

encountering them and sampling a member of a given species. You will never encounter any issues with absorbing genetic material that might otherwise be hazardous.

- These creatures need not be restricted to what is naturally possible. In the same vein you are able to develop Biotech with the same ease and sophistication as a civilization might build a machine. You may if you desire be biomechanical in origin offering the best of both worlds. In that case your dominion over life is extended to technology as well and is capable of being as advanced as whatever you chose as the world you chose is. These creatures are innately loyal to you and cannot be willingly turned against you, that includes converted life. Any that are killed you can decide to preserve their essence and bring them back reborn anew. If you wish you can have the creatures you produce as extensions of yourself rather than fully fledged entities or pick and choose.
- You are able to turn others into monsters that you have made or have the genetic data for.
- You can with an amount of effort create lesser Echidnas which will have all of the powers and form you have as an Echidna on a weaker scale. They and their children regard you the same as any spawn you might have created personally.

-Essence of the Elven Progenitor (by SirZed, Part 5 of the Essence Meta Network GDocs).

-Essence of the Elven Progenitor

By drinking this Essence that radiates a majestic forest aroma, you will gain multiple benefits:

- Gain a one-time chance to change your appearance, must keep the unique feature of pointed ears.
- As the Progenitor, all elves and half-elfs will feel a natural suppression.
- Will gain all knowledge, be it magic, fighting, etc from every Elven civilization within the Omniverse.
- Your soul, mind and body become immortal and nigh-indestructible. While your mindset will gradually become immune to boredom, mimetic, insanity, etc.
- Your superior bloodline will assimilate any foreign bloodline within your body, while outright removing any and all weaknesses.
- Gain a body 25x stronger than your average Elf. Can be increased with training.
- Supernatural talent when it comes to armed and unarmed fighting. Unnatural and uncanny like grace whenever you move.
- Become a walking Tree of Life gaining:
- Nature becomes your domain, comes with Nature Manipulation, Plant Manipulation, etc.
- Once every month can squeeze out a Drop of Life which can cure/heal anything, purify curses, bless any weapon/armor with Extreme Durability.
- Your body will have so much vitality within your body, that any area you stay in will make everything slowly evolve. Any mutations will not harm you.

- Gain the ability to travel the Omniverse with no problems, as the spiritual branches guide your path.
- May create one Tree of Life per world that will fill the world with mana or any form of energy of your choosing. Able to use the Trees as a "Webway", teleporting between worlds, even universes.
- May tweak and/or construct your own magical system with no risk of backlash.
- Runes and Enchantments are your forte, creating them with just a thought.
- You have high virility with the choice of which sex your baby will have and whether or not you will get pregnant.
- Can choose 2 of the following sub-races that you can create using your mana(may choose of which sex your Elves will be):
- Blood Elves
- Dark Elves
- High Elves
- Moon Elves
- Sun Elves
- Deep Elves
- Snow Elves
- Wood Elves
- Winged Elves

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