POPULOUS
THE BEGINNING

JUMPCHAIN COMPLIANT

PRESENTED BY: STUPID_DOG
AND FRIENDS

In the beginning, there was darkness.

Then from the darkness, came the Mana…
And with the Mana, the visions.

We were not alone.
There were other worlds
other tribes
Moving through the heavens like a plague.

They would destroy us!

The time for peace is behind us. Now is the time for war.

Alone in the tribe, you possess the second sight. The mana flows through you like fire - unleashing the magic within. The ancient legends have fortold your coming. You are the one destined to lead, the chosen one.

The battles you will face will take you across many worlds, where you will need to build up settlements to secure a supply of mana - which you receive through worship from your followers. An expansive tribe means more worshippers, and all the more power you can call upon. You also get a few choice points, which you can spend for more advantages.

You Get 1000 Choice Points.

Origins

Roll 1d8 to for a free location. Spend 100cp to choose.

Night Falls

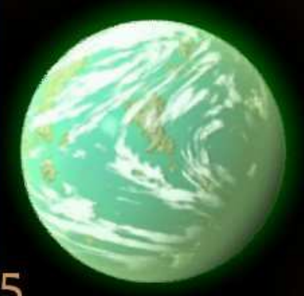
A world cloaked in darkness, Thick clouds and high peaks block almost any sunlight from reaching the planet's surface. The Matak and Blue have settlements here.



1

Archipelago

A world of small, rocky islands. The Dakani have a large city on the largest of these islands, but the Blue are present as well - scraping by with small shanties on islands barely large enough for them.



5

Fire in the Mist

A tropical land of scattered sandy islands connected by roads of sand. The great temperature is responsible for a lot of moisture in the air that obscures vision. Chumura and Blue have settlements here.



2

Fractured Earth

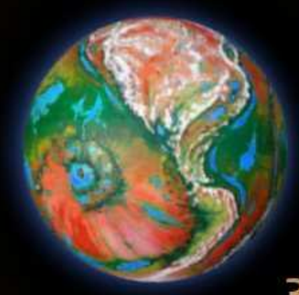
A world of earthquakes and volcanoes, where the ground you walk on can give way at any moment. The stable areas are few and highly prized. The Dakani were alone here until Blue recently arrived.



6

Continential Divide

A land composed of colourful rolling hills and grassy fields, spotted with lakes and rivers. However, the Dakani here are quickly burning away these fields in the hopes of destroying the Blue.



3

Inferno

A boiling land of mountains and forests, where large battles rage constantly. All tribes have a significant presence here and are preparred to fight to the death.



7

Middle Ground

All of the tribes live in large settlements on a single mass of land here in unfortunate proximity. It is said that soon a tribe will cause Armageddon will soon befall this world, so make sure you can survive that.



4

Free Choice

Begin on any world listed here or featured in Populous: The Beginning.



8

In this universe there are four tribes vying for ultimate control. Being part of any one has its benefits, but costs 100cp. If you choose this option it comes with a lifetime of memories as one of that tribe's members.

Blue Tribe

They have a foothold on almost every world, making them the most widespread of the tribes. Their strength in each settlement is significantly lower than their enemies but they survive with evolving tactics and great battlefield control.

Dakani Tribe

They desire domination and the destruction of their enemies above all else. They are particularly fond of fire and wish to spread it to all the corners of each world. When they attack, they don't hold back and bring as many soldiers as they can spare.

Chumura Tribe

Their magic specializes is disrupting the battlefield and they use subterfuge to accomplish their goals. They are the only tribe willing to resort to diplomatically, and they prefer to isolate themselves and only enter fights against weak foes.

Matak Tribe

They have the most versatile spells available to them, but also can specialize in spells that shape the world around them to their advantage. They do not tactically excel in any way, and will need guidance if they are going to be successful.

Your age is 1d8+16. Your gender is unchanged. Choose both for 100cp.

Special Abilities & Items

Though not true spells, these may be useful to you.

Harvesting

When collecting building material from trees, you can instead reduce it to an earlier stage of growth gain the difference in mass as useable lumber.

Free: Matak 100cp

The Word

You have a natural gift with words and can sway the simple-minded to abandon their faith and join yours. People with willpower or no interest in religion are immune.

Free: Chumura 100cp

Fire Friend

You and your followers can easily handle fire and never risk any accidental fires breaking out. Only things you want to burn will catch aflame.

Free: Dakani 100cp

Verdant

The lands you inhabit grow ever richer with nutritious soils that foster increased plant growth. Should you grow food here, the output will be increased and it will make for exceptional grazing pastures.

Discount: Matak 300cp

Salt the Earth

When you destroy the buildings of your opponents, the land it was built on becomes damaged as well. It is unable to support structures or agriculture development for years.

Discount: Matak & Dakani 300cp

Firewarriors

You can teach your faithful the power light their hands on fire and toss fireballs at their foes. You cannot rescind this ability once given, but The fire doesn't harm them.

Discount: Dakani 300cp

Vague Visions

You can prophecize coming battles days to weeks before they occur, and occasionally are often granted minor insight on paths you might take to alter the outcome of these struggles.

Free: Blue 150cp

Commune

Regardless of the distance separating you, your faithful worshippers and companions will be able to hear any orders you give so long as you exist within the same universe.

Discount: Blue 300cp

Bravery

You inspire those around you to face whatever challenge is before them. They are resistant to fear and prepared to rush into danger when it's required of them.

Discount: Blue 200cp

Very Magic Rock

An very sturdy 100lb stone. It can be used for magic decoration or to magically smash smaller rocks. You can upgrade to an even larger and more impressive rock for 50cp.

50cp

Master of Disguise

You have a natural gift for blending in. Simply wearing the appropriate clothing is enough for you to complete almost any disguise. Red, Blue, Yellow, and Green dyes included.

Discount: Chumura 300cp

Sacred Tribal Mask

This mask marks you as a person of status within the tribe. Since you're one of the few here who can harness mana, it's only appropriate. Comes with a matching loincloth.

Requires: Tribe 50cp

Ancient Totem Pole

Should you approach the totem pole and offer your prayers, the ancient spirits within are sure to grant you one of eight gifts. This structure gives one blessing per visited land.

Discount: Blue & Tribeless 200cp

Without A Prayer

You do not need the support of a tribe to generate mana for your spells. You time it takes to to generate enough mana for a spell is reduced by ten percent.*

Discount: Tribeless 100cp

Vault of Knowledge

Within the confines of this vault you can preserve knowledge of one of your magical techniques. Whoever next reads from this stone will be able to learn how to use it. One use.

Discount: Tribeless 400cp

*Regardless of bonuses, the time it takes to charge a spell with mana can never be reduced more than 99%.

Spells

Convert
100cp
100s

This spell charms can charm savage wildmen, showing them the salvation that you can provide and turning them into loyal followers. No effect on the civilized.

Discount: Blue & Chumura

Blast
100cp
100s

This spell unleashed a powerful flaming burst that can send a grown man (or several) flying. The spell is fire-based, but will only ignite very dry materials.

Discount: Blue & Dakani

Mortaza
600cp
10 days

Summon a winged monster for 5 minutes with no purpose other than to slay your foes. Though not invulnerable, it can take serious damage before being defeated.

Discount: Dakani

Bloodlust
200cp
200m

The eight targets affected by this spell become faster, stronger, and much harder to kill for two minutes. They also tend to really like killing and actively seek out chances to.

Discount: Tribeless

Teleport
400cp
30 min

The use of this spell can transport you anywhere within 50 kilometers. It is recommended you be familiar with the area you are teleporting to, but not required.

Discount: Tribeless

Ghost Army
300cp
3 min

This spell creates six shadowy duplicates of allies of your choice. They can only attack or be used as distractions. If they are harmed they disappear in a puff of smoke.

Discount: Tribeless

Magical Shield
300cp
1 hour

An ally protected by this ward will find that enemy magical attacks simply ricochet off of them harmlessly. Unfortunately, this particular spell doesn't work on you.

Discount: Chumura

Invisibility
300cp
10 min

This spell renders up to 8 of your allies completely invisible to everyone except one another and yourself. Sadly you gain no benefit ffrom using the spell on yourself.

Discount: Chumura

Swarm
300cp
10 min

This spell unleashes a vicious swarm of stinging insects to assail your foes. They actively seek out your enemies, even driving them out from their homes and cover.

Discount: Chumura & Matak

Landbridge
100cp
1 hour

This spell conjures a bridge of land from your location to a point you designate no more than 500 meters away. It will easily carve a path over water or through mountains.

Discount: Matak

Lightning
500cp
1 hour

Call down the full force of a lightning bolt from the sky to slay whoever may oppose you. Unless they can withstand the fury of nature, that is.

Discount: Blue & Matak

Hypnotize
600cp
1 hour

Hits 6. For approximately forty seconds after being struck by this spell, targets can be ordered to perform any action they are physically capable of so long as it does not involve self-harm.

Discount: Chumura

Tornado
400cp
1 day

Using this destructive power unleashes torrential winds, capable of tearing apart a building and sending its inhabitants flying. Once cast, the tornado travels freely.

Discount: Dakani

Swamp
300cp
1 day

Cast this spell upon the ground and it will shift and twist. becoming soft and eager to swallow the unwary. It will drag down anyone foolish enough to try and pass through it.

Discount: Matak

Flatten
200cp
1 day

This spell renders an acre of land perfectly flat and ready for whatever purposes you may need it for. The spell can be used underwater as well.

Discount: Matak

Earthquake
600cp
3 days

This spell shakes the very earth for a minute before taking full effect, causing it first to split open and then forcing molten rock through the gap. Can damage up to an acre of land.

Discount: Matak & Dakani

Erode
500cp
3 days

As though thousands of years of erosion occur in mere moments, this spell scrubs away features of an acre of land. Cliffs, coasts, and mountains are especially vulnerable.

Discount: Matak

Firestorm
600cp
7 days

This spell rains down fire and everything within an acre will suffer the consequences. Plants, buildings, and persons within the targeted area are liable to catch aflame.

Discount: Dakani

Mana

Mana naturally flows through you, charging your spells. But the universe can be pursuaded to give you a bit more than your fair share, if you have followers praying for that.

The time it normally takes to charge a spell is show in cyan. The numbers below indicates the follower milestones that need to be achieved to reduce the time it takes to cast a spell. With each rank below the time to charge is reduced by 10%. After 2 million followers the reduction peaks at 99%.

1
5
25
125
625
3,000
15,000
80,000
400,000
2,000,000

*Regardless of bonuses, the time it takes to charge a spell with mana can never be reduced more than 99%.

Drawbacks & The End

You may take drawbacks to gain up to 600 extra CP.

Neanderthralls

All of your allies here are remarkably stupid. This doesn't provide them with any strength benefits. They can barely hold a conversation and are only interested in food, fighting, or sex.

+100cp

Treachery

Your tribe is even more weak-willed than you would expect from a band of illiterate cavemen. They will quickly convert to the enemies' tribe if they so much as hear your enemies preach.

+100cp

Damaged Ground

Whenever your tribes' buildings are destroyed, the ground they were built on is thoroughly damaged to the point it cannot support any structures or agriculture.

+100cp

Dead in the Water

You lose any swimming ability you once had. When you enter a body of water, your body becomes completely immobile and you sink like a stone.

+200cp

Appease the Volcano

If you want to recharge your mana, simply having followers isn't good enough. Only by providing live sacrifices will you be able to regain mana. Needed every 24 hours.

+200cp

False Idol

You will be reviled and cast out of your tribe as an insult to the shaman. In addition, you will immediately earn the ire of all four other shamans as a particularly vile abomination.

+200cp

Itchy

There is no relief from this. Even if you are beyond the capability to feel anything else, you will still suffer this itching. The sensation is not always in the same place and you can never quite adjust to it. You will find it difficult to focus on anything but the itch for any length of time, and may end up hurting yourself from all the scratching.

+300cp

You Got No Game

Food is scarce in the lands under your domain. Whether you are cursed or it is simply bad luck, wildlife gives your territory a wide berth. Your people will have to travel far if they hope to catch anything as elusive as meat. I hope you enjoy spending a lot of time scavenging, because people haven't quite got the hang of farming yet.

+300cp

Before Hygeine

The Stone Age isn't known for its cleanliness, and your tribe is dirtier than most. The people fear water and avoid it instinctively. The smell of urine and feces is commonplace in your settlements, as the people simply go when they need to. This drawback also counters any abilities you may have to stay clean.

+300cp

With your ten years here complete, there is only one more choice you have to make. Will you stay or go?

The Beginning

You return to where it all began. You will awaken at home, as though no time had passed over all the years you've been gone.

Home

The Middle

This was never more than one stop on your road to greatness. You carry on to whichever new world has yet to be visited. Many more await.

Continue

The End

This universe is just full of worlds for the taking and you're the one to take them. You remain here, perhaps one day becoming the god of this realm.

Stay

No matter your choice, you get to keep all the items and abilities you've gained. Your companions go with you too.

The Totem Pole

This ancient structure knows just what you need, even if you don't. Though its benefit may seem confusing at first (and perhaps forever) it gives you what it thinks is best in the moment. Upon praying for a boon from the totem pole, roll 1d8 to determine the results. The totem pole may be used only once per world.

1 **Guidance** leads you to an objective, eases the journey and will provide recognizable signs when you're on track.
2 **Disorient** leads your enemies astray, preventing them from tracking you and causes scouts and raiders to become lost.
3 **Sanctuary** will bless your settlement with protection from natural disaster (but not unnatural disaster).
4 **Plague** will start a serious contagion/infestation within an enemy settlement; It will not spread beyond their borders.
5 **Harmony** The lands become prosperous and your foes will grow complacent and possibly consider diplomacy.
6 **Disruption** causes enemies to turn their sights on each other and attacking one other with greater ferocity.
7 **Shelter** will provide you with a vacant (if rundown) home to inhabit. It can comfortably house up to twenty persons.
8 **Devestation** makes a great disaster befall the home of your foes, anything from a hurricane to volcanic eruption.