
Wadanohara and the Great Blue Sea
The Complete Collection
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Wadanohara And The Great Blue Sea Jump

By NikaMoth

The Great Blue Sea. A vast ocean that covers most of the world. Hundreds of years ago, it was ruled by the Sea God, beloved of all his subjects. His twin daughters, Uomi and Mikotsu were similarly adored. But he was to fall asleep for an unknown period of time.

He chose Uomi to rule in his place, for he thought she was the better ruler. Mikotsu took this decision as a sign that her father loved her sister more than her. Bitterness and rage overtook her, and she formed a rebellion. A sizable chunk of the ocean's populace thought Mikotsu was a better choice than Uomi, and the two factions split into a great war. Then, through magic and her great power as a godling, Mikotsu created the Sea of Death to turn favor to her own side. It empowered her and her minions, bringing the dead back to life, and poisoned the ocean. The living on her side became undead monstrosities.

Meikai, the Sea Witch, protector of the ocean, stepped in. He had tried to fight back the might of the Red Sea with his own power, but not even he could stop it. Not unless he used all his power to seal back the might of the Red Sea. Such a great spell would cost him his life, but there was no other way to stop it.

He cast the spell, and turned into the Cast Pearl. A great magical focus that maintained the seal holding the Red Sea in place.

But he did not die childless. He had a daughter with the moon, Wadanohara. She was still in her egg at the time, and became cared for by Tatsumiya. Tatsumiya was Meikai's most loyal familiar, to the point to where she cut up another familiar face when he betrayed Meikai. Wadanohara inherited his title.

In the present, Tosausa Kingdom is beginning to turn against the Blue Sea Kingdom, for an unknown reason. They have previously enjoyed friendly relations with the Blue Sea Kingdom, but are turning turning against the sea for an unknown reason. Worse is the prophecy that dictates the Ambassador of the Red Sea will appear one day and break the seal.

Mysteriously, one day Wadanohara has a lapse in memory, and the shark Samekichi quits being her familiar on the same day. He demands that she leave that ocean, that it's not safe here. He refuses to tell her why.

Have **+1000 CP** to survive in the coming events. Your apparent age and sex are free to choose, unless you're Sea Royalty then you're the same age as Uomi. You will arrive a few weeks before Samekichi quits being Wadanohara's familiar for unknown reasons and two months before Wadanohara departs for the Witch World to discern why she has gaps in her memory.

Race

The denizens of the ocean are vast and varied.

Choose the form of a marine animal ranging from the seagull to deepsea creatures like the angler fish, and you will have another form like your sea creature form but humanlike. You can also choose to be a mermaid, for Sea Creature, Sea Royalty, or Red Sea Denizen. Red Sea Denizens look undead in some way.

Witches are humanlike but with long ears and have no sea creature form, but some of them have animal like features.

Mercenaries are demons. Totsusa Kingdom are rabbit people.

Drop-Ins can be any of the above, or choose to retain a human form. They may also choose to be an angel, (With typical fluffy wings and halo.) but they have no special powers from this form. They may also choose to be a land animal instead, like a bug or cat.

All people who choose animal forms have a humanlike form and regular animal form.

Locations

Roll 1d8 or pay 50 CP to choose.

1. **The Old Sea Kingdom**

You get a very foreboding feeling from this unknown place. It's completely abandoned and eerily quiet. This is where the Red Sea was sealed away, and one of the barrier stone's locations. Perhaps you should leave for that reason.

2. **Star Fruit Island**

You wash up on the shores of the island. This is named after the numerous star fruit trees scattered around the island. When a few are ingested. these star fruits can induce intoxication in the consumer. They also glimmer at night, and the island is a popular date spot for this reason.

3. **Ocean Town**

How lucky! This ocean town where most friendly fishies live. It's a small grey town and right outside it is the sea current that carries you out of the town. It's got two shops that sell basic provisions.

4. **Coral Sea**

On the outskirts of Ocean Town is the Coral Sea, a place filled with beautiful coral. This could be considered the "suburbs" of Ocean Town as some fish live here and socialize in town.

5. **Sea God's Castle**

The seat of power in the ocean. A magnificent castle upon which the Cast Pearl floats above. The enigmatic, perpetually sleeping Princess Uomi rules here.

6. **Rainbow Isle**

An island of pinwheels. Strangely, the island is filled with lakes upon which stepping stones are. There are also many rainbows that dot the sky.

7. **Sea Of Stars**

A beautiful place where stars fall from the sky in the ocean. The features here are in the shape of stars. The ground has many star imprints, and the rocks are in the shapes of stars.

8. **Free Choice**

You've rolled an eight! That means you can go anywhere you want in the sea, even those not part of the list.

Origins

Drop-In

You start out violently splashing in the ocean. The current violently taking you to wherever you land at. You are at its mercy, as no matter what you do the current will take you there. What an introduction to the big blue sea, huh? During the chaos, you notice you can breathe. And you have a nice house waiting for you in the middle of the Ocean Town...if you can get to it, that is!

Sea Creature

You are an ordinary nothing special citizen of the Blue Sea! You are a marine animal and you just love to have fun! You've lived a wonderful life under the sea. You don't remember that big conflict between the Red and the Blue Sea. Maybe you were born after it? Whatever it was, you know enough to be afraid out of your wits if the Red Sea returns! Or maybe you fought in the war yourself and you've been haunted by memories of it ever since

You've got a nice little home in the Ocean Town. Maybe you even share it with a friend or two.

Sea Royalty (100 CP)

You're not the CROWN ruler, but the Sea God's child and that is still royal blood. You've got a regal air to you. If you choose this option, the Sea God's wife had triplets and you were the third child. The Sea God did not believe you were fit to rule for whatever reason, and chose Princess Uomi over you. Still, you held no ill will towards him for this decision and defended the Blue Sea against your other sister's clutches. You also have the potential to become as strong as your dad (About six hundred years as of the start of the jump), but that's a long ways away for sure!

You have a lavish room waiting for you in the Sea God's Palace.

Demon Mercenary

You are a demon. Devil, it doesn't matter. You fight for money. You're not from this world. You're here on a contract with the Totsusa Kingdom to fight for it and wage war against the Sea Kingdom. Not many know of your existence here, but they do know you're not from around here.

They won't react with hostility unless you do, but you're not here to make friends, you're here to fight and kill.

Your home is on a boat, floating around.

Witch (200 CP)
You're not a very strong witch (yet) and you certainly aren't the moon's baby like Wadanohara, but you're still a witch all the same. Choose one thing to be the witch of. Witches are strange beings, and their chosen theme can range from "eyes" to "candy" to "fire" to "mecha" and so forth. You can also form contracts with people to be your familiar, giving them power in exchange for doing things for you and protecting you. It's not a lot of power but it does boost your magic.

You've also lived here, as the child of a witch who was allowed residency here by Meikai in exchange for helping Tatsumiya maintain the barrier. Wadanohara may even be your childhood friend!
You have a cute little house in the middle of the ocean town.

Totsusa Kingdom Invader
You come from the moon! Totsusa Kingdom, specifically. You hate the Sea Kingdom for sending your princess that mean letter and violently killing some of your diplomats a while back. But if you have outside knowledge, you should know it's all a misunderstanding orchestrated by Sal himself to drive Totsusa Kingdom and The Blue Sea Kingdom apart. You start out as a top general of the Kingdom yourself, leading a platoon of vicious bunny soldiers!

Your home is all the way in a spaceship that you warp to sleep in.

Red Sea Denizen
Hah...you sided with Princess Mikotsu. How could he pick Uomi over her? You slipped out from the seal, regardless, or maybe you were corrupted when something leaked out of the Red Sea. Or maybe you died and that thing that leaked out of the Red Sea animated you instead. Sal knows of you, of course, and you two have probably worked together.

But of course, you are you, and not your past. Maybe you've had a change of heart recently. Maybe you've realized how bad the Red Sea is and you want out. If you were to kill Sal now, he most certainly wouldn't expect you of all people to hold the blade that kills him.

You have a regular house in the Ocean Town.

Perks

Water Breathing (Free/50 CP)

Given the setting, you'll be spending most of your time underwater. So obviously, you don't want to be drowning. Therefore, no matter who you are, you can most definitely breathe underwater if your chosen species can't breathe underwater. If you want to keep this ability, pay 50 CP.

Land Walking (Free)
Now, if you're a sea creature that just cannot survive outside of the ocean or even walk about like a mermaid or a jellyfish, you'd be trapped here. But that would be dreadfully inconvenient, wouldn't it? Now you can walk about on land wherever you like with a pair of legs and be out of the water for an extended period of time. Lucky you! Lots of sea creatures would want to be you.

Outside of drawbacks, of course.

Drop-In

The Ocean's Full Of Treasures! (100 CP, Free Drop-In)
The ocean is tremendously huge. It's full of many cool things. Secrets that can be hard to find, of course, *because* the ocean is so big. You don't need to waste time scouring every corner of the ocean to find treasure in it, because you have an instinctual treasure sense that points you in the direction of things you would consider 'valuable' like shimmering jewels, when you explore the sea.

Smoking Orca (100 CP, Free Drop-In)
Smoking is cool. Lung cancer or funny breathing is not. But smoking anything in general doesn't impede you. Or give you negative side effects. Only the high it gives you. In fact, you seem kinda cool when you smoke. You just give off a kickbutt aura, y'know? Just don't hang around Idate for too long. He might take your badass aura as a sign you'd be fun to fight.

Just An Orca On A Stroll (200 CP, Discount Drop-In)
If anyone bothers you while you're trying to live your life without bothering anyone, they're in for a nasty surprise. For you see, while you may not be an orca, you are so very nasty like one when bothered. Of course this ferocity and power leaves you if you actively stir up trouble, but you're just on a stroll right? Not harming anyone?

Why Is There A Moon Under The Ocean? (200 CP, Discount Drop-In)
You don't know a lot about this world. That's why people will often tell you important details if you ask, like what happened to Meikai when he sealed away the Red Sea or the exact details of how the Cast Pearl works. Even if the details should be spoken about in hushed whispers.

...If you're not a hostile entity or plan to use the information against them, of course. It takes trust to reveal that sort of information. However, leaking any information that's meant to be private will no longer allow for your infomat to trust you.

Trust Your Gut (400 CP, Discount Drop-In)

Certain people really are just plain evil, as much as we'd like to think everyone comes in shades of grey. Most people may come in grey, but there are some people whose hearts would sicken the most decent person. They may pretend to be harmlessly goofy, but your gut is telling you otherwise. Trust it and it will take you far. It's always accurate.

You can accurately discern the hearts of others by your own moral codes' standards and find worrying signs in their behavior. You may also warn people about them if you find an evil person, and you can be easily believed if you point out what exactly makes you think they're evil. You don't need to give physical proof but you will have to point out suspicious parts of their behavior that you've noticed.

What Fun It Is To Bully Sharks (400 CP, Discount Drop-In)
Some people are giant dicks. Now you can dole out karma by kicking their asses. Even if they haven't done the bad thing yet. But when they're about to do a terrible deed, you can sense when and where far enough in advance that you'll be able to reach the place in question in a timely fashion. Enough for you to put a stop to it. Not only that, it would appear to be that you seem very lucky when stopping them. They get distracted by your presence, they trip or they miss when swinging, ect ect.

Break The Spell (600 CP, Discount Drop-In)
To break and scrub curses from someone is child's play for you. You know all kinds of things about getting rid of curses.

It could take a very long time for you to do it depending on how strong you are and how much you know about the magic in question. But you'll eventually reach a way to eliminate the curse. Heck, if there is no way to do it, a way will be opened up. And you will be able to remove it. But this doesn't work with combat curses. It takes time and effort to scan the afflicted victim. Valuable time spent fighting instead of getting the curse off you.

Body Granter (600 CP, Discount Drop-In)
Some sentient animals in this world are able to take on human forms. Others, bizarrely enough, lack this power. Now you can fix this by giving human bodies to sentient beings that lack them. Objects, animals, you name it. If it's sentient, you can give them a fertile human form that has some features of their original form. A kitty can become a cat girl, ect ect. You could even give legs to those that don't have any. You could even give a fleshy body to those that have a hard metallic one.

The only stipulation here is that the thing in question has to be sentient.

Sea Creature

'Cause Everyone Likes To Party (100 CP, Free Sea Creature)

The ocean is a fun loving place where everyone constantly parties for one reason or another! You're talented at throwing parties on short notice, claiming some other reason or another. These parties are the bomb and you'll have a ton of people flocking to them!

Adorable Giant Lobster (100 CP, Free Sea Creature)
You could be a 10 meter/33 foot giant lobster and you'll still be considered cute! In mannerisms, appearance, or actions, people can't help but find you adorable in these ways despite what you act or look. Heck, you may even find someone who will love you despite your huge body. Can be toggled on or off.

Rough Rogue (200 CP, Discount Sea Creature)
There are things you have to do. Sometimes you just can't tell someone your reasons why you are doing these things. Sometimes you have to kill them. And when you do things like tell someone to leave or get violent at people who others love, people will begin to hate you. Worse is that you might get implicated in things you never did as a result of your actions.

Even when it really does seem like it's your fault, and you might be acting on edge to push someone away, you'll still be loved by those you know. They might not understand why you're acting this way, but they won't hate you for it. They know that you're not really evil. But if you start actually being abusive towards the people you love, don't expect them to love you any longer

Treated Well (200 CP, Discount Sea Creature)
Most witches are cruel beings. Some of them even treat their familiars as horribly disposable and abuse them out of boredom. You're lucky enough not to gain such awful masters that treat you this way. When you enter servitude under someone far more powerful than you, you will be treated well (or at least not as a personal source of amusement) as long as you do what they ask you and do not abuse their goodwill. No abuse shall be a inflicted on you for their entertainment and they won't screw you over to save their own hides if there was another way to save themselves.

Lost To The Waves (400 CP, Discount Sea Creature)
The sea is so vast and deep. It can be virtually impossible to find anything lost under it. What a convenient place to hide things you don't want people finding. You can easily take people's things and toss them out to the ocean. Physical and supernatural means of detecting the object just won't work if you dispose of them this way. It will be virtually impossible for the owner to find it this way unless they physically start searching for it in the ocean,and people who aren't searching for it won't notice what you've hidden.

But who's going to find whatever you hid in that big, big ocean?

The Witch's Caretaker (400 CP, Discount Sea Creature)

Being a parent or a mentor is a very difficult task. Not everyone is suited to be one. But you're hyper competent and responsible enough that you impress people enough to entrust you with the important job of raising a child.

Any child put under your care, adopted, and/or raised by you will have a very happy childhood. And you teachings stick in their minds. Like magic and other important skills. And until the time comes when they can protect themselves, you'll be strong enough to defend them from harm no matter what.

Talented Familiar (600 CP, Discount Sea Creature)
Meikai needed someone to protect the sea when he died, and Wadanohara was too young and weak. His familiar, Tatsumiya, had to stand in his place as Protector Of The Sea for hundreds of years. She had the raw power to show for it.

When you enter a deal with someone to become their "familiar", you benefit from it very well. In exchange for aiding them, as long as you give them this aid you will never lose this benefit. You can also make this bond with anyone if they allow it without mind control or coercion.

You may borrow their powers and do things they only could, like using weapons only they can and gaining their skills and power in magic through this bond alone. In fact, you could also stand in for any responsibilities they had upon their timely death.

However, if you killed them on purpose to keep this power for yourself, your power gained this way will be gone.

You may only enter this strong bond with one person at a time.

Lovers Reunited (600 CP, Discount Sea Creature)
The power of love is strong.

You could be trapped and sealed up by powerful magic or locked away in a dungeon completely powerless. But if someone you truly love is waiting for you on the other side you'll be reunited with them no matter what. You'll have to fight and claw your way out of whatever's got you trapped, and you may escape with scars, and it may even take years to get out.

But you shall be reunited with your love. For it will find a way. Doors are left unlocked. You get a mysterious burst of strength that lets you break free from your shackles. A key in your pocket you swear wasn't there in the first place. You find a weakness in the seal holding you, weak enough for you to shatter and escape. The power of love is that of miracle.

If you seek to be by your lover's side, it shall be done.

Sea Royalty

What's Wrong With Your Eyes? (100 CP, Free Sea Royalty)
It's...unfortunate that you have empty, staring eyes. Or other things that are really unsettling or comical about your general appearance or behavior. Like perpetually sleeping despite your blank stare. Regardless, people will always take what you say seriously if you want it to be taken seriously. They're respect you as their wise ruler even if you have gawking eyes or eccentric quirks about you, or that you happen to be a little girl.

Exact Words (100 CP, Free Sea Royalty)
As the face of the Sea and the maintainer of diplomatic relations, it would be devastating if you sparked a vicious war because you articulated a letter wrong. Now you no longer have to worry about this, because anything you say or write will convey exactly what you mean. No one can interpret your words incorrectly. Unless somehow the letter got distorted on its way out by someone else behind your back.

Perfect Designation (200 CP, Discount Sea Royalty)
A ruler sees the strengths and weaknesses of the people around them. That knowledge can be very valuable in assessing threats, but it can also help you in discovering people just right for a job you're searching to fill. A healthy government is not just one person after all. Not even you, a godling, could rule it all by yourself. This talent extends to the people around you.

The more you observe people, the faster you'll find yourself realizing their flaws and strengths in all fields of life. You may ascern someone is naive but kind hearted. How they're good at cooking sweets but terrible at vegtables. Any weak points in their combat style or stance. You even know any conditions they flourish in, like which part of the ocean they're good at scouting in. And so forth.

The Substitute (200 CP, Discount Sea Royalty)
Sometimes you have to be away on royal business. It can be anxiety inducing as you wonder if the people you selected will be able to handle your precious country in your absence. It's not that you don't trust them, but it's still anxiety-inducing.

You no longer have that fear, because even if you're not around, people under you and working in your government know exactly how to handle any problems in a way you would indeed personally approve of. They won't be better than you at anything through this boon alone but it helps you sleep at night, right?

The Rightful Ruler (400 CP, Discount Sea Royalty)
Some traitors scheme to steal everything you've worked for. Not only can you accurately discern the presence of traitors, it would be actively difficult for them to get a sizable force that would turn against you. It's because to your people, your rule is just so much better than any rule the traitor could have. You are a ruler that serves the people, not a selfish, conniving jerk that only cares for themselves.

Favored Child (400 CP, Discount Sea Royalty)
You are the superior child. Equals can't hope to outlast you on their own. Should you be compared to another equal, you shall always be seen as superior. If you were twins with another child and only one of you could have the crown, it would be clear you were more suited for the throne. You can hold up a fight against someone who's your equal long enough for help to arrive, but reminder that the help themselves may not be enough to get you out of it. The perk buys time for allies to arrive to help you, but they must arrive as to where you are. Also should it come down between you and other equals to be selected to gain a favorable boon such as learning a special technique or gaining a position of power you will be selected over them.

Sea Regent (600 CP, Discount Sea Royalty)
You are the ruler of the sea. It recognizes you as its ruler. And all creatures that lurk within it, from the lowly blobfish, to the graceful mermaid, to the mighty great white shark, all answer to you. If you order a shark to stand down and not take a bite out of you, it will understand you and leave.

Actual sea rulers trump your rule, but even they recognize that you are an equal. If you wish it, you may call upon the force of all sea monsters to assist you to fight by your side even out of the ocean. You may also communicate with and understand all sea creatures.

A Loving Hug (600 CP, Discount Sea Royalty)
Politeness can go a long way. Sometimes it's not the fangs that win someone over, but understanding and love. It's true. With a simple display of affection or vulnerability, you can clear up any misunderstandings you have with someone. An apologetic hug will allow people to trust you again when someone has framed you for a crime. More than that, though, you are able to get almost anyone to care about you.

Even people who used to hate you to their very core until recently find themselves rapidly caring for you in a intense way once you have convinced them to stop hating you. At the very least, you can worm your way into their hearts to push them into, at least, intense platonic feelings for you within only mere weeks of getting to really know you.

You may even be able to help them work towards being a better person with your love, platonic or otherwise. The process will be slow, but with dedicated effort, even the most bloodthirsty, bratty princess could be made into a good person.

Demon Mercenary

Whimsical Devil (100 CP, Free Demon Mercenary)
You're a whimsical sort, keeping an airy sort about you. Able to be friendly and nice, even to people you have to kill. This kind of whimsy is just so charming about you that people cannot

help but like that about you. It would be hard for people to hate you unless you legitimately made an attempt on their life.

Snappily Dressed Merc (100 CP, Demon Mercenary)
There's no reason why you have to dress so boring just because you're a Demon Mercenary. Somehow you have a luck for finding cool, affordable clothing that also manages to keep you decently protected. It won't get in the way of your fights, but do not eschew your clothes in favor of going naked if you wish to be protected still. Or you can make them yourself, and you have talent in that also.

They're Not Of Our Sea (200 CP, Discount Demon Mercenary)
When people see you, they know you are something to be feared. But at the same time, they don't have quite an idea of who you are unless you make everything known about you. None can find clues about you pointing to your identity. Until the time is right for you to reveal yourself and come to blows with them, none shall be aware of all the secrets within you or know of your monstrous appearance. But they shall be terrified regardless.

Left For Greener Pastures (200 CP, Discount Demon Mercenary)
Sometimes wherever you live or your current bosses just aren't helping you enough, you can go. Get out. Just leave. And your bosses will be fine with you leaving. Heck, you could leave your parents and run away if they were treating you like crap as well. But running away like that can be a bit impulsive, right? A whole support network, gone. Hence why if you run away from a previous support network, it'll be easy for you to find another one soon. You could even meet up with some friends of yours and form a gang yourself.

Demon For Hire (400 CP, Discount Demon Mercenary)
If people seek to hire you, they'll know of you. You name is well-known to people who are in need for your services. This includes many powerful people who will pay you handsomely to do their work. Only problem is, you might get paid to turn against your loved ones. But you can choose to refuse any job given to you. But if you abandon a job while you're doing it, that won't reflect well on your reputation.

Holding Back (400 CP, Discount Demon Mercenary)
You don't want to fight your friends. But your job may put you at odds with them, and you want to maintain a sense of reliability so people will keep hiring you. Or maybe you just don't like killing people. Wait, why did you take this job if you didn't want to kill people? Eh, regardless, you've got a tight control over your powers and strength. To the point to where you can dial them down just enough to still be a threat but only enough to knock them out. Or at least, you can get rid of them without killing them.

Rebirth Of The Damned (600 CP, Discount Demon Mercenary)

If you find someone near death, you can turn them into a devil and revive them back to health. No wasting curse or diseases will wrack them. They will have increased magical power, immortality, great strength, and will get horns and a tail.

This takes a lot of energy to accomplish, but you can also turn still living people into demons. Upon being turned into a demon, they will become stronger and capable of magic. By default you can only do this once every ten years with the default energy you have as a mercenary. But if you have more power, you could make more people into demons. This “power” can include ki or mana or some other source of great power.

Hellish Invasion (600 CP, Discount Demon Mercenary)
Did they really believe that they could keep you out? How presumptuous of them to assume their magic could do that. You can invade places thought impossible to break into with an army with just a little bit of inside scheming. Which you will be able to find easily. Barriers and attempts meant to keep you out are much less effective in actually stopping your attempts to infiltrate

Witch (200 CP)

This Is The Story Of A Witch… (100 CP, Free Witch)
When you tell or read a story to someone, they get a vivid view of it in their minds. Almost like they’re seeing the whole thing happen in front of their eyes! Of course, their visual perception is from your point of view and they will only see what you saw or tell them of. They may glean their own observations of the story, however. Also they can stop viewing at anytime they desire it.

Good Witch (100 CP, Free Witch)
You have a calm, friendly demeanor that sets people at ease. They trust you more. Even if you’re the member of a group infamous for terrible deeds they seem to do, people just can’t see you doing those same deeds. Or approving of them. You’re far too nice to have the typical nastiness of a witch, or at least you come across as this.

She, The Moon, and I, The Sea (200 CP, Discount Witch)
You can romance and woo concepts and celestial bodies. This is most effective on celestial bodies, but any conceptual being with a physical body will be more easily wooed by your romantic attentions. You may also bear a child with whomever you please using a simple magic spell, should they consent.

Your children will also retain abilities relating to the conceptual being in question. Any sun child will have fire powers and so forth. Any children conceived this way will resemble you. One bizarre side effect, though, is that whatever child you have will hatch from an egg that appears after the deed is done.

The Power Of Friendship (200 CP, Discount Witch)

Eventually you may have to fight your friends or friendly people who would not willingly come to blows with you if circumstances did not force them to do it. But maybe you can remind your enemies of the friendship you had. They will make them hold back as they remember their friendship with you. They may not defect, but maybe it's just the thing you need.

And their friends, if they also oppose you? They'll be softer on you too. They don't want to hurt their friend's friend either. They'll still fight you, but they'll give you more of a chance to survive.

A Drop Of Witch's Blood (400 CP, Discount Witch)
Witches can give their blood to familiars to drink to let them completely lose it. A mere lick of a cut is enough to give them great, albeit temporary power. If the witch is powerful enough, a single familiar can destroy an entire army with a mere taste of their witch's blood. It takes a lot out of the familiar, and they could die if this method is abused. But it's enough to keep them going. This does not give them powers, but it does shoot up their strength and magic.

You can do this to others that aren't your familiar, however, with this boon.

Ocean Protector (400 CP, Discount Witch)
You have a specific realm or place you will defend. To protect the sea or any other place is a big responsibility.

When you appoint yourself as the protector of a specific place, you instinctively know when and where terrible things that threaten it approach or happen. Any magical or physical barriers meant to protect the place in question hold up longer under heavy assault and cost less to maintain and fix should they suffer damage. You may also designate people to have your same realm protecting ability if they're protecting the same place. The place you protect may potentially be up to the size of the ocean.

Right now, though, you can only protect a city's worth of area. Being strong enough to protect the entire ocean is a ways away.

Moon Mother (600 CP, Discount Witch)
You were born from the unity of your witch parent and a natural being or concept. You may call upon this natural being for power for a miracle once every ten years. This miracle's power could overcome even the power of the Red Sea, able to make a way out of any horrific prison they force you in by literally shattering a hole in the side. You may also use this miracle to empower yourself past your limits if the situation is dire enough.

But also, you have enhanced magic symbolically relating to whatever being was your other parent. If your parent was the Earth, for example, you may control plants by making them bloom from the ground. If you choose the Moon, you'll have power over water or heal people through musical instruments. This enhanced magic will grow over time.

Magic Of The Cast Pearl (600 CP, Discount Witch)
Meikai was the ocean's beloved protector. But he used too much of his magic power in sealing away the Red Sea, and now he's gone for good. You can cast this same spell. Either Meikai taught to you himself before departing, or you stumbled upon this spell yourself.

While this spell is dangerous because it would normally kill you, you seem to have been able to fix the spell in a way Meikai never could. Once every ten years, you can use this power to seal away a great and powerful evil inside a constructed shrine of your making. Any other time you use this spell, you will die.

Unfortunately, this came with a downside. If you don't die when casting the spell, you'll be a lot weaker than usual. You can gain your power back after a time, or you can train to speed it up. But the evil is sealed away, so you shouldn't have a lot to worry about. Your sealing is complete, shoving all of the members of evil that you're sealing away behind a barrier that would be difficult for them to break out of.

Totsusa Kingdom

Bun Bun! (100 CP, Free Totsusa Kingdom)
You know the language of the Moon people! Which is just "bun bun." And you know this so eloquently, even more than your actual spoken words. You can devolve any complex explanations by repeating "bun bun" to them. People will understand you regardless. They can even respond back with "bun bun" and they can speak similarly.

Totsusa Princess (100 CP, Free Totsusa Kingdom)
Sometimes you don't get your way. But all you have to do is to throw a fit and you might get an ally to capitulate to your whims. They won't like it, but they can't help but find you adorable enough during this fit to give you what you want. Perfect for goading someone into doing stuff for you. They won't even hold it against your cute lil' self or be any less scared of you.

Moon Rage (200 CP, Discount Totsusa Kingdom)
You may have a burning temper, but it flares as quickly as it's extinguished. You're capable of flying into a truly frightening rage at a moment's notice and can infect this rage in your allies. Making them fly into a fury that powers their bodies and gives them a temporary boost in strength. You also get over things that enrage you easily and can do the same for people you induce this rage into.

Murderous Power (200 CP, Discount Totsusa Kingdom)
You love violence and murder. That's why the more you want to kill someone, the stronger and more skilled you are when facing them. Of course, if you don't actually hate the person, you won't get this benefit. If you want to help save someone too, you'll discover that your efforts to save them, whether through healing or rescuing them are also boosted as much. But you can't hate the person at all.

March Hare Minion March (400 CP, Discount Totsusa Kingdom)
Your soldiers are the absolute elite of elites. This is true. But it's too bad that the protags tear through them like a knife through wet paper. That's okay. There's strength in numbers, and your power *WILL* be respected. When your minions outnumber anyone blessed by fate by a substantial degree, this luck or plot armor won't save them. They'll either have to run away or fight an army that outnumbers them, and no amount of helpful coincidences will save them.

Protective Papa (400 CP, Discount Totsusa Kingdom)
You're protective of your kin! That's why when your precious friends and children are threatened you become very strong. You could even reach past your normal limits in raw power, skill, and durability if it meant protecting them. Potentially, even protags could cower at your might even you're not final boss level, depending on where your previous limits were. This applies to any children you have, biological or adopted, and any friends of yours that are weaker than you.

Mecha Curse (600 CP, Discount Totsusa Kingdom)
In the past, King Artamos was once a powerful rabbit monster moon king. However, a witch cursed him and turned him into a floating mecha rabbit's head. You happened to be caught up in the blast radius of the same curse but since it wasn't aimed at you, you didn't quite lose your whole body like he did. You got all the benefits, and none of the downsides unlike him. Now you can interface with technology (Such as downloading files through a computer plug or accessing the internet from your head if it exists in the realm you're in, or hacking technology if you already could) and you have a sick metal body you can switch into at anytime. But you can also a enter a state where you're temporarily invulnerable, to all forms of attack, magical or spiritual or otherwise. However this state also munches through your energy reserves in this form so be careful using it. Not only that, your inner workings are immune to getting gummed up by water. You also have no need to breathe, sleep, or eat in this form, just needing a recharge.

This is a pretty good package overall. How could you hate witches for this boon?

Rabbit Monster (600 CP, Discount Totsusa Kingdom)
You're a terror to behold. You, actually, are a giant rabbit monster that could rival even King Artamos at his prime before he was cursed to become a floating mecha rabbit's head. This new form of yours looks like a giant, powerful rabbit, but it would scare anyone weaker than you who look at it. You are like the king of the moon himself in his prime, and you will be feared.

Not only that, bunnies instinctively follow your command. Anything under your power that are weaker than you, whether through ruling or leading or by other means of control, become so much more vicious and powerful than usual when you command them. Yes, this includes the bunnies.

Red Sea Denizen

Ghoulish Bloody Magic (100 CP, Free Red Sea Denizen)
Your magic looks awfully scary! Dripping with blood and eyes! And it frightens those who see it. The spells you cast also seem to crawl around the environment, infecting them with a slimy layer of blood and eyes. Those who stay in places your magic is infected with become frightened or unsettled even if gore doesn't ordinarily nauseate them. Your eyes can also be as red as the Sea Of Death that heralds your arrival.

A Millenia Of Patience (100 CP, Free Red Sea Denizen)
You can wait for a long time. Hundreds if not thousands of years. Even when sealed in a dark place with no entertainment, you can wait. It won't wear in you in the long run even if you'll be a little grouchy when you're eventually released.

The Red Sea's Ambassador (200 CP, Discount Red Sea Denizen)
That really is terrifying how good you are at winning people to your side without even needing mind control. You've got a good charisma that can win people over to your side quite easily. They could turn against their beloved ruler in time with your words.

Deep Sea Thief (200 CP, Discount Red Sea Denizen)
It's so easy for you to just steal things. But you're no mundane thief. No, you steal legendary, powerful things. It could take you a while, but once you set your eyes on some delicious treasure to plunder, you'll claim it.

Corruptive Sleep (400 CP, Discount Red Sea Denizen)
Some people can resist the power of the Red Sea. Direct measures need to be taken to twist their brain into seeing things your way. You can induce someone in corruptive sleep through a spell. They shall be pounded with nightmares and be slowly brainwashed into joining you unless they try to resist the nightmares. It would be very hard for the person to resist the nightmares--it would take direct intervention from a being that rivals your own power to save them from it.

Manipulative Puppet (400 CP, Discount Red Sea Denizen)
No one will suspect a thing. You could dupe anyone into believing you're on their side. You could put up this act for anyone who was searching for a long ass time for someone who was prophesized to be you! Giving you time to reveal yourself at your leisure.
You're also able to impress those above you into giving you important responsibilities and authority, given how reliable and competent you have performed. You'd become part of Princess Uomi's retainers in a very short time if you put the work into it.

Ambassador Of The Red Sea (600 CP, Discount Red Sea Denizen)
You can instantly flood any city wide area (to start with, this will increase with your power) with the corruptive Red Sea magic, causing a mass zombie apocalypse. People and animals thought dead will claw their way from death, and will be very hard to kill in this form. They can't spread disease, however. But the liquid and smoke that fills the air will choke anyone not part of the

Red Sea that breathe in it. Perhaps in time they too could become corrupted if they breathe air in long enough and have suitably weak wills.

Your undead minions will become empowered by the magic of the Red Sea, becoming impossible to kill by ordinary inhabitants of whatever world you're in. You may also revive someone with this power, and they will become your undead minions.

Death's Durability (600 CP, Discount Red Sea Denizen)
How could they kill something already dead? It's only a mere flesh wound, after all. You could lose your own head and you'd be fine if it was just a normal axe doing the hacking. You resist magic wounds fine (You're not immune to them though, and they'll tear into more than just physical wounds), but flesh wounds by mundane weapons with supernatural features to them just don't cut into you. Not only that, your limbs will try to return themselves back to their body and stitch themselves back on quickly in a fight if severed. They will violently defend themselves if they must. Your head will pull itself back together if crunched. If your head is severed, you're gonna have a hard time controlling your actual body before it gets itself back on your body.

General Perks

Barely Survived The Poison (200 CP)
Ugh, you got in a huge fight and barely escaped. But you survived, against all possible odds.

Eh? You're not as strong as you were before? Yeah, that'll happen when you have a near death experience. Once every ten years, if you get into something that by all accounts should have killed you, you'll survive to crawl away from the fight. But you'll be a lot weaker than you are for a while, but not for the rest of your stay there. It'll be a while, though. That's how it works, unfortunately.

Illusory Shape Shifter (200 CP)
Perhaps you are a tanuki, or a tanuki taught you how to shapeshift just like them. Regardless, all you need is a leaf to act as your focus and you can shapeshift. You can do really neat stuff. Do be careful the actual person you're imitating isn't around, however. It will be very suspicious that two of the same person is walking around. Also you won't be able to benefit from any of their physical or magical prowess.

Companions

Companion Import (100 CP Per Import, up to 300 CP for Eight People)
You may import up to eight companions, paying 100 CP per person up to 300 CP for eight. They get a free origin and 600 CP to buy perks and items with.

Canon Companion Buy (200 or 100 CP)

If you want to bring any friends along you got attached to, pay 200 CP for them. If they are not a royal or witch, they cost 100 CP.

OC Companion Customization (100 CP Per Character)
If you want a friend from this world not of these events, then you may pay 100 CP per friend to come along. They get a free origin and 600 CP to spend on perks and items.

Items

Magical Candies (50 CP)
These candies heal the eater! And you have an infinite amount. Still, would take a while for you to eat a bunch, time you don't have in a fight. Multiple purchases allow for different kinds of candies to have.

Infinite Ochazuke Bowl (50 CP)
Ochazuke! A favorite of many sea creatures. This dish is made from immersing rice in green tea and giving all kinds of toppings to the meal. This bowl will always fill up with the stuff no matter how much you eat. Just don't question how the tea stays in the bowl under the ocean.

Profile Room (100 CP)
You have access to a "profile room" of sorts in your warehouse, with statues of whatever people you encounter. Right under them are their profiles, which tells you their height and favorite/hated thing. It won't tell you "spoiler" information about those you met unless you know said information, but it will tell you some fun facts about them that you might otherwise know about. And a quote they themselves say that defines them. Also has some paintings of your shenanigans during this and past worlds you've been. It fills up with information and pictures of past realms you've been to.

Drop-In

Undersea Smoke And Tie (100 CP, Free Sea Creature)
These smokes CANNOT be extinguished without your consent or through time. They can burn underwater. You also look cool when smoking them. Comes with snappy three-piece suit and tie that fits you just right. By default, the suit and tie are black but you can decide the color. Also it never gets ripped up in combat. Offer some to a certain passing orca and he'll be willing to chat with you as you both smoke.

Personal Island (200 CP, Discount Drop-In)
This island is pretty cool and may look pretty, but it's mundane otherwise. Still, it's got a cave that's perfect for hiding or storing things in. You yourself can choose the theme of the island. Flowers everywhere? Sure. An island of pinwheels and rainbows? No problem. Starfruits that shine at night? Sure. You even have a home on this island.

Magical Tugboat (400 CP, Discount Drop-In)
This boat is perfect for travelling other worlds in the local multiverse and cosmology. It has no need for energy sources, as it magically teleports into any areas that have enough liquid to hold a boat. Also it can fly, too. It even sails on the sea and comes with living quarters for you to sleep in.

By default it takes on the form of a cute, tiny tugboat. But it can be as big as a sixty foot yacht, but certainly not cruise ship size. The make and style of the boat is yours. It houses up to ten people, and has a door to your warehouse you can leave open at any time if you need to go somewhere. It's got a shared bedroom by default, but if you want them to be separate for some privacy you can have that.

But it has absolutely nothing in the way of defenses. Anyone who stands on it will be able to breathe in space and remain unharmed as long as they don't fall from ship.

Sea Creature

Infinite Supply Of Star Fruit Alcohol (100 CP, Free Sea Creature)
Star Fruits can induce drunkenness if many are gobbled at once. So of course the logical conclusion is to make alcohol out of them. This alcoholic content is so potent, a single mouthful of it is enough to make someone tipsy. It also isn't as bitter as vodka. But it's potentness is why it's mixed with other drinks.

Unless, of course, you want to down the whole thing in one go. That's fine too.

Empty Chests (200 CP, Discount Sea Creature For First Purchase)
So many empty chests, perfect for storing things, living or otherwise! These six chests lead to a small room where you can store stuff in them. They are about a ten foot by ten foot space's worth inside them. Still, they need to be carried places if you can't store them in the warehouse.

Ocean Village (400 CP, Discount Sea Creature)
A happy little village of sea creatures that will always be underwater. You have a nice house here. These sea creatures are just like the ones found on this world, and will slowly collect and expand to include marine creatures from future and past worlds you visit. You cannot import them as companions, but you can have people you meet live here.

The only way for hostile entities to enter it is to enter through the gates or break the almost impenetrable barrier to it. This is has the strengths of the same barrier that Meikai set up to protect the ocean. A happy little world full of joy. No one or nothing could cause trouble from outside here--inside is another matter entirely. But that shouldn't happen unless it was the darkest of times, and if your enemies are particularly nefarious.

Sea Royalty

Talking Fish (100 CP, Free Sea Royalty)
You have your own talking fish! Able to communicate for you if you can't communicate yourself. Like if you're sleeping and such. It's connected to you and will inform you of the outside world if you can't speak to it for any reason. They'll never be too far away from your head, either.

Sea God Castle (200 CP, Discount Sea Royalty)
This castle is huge and big enough to keep an entire town's worth of party goers! It's lavish and the storerooms are overflowing with enough food for a banquet. It refills every 24 hours, so you can keep partying it up. This castle isn't just for partying, however. Only the lower areas are for that. The top areas are lavishly furnished with extravagant living spaces. The very very top is your throne room, and it also doubles as a meeting room. By default it's in the style of a japanese castle and is underwater, although you may choose to keep this above land.

The Sacred Sword (400 CP, Discount Sea Royalty)
This sacred blade is capable of shattering any barriers or breaking any seals on people or things. It could cut the Cast Pearl of the Blue Sea in half with it's sheer power. It's power is frightfully strong cutting through magical beings like witches like a knife gutting a fish. It would be very difficult for them to magically heal any wounds inflicted by the sword for this reason.

This blade is said to be one used by the Sea God himself when he fought to protect the sea. Now you have a copy of this sword.

Demon Mercenary

Trusty Weapon (100 CP, Free Demon Mercenary)
This weapon has a boon, however. Somehow, you can hide it on yourself anywhere you look, plus it will never break or shatter. By default it is a large sword with little to no decorations, but it can be any weapon you desire it to be. It will also count as supernatural for purposes of inflicting damage and being affected by things.

Demon Mercenary Contract (200 CP, Discount Demon Mercenary)
You've got some friends, you should say. Some fellow mercenary friends. See, lots of people owe you a favor for things you've done for them. A whole gang, in fact, owes you a favor. You have a contract with a gang of Mercenary Demons from this world, and can call on them once every three years to fight for you. They will send a gang of five demons to fight for you every time.

The Hellhole (400 CP, Discount Demon Mercenary)
Many people thought that alcohol was the Devil's drink back in the day. Of course, reasonable people today know it's drivel. But it would seem in this case it's actually true, because you've gained ownership of a rather dumpy but okay bar that attracts demons of all sorts.

Supernatural creatures of all types will show up here, but it attracts whatever would be considered or called ‘demons’ in that world the most. Any supernatural creatures willing to make a quick buck or two doing favors ranging from tremendous acts of violence to simple fetch quest nonsense. They could be willing to do a lot more, but the deed will always be proportionate to the pay. The people here just will yack and yack about all sorts of interesting goings-on in the underworld and their lives.

In mundane settings, this bar attracts extremely highly skilled experts who will gladly do big jobs for you.

Witch

Witch’s Broom (100 CP, Free Witch)
A staple of many witches! Helps you fly. That’s really it, but the witch’s broom will always fit your size no matter what form you’re in and you’re always a master at flying it. Plus the broom handle can be in whatever wood you want it to be in.

Magical Instrument (200 CP, Discount Witch)
This instrument has a minor magical spell in it, like an ocarina that heals the minor wounds of all listeners or a flute that can literally make flowers bloom and hasten the growth of fruits and blossoms. Or a guitar that soothes people to sleep. This spell is not very strong to start out with, but it is still magic. Can be improved upon to become stronger than it is now with time, however.

The Cast Pearl (400 CP, Discount Witch)
This large, moon-like object (Not in size, but in appearance) will maintain and provide energy to any single spell bound to it as long as it remains intact. If the pearl itself shatters or breaks, the spell itself will be gone. There is no limit to the spell, however, and you can fix the pearl yourself (It will take time) or it will be fixed up good as new the next world you appear in. It will also last infinitely.

Totsusa Kingdom

Bunbun Platoon (100 CP, Free Totsusa Kingdom)
You have about a gang of thirty adorable bunsbuns! Ready to murder and slaughter at your command! They might look cute, but they’re vicious little creatures that will chase their prey until death. Although that won’t matter much when facing particularly lucky people. Cute and cuddly though. Can’t be imported as companions, however.

Boning Knife (200 CP, Discount Totsusa Kingdom)
What a nice knife! This knife is so sharp it can skin and flay all sorts of creatures. It will never break when used to flay in this manner and will always remain sharp. This knife can literally cut

anything. When thrown, it will always return to you and always try to hit its mark. And it comes in sets of three!

Robo-Chamber (400 CP, Discount Totsusa Kingdom)
Totsusa Kingdom was able to reverse engineer most of the curse that afflicted Artamos, with help from a witch who owed the Rabbit Kit a favor (But could not cure his curse, as the witch who cursed him was very powerful) and moon tech. They developed a magitech chamber that would turn a single person into a robot if stepped inside it. In this state, they can be sustained by energy, no longer need to eat, drink, sleep, or breathe, and they can switch between this form and to their fleshy form at any time. It goes without saying they are also immortal as a result. They can now be modified with technology or magitech for you to fiddle with at any time you'd like, plus if you suffer any mishaps during the process will be no negative consequences, as they won't die or explode or any other negative mishap. However, the piece of tech will refuse to work as truly intended. The process requires a fair amount of energy to start out with, (About a commercial high-rise's building's worth) but maybe you could fiddle with the tech and improve it if you had the knowledge.

You even are given the blueprints for chamber if you desire to create more.

Red Sea Denizen

Ignore-Me Bandages (100 CP, Free Red Sea Denizen)
Ugh, you're covered in so many awful gaping wounds. You like being a creepy undead fish but even you think your body is ugly in some places. That's why with these bandages, people won't be able to see any gross or unsightly parts of your body. Just wrap them up with this infinite roll of the stuff and people will ignore them.

Burning Ring (200 CP, Discount Red Sea Denizen)
This pretty, pearl-like ring weakens the wearer's magic, but they'll have to accept the jewelry from you. Their magic will seem like it's working, but it will always fall through in some way when the time is important for it to fail. However, every time the wearer casts magic they get a bizarre feeling in their body. There won't be a lot of sense to it, and it's likely the caster in question will think it's something weird with themself and not the ring itself.

Bloodstained Shard Of The Sea Of Death (400 CP, Discount Red Sea Denizen)
This ruby like shard of the Red Sea can grant someone the endurance of the undead. It empowers someone to be a walking vector of the Red Sea, infecting people and the Earth with concentrated Red Sea magic. They can control the undead hordes they infect and revive with this embedded shard. The power of the Sea of Death pulses through their veins, as red as the blood that may or may not flow through them. Granting them great physical strength and magical strength.

Using a magic ritual (A scroll comes with this shard that details the ritual) with a parts of someone's dead body will also bring them back from the dead. Their "core" will be the Red Sea shard, and if it is broken, they will also die. You'll get a new shard next jump if you use it this way to revive another minion and grant them this power, but you can't exploit this to get more than one shard per jump. You can't revive someone with this shard, bring them to the next realm, and then kill them to get more than one shard. Doing this will make the gem shatter on the spot.

Drawbacks

+1000 CP Drawback Limit

I'm Not A Shark! (+100 CP)
People frequently mistake you for some other species and it's upsetting, because this species is a mean one! Like you being a dolphin but being mistaken for a mean ol' shark! This will make you break out crying or bring you to violent fury when people do this.

No Human Form (+100 CP, Animal People Only)
You are stuck in animal form and can't take on the form of a human. You can survive on land if you're a fish, but you won't be getting very far by flopping everywhere! Not only that, it'll be awfully inconvenient in this form.

Unlucky On Land (+100 CP)
Every time you leave the water, you'll have a slew of bad luck. People are mean to you, you'll be clumsy, and other terrible bad luck. The reverse happens to Demon Mercenaries. Every time you're in the ocean you suffer bad luck.

No Land Walking (+200 CP, Cannot Take Unlucky On Land Drawback)
You can't leave the water. Ever. You can poke your head above water, but you just flop on land. Unable to walk or do anything. Being trapped under the ocean must be so stifling and boring. There's a whole world up there, and you can't explore it. Plus, if you cannot handle the Red Sea, you cannot flee from the chaos that happens.

Demon Mercenaries find that the reverse happens to them. Every time they enter the water, it violently spits them out.

Wadanohara's Familiar (+200 CP)
You are Wadda's familiar! You must protect her! Drop-Ins find that they enter a contract with her as soon as they arrive. You need to make absolutely sure she doesn't fall in the Red Sea's clutches. If you are another Witch, you are not her familiar but rather a friend of hers dedicated to protecting her. If you finish this you can take her as a companion without a need for a pod. (She'll be fine with leaving--she can just come back after all because of the time stop.)

Demon Mercenaries have a contract with Meikai to protect Wadanohara, and if they break it, their chain is over.

Rage Mode (+200 CP)
Kill...them….all…

You are easily pushed into homicidal moods and it'll be hard to snap you out of them. Which is bad in the peaceful sea. Your impulse control is shot down in this state. You might end up actually killing your friends if you're not careful to control yourself!

No Sea Breathing (+200 CP)
You can't breathe underwater. Instead you use a spell that you must replenish every morning and evening by heading up to surface to get breathe in air. If you don't, you'll drown the very next day you don't come up for air. This will always apply to you, even if you have no need to breathe air.

Fluffball (+200 CP)
A witch has cursed you! You are restricted to the form of a cute little creature, and you are just as delicate as this cute little fluffy animal in this form. Your out of realm powers have been dialed back tremendously in this form even if you haven't lost them completely. Nobody will take you seriously, either.

It's Already Here (+300 CP)
The Red Sea has already broke free by the time you have arrived. Wadanohara has escaped to The Witch World, and desires to return to finally purify the ocean. But she cannot do it by herself. You will need to help her fight off the power of the Red Sea and bring peace to the ocean once more. If you can't do that, then you will not be able to leave.

The Scorn Of A Witch (+400 CP)
A witch has scorned you. She will arrive here in search of you, wanting to kill you. The witches of this realm are powerful beings. With personal realms of their own and powerful minions to assist them, getting on the bad side of a witch will always seem to invite suffering.

You'll either have to kill her or come to terms with her and find out why she's out for your blood.

A Dreadful Poison (+400 CP)
You've been afflicted with a poison, and all your powers, including ones gained from here, are heavily weakened. You could probably defend yourself with your powers depending on how strong you really were, thought. But you won't be taking center stage here with your strength, unfortunately.

My Other Half (+600 CP)

You have another you. An eviller, bitterer version of you that's angry you are the one that gets to go on all your adventures and you don't. They're just as strong as you, and very, very bitter. You are the beloved other self, the you that matters. But they have no other friends to help you, unlike you, perhaps. And they will claw themselves out of the Red Sea.

Perhaps you could reach their heart and come to an understanding, and then maybe, maybe you can calm them down and get them to come to terms with their existence. You cannot take them with you, unfortunately.

Scenario

Blue Sea Cleanup

The Red Sea. A contaminated poison that seeps in the earth and pollutes the ocean. Causing much suffering in the ocean as zombies tear their way from the ocean floor. When Meikai sealed it away, he should have cleansed the ocean entirely of its taint.

But turns out that it wasn't a complete scrub from the ocean. There's still some residual traces of the Red Sea left in the sand of the ocean floor and in other places. This is why sometimes other ocean animals will attack with no reason. The Red Sea has afflicted them somewhat. Thankfully it doesn't make them stronger, but it is worrying. Your friend may just turn against you tomorrow! That can cause mistrust among the members of the community. But it seems that until now, no one was able to detect why. The traces of the Red Sea were so small that nobody could really detect it unless they were extremely skilled at magical detection.

Even worse is if the Red Sea is released from the seal, even more taint will be left over. Things will have a hard time growing back, and people will be plagued by nightmares and aggression for a time after. Hence why you find and execute Sal, the Red Sea's Ambassador. He has not a single nice bone in his body. He deserves nothing but death. If the plot is allowed to continue, he will do something atrociously inexcusable to Wadanohara. He may act otherwise, but it is what it is--a mere act.

Wadanohara can't scrub this place, completely. Not yet. Even if the Red Sea never gets out. But maybe you might. No matter who you are, Tatsumiya soon discovers that you have an incredible talent for purification magic of all kinds. Upon hearing about this talent, the Great Witch orders Chlomaki to help you out with your power. Chlomaki is less than pleased at being ordered to do this, but it's an order.

However, in order to truly eliminate the grip of the Red Sea on the Blue Sea, you will have to go to the source of the Red Sea itself--Princess Mikotsu. Poor old Princess Mikotsu. She should have realized the error of her actions long ago, but being sealed up has tormented her. She was awake and unable to move during her entire situation of being sealed up. It was so dark. And for hundreds of years, she existed like this. It only aggravated her mental state.

You need to purify her of the Red Sea's grip, but your magic can't fix her mind. She needs therapy and a quiet life, filled with love. Not an instant magical cure. But the members of the Blue Sea will have a hard time trusting her. Uomi wishes to be reunited with her sister and will welcome her with open arms, and so will most of her retainers. But, the goodwill ends there. Denizens of the ocean will treat her poorly, and will ignore her during the frequent banquets they hold at the castle as to not disturb the festivities. This will make her very, very upset unless you can help her cope with this. Or at least help her accept why they are treating her so badly.

If you are successful in rehabilitating her and you have completely purified the sea during your ten years here, you may take Princess Mikotsu with you on your journey. Your purification abilities achieved from Chlomaki's teachings have given you the strength to completely cleanse any place, person, or force you purify as long as you have the energy needed to accomplish it.

But at the end of your stay here, if you have rehabilitated Mikotsu, she will ask to go with you. She wants explore places she could not see while locked up in the seal for hundreds of years. If you let her come with you, she will be very happy. You will have no need of a pod for her if you take her.

If not, she will understand, and go off on her own to explore the other six worlds instead of being confined to the sea. Emotionally stable and much cheerful than she was even before the conflict with Uomi.

Did you have fun? Hope so.

Go Home
Stay
Continue

Notes

Personally, I would not suggest playing this game because if you want the good ending you have to see the unavoidable shitty endings first and it's just not worth it. Trust me when I say your jumper should kill Sal as soon as possible even if you're on his side. If you kill him and you're a Red Sea Denizen, you'll become the new Red Sea Ambassador instead. I made this jump so you could specifically kill Sal.

I have a dim view of their writing in general. Just don't play the game. If you want to know what happens, look up a Let's Play by ManlyBadassHero. The guy is smooth and calm, shows you everything and is a really good guy to listen to when you're falling asleep.

Death's Durability
Yes this perk also makes you immune to bullets and science-related stuff if there's no supernatural stuff involved in the tech.

Changelog

Ver 0.5 - Presented to the thread.
Ver 0.6 - Corrected typos, elaborated on Demon capstone, Why Is There A Moon Under The Ocean? Is worded better, OC Companions now get a free origin and 600 CP as they were meant to have.
Ver 0.7 - Rewrote intro, added stuff to notes, buffed Robo-Chamber, renamed the Red Shard (changed the wording a bit) and the Red Sea flooding perk, added some text regarding the scenario's end regarding Mikotsu, and fixed some wording here and there. Added some stuff to notes.

Ver 0.8 - Reworded the last part of Magic Of The Cast Pearl