

Adopt I made!!



This is a piece I drew for someone in a art trade!





Style heavily references wild manes/I think is a copied/splices version (this is older, but I think

she's one of the prettiest characters I've designed so)(my character aswell!)



Moodboard not by me(character for my best friend)



Background not by me!(Character made for a giveaway)



Adopt designed by me!!



Character for someone who won a giveaway!!(Background and halo Not drawn by me)

MY LITTLE BUTTERSCOTCH



Very simple pony sketch I made based on a plus I own.



Fusion pony I made!!



Art trade with someone!! (A lot of these characters are designs I've made and trades or art trades so the characters are not mine)





Character concept board I made!!+ Plus character I made from it (All images from Google :<)



Another one!! (All images from Google again!)



Twilight design I made for someone!!



Character I made for someone in a trade



(I did not design this character but I did draw this !!)



Character I got from art trade and then drew!! I did not design them



Art I did for art fight !! Character is not mine!!



Art I did for Artfight!! (Character not mine!!)



More art from art fight!!(Character not mine!!



More art from art fight (this is probably my best) characters not mine!!



Really messy doodle I made of all of my characters in my new style (not the one copied off wild manes)



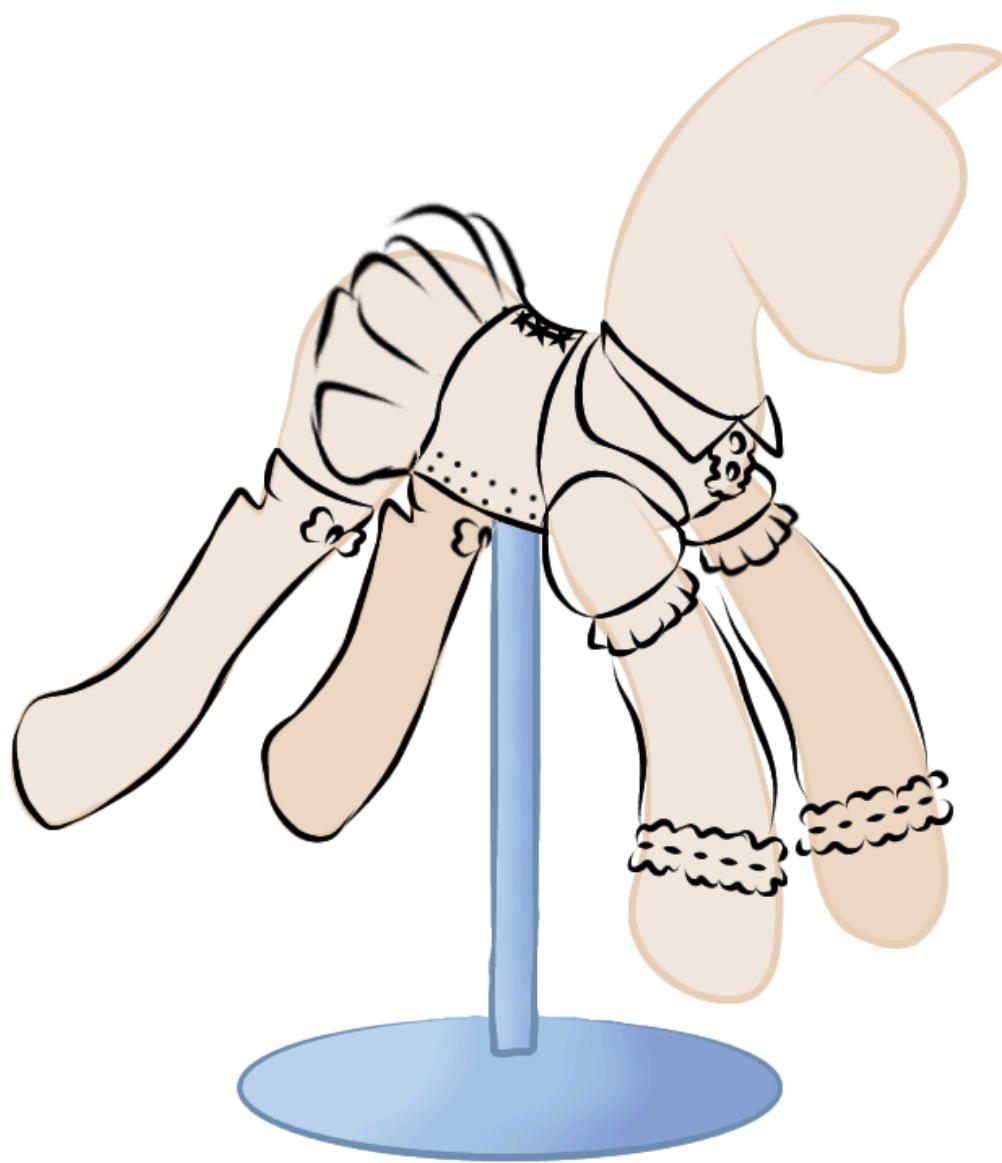
My character again also a doodle

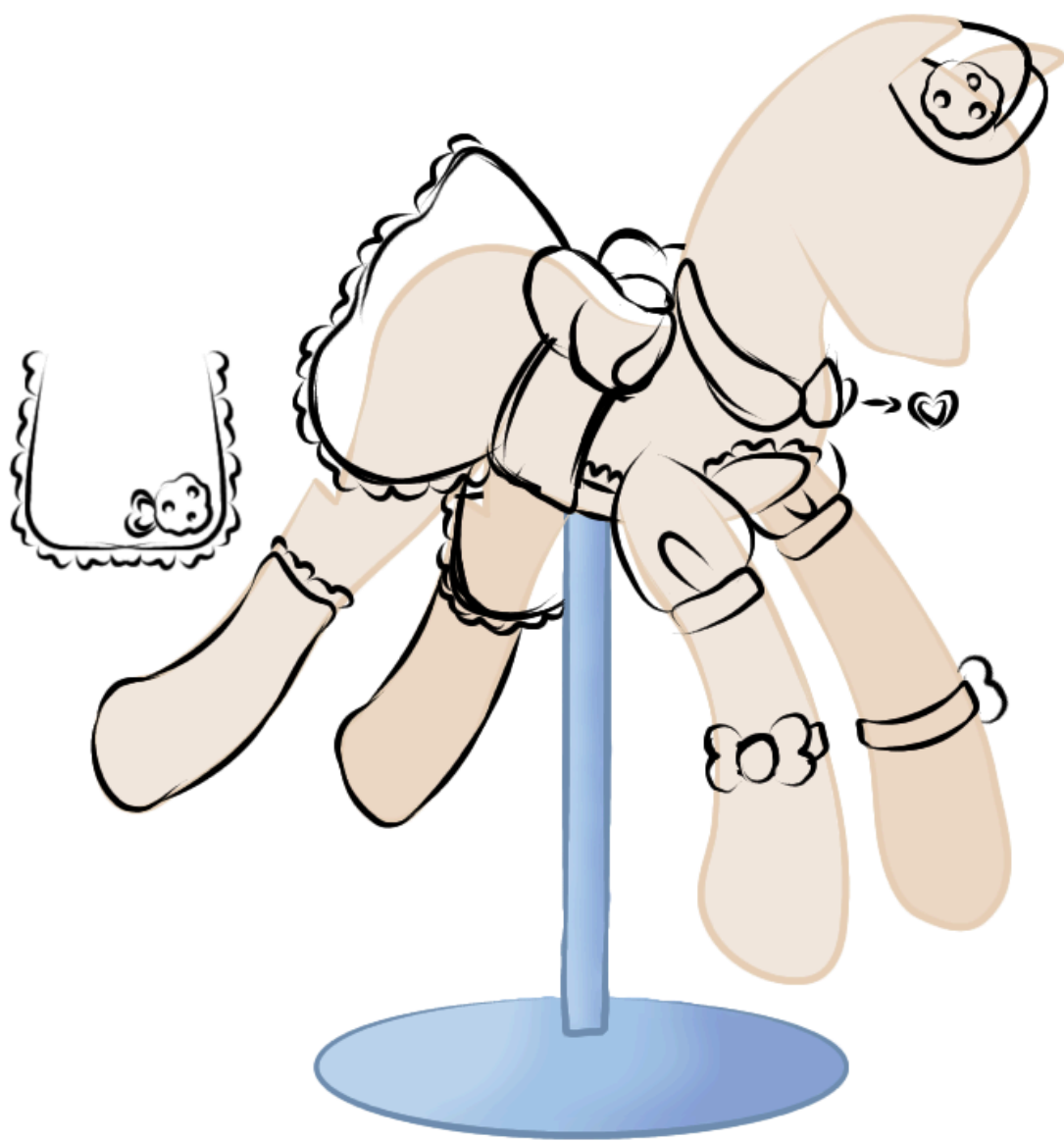


My character again!! Also a doodle!!

And now I'm going to showcase how I make concepts for myself instead of just my designs and how I translate them lol, so most of this will be sketchy and no colors I think(also no description)















T
Vamp Pega



(Bondit
NPC)



Turned Vamp Earth
Pony



T
Vamp Unicorn



T
Vamp Peryton



Dominant
Vamp
traits

(All species)
wind nubs
fester loss

Sharp Hooves/claws 3 (sometimes)



I will say that these are all extremely rough but I promise any concept made for the show/comic will be way clearer, cleaner with more details, notes, color variation and everything a concept could need!!

I plan on adding a example of what I mean when I get the chance so if y'all read this before I add it you can dm me and discord and I'll just dm it to y'all/you can ask me to make a little prop you need and I'll just show you with that!! Or I could design a background pony for you or anything!! I would love to show you my skill and what I'm capable of as a designer!!

So this is still really rough but it's a idea I thought of for the comic !! So I don't know what the plan is for background characters in the comics but I know individually drawing characters over and over and comics can be quite a bit if I have so I was thinking for some shots it might be nice to use silhouettes so I did one batch of punk boys and they're not that refined sorry but I thought

it would be a fun idea



Inspirations: My Little pony(gen1-5), Wild manes, strawberry shortcake, care bears, filly fantasia, slime rancher(maybe), Melowy(maybe), Mia and me(maybe) cookie run Kingdom

Starting info:

Inspirations for biomes: strawberry shortcake, care bears, MLP (G1-4)(lightly)

Environment/biomes -

Sky-

Cloud/cotton candy sky Islands, jello and crystal candy floating islands(* alcohol flows from the bottom of these islands but it's completely inaccessible to anyone but a Pegasus and falls at a great speed making it hard to collect without being knocked out of the sky), tiny mentos island over the ocean that cause water phenomenon.

Plain Lands-

Sugar paper and candy plant fields, rivers and lakes of juice, marshmallow fungal forests*, thick sweet fruit forest(rarely* and you'll find sour fruit trees as well), white chocolate birch forests, dark chocolate truffle bog with syrup that hardens in the cold, chocolate/candy rock quarry, gummy and lollipop jungle, laughy taffy/fruit roll up and sour patch jungle, honey and graham cracker bog, toblerone mountains(chocolate mountains)*, dot hills, cotton candy shrub land, jolly rancher flower field,

Frozen lands-

Ice cream tundra, valley snowcon mountains*, rivers and lakes of milk with cookie beds, Snowcon and peppermint mountains*, gingerbread and peppermint Forest, eggnog ravine, toblerone mountains(chocolate mountains), hot chocolate springs in the bubble gum gorge

Desert Lands-

S'mores desert, rivers and lakes of pop, rock candy canyons(can * but rare), cider springs in the drought gorge*, scorching sugar desert(a mix of super hot Sugar and hard candy and pools of molten sugar w/ caramel quick sand)*, toblerone mountains(chocolate mountains), wafer tigger (spun sugar) with nerd sands, large smarties mud crack

Bad lands-

rivers and lakes of alcohol, burnt wasteland (uncooked hot brownie mix sand with hot molten fudges brownie volcanos and a lot more dangers)*, sour paper and sour plant fields*, rapid salt taffy rivers, haunted licorice redwood Forest*, the redvine thicket, fire ball field*

Ocean/beaches-

Rootbeer float ocean with ice cream icebergs and hard candy coral and brown sugar beaches, rolled wafer palm trees, diet rootbeer float ocean with sherbet icebergs and brown sugar beaches rolled wafer palm trees

Underground(underground biomes can be save or bad)-

Dark chocolate caves*, crystalline hardcandy caverns*, underground pop pockets(underground caves with lakes of pop and mentos stalag/tites/mites), hot fudge caverns, sharp peppermint caves*

Biomes that have alcohol rivers/lakes will be marked with * all alcoholic rivers will go into a saltwater taffy rapid at some point some rivers might even just be rapids

World phenomena-

Fallen yellow and crystal candy islands craters, fallen cotton candy island goop, brownie chunk and fireball debri craters, nerd cluster Metroid, cottoncandy tornado, citruc rain, dipping dot snow, powdered sugar blizzard, sugar sandstorm, juice/pop/alcohol rain depend on biome, rootbeer flood, if your in the dark choco bogs "water" when it gets, the sour patch jungle has weird weather making it rain sour powder,

Inspirations: MLP(G1-5), cookie run Kingdom, slime rancher,

Species/races:

Ponies: earth, Pegasus, unicorn, kirin, changeling, (the comic species I can't think of), hippogriff, Griffin, peryton

Unicorn- classic unicorn

Pegasus - a pawed and feathered horse with wings some have beaks and are more bird like some are more horse like

Elf pony- a normal horse with pointed ears (earth pony (capable of plant magic)

Changeling- a bug horse (can shape shift once a day for an hour)

Crystal pony- a unicorn like pony made of crystals (capable of fire magic)

Peryton- a deer bird, back legs, tail and sometimes the beak of a bird

Kirin- a more dragonish mlp kirin some have wings some dont(capable of flame magic)

Breezies- tiny fae ponies some are buggish some just have bug wings(capable of wish magic)

Abada- a unicorn like horse that's capable of running extremely fast(air+fire)

Kelpie- a horse that is partially made of water or plant life (water+plant+air magic)

Non ponies(dragons deer goats and etc, function almost like the pony races but don't have any magic but earth pony magic(some have cute marks some don't)

Mushlings(like from mario but they are made out of marshmallow and come in many more shapes and sizes)

Cake Werehound (basicly cake furries)

Inspirations: MLP(G1-5), filly fun, carebears and etc

NPCs/good guys

Important good guys-

School headmaster/mare- a changeling with a black licorish coat and sour red hair (thinking scorpion as he bug) main idea: she looks evil sounds evil, acts evil but she's actually really nice and caring(I can think of a proper example of this but yes) full body mirror + cutie mark choker + scorpion crown + chokers

Queen/emperor(bbs)- a winged kirin with a split coloring of black and white Choco with a blueberry and strawberry cream mane, she's is the first kirin, born of a celestial spell(347years ago), these dragon filly's crashed down from space into the oceans and volcanic lands of the world being found by the water folk the surviving filly's where brought to land tribes/city's/whoever an given to willing families some Kirin's where able to swim and breath underwater but it's rare Kirin's reproduce asexually with magic and it results in the parent dieing so alot chose not to but many have and do, she is thousands of years older then the city and was originally just a founder not a ruler she helped with the start of the city around 126 years ago- she's only been ruler for around 54ish years - shes supposed to be a gentle and silent back bone who doesn't talk or meet with her own subjects like a Fluttershy esk figure? She has 6 loyal courtsmen that are called the pillars or princesses who do her job for her basically. No one knows her past or reasoning she just keeps everything in order and trys to maintain peace.

The pillars/princesses-

The princess of chocolate(PC for short)- the busiest pillar, constantly out of the castle and kingdom on meetings, at party's, at fairs, a public showings ,and reveals, at everything, good thing they are a breeze or they'd probably be dead

The princess of fruit(p2 for short)- the laziest princess, she's in the castle the most and is even secretly friends with the queen they and their berry's(their own mini staff of 5 maids/buttlers) handle all household Castle stuff, gardening, cleaning,cooking, groceries, making beds, organizing, decorating, everything. She talks with the queen everyday secretly she's the only one who knows about the queens troubles and past, the queen forgets to take care of herself and sometimes just spends all day pacing back and fourth on the garden path thinking. P2 helps the queen stay healthy

The princess of sugar - the planer pillar, they talk to the queen at least twice a week more if it's busy, they organize the plans with the other pillars and sets in castle social events , she also handles the empires online presence and heavily helps with the entertainment industry.

The Pillar of cream- handles all in kingdom events, party's, meetings, issues is the main political icon of the kingdom aside from PC and P6 as well as help the pillar of taffy

The Pillar of taffy - the record keeper, keeps track of everything, the castles money, pillar paychecks, kingdom bank, city history, birth records, citizen records and so much more.

The pillar of Sour- the warrior pillar, handles in kingdom and out of kingdom defenses has a collection of captains who handle everything in each city outside the main kingdom, handles wars, treaties, expeditions to bad lands and more, trains all in main kingdom soldiers and captains personally (basically a boarding school for muscles and brute magic then utility magic and shit)

Princess fruits berry's-

Bluebell/blueberry- is dressed in blueberry stuff, blue helps with mainly the garden and decorationing(floral based ones)

Elderberry- is dressed in elderberry stuff, elder helps with cooking and spends all her time in the castle cooking for everyone, she's the only one who doesn't follow fruity around

Acaiberry/acaicour- is dressed in acaiberry stuff she helps with cleaning, making beds, setting the table, doing trash and more

Tayberry/taffayfay- is dressed in Tayberry stuff she helps with groceries, and helps acai and could alot with cleaning and party prep

Cloudberry/Cloud dancer- is dressed in cloudberry stuff he helps with party preps and plays music for everyone in the castle during the day and plays downtime music for in castle party's hes the only berry who is permitted to see the queen and is commonly requested to play music for her and fruity

Curses, diseases and magic items inspirations- DND, filly fantasia, MLP,

Race like curses/ diseases(some of these might be mentioned before or after this ignore them)

Vampirism- a celestial curse affect most playable species, all noticable affects include pointed ears, sharp claws/hooves, and fangs affects people born on red moons and vampires on the red moon, people born will be cursed to be a vampire, and previously cursed victims if the curse has awaken will go full vampires for a whole night, loosing control of their body, growing larger bat like wings/wings in general if you don't have any the fangs will grown longer and the sharpend claws/hooves grow longer, they will attack everything and everyone, an will fight till the body is litterly destroyed if I they are dead(like it can move it will move) works almost like a semi non infective zombie virus

Lakanthropy- a disease from the cake dog race it's kinda hard to get- all the cake dogs have it but they have full control when in fullwere form but if some how gotten (threw eating a cake dogs brain/heart Or by being absolutely brutalized by one and somehow survive(not a 100% guarantee either) it is a genetic disease so some royal family are werewolves threw heritage,

non cake dogs have very little control over themselves when they are a werewolf and often go on rampages.

Bird flu- a species based curse, all ponies with a birdish heritage will once a month start molting their feathers at a random time of the week for 3 days straight before they turn into a bird for a day .

Brittle syndrome- affects small bones species (crystal ponies, unicorns, perytons, pegasus, and more, is caused by a lack of concentrated magic during the kids life, ponies grow off the world around them, and the magic, if a unicorn uses too much magic for meaningless tasks as a filly they are using all the magic that is supposed to be helping them grow, same for a pegasus or peryton flying their wings will get strong not their body, it can happen to most magic species and is normally caused by the child being neglected. They will be extremely good at magic and flying as an adult but-

Diseases (diseases are normally deadly but can sometimes be helpful)-

Zombieism, vampirism, lupine, all DND diseases, sour sickness is a disease that cause to be extremely fatigued and weak your spells recharge slower if at all it gets worse if not treated, mint bite if your in snowy regions or if you eat too much mint you can start to experience a extremely painful brain freeze that can slowly paralyze you(there is a reverse of this called hot flash and it's caused from fire balls and too much heat), Cackle fever This disease affects all. Victims often laugh uncontrollably, which is how it got its name and nickname, "the shrieks", Mindfire This disease causes a creature's mind to become feverish, making them behave as if they are under the effects of a confusion spell during combat ,Blinding sickness This disease causes a creature's eyes to turn milky white, and they are blinded. They also have disadvantage on Wisdom checks and Wisdom saving throws, Filth fever This disease causes a creature to have a raging fever. They also have disadvantage on Strength checks and Strength saving throws.

Curses (curses are normally deadly but can be helpful) -

Petrifaction(turns you into hard candy), all curses from dnd

Magic items -

Most items from dnd turned candy, the heart amulet from my little pony, the 3 crystals of the world(earth, air, water), alicorn amulet a hard crystal amulet with a jelly crystal inside it it grants its wearer great power and either a horn or wings(this amulet is pony exclusive), ring of Pegasus kind(allows the wearer to walk on sky Islands) Custom Cutie mark chokers- and extremely popular clothing item worn by nobles and richmen they are custom made and normally have crystal fragments on them that add tiny buffs to the wears unique magic goes for around 4-5g.

Royal crown's- crowns made for every royal upon going to magic school (by their families not the school it's not that nice)'and it's normally adorned with crystal fragments to represent the pony or the family (so if it's a warrior family it will probably be a family design and give a minor

strength buff, if it's a merchant family it will probably be for the kid and give a minor magic buff) they are made for around 1-2p but can only be come by royals or ppl blessed by a royal.

Inspirations for cities: wild manes, MLP(G1-5), care bears, and strawberry shortcake.
Towns/cities (there will be 2-3 main safe towns and 4-6 safe/unsafe towns(could be more of either)(this will also have weird land structures, enemies bases and etc):

School of magic- a school for ponies, gingerbreads, mushlings, pinatas, and cake werehounds, it's a semi school semi life training plan basically twilight's school of friendship, species that can't be taught are taught other skills or to use the world's magic if possible, this is for rarer people/chosen people (if you can get enough people that have been to the college to suggest you you can get in for free) this is set in the tundra and it's a single HUGE castle(like Hogwarts sized(but actually it's bigger like the school that was told is like Hogwarts but even fucking bigger)

Sugarlot- (it's literally canterlot and ponyville and sweet apple acres mixed is a huge city town in the plain Lands it's big enough to basically be its own biome and should probably be drawn so on the map, it has huge candy hemp farms and candy bacco farms and a lot of other farms, family mansions, the main Castle, several inns and bars and etc a lot of shops and markets and shopping districts

Sky Towns- (can't think of a name) this is where most of the pony species with wings come from, the griffons and hippogriff are both more brutal and evilish animals so their nest resembles tribal like huts, Pegasus and pegasus are more classy and live like unicorns in nice made houses, each town has an inn/pub, a library, shops and most other stuff a town could need! Even little farms since they need to be self sufficient in the sky!

Unicorn and kirin city - they are crystal like house like from the crystal empire they don't have their own farms and make trade off of their hand crafted goods, they normally have 2 or 3 inns and a shit ton of stores, the houses here are huge

Earth pony town- it's a semi small town since earth ponies like to travel, it's mainly farms, it has one inn and a shopping center the rest is all houses and a town hall

Changeling hive- literally a changeling hive from MLP after they reform but made of candy no other species are allowed to enter unless invited personally by the queen

Mushlings and cake werehound camps- they are like the teepees from native culture, they are completely nomadic and never stay in the same place for long, they live off the land and don't talk very much to outsiders, they are super intelligent and might know more about the ancients than they let on

Gingerbreads and pinatas city- people come from the desert and they live in a HUGE city like one of those nomadic desert city's but its made out of bright and pastel cotton candy, they have ,2 inns several shops markets and some bars

Pyramid- gingerbread, Carmel(extremely fucking dangerous) both have sugar golems, are basically ancient structures and they both have a witch at the very bottom, there is one each set in each desert and they periodically get covered in sand and seem too move(DO NOT EVER GET TRAPED IN ONE UNLESS YOU HAVE ENOUGH FOOD FOR A WEEK!) but they will show back up in a different location in a weeks time

Jungle temple(idk wut else to call it) a temple submerged under the bog in the dark chocolate truffle jungle (I haven decided what enemies will be in it yet) but it will have good look (it will probably have a witch in it(i think witchs are just gonna be the main weeks demon basically a beholder)

Frozen hardcandy Castle- a castle hidden high in the snowcon mountains, it's a dangerous place full of loot and enemies it's extremely hard to get too

The hive(I forgot to add this animal to neutrals) the hive is a HUGE hive where the dragon bees(fluffy cotton candy beed with half liquid butts,works are the only truly natural one the rest are evil but are only at the hive) come from, there's not really any magic ancient items but uh idk I'll figure out something cool to make the hive worth exploring if anyone decides

Gnikgoblin camps- extremely primal camps, they use whatever they can to build them up and stay there till they can get what they want them move

durineer camps- they don't normally go on land but when they do shore their boats, they set up spiked blockades and mini tens till they decide to set sail

Dragon dens and wyvern dens- they will nest deep inside caves or make their own some will nest in lakes or oceans, all know dragons will have their dens marked

Hidden molten temple- a temple hidden inside the brownie volcano, Cerber is here with a witch or 2, probably a bigger boss and a reanimated velvet dragon, it will be a final boss thing or something

Plants (staleness: if a tree is cut down it will go stale and become inedible after awhile but can be used at a normal tree(this works for all plants, chocolate wood- wood/ cotton candy puffs- cotton etc, so don't eat someone's stuff even if it looks edible it will make you sick!!)

Good plants wont hurt you, and they wont hurt if you touch them or eat them

dot flowers, waffle clovers, tanghulu flowers, rice cake flowers, moon cake flowers, lollipop flowers, rock candy flowers, mento bushes, bubble gum plants or rocks can be very helpful if you need a glue, spun sugar tumbleweeds, fudge moss (past this is a bunch of useless trees I wrote down for some reason) honeycomb and spun sugar willow tree, soft serve icecream cones (any flavor of soft serve icecream), rolled wafer palm trees with thick candy paper leaves (strawberry, choco, or vanilla wafers and slides), choco bamboo (white, normal or dark), graham cracker pine trees

Drug subsection (some of these are plants some of these are products I just need to put this somewhere):

Crystal bud, candy cigarettes, gummy vapes, paper candy acid, sour powder (yes you can get high off the plants, it's bad! Can be smoked, in pills or snorted), cotton cocaine (called: sky candy), pixie dust (comes in snort stick, smoke, and pill), Puff shrooms (just a different form to take sour powder in and it won't make you sick after), Pulled crystal bud taffy dabs,

Neutral plants won't hurt you, and they might hurt if you touch them or eat them

Puff shrooms (will puff out sour powder if disturbed), sour fruit trees produce a lot of pollen and you could get sour power in your eyes, some tall mushroom trees will periodically release puffs of sour power and will always drop it if hit too hard, truffle bushes have a slight chance of having a choco mimic inside, large Loli pop trees when bumped into carelessly can crush a pony, cotton candy anything, jolly rancher flowers, minty anything (will make you feel colder than you are), marshmallow bushes (the marshmallow might be hotter on the inside), rock candy bushes (spikey bush), sour spun sugar tumbleweeds if it hits you and breaks it will make a puff of sour powder, redvine thickets are sharp pokey vines covered in thick sour sugar, fire ball plants will make you feel hotter than you are and might even burst under the heat of their environment covering you in hot goop,

Evil plants will hurt you, and they might hurt if you touch them or eat them (a lot of these have super long descriptions I put at the bottom)

Laughing vines, chocolate ooze, tricky twisters, fake dots, peppermint trees, dead vines (like laughing vines but they don't try to attract prey), molten and melting plants (they aren't evil but you can't be near them without having a chance of getting hurt or killed), sour flowers and plants (they are COVERED in sour powder you can barely sneak through sour flowers fields without causing a puff of it) grabby water weeds (will try and drown ponies in the rapids), licorice vines and trees are just evil they will try and grab ponies to rip them apart and ponies just shouldn't go near licorice vines and trees,

Creatures (animals and etc) (most of these are from crk so if I want to make a doc with images I

can just look them up)

Good creatures will flee upon being scared, attacked, etc it depends but it WILL NOT attack:

roll cake squirrel(choco and vanilla), Mangorca (a fruit nussy very common sea and lake animal), cake hounds(a baby of either a cake wolf or a cake werehound)(cream, choco, berrys, crumble, sponge, extra cream) cream scarab,(a choco scarab with cream on its back) choco chip scarab(a older cream scarab with chips on its back), blueberry cream hermit crab(they can also be strawberry), toffee breetle, yogurt snails(can have any berry for a shell), jelly bean frog(can be any color bean), cottontails(can be any color cotton candy), jellyfish(any color), swedish salmon(any color), jelly fish, fudge moose(white dark normal, strawberry or mint), penutbutter deer(will have jam spots if a girl), gum ball bird(comes in any color), Twizler canary, chocolate owls(candbury eggs),, giant molter mole, sugar paper butterfly's(any color), chocolate whales(white chocolate is the biggest breed of whale dark is the smallest breed of whale), watermelon bass, and mango sunfish, cotton candy sheep(fudge body(strawberry white or dark with a pastel cotton candy fur), fudge alpaca(fudge body(strawberry white or dark with a pastel cotton candy fur), snowconcampie(can be any color), sugar swan(can be any pastel color),

Neutral creatures will attack upon being scared, attacked, etc it depends but it WILL NOT flee:

black and white dragon(oreo dragon), bat-cat(a marshmallow bat with licorice wings), jelly worm(a worm made of balls of jelly with spikes of rockcandy), prickly fruit worm(a worm made of spiked fruit), cake wolf(cream, choco, berrys, crumble, sponge, extra cream), mangosteen(a fruit octopus that might harass you), blackberry cream hermit crab(can also be raspberry), horned toffee beetle, berry spiders(can be any berry), pomegranate snake(a gummy snake with a pomegranate tail tip), pretzel sand snake(can be burnt, or uncooked), roll hog(vanilla or choco), choco cobras, spiked jelly bean frog(can be any color bean), marshmallow wyrms(only choco, strab and vanilla)(can be evil if molten), spiked pike(any color), spit fish(any color), Peppermintusk(a fudgebody with peppermint tusks, almost any flavor fudge), macaracoon(any pastel color) Sour gumballs bird(comes in any color), sour string buffalo(any dark color), bears(Carmel sun bears, chocolate brown bears, dark chocolate black bears, marshmallow and fudge polar bears, hugs panda), foxes(fireball, honey, ice cream, and sour gummy), gummy sharks(can be pink, blue orange, yellow or green), gummy algators(can be pink, blue orange, yellow or green), giant sour octopus(is multicolor sour gummy), brownie crab(can be molten white or normal), cream licorice angler(can be any darker color), thick cream squic(a think chocolate or vanilla cream squid),

Evil creatures will attack upon seeing you and dose not require any sign of aggression:

Cream wyverns(magma cinnamon, buttercream) cakeberus(cream, choco, berrys, crumble, sponge, extra cream), giant jelly worm(a jelly worm with a thick carmel armor an huge spikes), cake and cream worm with choco spikes, red velvet dragon, hoofbreaking urchin(a hardcandy shells urchin with a sweet goo on the inside, they will roll for you in the water.) wafer

jackal(vanilla,strawberry,choco), burnt wafer jackal(vanilla,strawberry,choco), chocolat mimic(can be white or black), chocolat mimic amalgamation(a huge collection of chocolate mimics)(can be white or black), molten lizard(a burnt brownny lizard that spits molten fudge)(can be dark choco white or normal), dragon fruit dragon, molten dragon(red dragon of the vally)(is a mix of white black and dark choco), scorpion(brown sugar and berrytail), cream lynx(buttercream,magma,cinnamon,strawberry), spiked fruit spider(can be any fruit), wafer tiger(vanilla strawberry or choco), queen marshmallow spiders(any color marshmallow normally pastel), shaking hard banana snakes(can be underripe, ripe or over ripe colors), sour gummy dolfen(can be pink, blue orange, yellow or green)

Creatures(human but non sentient)

Good passive and will not attack unless attack likes to socialize and might seek you out:

candy spirit(hardcandy, chocolate, gramcracker,etc engorged in raw magic)

Neutral neutral will run sway and flea upon being approced but will attack when attacked if caught:

berry bishop, baby fruit wisp(can be any fruit engorged in raw magic), gnikgoblin(gumball goblins, only blue green and red), witch sentanls(cone lancer/legionarie/draagoon, anything a witch can be) sweet golems (witch based sugar golems),

Evil will attack once approced multiple times instead of fleaing like neutral, might also seek fights:

waffle Goliath(can be burnt frozen or normal), durineer(a Duran/coconut creature, has multiple classes bard, fighter, etc and has a leader/boss), skelecake(a cake and peppermint skeleton, has multiple classes, and a leader/boss), fruit wisp(an adult fruit wisp has different forms), can be any fruit engorged in magic),eyes and hands of calamity(creatures made by the big bad guys), prowlers (cream, molten, gramcracker), witch(cake witch, can be cake, gramcracker, snowcown, chocolate, molten), yeti(Choco or vanilla)

Fractions and big bad guys these are factions and the big bad guys that lead them-

Wrangler+ no heart + teriec

(Ill think of a name later)

A centaur made of burnt chocolate sour candy's black licorice and pure evil magic. He is traped in a mirror but he has (2 for sure maybe 3 tho) main minions who fulfill his evil desires, he seeks

to be set free to unleashed his wrath upon the world, his minions are seeking 4 magic items (maybe more but the heart amulet and 3 crystals for sure) to set him free

Ahuizotl the guardian of the molten temple- and extremely dangerous demon made of molten hard candy and fudge, he has 2 witch's and a dragon under his command, who also have their own pets, he is an extremely strong boss but maybe there's a way to avoid his fight? (I'm thinking of making the main boss resurrect all his minions)

Queen of the snow mountain castle- a hardcandy car adorned with cottoncandy robes she is also extremely powerful but less so then ahui, she has a which under her command and 2 wyverns, as well as 2 werehounds(might need to relebalnce the emines)

The smooze guardian of the dessert pyramid: the smooze is made of hot molten caramel, he is the weekest of the boss choosing to fight you alone on the outside of the pyramid, he has witch under its comand.

Random plant details

Laughing vines description: will sing beautiful songs when ponys are far causing them to wander in there direction and once a pony is close enough they will grab ahold of them

Chocolate ooze description: chocolate ooze is the birthplace of all mimic chocolate, it hums a natural tune and lures people into its nest in one of the many dark chocolate caves cavens to be eaten by it's amalgamations

Tricky twisters description: a plant that will catch rocks from avalanches and wait till a pony is close and let them go to hopefully catch a meal

Fake dots desc: a dot made completely of settled colored powder it will burst into a HUGE puff of sour powder when stepped on

Cottoncandy anything desc: is a special case I fell like I should but this in bad but it's not sentient in any way or on purpose so I won't, but its completely harmelss and normal when not wet but after a rain cotton candy areas become cotton candy goop and cotton candy goop is EXTREMELY STICKY and can cause a pony to get stuck till it dries up or till they die

Peppermint trees desc:they just always seem to fall on and impale ponys must be luck I guess

Butt stuff-

, they have butt mark blasts like care bares, they have they normal species magic like from 4-5(so earth ponys can grow candy plants) and once they gain their cutie mark(which can be harder in this world because it could be combat based and you could be someone who hates combat or vise versa you love combat but your supposed to be a clown and youve never told a joke in your life(

The magic core (cutie mark)

An exterior organ, it is not technically fully exterior, the cutie mark is a thing that happens because of a magic organ that is attached to a ponys heart, once a pony finds their purpose in life, their cutie mark will appear and non painful but extremely scarily the magic sack on the ponies heart will either disappear completely from their inside turns into a crystal and appears infront of said pony(these crystals don't disappear after death and can be collected, your crystal will also automatically attach to a mirror if possible), or the magic sack will move to be somewhere else in the ponies body(can be completely random wherever it decides). This is caused by brittle bone syndrome and brittle bone syndrome can affect them. (Non brittle bones will be labled NBBS, positive brittle bones will be labled BBS)

BBS is caused by over use of magic in foalhood and basically any time post cutiemark, foals are normally told not to use magic by their parents, but some don't listen or aren't taught. Severe BBS is only able to be diagnosed upon the appearance of a cutie mark as once the crystal forms its common for the ponies bones to start turning crystal, causing aching pains and fragile bones, the bones will never fully turn crystal, only spotty but they can fuse joints in bad cases

Magic-

The magic system is semi complicated

Base magic

Levitation(non harmful), Minor item transmutation, mage hands(non harmful), and a bunch of other simple utility spells that anyone can and should know

Cutie make magic kinda falls in this category but also is technically wild magic until trained at a school so if you want a wild magic class playing a poor powerful cutie mark based species(like a earth pony) would be a good option

Mirror magic

A buff to all basic and advanced spells, allows for better control and has a range of it's own spells- light hooves(temporary allows the caster to walk on clouds and gives a small feather falling effect), air bubble(creates a bubble of air around the casters head that lasts around an hour(can be casted by a party to make a grown bubble that will hold a couple hours of hair)), and some more goofy spells for environmental movement and unique utility

Advanced magic

Advanced magic falls into two categories common advanced, and advanced.

Common advanced: Advanced magic, is a more powerful version of basic magic with alot more spells and utility(think of all the useless ass spells in Hogwarts legacy) aswell as some attack magic like magic spark and magics bolt and etc(alot of normal DND spells but with their environmental magic taken away and turned candy or just "magic" because basics pony magic

Advanced magic: literally all of that except if your a species that has a environmental magic or etc, you'll be taught that instead of common advanced defense spells, you can learn some spells outside of your race but you can't be a water based species learning to breath fire or a fire based species trying to move threw water.

Weapon magic

Basically advanced magic but for weapon moves(these are basically power attacks), you are taught simple and complex attacks, Can be many weapon, bows normally have a crystal made scope that allows better shots, war hammers might have a crystal hammer core that gives it magical weight, a sword might has a crystal handle that gives it a sharper blade. Magic weapon are basically like mirror but without the phone capability

wish magic

Transformation, 2-3 potential rerolls a day(that would be counting potential race buffs) , luck boost in interaction, random buffs and a bunch of random magic that's not normal and probably counts as wild

Crystal magic/enchanting

Allows teleportation, building construction (within reason) , mind control (within reason), weather manipulation, and a bunch more wacky overpowered stuff as well as actual enchanting, like crystal in your sword it might have an environmental buff or something

Sour magic

Sour magic is dark magic like litch magic and shit but candy based, curses, zombie all of that but candy

Celestial and Eldridge

(more healing shit religion magic, paladin magic)

Like I said it's basically just paladin magic and a lot of history, paladins , warlocks, clearics all ha religion magic and stuff comes from here

School falls into 3 categories

Main schools , the magic school, and sour boot camp

Main school (anyone can attend)

History

Science/basic magic

Potions

Herbology

Economy

Etiquette(paid in normal schools)
Home EC
Mirror magic (paid in normal schools)
Advanced magic (paid in normal schools)

Magic school (is for royalty and nobles, and even with proper payment if a commoners family is genuinely too common they will be denied entry (but are normally offered to be taught at the boot camp if magically gifted)

Celestials and Eldridges (advanced study is paid)
Enchanting/crystal work
Elemental magic
Wish magic
Potions
Herbology
Etiquette
Mirror magic
Advanced magic
Curses(advanced study is paid)

Boot camp (is for anyone magically gifted and chosen backgrounds plays vey little role)

History
Celestials and Eldridges (advanced study is paid)
Science/basic magic
Potions
Herbology
Economy
Etiquette
Home EC
Weapon magic
Military strategy
Mirror magic
Advanced magic
Enchanting/crystal work
Elemental magic
Wish magic
Sour magic (advanced study is paid)
Curses(advanced study is paid)

Mirror details

Pocket sized mirrors are the most common of this legendary item all mirrors are tools of magic and works as bags of beholding(ofc they can only put stuff that fits in the mirror in it so this one

can fit only small stuff in it) and they act as buffs you magic an there are a lot of mirror specific spells, (the size of the mirror dose not affect what spells you can use but it does greatly affect the buff) they also act as phones and do have a basic service system (I'll explain more later) these mirrors can only be sold/given to ponies with cutie marks(non pony like species have different things or just don't go to the school) they are sold for a lot around 80 gold to a Platinum coin and are given out for free to the students on the magic academy.

Handheld/hooveheld mirrors are the second most common of this legendary item all mirrors are tools of magic and works as bags of beholding(ofc they can only put stuff that fits in the mirror in it(so this one is basically a normal bag of beholding) and they act as buffs you magic an there are a lot of mirror specific spells, (the size of the mirror dose not affect what spells you can use but it does greatly affect the buff) they also act as phones and do have a basic service system (I'll explain more later) these mirrors can only be sold/given to ponies with cutie marks(non pony like species have different things or just don't go to the school) they are sold for a lot around 1p 20g - 2p and are given out for free to the royal students of the magic academy upon graduation

Full body mirrors are the rarest of this legendary item all mirrors are tools of magic and works as bags of beholding(ofc they can only put stuff that fits in the mirror in it(so this one is basically a infinite big ass closet) and they act as buffs you magic an there are a lot of mirror specific spells, (the size of the mirror dose not affect what spells you can use but it does greatly affect the buff) they also act as phones and do have a basic service system (I'll explain more later) full body mirrors can tell you one thing a day about whatever you want BUT it works like he doors from he labyrinth theres a 50/50 chance I lies or tells the truth, these mirrors can only be sold/given to ponies with cutie marks(non pony like species have different things or just don't go to the school) they aren't sold normally but I you find a mirror maker you can maybe (probably not) commission one for 15p. The ones that have he most know existence is the mirrors makers, queen, pillars, the teachers and principle of the magic school the biggest of the bag guys, and the highest of royalty

Mirror system- most big city's have their own mirror systems you are able to freely call anyone you know the first and last names of in the same city as you, as well as message. Some city's are not linked to others (probably political reasons) and you will not be able to contact anyone if they are on that system. The magic school has the best service ;3 connected to everyone. There is a global system but it only allows messages and how they send it completely dependent on where you are and the magic flow of that area.

In this world it's common for people (normally only rich and important people) to use aliases/nicknames/fake names/titles/or just last names to avoid being called by unwanted people, since mirrors call function by “*command words* call *real first and last name*” and it will call the person.