

The Lazy King

By Anon303



Introduction

Welcome, Jumper, to this world of magic and fantasy. It is here where heroes rise up to defeat demons and monsters, and humanity flourishes. You might even meet a few people from your original world here and there. But it is not in this place where your new home shall lie. No, let us descend to a lower plane. You will spend the next decade down there, under a red hot sun, in the Demon World.

It's not such a bad place, down here. Dangerous, sure, but also interesting, and ripe with opportunities for the brave and fortunate. In this eternally warring world, the latest in a long line of Great Demon Kings, Kanon Iralaude, is once again futilely trying to conquer the Demon World with the Lords under her banner, but since aeons past, it has never showed any signs of unification. The names of famous Heroes are continuing to change time and time again as they try to invade the Demon World, none of them worth remembering. The angels are getting active again, after ten thousand years have passed since a large-scale invasion was launched by Heaven. And rumours have it that the church is beginning to make moves in anticipation of the birth of a new Evil God.

But little of that matters to the Demons in this world where the order is the survival of the fittest. The Demon World isn't the type of environment where you can spend all your time doing nothing, and Demons without knowledge or power are fated to simply sit and wait for death to take them. So they fight, and sin, and live eternally, perpetually carving out their own existences and satisfying their own desires.

Yet in the Demon World's open plains and spread out deserts that seem to go in without end, on ruined soil still coloured by the sins of Lords from ages long past, everything stays the same even as things change time and time again. Perhaps you could be the catalyst that effects permanent change? Or perhaps you are simply going to disappear into the long annals of history, just another pebble on the ground under the blood red sky? No matter what destiny you may carve out for yourself, whether you are going to flare brightly or burn out quietly, I'm sure that these **1000 Choice Points** are going to be of great help to you in the 10 years you'll be here. .

Time and Era

The place you shall call your home for the time being is the Demon World, or the Underground. A truly vast world, full of chaos and possibilities, and full of innumerable locations that could mark the beginning of your journey. Perhaps you shall find yourself in the Castle of Shadows, the home of Demon Lord Leigie, and a grand city unto itself. Or would you rather visit the Palace of Rending Flames, where the current Great Demon King Kanon Iralaude rules, seeped in a quietly burning aura? Choices less grand are naturally possible as well, such as the imperial capital or the numerous provincial cities, overflowing with inconsequential and powerless Demons, or even those lands beyond the reach of the Great Demon King's authority, resisting unification since times immemorial. In the end, where fate leads you is up to only yourself.

But perchance you wish to explore eras long gone by instead? Demons live eternally, after all, and the history of the Demon World is just as long, much of it shrouded in the shadows of time. Would you care to leave your mark in the past, I wonder?

The Distant Past:

You shall explore the distant past of the Demon World. In these ancient times beyond memory, many millions of years ago, strangely little is different. Demons ruthlessly satisfy their desires, stronger by far due to being born, raised and trained in this great warring era, and the various Demon Lords eternally fight for territory. The Demon World's Evil God might yet still exist, and the vanguard of that God above attempt their invasions in their unwavering zeal. Danger is everywhere in these chaotic times, but so are opportunities, for those strong enough to grasp them.

The War of Black and White:

Your stage will be an exciting one, it seems. Ten thousand years ago, Heaven launched its latest large-scale invasion of the Demon World. The last great turmoil of the Underground happened a long time ago, and as such the blasted plains are overflowing with powerful demons who have spent long years satisfying their desires. Alas, the following war shall spell the end for most of them as armies of thousands clash, truly immense amounts for both demons and angels alike, and even transcendent Demon Lords die like flies. But for Demons, war is but a single turning point, and as the death piles up and both treasures and power start flowing down, the ones able to claim them shall be the winners, outcome be damned. Demons truly are a selfish breed.

The Present:

The now, not the then, and the things to come after it. In the war with Heaven thousands of years ago, the majority of powerful Demons died, and even the current Demon Lords are mostly youngsters without even ten thousand years under their belts. But besides the usual ebb and flow of power throughout history, not much has yet changed as much is brewing in the dark

miasma of the Demon World. What will happen, no one knows, but it is sure to be interesting, and provide many a opportunity for a young Demon to make their name known.

Race

You are in the Demon World. Guess thrice what kind of being you are.

Demon:

As the highest class of Evil Spirits, Demons stand at the summit of the Demon world. The fields swirling about with miasma incomparable to what one would find on the surface give the Demons that already boast vast powers unsurmountable enhancements. The strength of whatever one could find on the surface was something like scraps. When compared to Demons of the Demon world, they wouldn't even reach their feet. Truly, compared to Humans, the Demons of the Demon World are transcendently strong.

As Demons are beings of soul, their corporeal bodies hold little meaning. Their existences are largely centered around their minds. Aging from the passage of time is a concept foreign to them, and as long as a Demon's heart, their Soul Core, is safe, they can regenerate themselves time and time again over the course of several years. Should their Skills and desires align, it might even take but an instant. Furthermore, as the bodies of Demons are their souls made manifest, outer appearance and power aren't proportionate. When comparing a maiden and a towering behemoth, the only thing of importance are the strength and quality of their souls.

And naturally, a Demon's appearance doesn't necessarily have to be a human form. As they gain more and more power, quite a few take on a human look, but a demon's shape and figure is representative of their true nature, the reality of their cravings. One might see elders and children, bodies idealized to perfection or ones emphasizing certain quirks, ballooning masses of flesh, mouths, and tentacles, forms made of metal, stone, and things stranger still, Demons resembling ghosts or monsters, and a thousand other shapes. An army in the Demon World is a grotesque array of numerous shapes and sizes, but one fact holds true for all of them: they were made up in order to allow their owners to best satisfy their desires.

But all these qualities are simply the natural consequences that come about from existing as beings of soul, mere natural abilities. It is the shape of their soul, the shape of their will, and the shape of their desires what defines a Demon, and seeds of that resolute way of being are the greatest factors that influence this absurdly large Demon World. As Demons continue to utilize their endless lives to delve into their desires and define themselves, their power can grow with no limit in sight. Once they become Demon Lords, they have enough strength to defile the very Heavens that would once be their natural enemy. And it all starts with but a single desire and a single Skill, the very first that all Demons possess: 『Longing of Original Sin』

Origin

All demons are largely defined by two things: their desires and their experience. Their sins colour their lives, and to a lesser degree their age, but much more importantly their ranks, are a measure of how far they have pursued and fulfilled their desires.

Thus, the question: how heavy does the weight of time and longing lie upon your soul?

Age:

Ancient (-200):

Who knows the same Demon World that you once knew? After tens of millions of years, you are most certainly the only one still alive from your era. Whether your eternal life that is unimaginable even to other Demons was a miracle or a natural consequence of the depths of your desires, you are a relic of times immemorial, and there is little you haven't seen, again and again.

Old (-100):

You are a Demon of Old. You have survived whatever the Demon World threw at you for hundreds of thousands of years, and likely threw a good share back. The Demons who rival you in age can be counted on one or two digits, and you are more than qualified enough to complain about today's youth. Why, back in the day...

Experienced (free):

Whether you have made your mark upon this world or not, you have at least weathered its storms. You survived the war with the Heavens ten thousand years ago, perhaps even measured your worth in it, and with a mere few thousand years under your back, that is not something accomplished through luck alone.

Young (+100):

Your age is but a rounding error for older Demons. The several hundred years you have lived, maybe even less, are only enough to differentiate you from child Demons whose spirits are too immature for them to embrace any cravings. But that only means your victories are your own, and not those of the sands of time, and if your desires burn brightly, even the greatest gap of wasted years may be overcome.

But if you care not for memory and experience entirely, you may forfeit these advantages and be manifested into the Demon World as you were before.

Rank:

Rankless (+300):

Desireless and powerless. Not embracing the Original Sin a majority of Demons carry, and merely existing, without any weight to their beings. Demons live on because their longings exist. A Demon without sin cannot be called a Demon. Their lives aren't even worth taking, and they can only wait for their meaningless souls to extinguish, should they not embrace a desire. But even weak Demons are strong nonetheless, and merely their physical parameters and the skills of the basic Demon Skill Tree surpass normal humans by far.

Pawn (+200):

Demons who have just begun to satisfy their desires. The vast majority of Demons are of this level of strength, most of them never growing farther. Their longings are generally still immature and manageable, with Gluttony merely eating a bit more or Greed feeling a fondness for treasure. Accessing but the most basic of skills, they can still be leveraged to devastating effect, should the underlying sin be appropriately nurtured. Although their strength is nothing to speak of in this vast Demon World, a single demon's skills is powerful enough to match another human a thousand fold.

Knight (+100):

Standing above the rank and file, Knight Class Demons are at a level where they can begin to make a name for themselves. They have spent years honing themselves and pursuing their desires, and have mid-rank Skills and a considerable increase amount of power to show for it. Naturally, Demons of this rank have also delved deeper into their sin. But although Knights have distinguished themselves somewhat, in the grand scheme, their power amounts to nothing, and their desires are merely at that level.

General (free):

Once a Demon has reached General Class, they have truly earned the right to be called strong. Not merely part of the rabble anymore, there are few at this level, and regardless wherever they go, they receive a favourable reception. Boasting high amounts of mana and dozens of skills, Generals far exceed Knights in every way, and as the name of the Class suggests, they generally lead the armies of the Demon Lords they serve or deal with any matters thought beneath them. But to be granted power on this level, a Demon truly has to live for their desires, and disregard all other emotions that would taint them.

Lord (-400):

The wall between General and Lord Class is a severe one. And just as insurmountable is the difference in strength. As the ones ruling over this world, no matter how many weaklings one grouped up, there would be no way for them to oppose. Even beyond the standard Demon Lord Skills such as Phantasm Armaments or Abyss Zone, which alone are enough to qualify them as Lords, their enormous quantities of mana and the depths of sin they have reached mean that

each and every Demon Lord is a form of calamity. Their rage is to destroy the world and kill God.

But in exchange for that peerless strength, Demon Lords are completely hopeless degenerates. The stronger a Demon gets, the more they must pursue their desires, and the more they get dyed by their emotions. Once they reach Demon Lord level, all emotions besides that one are nothing more than cheap scraps of paper lying around. They barely remain. And on the other hand, the cravings held by a Demon Lord are in no way something that can be held back by one's rationality or self-restraint. Thus, a Lord rules over their sin, and is in turn ruled by it.

Evil God (-1200):

In times beyond memory, when there was nothing but darkness in this desolate world, it is said there was an Evil God. Now, aeons later, all could say that no such God of Demons exists. But the possibility has always been there, not yet realized by anyone in this age. The highest class a Demon can attain, and one that is sure to change the Demon World should one come to possess it once more. Granting power befitting one called a God, no lesser being could possibly hope to stand against them. And instead of living shackled under their desires, one might truly be fit to reign over them, as a God should.

As Demons are defined by these two qualities, it is their combination which will decide your strength. Your Rank will set the base of your power, while your Age will either diminish or enhance it. While experience matters little for the lesser ranks, there is an incomparably vast gulf in power between a freshly ascended Demon Lord and one who has lived and sinned for millions of years.

Naturally, your power will be coloured by the Original Sin you govern. A Demon Lord of Lust will not split mountains like those who have reached the apex of Pride, as much as a King of Wrath will never possess the kind of invincibility that Sloth takes for granted. And as much as your sin, your level of depravity and its nature is what differentiates you from Demons of the same kind. Take for example Greed, which is normally lacking in offensive power. Should one desire memories and emotions, one would come to gain the ability to do things much more evil than steal mere items, and if a Demon Lord longed for bodies, they could easily rip apart even the flesh of other Lords.

And no matter what sin a Demon governs or which rank they have reached, it is the strength of their desires which decides the strength of the Skills their Original Sin grants them. This is true for both Demon Lords and the weakest of Demons. The 『Overrule』 of a Pride Demon who looks down upon the world and thinks of even God as mere trash beneath their feet, when compared to one who is merely a bit prideful, is going to be vastly more powerful, even when both are, nominally at least, at the same rank. Of course, this goes in the other direction as well. A Pride Demon who has lost and given up, even a Lord, will become useless in an instant, and one might wonder if an active Demon of Sloth is a Demon at all.

Longing of Original Sin

Their sin is what defines a Demon. It is the reason for their existence. Thus, which sin a Demon comes to hold is the defining moment of their lives. But a Demon's Original Sin isn't something they decide for themselves. It is something that is automatically obtained through harboring strong desires. Although in your case, a choice can be made. Still, keep in mind that choosing a sin contrary to your nature will result in a lack of growth and power. Just as any other Demon, you aren't limited to just one either. If you harbor multiple sins, though, your desires become clouded, and your class growth as a Demon is slowed. That's why Demons generally subconsciously regulate themselves not to follow any desires besides the ones they pursue.

And one last note before you go on: just as no Demon is the same, sins change based on the Demons governing them. There can be a monogamous Lust or a polyamorous one. A Greed based on objects or one targeting things more immaterial. A Sloth of inactivity or apathy. A Pride in strength or in wit. And so on. The specifics of a Demon's desires change how fast or slow they will advance on their Skill tree, and which Skills they will be able to access. After all, one savouring magical items requires different abilities than one who looks upon other Demons as a delicacy.

But now, it is time to choose what the essence of your soul shall be.

Keep in mind that perks related to a sin are only available if you chose to govern it, and that every additional sin after the first will cost 300 CP.

『Superbia』 :

It is said that of the Demons that reach Lord Class, around seventy percent are Pride. But that is quite obvious, considering the nature of the sin. The losers are worse than garbage, and the winners equivalent to God. And their own selves have naturally long surpassed God. That is the power of Superbia. Strength toward the weak. weakness toward the strong. A highly unstable nature, yet Demons of Pride are called the strongest. And regardless of whether one agrees or not, they will 『Overrule』 all of creation to make it so, and look down upon the high and distant heavens.

The essence of Superbia's Original Sin lies in bestowing absolute adjustments to all they think beneath them. Be it appearance, power, character, mannerisms, or having overcome them before, if a Pride Demons finds anything about another lacking, with the specifics depending on their particular Longing, they may then 『Overrule』 them, and grant themselves incredible power, enough so that a powerful Demon can even overcome the gap between General and Lord Class. This also allows them to nullify enemy Skills, and as a Demon's Pride reaches towards the heavens and they think the world itself beneath them, they may even make their surroundings bow to them and step outside the flow of time. But if a Demon is not able to think of someone as inferior, they 『Overrule』 themselves in a way, and the possibility of ever beating that foe approaches zero. An 『Overrule』 cannot be overturned that easily, after all. That is the nature of Superbia.

In their strive towards the apex, Demons of Pride naturally come to possess the greatest physical might, and they especially excel in speed. At Demon Lord Level, they can see the world moving as if it were stagnant and split mountains in half with their hands, without even the usage of any Skills. But even more so than strength, a Pride Demon's power is proportional to their experience. As strength is the proof of having overcome, to those they have defeated, a Demon of Pride will never lose again. The more they learn, and the longer they live, the further defeat becomes, until it seems like an impossibility, and their Pride acts to make it a reality. But if the heart loses hope, if they are bested in a way that matters, then there can never be Pride, and that is Superbia's true end.

Natural Order (free):

By nature, Demons who govern Pride have an absolute hierarchical system among them. That is only natural, and right. Those of Superbia know that the lesser rabble should obey their superiors, even if that might apply to them. Of course, they are planning how to overthrow their master all the while, but it is the principle that counts. And it is only just that the same applies to you, no matter of what nature the Demons under your command might be. Henceforth, all those insects under your feet shall act like it. Everyone beneath you in position will act perfectly subordinate to serve you and your interests in the best of their ability. In their minds, they may not be so willing, but what do you care about what they think? If they think themselves strong enough to overcome you, they are welcome to try. It might even count as a few seconds of diversion.

Extensions Of Yourself (-200):

As perfect as you are, other are sadly... not. For your enemies, you might be able to overlook it, but when it comes to your subordinates, mistakes are unacceptable. They are a reflection of yourself, and if they cannot even measure up to your standards, what purpose do they serve? As with everything else, it falls to you to correct the incompetence of the trash that gathers at your feet. Basking in your brilliance, your subordinates and any others working under you seem to drink up the expertise you expect of them, and change to better serve you. The more powerful and skilled you are the faster and more extreme this transformation may become, though even if you were but some middling Demon Lord, it would take a mere few months for a Pawn Class Demon worthless in both power and knowledge to become a General capable of leading armies in your stead and managing your affairs, in a way that would be most acceptable to yourself. And if your subordinates are actually somewhat useful even before you recruit them, you can expect them to reach even greater heights. Who knows, with this you might not need to have the carpet cleaned for a few years instead of the usual weeks?

The Only Worthy Foe (-300):

Pride allows for no mistakes. Not from others, and least of all from yourself. You may be strong, in leadership, wisdom, physical power, and magic. But to eliminate the infinitesimal chance of you facing defeat for some foolish reason or another, you trained, and forged your own power. And naturally, you managed to reach that goal. How could you possibly fail at something like this, when the only obstacle was yourself? So as long as you are able to accomplish something, you will never fail at it due to a mistake of your own. If you mastered a Skill, you will be able to use it perfectly a billion times and more, and if you have defeated someone once, you will never lose against them again unless they improve themselves. No utterly moronic thing like a misplaced step, a sword swing off by a degree, or an ability not hitting the enemy shall prevent you from claiming your victory. Should you lose, it will be because your enemies utterly surpass you or due to an event outside of your control. And considering your power, isn't that just a hilarious thought?

『Avaritia』 :

Greed Skills are based on a desire to take. Looking back over others, and mocking, and shaming, and taking all of creation to your heart's desire. Its true nature lay in causing loss to others. The fact that there's something to be gained. The fact that someone has something to lose. The strong do not foresee their losses. They'll only notice after they have already lost. And the weak cannot put up any resistance in the first place. Greed does not take lives. It at least leaves those behind. But in a way, to irrevocably take everything one has to offer and more is much worse.

The essence of Avaritia's Skill tree is theft. What is stolen depends on the depravity of the Demon. One of the most basic Skills, 『Greed Hand』, instils one's hand with the malicious power to take from others. It is known to be the Skill with the most frequent of use. And at the same time, based on one's wishes, it can become the strongest Skill of all. Depending on the desire of a Demon, it can be used to steal items, experiences, bodies, and even power itself. Of course, there are also Skills to steal all else under the crimson sun. After meeting various complex conditions, the most famous ability on the Greed tree, 『Skill Ruler』, even allows one to take the Skills of others. Stolen Skills can be manipulated freely and strengthened, and it is possible to take Class Skills that can only be unlocked by fulfilling an Original Sin, ignoring any prerequisites and unlocking limitless power.

The rest of a Greed Demon's Skills follow a similar pattern, in that they allow and facilitate the fulfillment of Greed. 『Big Pocket』 for example, a Skill to store objects in another dimension, its capacity growing without end so long as one's desire remains unfulfilled. But that very nature of the sin, the hunger to take all for themselves, means that Greed's power depends on their possessions. Therefore, their their basic battle power is lacking. Yet it is foolish to look down upon Greed. Because before you know it, your swords and shields, your memories and experiences, your limbs and organs, and your Skills and power, will all be gone up in smoke, until only your soul is left. And even that will be snatched up as well, as it is Avaritia's nature to never find satisfaction, lest its power dries up.

The Worth Of The World (free):

What use is Greed, if a Demon cannot even appraise the worth of the target of their desires? What point is there in stealing items of power, if their power cannot be ascertained? How should one savour memories, if all of them appear to be of the same value? The nature of Greed is to whatever one longs for. Then, it is only common sense that a Demon of Greed should be able to know their way around the objects of their dreams. And at least in that sense, you are a perfect fit for Avaritia. For all those things that strike a cord with your emotions, that make your mouth water in anticipation, you know all about them once they are within your sight. Should you desire a magical sword, you will know about its powers, its history, its materials, its material's history, who made it for whom, and for what purpose, and all other information that could possibly help you to appreciate it. The same applies to all other things you might long for, be they powers, emotions, bodies, or anything else.

Compass of Desires (-200):

Unlike most of the other sins, Greed more often than not depends on the correct location to be fulfilled. Sure, simple material wealth can be stolen and hoarded everywhere, but if one seeks objects of renown, a laborious journey and search is frequently required. But luckily, you know not only how to steal treasure, but also how to find treasure that is to be stolen. Be it your instincts or a form of fate, whether you wander about or stay in one place, you are led to the targets of your desires, or they to you. You still need to steal the things you long for, of course, but the opportunity to steal them can be just as much of a treasure as the treasures themselves. Besides, you wouldn't want the fun of the robbery stolen from you, right?

Greed For Me, But Not For Thee (-300):

Of course, robbing people blind, and maybe also deaf and dumb, is huge fun. But wouldn't you believe it, some people actually try to steal their belongings back? Naturally, that definitely is a no go. Hypocritical, perhaps, but that's a Demon for you. Those poor saps are out of luck once again, as what you steal is yours to keep forevermore. It is impossible for anything you have stolen to be taken from you in turn. This only applies to things you haven't bought or acquired (see: legally acquired) yourself, but what kind of Greed Demon would you be if anything you owned hadn't had an owner unwillingly part with it before? Powers you have taken for yourself refuse to be removed or disabled, weapons you pilfered cannot be broken or wrested from your hands, magically or physically, and any delicious memories you enjoyed will never be forgotten. It's a dog eat dog world out there, but when you're the biggest dog around, there's certainly nothing to complain about.

『Luxuria』 :

Lust is commonly thought of as the weakest sin, by no fault of the sin itself. But the harsh reality is that the Demon World is populated by Demons, whose primary adversaries are other Demons and Angels. And it just so happens that one of the very first Skills both races get access to through their respective General Skill trees is one to identify and nullify any and all Skills meant to corrupt the mind, rendering them null and void. Even among children, it is rare to find ones without it.. And once a Demon reaches General Class, this Skill can invalidate almost one hundred percent of attacks. That is the reason why Lust, which allows one to grant any and all status abnormalities and specializes in illusions, is deemed as inconsequential. In addition to this, it is said to be the most difficult sin to advance. Demons do not fall to charms that easily, all of them too focused on their own desires to give any thought to sins other than their own. And on top of that, Lust Skills have a short range, with most of them requiring direct contact to active.

All of these drawbacks, seemingly piled up for no reason to create what is thought of as indisputably the most useless sin. Yet to underestimate the power of Luxuria is a mistake made only once, for the fact that everyone has a resistance against Mental Corruption means that they have few ways to deal with it when that resistance is overcome. And all the unsurmountable demerits come with unsurmountable merits. For Lust, the battlefield isn't some bloodstained wasteland, but a stained bedroom. Their fights are not the swinging of fists, but to burst in full bloom. And once even a single condition is fulfilled, once the flame of love is lighted, it is but an inevitability that the fires spread and the stage is set for Lust to exhibit unrivalled power, until nothing is left.

The large majority of the Luxuria Skill Tree has to do with skills that corrupt the mind. The Skills range from typical charm spells to creating illusions at will, and there are even ones to put others to sleep. The mind is the sole domain of Lust, and it reigns as its irresistible ruler. And Demons of Luxuria know just how to act and appear to perfectly tempt other's carnal desires. But that fleeting and ephemeral nature of a sin governing temptation and delusions means that Demons of Lust are generally unsuited for direct combat, both in terms of attack and defense. Though their abilities are raised quite a bit in matters concerning love, it is not on a level where it matters particularly much. But there is always a way in the Demon World, and at the Lord level, Skills such as 『Phantom Aliquot Dance』 become available, which allows one to birth entire armies of illusions with physical form, with all of the phantom's fields of vision sent to the user and the ability to instantly switch between all of them. If a Demon should be killed, it's a Skill that can make their real body the illusion.

The Essence of Beauty (free):

The very basis of Lust, unlike the other Original Sins focused on combat, is to charm and bewitch others. And as one look at Demons of Lust can show, they do so without compare. Each and every detail of your body flawless, be it in conventional beauty or something stranger to satisfy demonic fetishes. Even disregarding the use of any Skills, you naturally attract others in anything you do. Be it in anger or defeat, and even when sleeping, one cannot help but think that everything about you is lovable. Of course, you always act gracefully, but when it suits you, your mannerisms can be adapted to any audience. Whether they would like to see cute ticks such as your lips twitching when angered, whether a more dominant partner would be more preferable, or whether they desire to save helpless damsels in distress, you can gather the preferences of people with but a look and act accordingly. With an enamoring charisma like that, beautiful enough to force one into depravity, it doesn't matter if they are male or female, or already taken. You'll make them yours regardless. So long as they are capable of affection, at least. Powerful Demons do get bound awfully tightly by their desires, with no place for beauty. Such a shame~

Pleasures of the Soul (-200):

Although even the most basic of Lust Skills can be used to force madness inducing passion upon its victim, relying solely on Skills is no good. Often, more... primal methods are the better choice. Both to advance as a Demon, and to ensure things remain fun. So it comes to no surprise that those of Lust are well versed in its ways. With mere touch, you can violate Demons in a thousand ways, and reignite the flames of passion that laid dormant for possibly hundreds of thousands of years. Even without any Skills, you can break the mind of a helpless victim in but a few hours, no matter how experienced they might be or hard they have tried to shut down their desires. Or you could prevent it from breaking, keeping unwilling participants lucid so long as they are useful. Anyone can be taught the greatest of fleshly pleasures, even those Demons with monstrous or abstract bodies and minds. Getting Demons in a position where you can play with them as you wish might prove difficult, but once they are there, you can either become their greatest nightmare or eclipse their mind with sensations they hadn't dared dream of before.

Unrestrained Temptations (-300):

Demons laugh at the concept of Lust ever being a threat, and think it irrelevant. Deeming their minds and souls protected, they cannot imagine their defences getting breached. But skills that cannot be blocked by the standard means of Mental Corruption Resistance truly do exist, albeit known by few. And you have managed to make that concept your own. No longer shall your desires be bound by the fragile protections of a single, low-ranked skill. Any of your abilities ruling over the mind flow past any of its protections unhindered, be it spells of sleep or illusions, allowing you to corrupt and delude and manipulate freely as you were meant to be. Other restrictions still apply, such as most skills of Luxuria requiring touch to activate, yet without being hindered by the skills of even mere children anymore, you would truly be a fool to let that restrain you. After all, who would possibly be cautious of a harmless Lust Demon?

『Invidia』 :

Envy. It is the most common Original Sin embraced by the Demons of the Demon world. The heart to find jealousy in others is to Demon, and Humans, something anyone had felt at least once in their lives. Fortune and tragedy, talent and power, treasure and fame. Even in this desolate world, there was an abundance of targets to envy. Without any respect or honor, the flames of Envy seek to engulf all that others have built up, all that Demons who had put hundreds and thousand and hundreds of thousand of years into fulfilling their sin have achieved, and make it theirs.

The nature of Envy lies in the desire to gain what one did not, could not gain by themselves. The wish to be powerful, or intelligent, or beautiful, or someone else entirely. Jealousy of anything that is perceived as better than oneself. To satisfy those cravings, Envy Demons possess the ability to 『Imitate』 all that they want for themselves. Similarly to the 『Skill Ruler』 of Avaritia, it allows one to gain the Skills of others. But unlike Skills stolen, which allow, no, require one to strengthen them, Skills envied entirely allow one to skip the experience required to obtain them, a means reserved to Envy. 『Imitate』 perfectly preserves Skills at the moment when they were envied, kept at the same level as when they were used by the target of envy. Even if it should be a Demon Lord. Like the scorching fires of Envy, the Skill is not restricted to mere Skills. Specific things like voices or mannerisms, up to resistances, stats, and proficiencies, or even someone's entire body and being, a Demon's jealousy knows no bounds.

The obsessive nature of Envy also leads to the sin being highly geared towards information. After getting caught in the envious eyes of jealousy, it is impossible to escape. Envy does not lessen through mere distance to its target, and Skills such as 『Envy Vision』 represent that, allows a Demon to look up the movements of those they have envied, and even listen to their voices. There are also various Skills to gather information about their perceived superiors in an Envy Demon's Skill tree, such as ones to gauge their strength, know their Skills, and monitor their thoughts and mentality. But despite those strengths, Invidia Class Skills are picky. If one holds too much desire without fulfillment, simmering with envy in the shadows beyond the light, unable to even make an attempt at stepping beyond it, one becomes just a useless, average Demon. But should Envy be fulfilled and one be turned from the envious into the envied, one falls just the same.

The Gaze of Envy (free):

The nature of Invidia is highly geared towards information. Once a Demon of Envy has set their sight on a target, it will always remain within reach, so long as the fire of envy quietly simmers. And to look upon an enemy, to see just how far beyond oneself they are, raging, despising, and hating, cursing their own weakness, that is just the nature of the ones fated to find themselves at the bottom. But still there are some who can turn that despair into power to bridge this gap, and perhaps that includes you. Merely by laying your eyes upon someone and envying them, you gain a wealth of information about them. Any Skills and other abilities they might possess, their general level of power, their stats and parameters, and even qualities such as physical measurements. And depending on how deep your jealousy runs, you can glean even deeper secrets, such as their preferred fighting style, any weaknesses they might possess, or the function of their mind.

Anyone But Me (-200):

If one boiled Envy down to its essence, it would surely be the will to change. "I want to be strong like him. I want to be beautiful like her. I want to matter." Such desires pile up, and make up the sin that is Invidia. And it unquestionably does provide the means to change, even on a fundamental level. Should you wish to become somebody else, to leave your old, worthless existence behind, then you simply have to use those desires to transform yourself. By mirroring the one you want to replace, you are able to turn into a perfect replica of them, at least physically. As you gain their appearance, memories, and mannerism, and even the vague essence that makes a Demon's body and soul, it is impossible to distinguish you from the original. Be it husband or wife, parents, or friendships forged over thousands of years, you can step into the life of your new body with nobody the wiser. The only aspect of your victim that you would lack are their power, things such as physical strength and skills. But to Invidia, that doesn't even qualify as a problem.

Mirror, Mirror in my Soul... (-300):

Invidia Demons do not create anything by themselves. Envy Skills don't have high attack power at all, and even their usability is often limited. But that's quite alright. After all, Demons of Envy neither need nor want to remain restricted to Envy. The sin is nothing in and of itself, nothing but a mirror. And just like Skills to mirror items and appearances exist, so do ones to mirror Skills and raw power. That is how Envy Demons live: not by improving themselves, but by becoming something else entirely. And you are oh so very good at changing. As a means reserved to Envy, you can copy the Skills and even status of somebody, so long as you have seen the Skill in use and are able to touch the owner. This works both on corpses, as well as Demons far beyond your own power. As the learned Skills are a perfect replication, so long as a Demon could fulfill the conditions and possess enough mana to use them, even Demon Lord Class skills can be used. But in return for that, it is not possible to strengthen gained Skills either. And although there is usually a limit to the amount of Skills that can be copied, a few dozen from both Generals and Demon Lords for an average General Class Demon, your desire knows no

such bounds. Change, transform, and become anything you want. Anything but the person you used to be.

『Gula』 :

To devour and defile all creation, that is a Gula Demon's right. Cursed with limitless hunger, and born as pure predators, Demons of Gluttony are seldomly appreciated, for their appetite includes those of their own race as well. Possessing a sin that is second only to Wrath when it comes to attack power, there always exists the fear that their surroundings will work to eliminate them. Yet even as ages pass and Demon Kings come and go, hunger alone remains, impossible to satiate. But in this world drenched with sin, who can really blame them for trying?

Gluttony Skills specialize in attacking large areas. Whether it is a single enemy or an entire army, Gula always has room in its stomach. This same voracious appetite also applies to magic and all kinds of energy, which are eagerly sucked into a bottomless pit. Eating the enemy and their attacks, depriving them of their clothes and weapons, and starving them of the magic they use, that is how Demons of Gluttony prepare their meals. To that aim, they can of course eat a great many things. A Demon's palate expands as they rise in strength, their teeth becoming harder, their stomach tougher, and they become able to manifest endless tentacles, each representative of their endless hunger, each a mouth of its own.

But even the greatest gourmet in the world has dishes that don't suit his tastes, and for for Gluttony Demons physical attacks are just that. They cannot eat the force behind a blow, and their focus on offence leaves them with little ways to guard their bodies. Fortunately though, they can supplement them with the corpses and attacks of their enemies, using stored up energy and nutrients to heal even the gravest of injuries. And since at the Demon Lord level it is even possible to eat up a foe's body strengthening magic and a fellow Lord's Abyss Zone, the ones who can dish out a banquet too spicy for a Lord of Gluttony to eat are few and far. Yet to eat the world requires one to be well nourished in the first place, with each Gula skill exacerbating the terrible hunger that is felt at all times. Thus the life of Gluttony is one of eternal famine and starvation, each ever-growing meal only providing fleeting relief before the Skills used to acquire it extract their toll.

Weapons Of Hunger (free):

As manifestations of hunger, Gula Demons are able to eat without limit. But even beyond that, their palate includes meals not normally thought of as food. You are able to eat truly anything. Animals and plants, stone and dirt, even the very weapons your enemies use against you. With invincible teeth and a stomach akin to a black hole, so long as the strength of your jaw permits it, you can chew up and digest legendary swords as if they were the juiciest of fruits. Of course, metal might not be the tastiest of meals, but as with all types of foods, there is a difference in quality. While a stone wall might taste bitter, beautiful marble might taste acceptable, while magical weapons are quite delicious. But in the end, a properly prepared Demon of sufficient strength is still the best. There's nothing like the taste of broken Pride, or violated Lust, or impoverished Greed. Still, in a pickle, some rich soil can still tide one over until the next delicacy. And naturally, a meal must be rewarded, so anything that gets eaten up by you provides nutrients comparable to its quality. Filling your gullet with the crap one might find at the roadside might fill up weaker Demons for an hour or two, but only food truly suited to your nature and strength can keep you sated for longer amounts of time.

Counting Calories (-200):

Skills of Gluttony require sustenance as fuel. With each use, the everpresent hunger in a Demon grows stronger, and if one is running on an empty stomach, even if they had mana to spare, the power they could manifest would be lacking. But on the other hand, after a grand feast, Demons of Gluttony can persevere until the power they have eaten runs out. For you, this now applies to all of your abilities. In place of mana, stamina, or other such energies, you simply need to eat your heart out. Eat lunch in place of a mana potion, or devour opposing armies to keep on fighting throughout day and night. Should you have no more to eat, you may simply use your abilities as you usually would. And lastly, as a Demon of Gluttony, you can also use the power you have absorbed to heal yourself. Whether it is a torn off arm of a head split in two, so long as your belly is full and your Soul Core intact, you may regenerate it all in an instant.

You Are What You Eat (-300):

To eat another Demon, is to fully partake of their essence. As both their body and soul are digested, the taste varies depending on which Original Sin they govern, alongside their strength and emotions. By fully savouring a Demon like that, is it a wonder that parts of them might be absorbed in a more permanent fashion by the eater? When you consume somebody, you are able to gain aspects of them. The physical strength of Pride, the Vitality of Sloth, or the beauty of Lust are yours to digest, depending on how you choose your meals. You may even take on their mentality should that be your wish, becoming more greedy as you devour Greed, or gain more cunning when eating one known for their wit. You cannot absorb things such as Skills, but rather all aspects of the body and mind. You aren't required to fully ingest somebody to take on an aspect of them, a mere bite is enough for a small part to become yours, but to savour their full potential will need the whole body. But you aren't one who would skip a meal, right?

『Ira』 :

Wrath is the manifestation of violent emotion. A heartless sin, one to burn away all other sentiments. With rage as its fuel, it's a fire to obliterate any enemy. As the sin boasting the highest power by far, there is nothing that can stand against the flames of a Demon's soul core said to return everything in the world to ash. No sort of defensive wall holds any meaning before the flames of a Demon Lord, for the flames are their anger in itself, not mere physical fire. They have powers fitting for them to be called flames of hell, the ability to turn all matter to ash. In this wide world, they're perhaps what has the greatest destructive capability. And no matter how much agility those wings may grant the angels flying up high, in the end, even they cannot match up to light in their futile flight from the grasp of hell. Destruction incarnate, Wrath comes instantaneously, irresistibly, irrationally.

But even though Ira can bring the end to anyone, it cannot do so for everyone. The Ira attribute specializes in offensive power, and its single targeting power far surpasses the Gula series, which is also said to boast high offense. Yet the ridiculous output of Ira Skills has its price, as Wrath is the sin with the greatest consumption of power. There are also many cases where the vast power of Skills cannot be controlled. All this means that Skills of Wrath aren't suited to rapid fire, and cannot easily be used against large numbers of enemies. Another troublesome situation frequently arises from the very reason why Wrath is the most powerful sin. Namely, due to the strength of Skills rising in accordance with anger, far more so than for the other sins, a Wrath Demons often feels the flames of their anger flare up to cover their entirety, their vision dyed a bright red, viscous fury sweeping over their mind. This can be mitigated, however. There can be calmness in anger, and control in release.

As with Gula, the relentlessly vicious nature of Ira also means that there are few Skills for defence in its skill tree, even fewer in fact. But this cannot even be called a drawback. Wrath Skills are all direct attacks, and attempt their sophistry not trickery. Each and every facet of Wrath has only a single purpose: to destroy, to devastate, to obliterate. This single-mindedness is truly what makes it the sin with the greatest power, sacrificing all else for an anger that cannot be obstructed. But does this lack of breadth lessen the sin? The power of Wrath speaks for itself. The best defence is offence, and the best plan is the annihilation of the enemy. From the depths of hell, where the light of day would never reach, flames rise up to burn down foes, attacks, and trickery alike, to carry all those who would oppose Wrath to disappear into the world beyond.

Controlled Destruction (free):

Wrath is the Original Sin with the most destructive power. And fittingly, it is also the most destructive emotion. Demons of Ira often lose themselves in their rage, forgoing reason and intellect for raw power. Yet while there is much to be gained in obliterating the fools calling themselves your enemies, there is a time and place for discourse and schemes as well. In the end, Wrath does not equal mindlessness. No, anger isn't to be released recklessly, but rather something to control and hone. A lesson you have learned well. While some may ascribe you an intellect unbecoming of Wrath, those thoughts come from mere rabble, unable to truly understand Ira. Deep within you, beneath your facade, hatred and contempt and anger are always seething, waiting to be released upon your unsuspecting enemies and destroying all they hold dear. Because even though this world deserves to be burned to ashes, there is no reason to forfeit your mind while doing so.

Manifestation Of Hatred (-200):

A large majority of Ira Skills scale directly off of anger. As negative emotions keep on boiling over, their power rises rapidly in accordance, until nothing can stand before the true flames of hell. As Wrath is your body and soul, would it not be fitting for the rest of your powers to keep up with your anger as well? Now, your negative emotions shall imbue all that belongs to you. As your hatred grows, ice will burn your enemies, earth turning to magma and suffocating all that lives, and the wind scalding the skin off your foes. Even abilities stranger still will adapt to your Wrath, as powers over the mind might obliterate the brains of your enemies, and even spells of healing cause those who would stand before you to be overrun by cancerous growths. Precisely how your anger affects you shall depend on the nature of your loathing, but it will always tend towards overwhelming fire, despair, and obliteration. And as your Wrath grows, so shall the powers under your command, until it subsides again, waiting within yourself for the next unfortunate target.

Towering Rage (-300):

Even more so than the other Original Sins, the power of Wrath depends on emotion. Only when enough resentment has built up to burn up the mind, can the world truly be burned to ash in turn. Yet should that anger be quenched, either through a lack of sustenance or a rare enemy Skill, Wrath loses its power. But for you, that poses no hindrance. The impatience circulating within your veins, the hatred grown over the years, cannot be cut off so simply. It is a part of you, and who could possibly dare to deny you? No, to the contrary, it shall grow and grow and grow even further, until it engulfs even the disgusting crimson sun. There is no need to fan the flames, as they are always burning, and all that exists in the universe is their sustenance. So long as you have a reason, your rage shall rise up without limit, eclipsing any obstacles like the mere trash that they are. If you are to be defeated, it'll have to be a quick extinguishment, as every second that an unsightly insect dares to stand within your view, the viscous fury sweeping over your mind makes your blood boil hotter and hotter, until there is no more but ash beneath your feet. Yet those with the audacity to keep on living shall soon find that they have no more ground for them to stand on, and no more air to breathe.

『Acedia』 :

Without thinking anything. Without creating anything. Without saving anything. Without letting your feelings be moved. To simply exist as you wish. That is true Sloth. Not mere inactivity, like those Demons lying on the wayside waiting to be killed. And not activity either, as the utter weakness that assails soldiers of Sloth shows. It is a darkness gradually seeping out of the deepest depths of a Demon's body, overwhelmingly gentle, and nothing but kind. Forbidding any movement, and dragging any into an eternal slumber. Depravity and resignation, escape and decay, suspension and stagnation, inertia and dejection, a force reigning over these sort of things.

Sloth excels in endurance. Demons of Sloth possess specialized resistances to attacks and status abnormalities of any kind imaginable, alongside enormous amounts of HP and various defensive Skills, an explosive VIT that means they rarely ever feel pain, as well as passives to let one live life without having to eat or drink, some to prevent one's body from getting dirty, some to make excretion unnecessary, and so on. Passive perfectly encapsulates Demons of Sloth. But Sloth is also extremely indeterminate compared to the other sins, with the effects of its skills freely covering a lot of ground. The scarce active abilities in the Skill Tree can do things such as slowing down other's movements, creating defense raising barriers, transmitting attacks across a distance, and concealing or increasing the weight of the user's body. A rare Lord of Sloth could even teleport around their territory, rewind time, give life to dolls, convert the longings of other Demons to weight or overwrite them with Sloth, or a dozen other things, should the stars align and events conspire to wake them.

But Sloth Skills were made on the premise that their user wouldn't be doing anything, and so any kind of activity, even if it is merely the use of a Skill, weakens Demons of Sloth. Demons also are by no means omnipotent. Since Sloth boasts the best defence, it is only natural that it is very much lacking in dexterity and offensive power. This means that if the needlessly high VIT of a Sloth Demon is ever surpassed, they have no way to fight back. In the end, that is why but a single Demon Lord of Sloth exists. Because Sloth requires the most time out of any of the sins to gain power, those Demons mindlessly satisfying their desires by doing nothing but sleeping die off one after another, and those who long for power end up slain by weakness borne from boredom as they cannot stand the lack of stimulus Sloth brings with it. That is why, for Demons who all strive for strength, none reach that goal through simple sleep. Those who want to reach the apex of Sloth need to long for Sloth itself, not the power that lies at the end of their desires. Yet they also must not succumb to Sloth too far, lest they be killed like others of their kind. In that way, it might be the most paradoxical sin, and also the simplest.

Neither Movement Nor Desire (free):

It's strange. Why do the other Demons rage and seek and despise and violate and eat and envy? If they want power as a Demon... just sleeping would be more than enough. But no matter. If they want to be active so much, then so be it. You certainly have no reason to bother with that, though. You have no need for movement. Neither food nor drink are required by your body, and the use of a toilet is a concept foreign to you. There are no physiological or psychological problems for you if you simply sleep the years and decades away, and even if you did nothing for centuries, boredom doesn't bother you. No, stillness is the friend of Sloth. If you were kept unmolested by the world, you could simply sleep for millions and billions of years, indulging in Sloth for all eternity. Who knows, if it weren't impossible for your body to get dirties, you might be mistaken for a rock. Perhaps that wouldn't be so bad at all.

Peace And Quiet (-200):

Yet the Demon World is a chaotic place, and the eponymous Demons aren't so forgiving to let somebody sleep the day away. The weak get killed, and the strong attract trouble simply by existing. But if your sleep were disturbed that easily, could you be said to govern Sloth? So long as you do not involve yourself with the affairs of the world, the world will not seek your involvement in turn. If you isolated yourself within the wilderness, far away from all sentient life, it would be impossible for any to find you and disturb your sleep. Hidden from scrying spells, search parties, and the eyes of Envy alike, you shall have your peace. But this protection only holds true if you truly sever yourself from life. You would not escape those searching for you already if you hid yourself afterwards, although it would prevent anyone else from following your trail. And should you decide to interact with civilization again, you will have to deal with its annoyances once more, until you decide to continue your slumber.

Stony Disposition (-300):

Demons of Sloth can be compared to rocks. Unchanging, unwanting, unmoving, and most importantly, unbreakable. With an enormous Vitality, they rarely ever get hurt, and even if they do, their wounds heal over in a mere few moments. But the most absurd of their defences is the ridiculous amount of resistances they possess. And in that regard, you might be the most rock-like of all. Similarly to others of Sloth, you have specialized resistances to attacks of every attribute and anything else besides, but also an immunity to any sort of mental corruption and all status abnormalities. These resistances are enough for only Demon Lords to hope to overcome them, and as you continue to be exposed to attacks, they will only grow. Although you will never be entirely unbothered by flame or force, the threshold required to draw your blood is continuously going to rise. Even if you should be assailed by strange attacks and powers not found in the Demon World, you shall quickly build up new defences as you experience them with your body. It is a harsh world out there, with vicious Demons, genocidal Angels, and righteous Heroes, but so long as they cannot hurt you, even these forces will have to leave you be.

...

But although this world is largely defined by its Demons, there is still another path to take here.

Hero

A Hero is someone to repel the darkness, the power that the frail human race has devoted itself to in order to stand against Demons. A sword of light to repel all sadness to befall them. But becoming a Hero has nothing to do with effort and talent. They are but weapons of humanity, devised to destroy any enemy that stands before them. Once chosen, they are granted the Class of 『Hero』. Bringing with a powerful Mana of light, surpassing the bounds of humanity, it writes over their soul as one to light the dark. And through it, the 『Brave』 Skill Tree is unlocked. The tree with all the powers of a hero loaded into it. From one to one hundred, it has every slot on it opened from the start.

And the Hero Class truly is powerful. It was made to force a single human to live the life of a single sword. It enhances physical strength, inflates one's Mana, and gives the ability to turn it into pure destructive energy. Alongside the powerful Skills it grants, any villager could fell monsters by their hand. Even if there were no technique in their arms, and no good in their hearts, they are envoys of light that could cut down anything with their pure volume of Mana. Those needlessly powerful Skills, and the Holy Sword that inflicted enormous damage on the vassals of darkness were merely a byproduct of that. The only thing that one couldn't obtain with the Class itself was the all important courage. That alone was something one had to make do with their own efforts.

So tell me, Jumper. Are you brave enough to fight against the darkness?

Instead of the Demon World, your journey shall begin on the surface. The era is still yours to choose. Your origin will be that of a normal human, with the specifics decided by yourself.

Demon Perks

For Demons, two 100 CP perks are free, and two perks of each other tier are discounted by half.

Expression of the Self (free):

Every Demon is unique. There might be seven sins, but there are infinite ways to manifest them. And what better way is there to express your soul upon the world than through laughter? The true worth of a man shines in defeat and victory alike. And whether it is a sarcastic snort, an evil snicker, a boisterous roar, a good-natured chuckle, a crazy cackle, or a childish giggle, you shall have your own. So when you are faced with success or failure, just laugh, and they will know that it is you who stands upon the stage, and not anyone else.

A Fitting Name (free):

Leigie of the Slaughterdolls. Heard Lauder, the Prideful Kaiser. Kanon Iralaude of Ruin. Schitol Tzuchaser, the Collector. Fels Crowne of Deceit. Zebul Glaucus the Devourer. All these Demon Lords who stand upon the top of the world have their names known far and wide. Their titles garner respect and awe, and should they make enough waves, it may even survive long past their deaths. Yet a moniker is something given, not taken. And as luck would have it, you will always be known by a title that fits both your disposition and might, spreading across the lands in a show of your power. Jumper the Jumping One? Perhaps. The masses shall know your name.

I Understand (-100):

Not all Demons are fierce warriors following their desires. Some are simply too weak to do so, while others have chosen professions that better suit their path for whatever reason. And whether your work as one or not, you possess the skills to be a perfect maid. You can do cleaning, cooking, sewing, and a dozen other things perfectly, of course. Overseeing, recruiting, and coordinating swathes of lesser personnel is naturally a required ability as well. The stronger the Demon, the bigger the castle, after all. Even preventing pesky assassination attempts, fortifying structures, and repairing furniture, walls, and wards is well within your repertoire. The homes of powerful Demons do often get violent. But perhaps most importantly, you always know the emotions of your master, as well as their wants and needs, even those they might not realise themselves. And be they rock-like Sloth, pissed off Wrath, or hungry Gluttony, you can work with all sorts of characters, and are able to not get yourself ignored, killed, or eaten respectively.

Iyo (-100):

The life of a Demon Lord can be a hard one. No matter if they want it or not, flocks of weaker Demons will be drawn to their power, seeking to suck up to, be protected by, or overthrow them. The mere existence of an Abyss Zone will lead to other Demon Lords testing its strength, and God forbid that they do not possess a sufficiently large castle or army. What if you just want to

sleep, or eat, or look at yourself in the mirror? Worry not, for you shall have no need to ever move again. As long as you are sufficiently powerful, subordinates perfect for any situation will pledge themselves to you without you having to lift a finger. An average General might find a pathetic Demon or two to sweep the floor for them, but a Demon Lord lording over all others of their class? They would have the biggest castle, the strongest army, the best Generals, and the perfect maid caring for them. All without even waking up. Whether they want it or not.

Friendly Fire (-100):

Battles between armies in the Demon World can be as destructive as they are simple: two groups of Demons simply run at each other while activating their Skills and trying to kill each other. Now, while it can be a sight to behold watching thousands of large-scale Skills active at the same time, these attacks often don't discriminate between friend and foe. But luckily, that's not a problem, since just the right Skill exists for that: Friendly Fire. Just activate it, and none of your attacks will harm your allies. Easy, right? It's even easier when it applies to all of your powers, and includes even structures and the environment in the deal. Just don't forget to turn it off should you ever decide to kill your allies. That could be awkward.

Incorporeal Beauty (-100):

The bodies of Demons come in all shapes and sizes. Their forms aren't decided by their parents or any sort of biology, but rather by the soul, personality, and will of a Demon. As beautiful that concept can sound, the result can often be ugly to look at. Gula Demons that are masses or tentacles and mouths dripping with saliva, an Acedia that is just a massive blob of fat, or Invidia that is but a giant eye. Yet the opposite also exists: Superbia that are the perfection of form, Luxuria which seems like the most beautiful thing in the world, and Ira's mesmerizing flames. But is beauty truly so easily defined? The essence of Luxuria is just as ugly as Acedia, and Superbia is just as dangerous as Gula. A Demon is defined by their soul and personality, not their bodies. And this applies to you as well. You can look past even the most grotesque figures if they are benign, and others will do the same to you, looking past your outer shell and into inner workings of your soul.

Just Another Tuesday (-100):

The Demon World is a harsh place. Death and pain are commonplace here, and all evils are free to run rampant. But you are used to it. You have seen Demons die in a million creative ways, torture that boggles the mind of any human, rape, cannibalism, friends of a thousand years stabbing each other gleefully in the back, and seemingly good people turn evil in the blink of an eye. You have long since learned to ignore any pain your body might send your way, and should any cruelties be set upon you, there won't be any tears or a mind fallen apart, but the calm patience needed to turn things around. And no matter how disgusting others act, no matter how repulsive some Demon Lords might become at their apex, you can ignore these feelings and focus on your objectives. This acceptance doesn't mean you have to condone such things, but just as a predator kills their prey, a Demon wallows in sin. And wouldn't you say that, in its own way, this sort of freedom has its beauty?

Cutting Strings (-100):

A Demon is influenced by their sin. The stronger a Demon gets, the more they must pursue their desires, and the more they are dyed by those emotions. Once they reach the level of a Demon Lord, all emotions besides that one are nothing more than cheap scraps of paper lying around. They barely remain. And just below it in effect is their instinct for strife, sleeping deep within a Demon's base nature and often dulling their decision making. But who are you to let something control you, even if it is part of you? No, the only thing holding power over your actions should be your will. Thus, you are now aware of all the forces influencing your mind that originate from yourself, at all times, and can ignore them. Or even reject them. Be it your sin, your instinct for strife, or the instinct that causes Demons and Angels to reject each other's existence, almost a second desire, that makes them unable to stand an encounter without killing each other, you can cut off their influence. This is even possible for more base forces, like the compulsion to procreate or the survival instinct. But take care, for there is a reason for these urges. A Demon without their sin will be incomparably weak, and humans not prioritising their survival and offspring would die out. But perhaps your autonomy is worth these disadvantages to you.

Words Of Power (-200):

In general, Skills can be activated by incantation, or skill name. Without the incantation, the difficulty increases, and the output drops. But that is only the case for weaker Demons. Demon Lords and even Generals rarely even say anything at all when using their Skills. And you have a better deal still. Activating a Skill silently lets you use it at its full power. But if you say its name or even chant an aria, its power rises even higher, allowing you to either use multiple Skills at normal power or a devastatingly powerful one in the same time. But either way you use a Skill, its mana cost is the same. And should you possess abilities lacking names and incantations, you may invent fitting ones, granting them the same benefit.

Perfect Observation (-200):

The Order of Black. An elite brigade, as the Great Demon King's personal royal guard, they act as their eyes and ears, and lead their army as Generals. The members are sent out to look over the actions of the Demon Lords allied to the Great Demon King and observe their conduct in great detail, doing things such as delivering decrees, offering warnings, fighting alongside them, and searching for signs of rebellion. To understand its power, one must know that about one fifth of the world's Demon Kings were once part of the Order, including the current Great Demon King. And you are now trained to perfection as a member of that Order. Perhaps you are a part of it, perhaps not, but it is your skills that count. In battle, you could easily fight any two average Generals out there, were you one yourself. In helping your assigned Demon Lord, you can effortlessly deal with any logistical or organizational problems and improve the rule of their territory, draw up war plans and strategies, and lead their armies to victory should they not do so themselves.

But even more impressively, as an Inspector, there is nothing that escapes your gaze. The thoughts, plans, and feelings of any Demon Lord you have time to familiarize yourself with are as clear to you as they are to the Demon Lord themselves, and you know of any incoming

betrayals before even they do. Should you want to, you could even draft up a better rebellion for them. But through your work as an Inspector, you can also learn from them. The jump from General to Demon Lord is a hard one, and there is a reason that so many members of the Order managed to do it. Each and every Demon Lord holds valuable knowledge and insights, and so long as you observe them, you shall know what they do. This holds even more true in battle: through observation, you can easily grasp anyone's fighting style, techniques, and any strengths, weaknesses, or tendencies they have, exploiting their flaws or adapting their skills for your own use.

Looking Inside (-200):

To succeed as a Demon is to follow your desires. But how can you do what you want if you do not know what it is that you want? There are many desireless Demons wasting away, waiting to be killed. And there are also those spending large parts of their life searching for something to aspire to. Of course, the search for a goal can also be dangerous. A Demon who changes their mind one too many times, or holds conflicting desires, will never amount to anything. Those poor wretches wish they could be you. For in your mind, your desires are as clear as day to you, as if they were etched into your soul. And you have the conviction to follow through with them. Never shall your heart waver or sway, and never shall you pick a wrong path. There is no reason to lie to yourself, or have your longings obfuscated by veils of doubt and hesitation. The exact steps might be as unclear to you as they are to anyone else, but you will always know which goals you need to aspire to if you want to be true to yourself. And whether that is slaughtering your enemies, dying the world in sin, or becoming a pillow, you shall do so with a single-mindedness that others will only be able to admire.

An Indiscernible Truth (-200):

Not all are willing to freely advertise their power, far from it. Weaker Demons have to take all the chances they can get for survival, and many a Demon Lord does like their plots. So it happens that there are often attempts by Demons to conceal the level of their power, and its nature. Who can say whether that blazing Demon throwing spears of fire is truly of Ira, an Invidia who stole the flames of Wrath, or a Luxuria fooling your mind and senses? And trying to gauge a Demon's power can be even more of a challenge. Is that towering mountain of muscle as strong as they appear to be, or are they a paper tiger? Is that frail old Demon really weak, or is it simply their preferred form? But seeing all these deceptions in the Demon World has taught you well. If you decide to act as a Demon of another sin, or appear weaker than you are, there is no one who could tell, should they not force you to use your true power. Even the searching eyes of Invidia will have to probe you, instead of simply discerning your true nature with their Skills. So show off your muscles as fake Pride, or fool others into thinking your true power is a mere imitation. What they see is nothing but an illusion.

The Weight of Eternity (-200):

Although the passage of time has no grasp on the bodies of Demons, they are still not entirely unaffected. Those mighty Demons living for millions of years will find that even though they are as strong as ever, and their minds used to the concept of eternity, remembering events that

happened hundreds of thousands years ago is quite a hassle. Understandable, really: whether something occurred two or three Great Demon Kings ago has something of a low priority. Still, you can do better. Because no matter how long your life shall last, you will remember everything as if it happened just moments ago. No more will you have to wonder what you had for breakfast last morning, or where you left that all-powerful relic a few aeons ago. Now, you have truly slipped out of time's hold.

Mercurial Loyalties (-200):

Generally, those of the Demon race are all self-serving. Therefore, they are always surrounded by enemies. You can't be negligent even around allied troops. No matter how talented a Demon may be, they would be killed in an instant had they failed at that aspect. But it's important to see the sides switch as well. Yesterday's enemy is today's friend. And yesterday's friend, today's enemy. That's exactly why the ability to distinguish friend and foe is an indispensable skill. And a Demon of your calibre is obviously well-versed in this kind of battlefield. You can turn temporary allies into long-term partners, pull enemies over to your side with a few words, and will see any betrayals coming from a mile away. And even more impressive is your ability to actually find pillars to hold on to in these shifting sands. Right-hand men and women seem to come to you as if your form had hundreds of them, Demons you can trust to hold loyalty towards you, and perhaps even friendship. But this is the Underworld, and should the benefits of leaving you vastly outweigh the opposite, you can only expect a sword in your back. It's this kind of game, after all.

Anchor of Sin (-400):

Demons draw power from their sin, in multiple ways. They grow stronger by indulging in their desires, and their Skills require such emotions as well. Without a thirst for material possessions, Greed Skills are unusable, and without hunger, Gluttony Skills won't have any firepower. That is the usual case. But it seems like you are an exception. Perhaps you absorbed a fragment of a higher power, or perhaps Skills interacted in an unusual way to change your being. It matters not. The result is that once you reach a certain level of power, you stay there. If you lived a life of sin to reach the rank of General, and then suddenly decide to become a saint, your Skills won't become any weaker and your parameters will stay the same. But you won't grow stronger either, of course. This also applies to other powers you might possess. Training your muscles all year long, for example, and then doing nothing for a decade would result in you still being as strong as you were at your peak. For an actual Demon this ability would be useless. The shape of their desires is what defines their being, after all. But maybe it has some use to you.

The Shackles of Time (-400)

The passage of time has no negative effect on Demons. But that does not mean there are no benefits to it. Demons need to spend long years satisfying their desires to become truly strong, not matter how exemplary they represent their sin. A quick rise to the Demon Lord level might still take a few thousand years. But why should you be forced to wait that long? If you have the qualifications to reach a certain level of power, and only a requisite amount of time is in your way, you'll be able to reach it in a timeframe appropriate to you, depending on just how talented

you are. A Demon of Wrath a bit angrier than their competition might become a General a few hundred years earlier than they would have otherwise. But a Superbia Demon fated to one day stand atop of the world, looking down even upon Demon Lords, and easily Overruling Generals? Such a Knight might be able to become a Demon Lord in a mere decade instead of the thousands of years it would normally take them. Be it coincidences piling up to give you the power you deserve, or you will simply taking you that much farther than others, it does not matter. If the only thing others have going for them is seniority, they should just die off already. You will trample upon their corpses, now, and not in some far-flung future.

A Piece of Home (-400):

Even the might of the strongest humans is vastly eclipsed by some of the weaker Demons. But that is not just due to the differences in the races. On the surface, human Heroes are evenly matched with Demon Lords. Yet in the Underworld, the difference between the two is like Heaven and Hell. The miasma swirling about the Demon World grants insurmountable enhancements to Demons. But that is not enough for you, is it. No, how could you rely on the power of a piece of land. The sprawling fields of the Underworld are your home, forever a part of you. And the same goes for the miasma and the power it grants to you. As long as you spend enough time in an area to familiarize yourself with it, enough to call it your home, you will be able to bring any strength that location gives you wherever else you will go. Because it is not the piece of ground someone stands upon that counts, but who stands upon it.

Karma Demon (-400):

Some Demons climb to the top through power, some do so through wit and deceit, and some do so through long years of hard work. But it seems like you just stumble upon success. What the hell? Regardless of what you do, you somehow always encounter opportunities to gain power or influence. The sister who you stood in the shadow of for so long might just be killed without you having to do anything, a powerful Demon Lord might make you his apprentice because you are too pathetic to look at, or you might be granted vast power just to stop you from making excuses that you are too weak to fight. Of course, you can only grasp these opportunities if you are powerful or smart enough. That sister might be revived again if you fail in doing her duties, or that Demon Lord might give you a spartan training regime impossible for even other Lord to pull off. But no matter, since you will simply get more chances. And even more infuriatingly, it seems like

no matter how much you piss people off, or how ridiculously obviously you work against those more powerful than you, nobody can bring themselves to kill you. Either you remind them of their past selves, you seem just too weak to waste any time on, they don't even want to look at you in fear losing themselves in anger, or they find any other of a multitudinous reasons. You simply slip through all consequences trying to catch you. How can something like that even exist? Get out of my sight, Demon, even I'm getting pissed off here.

Premonitions Of War (-400):

Those Demons living long lives all have great intuitions. That is only natural, since you can't go on living long in the Demon World relying just on your senses. If a situation reeks, you better get

out of there fast. No need to check out just what the hell is going to kill you. And you've got an intuition like you've lived a thousand lifetimes. You can almost smell the atmosphere, premonitions stirring up the depths of your soul. When great changes are about to happen, you can feel them in your bones, alongside the consequences. Blood spilled, hierarchies toppled, treasure and glory yours for the taking. It pays to be prepared, for only those in the know can make the best of tragedy. That applies to both war and combat. Knowing just when an enemy is about to strike, or why that empty space just feels *off*, can be the difference between life and death. You can correctly guess what abilities you're fighting against even if you've never seen them before, and prepare countermeasures on the fly. Even fighting against invisible, immaterial attacks becomes easy after experiencing them a few times, as you just *know* where they are coming from. And fooling your senses is even harder. Whether it is the reflection of the light, a lacking sense of weight, the wrong smell, or an air pressure that just seems different, you can realize even the slightest differences between illusion and reality. To defeat you, your foes will have to truly best you in skill, and not play some petty little tricks on you.

Desire For Growth (-400):

Desires can influence reality, that much is obvious when looking at Demons. The interplay of different aspirations defines the Demon World, and no Demon would have power without their longings. Yet it is also their power itself that is defined by their wishes. Whether Greed steals items, memories, powers, or bodies, even all under the red sun, is defined by what they want to steal. The Skills of a Demon change to suit their desires. And such an intimate connection to your powers is now in your hands as well. Perhaps you want not an all-useful power over flames, but the ability to create strong weapons of fire? Maybe you want to, instead of becoming invisible to sight, move soundlessly? As long as you desire it, your powers will change. This does not mean that you can switch around between these different versions of your abilities. You will get what you truly desire, and nothing else. Their power will also stay the same, relatively speaking. Desire a weaker power, and it will grow stronger to match the original. As well as the opposite. Wish for a stronger power, and it will develop weaknesses, or be impossible outright.

Power Begets Power (-600):

No power exists in a vacuum. Those with strength attract others to them, like humans are drawn to a warming fire. Even reclusive Demon Lords will find others surrounding them, wishing to be protected, to serve, or to leech from their power. And they become more important in the general sense. Just as a king has more influence than a peasant, powerful Demons affect many lives, even by just existing. And the same is naturally true for you, albeit in a more abstract sense. The more power you possess, the more your narrative weight increases. A powerless Demon might simply meet others with interesting personalities. And an average General might find other powerful people drawn to them, those with interesting future. But the strongest Demon in the Underworld, one close to becoming a God? Even if they interacted with the world as minimally as possible, they would be the centerpiece on the stage of the world, the anchor for any number of Demons and humans who could be called protagonists in their own right. A rival, an enemy, a friend, an object for worship, a father figure, an obstacle, a saviour, a crush, and a

thousand other roles. A true vortex of attraction, leading to all story lines ending at one point: them.

Great Demon Lord (-600):

The Underworld is chaotic. Far from unified, although every Great Demon King has certainly tried, it is a collection of Demon Lords and their territories, some of them allied, some not. It will certainly remain so forever, if one considers the nature of Demons. But perhaps you can be the one to change that. Unlike all these Great Demon Kings, a position granted through overwhelming power, you actually have what it takes to rule. As long as you are demonstrably more powerful than them, when you talk, even other Demon Lords listen, your charisma seemingly pacifying them enough to at least consider your plans. Mediating all the different personalities that usually clash when Lord meet is also, miraculously, within your ability. When you give orders, they are followed - mostly. But as long as you offer a good enough deal, and rule with an iron fist, there will be no betrayal in your ranks, and the focus will lie in your objectives, not on useless infighting. And in succeeding at passing this one hurdle, you might just achieve the impossible: unifying the Demon World under your rule and successfully invading Heaven. But it all depends on you having the power to do so.

Nascent Sin (-600):

Pride, Greed, Lust, Envy, Gluttony, Wrath, and Sloth. These are the seven sins held by Demons. But that is not the end of it. How could the depths of sin possibly be that shallow? No, although it is rarely obtained, should a Demon revel in their desires long enough, and possess the appropriate desires, they have a chance to awaken something else. Like an adjoined tree of interlocking branches, a single new Skill Line. A Subtree of their primary sin. And whether you have the qualifications or not, you have been granted one as well. Be it Melancholia, Sloth that governs cold despair and anxiety, a power to put yourself and the world to sleep, covering all in darkness. Where effort, training, and even emotions hold no meaning, like a thin layer of ice, cold, fleeting, and beautiful. Or Irritum, to coat over the truth with fabrication, and make it meaningless. Holding a nature contrary to Pride, but at the same time, they both have but a single place to aim for. Higher than, greater than, anyone in all the lands. Or a sin, an emotion, a feeling unique to yourself. But no matter which expression of your sin you choose, it will grant you a second Soul Core, and, perhaps, lead you all that much closer to its ultimate manifestation

Fallen Angel (-600):

Angels. A Demon's natural enemy, and their predefined nemesis. Their power specialized to kill Demons is so great, that it has been said they were born for that very purpose. But Demons and Angels are simply two sides of the same coin. Black and White, Darkness and Light, however you call it. Both are made of soul all the same, and the only difference between the two lies in if the souls are good or evil. That's why, if an Angel falls, their spirits can turn over, and they become Demons. Did you get betrayed by the love of God, or did your desires exceed your loyalty? It doesn't matter. In the end, you still retain most of your abilities as an Angel. The virtue of 『Iustitia』, the authority most suited to bringing ruin to Demons. Spears of lightning, pillars

of light, holy swords. The power to cleanse the darkness, that sort of thing. And of course your wings, albeit died in black. Their number goes up to five pairs depending on the power of an Angel, and their mobility is matched only rivaled by flying dragons. But even then, the fastest of Angels are said to fly at the speed of light. So whether it is revenge that you want, freedom, or simply depravity, these remnants of your past will surely be of help.

Orthodox Demon (-600):

Not all Demons are evil. They might seek to fulfill their desires, but do so without twisting the knife in their target's back. Yet you are different. As a true, orthodox Devil, you spread malice and ill will just by existing. With no morals or bonds to restrain your actions, you can kill your family and torture your allies one day, and save the weak and poor the other, depending on how it benefits you. Suck up to the strong and steal their power, abuse the benevolence of others to step over them, unite the powerless against their oppressors only to kill them yourself, vanquish evil to improve their craft, and drive your masters to insanity through subtle words. In Heaven and Hell alike, no matter which predicament you may find yourself in, you shall turn it around and become the sole winner, or make everyone else lose twice as much. With a thousand masks in your pocket, there is nothing you will not do to succeed, and such a personality most fit to pursue desires truly makes you a Demon.

Hero Perks

For Heroes, the 100 CP perk is free, and all others are discounted by half.

Not Alone (-100):

The default assumption is that a Hero has people to protect. Parents, friends, a lover, all those people dear to them. But that doesn't have to be the case. Sometimes, the ability to throw away everything and sacrifice anything is the greatest strength of all. But such a life would be a tragedy. If humanity needs a shining blade of light, it should not have to be a lone candle. Thus, no matter which difficulties assail you, or what your duty is, you will always have a shoulder to lean on. Regardless of where you are or where you will go, there will be friends to laugh and cry with, and people who will have your back in any situation. Even in your darkest depths, there will be love and warmth to comfort you. So that even if you have to fight alone, you do not have to be alone. And if you should find someone in the same circumstances, you can give them the same benefit, and warm up their heart as well.

Unyielding Heart (-200):

The Hero Class brings with it power unimaginable to humans. Enough so to possibly defeat even the greatest evils to be found upon the surface world. But the rest has to come from its wielder. To fight against armies of terrible monsters, as a young boy or girl without any training, on your lonesome, requires courage that cannot be cultivated outside of battle. But you have overcome your fear. You still feel it, and your heart might shake in every fight. Yet in protecting humanity against the forces of darkness, you fight on, no matter what comes your way. Should you face defeat, a countless number of human lives would perish. That is why, you simply cannot be defeated, ever. You can ignore all pain that comes your way, regardless of how much it hurts, and keep fighting without rest as a single-minded blade as long as you live. Would you have to die a million gruesome deaths in order to succeed, you could do so in a heartbeat. If the measure of a Hero is defined by their will and courage, then surely, you are humanity's greatest blade.

Where There Is A Will (-400):

It is not always certain that hard work will be rewarded. This miserable law is as true here as it is anywhere else. A normal human could train all their life, and they wouldn't be able to match up to the power of a Hero. And a Hero could work hard enough that they oozed blood, training their heart out without rest all their life, yet they would not be able to even put a scratch on a Demon Lord of Sloth who spent all their life sleeping. It could be said to simply be how the world works. To accept this truth, and accept forever being simply lesser. But what has this wretched world ever done for you? What reason is there not to spite it? No, if you train, train, train until you are at death's door, you WILL surpass those who are simply more talented than you, or who have innate advantages. As long as you continue to fight your limits, and never give up, you will be able to stand up to those Demons in the Underground, even as but a Hero, within a mortal lifetime. And if you were to break past the limited time you have as a human? If you had a life

like those evil spirits? Then over the years, even the mightiest of Demon Lords would not forever remain beyond you.

『Fortis』 (-1000):

It seems like you aren't a mortal hero anymore. No, you are a Valkyrie. An 『Einherjar』 picked up by God and called to Heaven. The lowest grade of Angel, yet they are born with an immense amount of battle experience. Compared to normal Angels and Demons who store up power over a long time, the power they had as mortals is amplified, and the strongest of them can even kill Demon Lords. That power, and the skills of fighting and training an eternity with the best warriors in Heaven are yours now, alongside an Authority. Just as Demons govern sins, Angels possess virtues. And the moment you resurrected, Fortis was yours to reign over.

Compared to other authorities, it grants but a single skill, and a single power. As long as one's courage doesn't break, the 『Brave Heart』 Skill was one that promises victory by resurrecting its owner an unlimited amount of times. And that is all Fortis Angels are given. Perhaps it would be better to say that it prevents defeat. Against truly powerful Demon Lords, Fortis Angels have no chance of victory. They possess no options for attack but what Skills they had in their mortal lives, and if they are bested, they have no choice but to try again and again. If an enemy is beyond them today, it will forever be so. But if they have the courage, they will pose an unbreakable wall against evil. So, Jumper, are you prepared to die in perpetuity against the forces of darkness?

『Jumper has Died. Cause of Death: ???』

『Do you want to try again?』

『YES / NO』

Items

One 100 CP item is free, and one of each other price tier is discounted by half.

Divine Pillow (-100/200):

With all the excitement going on in the Underground, it can be hard to find some rest. But with all the materials available here, Demons have managed to craft something that can ensure a restful sleep. Behold, the Dragon Pillow! Crafted from the plumage of infant Fire Dragons, it is exceedingly durable, possesses ridiculously high fire resistance, and on top of being constantly warmed to a comfortable temperature, it boasts exquisite softness. This is a pillow more valuable than the average magical artifact! And if you rest your head upon it, you will be guaranteed to fall asleep quickly, and have a nice, restful sleep.

But! For only an additional **100 CP**, I'll throw in a whole set! Several pillows in varying sizes, including the all-coveted body pillow, sheets, a rocking chair, and even a bed! With a home outfitted like that, there'll be no need to worry about stress or sleep deprivation. Although, do be careful not to advertise it too much, or else you might find yourself drowning in Sloth Demons.

Devilish Alcohol (-100):

For the Demon Race with their high status abnormality resistance, getting drunk can be a challenge. With normal alcohol, that is. No race can survive without a bit of old fashioned drunkenness, so they developed devilish alcohol, made to bestow a drunken state even onto Demons. And you, my friend, have a lifetime supply of it. All the wines, liquors, and beers one might find in the Demon World, from a ten thousand year old whiskey to a fiery Schnaps, you merely need to think about it, and you'll have a glass in your hand. Drinking it even makes you a bit more powerful, since it is filled with mana. And don't worry about actually becoming too drunk. Any Demon worth their salt can just blow effects like these in an instant. It does make for good parties, though.

Health Potions (-200):

Demons and Angels alike focus on offence. Utility, agility, and defence are all useless if you can just kill your enemies before they can do anything. But there is still a use in being able to heal yourself, and so Potions to restore lifeforms exist. A super high class commodity, they're a miracle medicine that can restore everything except for death, even lost body parts. They even soften pain. And since you obviously value your own life, you've got an infinite supply of them! Overkill, others might say, but their value cannot be underestimated. Stock them up in your warehouse or summon them to you, it doesn't matter. Whether you provide your armies with them, save the supply, or help others in need, you've got life in your hands now.

Dragon (-200/300):

In this vast Demon World, flying dragons are the main form of transport. One of the few races able to fight on par with Demons, they have been mostly tamed, now providing both their services and goods such as luxury meat, leather, and scales. And for a Demon of your stature, it is obvious that you would have a dragon of your own. Although it is a flightless one, running dragons are still able to put out speeds equal to flying ones, and they exist in much greater numbers. But perhaps you wish to own a true, flying dragon? For only **100 CP** more, that wish can be made true. With it, an expert maneuvering, you can rival even Angels in the skies, and span the great plains of the Demon World comfortably. But no matter which dragon you make your own, it'll be a fine specimen, a great beast almost ten meters long. Obedient and friendly, it'll react to your will in an almost prescient manner, ensuring an effortless ride. In a battle, it wouldn't be easily knocked down even by a General Class Demon, but why would you make your transport fight?

Demon Blade (-400):

There are many weapons to be found in the hands of Demons, but the most famous are undoubtedly the Demon Blades, powerful weapons that require some form of compensation from their wielders. In your hands, however, is something even more special. An SSS rank Demon Blade. Its appearance can be designed by you, as well as its attribute. As even though it is called a blade, its power lies in its magic. And by no means can High Level Demon Blades be used as nothing but swords. Through a Demon feeding it mana, it can spew forth dragons of fire or torrents of lightning. But if the power is focused on the edge, its attacks are stronger still. With its output depending on the strength of its owner, if it were wielded by a Demon Lord, a sword of fire could burn up even those legendary dragons surpassing the strongest of demons, and carve up the most powerful Angels. And with an even stronger owner, its power would only rise. But keep in mind the cost of the sword, lest you use it too long. A Demon Blade of ice would freeze its user, while one of lightning would sear them with electricity. And the more power you use, the more the weapon will want to take from you.

Jumper's Estate (-400):

Each Demon Lord has their own stronghold. The Great Demon King, Kanon Iralaude, her her Palace of Rending Flames, and her vassal Demon Lords have grand fortresses as well, like Leigie Slaughterdolls' Castle of Shadows and Vanity Seidthroan's Palace of Noble Truth. Since all these people of power have one, you might as well get a base of your own, right? And what a sight it is. The exact shape and design is up to you, whether you want sturdy walls to withstand anything or a beautiful monument to yourself, but its size is what defines it above all. Its length spans over the horizon, capable of easily fitting several cities within its walls. In truth, while it might be a castle or a palace, it is as just as much a town in itself. In a sprawl of additions, annexes, estates, and properties, a countless number of Demons live here in these labyrinthine structures, both in your service, and under your protection. Anything you might wish for, such as

food and drink, service personnel, or entertainment is available and cared for by a numerous amount of servants. And if you travel to greener pastures, it will follow you, either as part of any dimension you call your own, or placed wherever you want in these newer lands. Either way, the Demons will follow you as well, and you are free to expand or change your estate however you wish.

An Army Of Souls (-600):

Just as all Demon Lords have their homes, each and every one worth their salt naturally has a standing army. They might have the power to deal with most affairs themselves, but why would they waste time on any trifles beneath them? Such a time saver is now in your hands as well. A mighty legion of Demons several thousand strong wait for your command. Even the weakest of them are elite Knights, lead by some of the finest Generals these lands have to offer. Perhaps you'll divide them into brigades, or battalions, or any other formation, but it doesn't matter all that much. Battles between Demon armies are just two forces fighting each other upfront and throwing out their Skills. Their discipline is ironclad, and their loyalty to you unbreakable. One might ask where you got Demons like that, but I'm sure you have your ways.

Yet most impressive are the Generals under your command. Numbering several dozen, many more compared to usual armies, they can almost be compared to your own Order of Black. Each of them can be trusted with any task you might think of, ranging from espionage to assassination, war campaigns, and even public relations or construction work. All sins are represented among them, leading to no situation they cannot overcome should you order them. With subordinates like that, is there even a need for you?

Treasure Of God (-600):

There are countless holy relics and treasures scattered around the world. And seemingly, only they exist, passed down by that White God high up in Heaven. Yet in times beyond memory, when there was nothing but darkness in this desolate world, the Evil God handed down his own gifts. And in your hands, you hold one of these ancient relics, a treasure of the Evil God. It can be a staff, a spear, a sword, or anything else, made from materials tougher, and simply better than anything found in the Demon World. Through its power, one can know the might of God. With your desire as its fuel, channeling any of your abilities or Skills will increase their power by the depth of your sin. A Demon Lord might use a single target spell and dye the entire sky red with this weapon in their hands. But there is no need for such things as spells, or even mana. By pouring your emotions into the relic, you can give birth to physical phenomena. Burn your enemies to ash with your searing Wrath, or crush them to death through oppressive Pride. Strengthen your body by the weight of your Sloth, or cast spells with nothing but pure longing. Manifest the desires in your heart, and prove to the world that they will be made true.

Companions

Canon Companion (-100):

There are countless Demons in these lands, with personalities as varied as the desires clashing on the barren plains. It would be no surprise if you built a bond with one. Merely pay 100 CP, and they will follow you on your future travels.

Companion Import (-100):

But of course you already have some friends you would like to accompany you. Simply play the same fee, or double for a group of 8, and they will come with you to the Demon World, with 800 CP to spend, and to deal with any drawbacks they might have taken.

Personal Maid (-100):

Time overcomes all bridges, and it seems like it is especially true for your maid. She has served you for numerous years already, with her wide blue eyes and golden hair. A Knight clad in a classic maid uniform, she is a prim and proper beautiful Demon, although it does seem like she is almost prescient at times. Essentially equipped with "I Understand", there seems to be nothing she can't do. Through your time together, she has learned all of your likes and dislikes, and even all those ticks and quirks. She knows you all too well, so much in fact, that she can motivate you to do those duties you always put off, like defeating the Demon Lord at your doorstep or finally sending out that one report. She admires you very much, even though the reason might not be clear to others. Truly, you couldn't wish for a better maid. But it does seem like there is something you have missed. Perhaps if you knew what the noises were you sometimes hear at night, you would realize that there could perhaps be more... Wait, what was her attribute again?

"Pillow" (-100):

Desires can take an almost innumerable number of paths, but this is just a tad ridiculous. Through circumstances too silly to write down, you have picked up a Demon of Envy whose desire it is to supplant the position of your pillow. Truly a lofty goal, considering the kinds of pillows available in the Demon World. But since she has already reached the rank of General, one can see that she does try hard. With her small build, a pair of sleepy, blood-red, ruby-like eyes, and plainly styled black hair, a resemblance to some sort of human shaped pillow is almost there. But still, the shape is just too off. And your maids are getting annoyed that she climbs into your bed every night. Couldn't she at least wear some clothes? Maybe you can lead her to a desire better fit for her. She does seem to have an affinity for Sloth.

Slaughter Doll (-100):

Leigie of the Slaughterdolls. The sole Demon Lord of Sloth, known for his power to grant life to dolls. Somehow, you have convinced this man, who appears more like an inanimate object, to make you one of these famous weapons. Based on a chess piece, even the moment after it has

been born and pledged its loyalty to you, it boasts immense strength and durability. But the most important characteristic of these dolls is that they can grow. By absorbing the miasma and mana of the Demon World, their strength increases and their will solidifies. Initially, it is just a weapon, lacking a sense of pain, and any autonomy. Over months and years, though, it will gain self-awareness, and even its own desires. But both their strength and loyalty will remain, making them a powerful ally to have.

Drawbacks

Eternal Life, Eternal Strife (+0):

With a lifespan that amounts to infinity, why should you have your actions bound by a timeframe as short as ten years? As long as you live, you can stay here as long as you want, indulging in your deepest desires. Who knows, perhaps you might even see this static World of Demons change.

Looking Past Each Other (+100):

Selfish Demons, devoted Angels, and determined Heroes. While all have their own goals and backgrounds, it is still possible that an accord may be reached by the most different of people, that even though they are so far apart, it might mean that they are closer still. But not for you. Always will you fail to see the truth, and live your life without truly connecting with anyone. And neither will your true self be realized by others. Maybe that's for the best in this warring world. Maybe there is no need for anyone to do anything but play out their roles. But isn't it oh so sad?

Thirst For Strife (+100):

Demons are all searching for strife, no matter which sin they govern. It is an ever-present instinct in the back of their mind. But it can be controlled or suppressed, and there is no need to be puppeted by it, if it were not for you possessing a particularly strong instinct. There is always an ethereal voice in your head, telling you to kill, destroy, and ravage. Maybe you could resist it, but why would you? It's what you want to do, need to do, must do. Be they strong or weak, good or evil, whenever you come eye to eye with another, your hands twitch, desiring to draw their blood and crush their bones. You aren't particularly out of place in the Demon World, but it is still unsightly. Are you a Demon, or a beast?

Watchful Eyes (+100):

It seems like you have caught the attention of the Great Demon King. Perhaps you are a Demon Lord under her command, or but a Demon who has her interest. What matters is that she has dispatched an inspector from the Order of Black to monitor you. That is nothing bad per se, most Demon Lords have several following them around, but yours seems particularly motivated. Expect anything you do to get criticized to death, from your lifestyle to your wardrobe, and don't even think about betrayal or slacking in any of your duties. They seem to smell any misconduct from a thousand miles away. They are very skilled, though, and if you can get them off your ass you could point them towards any annoying work. And besides their obsessive loyalty to Kanon, they are pretty nice. If you don't have to hear them.

A Lonely Fight (+200):

It can be a solitary life in this world. With all the fighting and scheming, it's easy to become isolated. Yet even the most disgusting Demons have people by their side. That is not the case for you. No matter what you do, it seems like you will always be alone. You will wander around

without friends, loved ones, subordinates, acquaintances, or even rivals. Regardless of what you do, no relationships develop, let alone stick around. You could be too strong, too weak, too ugly, too beautiful, too evil, too good, too famous, too unimportant, or simply too unlucky. If there is nobody to recognize your existence, do you even exist at all? Does power without anything to use it for mean anything?

Twisted Pathways (+200):

Desire can be a strange thing. While some seem sure about what they want since the day they were born, it is more unclear to others. And for Demons, that can be a problem. Maybe you haven't found anything to long for, and are wasting away like one of many Demons in one of many cities. Maybe you desire many things, and have to deal with multiple sins, vastly slowing down your growth. Or maybe a twist of fate struck you with a ridiculous desire, like envying a pillow. The possibilities for the mind to develop are endless. But these hurdles do not mean that you are stuck at one spot forever. Find something that lights a fire within your heart, delve into your desires twice as deep as other Demons, or become the ultimate pillow. One day, they'll call out to you, the Pillow Lord.

Politics Of The Underground (+200):

The government in the Demon World is a bit more dangerous than on the surface world. When Demon Lords meet, it isn't uncommon for one or two of them to die, even if it is just to discuss the next invasion plan. But it is definitely more exciting than the politicking of humans. You'll see it firsthand often enough, believe me, as somehow, you are always drawn into these gatherings. As a Demon Lord, it is your duty to attend, of course, you can't just shirk it. And as a lesser Demon, well, your Lord might just be too lazy to attend themselves. What a blessing that you can go in their place, right? You better train your dodging skills.

Consumed By Sin (+300):

The further a Demon fulfills their desires, the more power they can gain, but the more they are consequently consumed by them. For a Demon Lord, emotions other than their sin barely remain. But when looking at you, one has to wonder whether you are even a Demon anymore, or just a lump of desire. Your thought processes are entirely defined by your desire, and you cannot do or even think of anything outside of them. As Sloth, it would be impossible for you to move, use Skills, or even just defend yourself. Even expressing yourself in any way would be forbidden. This does give you enormous strength, but what does power mean without a mind to control it?

Useless Struggles (+300):

One man can do a lot. A single Demon Lord's desires can overpaint the world, and bring down God. A single Hero can defeat armies of Demons and save the world. As long as you have the power, it seems as if anyone can do anything. But although you might have power, it seems like nothing you do ever matters. What does it matter if you beat back an invasion when the next will just come again and again? Even though you might be able to defeat one Demon Lord, there will always be a stronger one. And if you were to become one to lord over all others, you might

just realize that the Gods are not as distant as they seemed. Yet even if you beat all the challenges in your way, even if you struggled against the world... why does it feel like nothing has changed?

Instinctual Lure (+300/600):

There is a deeply unsettling feeling in their souls whenever Angels and Demons meet. It calls out to them, and through their very natures as opposites, they are predestined to oppose one another. Now, it might be your vast power reaching through the sky, or your soul being just that attractive, but you seem to draw your enemies to you even from enormous distances. Expect regular attacks from your natural enemies, even when you least expect it. You'd better watch out for signs in the sky, because no matter how far you flee, there'll always be another burst of light heralding another battle. Maybe God just doesn't like you?

For another **300 CP**, this applies even to people of your own race. Are you a hybrid, or did you just piss off people that much? Either way, I'm sure you'll have a lot of fun. Even burrowing into the ground won't save you, as your aura is so amazing that it just might wake some Demon Lord of Sloth from getting mineralized.

Ending

Stay: It is a world full of danger, sin, and chaos. But there is also a freedom in that which is rarely found anywhere else. And if in being true to yourself, you have decided to call it your home, who could possibly fault you?

Go Home: This has undoubtedly been a long journey for you. Maybe you would like to see some familiar faces again, and settle down where you came from. In that case, I can only wish you the best of luck.

Keep Going: With all that you have gained and experienced, how could you have it in you to stop now? There are people to meet, treasures to find, and adventures to have. Onwards!



Notes

About Demons and their Skills: You're gonna have to fanwank a lot in regards to what you can do as a demon, as the series is severely lacking in descriptions of any kind. For example, apparently there are "numerous" Demon Skills that can bring about life, but we see exactly one. So if you wanna say that you can create wrathful fire elementals as Ira or gluttonous monsters as Gula, go for it. The same goes for other kinds of abilities. If you can connect something even vaguely to a sin, there's probably gonna be a skill for it, taking into account the natures of the sins of course (like Ira being 90% only directly offensive stuff, and Sloth having the widest variety of Skills for pretty much everything).

About the Demon World: Another note about fanwanking: we never actually get told how large the Demon World is. Every time it is described, there's words like "vast" or "endless", but nothing concrete. I mean, at one point Leigie's territory gets described as a world unto itself, but that's probably just a metaphor. So while the Underground is probably much larger than Earth, exactly how much is up to you.

About Evil Gods: There's a reason the description is so vague, and it's not due to me wanting to leave you in the dark, but rather a lack of information. Simply assume that you're much, much more powerful, and that your emotions don't have such an ironclad hold over you anymore. For example, Leigie was able to slap people with a giant, invisible, untargetable hand from kilometers away, teleport anything he wanted to himself, including people's soul cores, and became basically invincible so long as he was acting in accordance with his sloth (aka not standing). And that's only 3 Skills of probably one or two hundred, not including any God specific ones.

If you are a Hero, you can fluff any of the Demonic perks, drawbacks, and items as being Angelic or holy when it fits. Like An Army of Souls or Jumper's Estate giving you Angels instead of Demons, Fallen Angel making you an un-fallen, normal Angel, or Consumed By Sin applying to your virtue instead.

If you take Nascent Sin as a Hero but either don't have Fortis or Iustitia, or don't want it to apply to those Virtues, you can just make up a Virtue or take one from the classic ones that weren't shown and decide what Skills it should have.

You can also import stuff that seems like it'd make sense, like importing a sword into the Demon Blade option or letting an already existing structure expand/change to become Jumper's Estate.

The General Skill Tree of Demons is the only one that requires EXP points to advance. Whether these are gained by killing or doing something else isn't explained, but since even children can gain Skills through it, EXP is probably something like literally experiencing things. Anyway, by

storing up EXP and using Skills, you can venture upwards on this tree shared by all Demons and gain all sorts of resistances and stat boots, general abilities like that,

All Demon Lords have a few abilities. The most famous of them is the Abyss Zone, a magical field radiating outwards from a Demon Lord in a radius corresponding to their power. It allows them to perceive things through it and enhances allied soldiers, which means that battles between two armies are basically battles between two Abyss Zones. Then there is the Evil Eyes Skill, which allows a Demon Lord to bind lesser beings in place and stop their attacks. The Phantasm Armament Skill is also worth mentioning, used to materialize equipment with one's cravings at the base. Depending on the strength of one's desires, it can create a flaming robe to autonomously attack and defend for Wrath, or a sword of hunger to ignore all defense and eat away anything.

To have it written somewhere here: your gender in this jump is yours to decide.