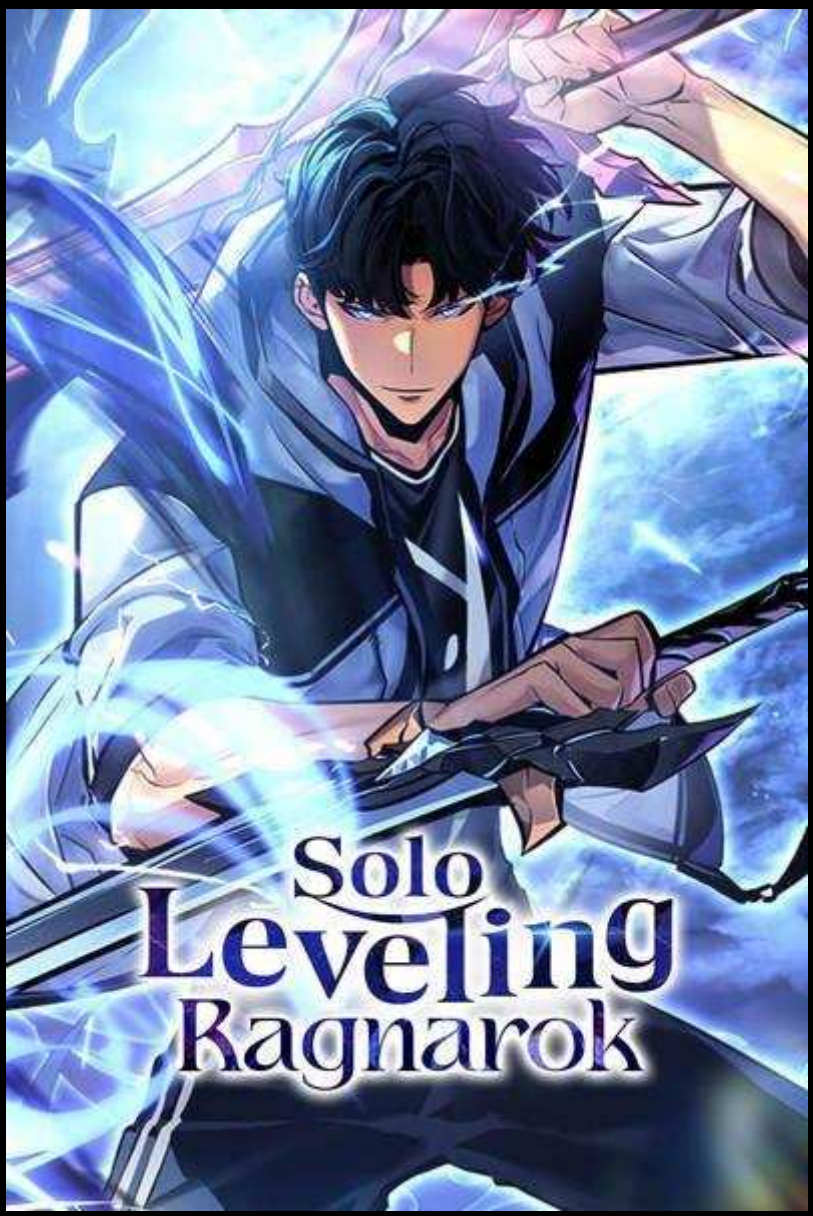


Solo Leveling: Ragnarok jump v1

by PerfectlyNormalShard

Long ago, the Earth was the theatre of war between the forces of Light and Darkness, under the command of the god of this universe, The Absolute being, now thanks to the heir of the Shadow Monarch, Sung Jinwoo, the day was saved until The Earth's existence is under threat once more as Itarim, the gods of other universes, seek to fill the void left by the Absolute Being. Sung Jinwoo has no choice but to send Beru, the shadow ant king, to awaken his son's powers and start him on the journey he once took. Suho must conquer the shadow dungeon and earn his place in the world of hunters as he navigates through a new world against a new evil looking to swallow the whole world.

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

Rank

In this world, one's rank is fixed, and barring special circumstances, one may not increase their strength, the gap of power between ranks is too wide to be bridged, Choose only one.

E-Rank (+100CP)
The weakest of the weak, dozens of times stronger than normal civilians, sometimes by a factor of ten, are mostly fodder, or miner, requiring luck and wits to survive.
D-Rank (free)
At this level, you are the average hunter in life, ten times stronger than E-ranks in every way, you could easily lift a car and throw it.
C-Rank (100CP)
Now we are talking, this is what people think when you talk about hunters
B-Rank (200CP)
Rarer are those who awaken as B-rank. This is also when the classes show themselves, evolve, and diversify into subclasses, such as mages diversifying into spatial magic specialists capable of using inventory, summoners, or elemental or stranger still. Other examples include Healers becoming Priests, Fighters becoming Champions or Knights, Warriors becoming Berserkers, etc.
A-Rank (400CP)
The Elite, now the hunters of that rank are awakening as multiple classes, such as healer and fighter, creating the paladin class.
S-Rank (600CP)
The best of the best, supposedly, except for national Rank and beyond like the monarch or rulers, a hunter of that rank has no real predator, a fighter can easily cut down a falling building into dust before it even hits the ground.

Starting Location

Your starting Location depends on your origin, for Absolute beings, it is somewhere on earth, for Hunters it is inside an apartment under your name, with payment for a whole year paid for (water, electricity, groceries, etc..), apostles are either inside a dungeon somewhere far remote, or under the watch of a guild, for Heir of a Monarch, either on Earth, or inside your native realm.

Age and Gender

Your age is whatever is appropriate for your origin.
By default, your gender is whatever you were previously. But you can freely choose your own age or gender.

Origins

Absolute Being (Drop-In) [Free]
You are not from around here, you breached the barrier between worlds far too easily that the army of Itarim could, as if the universe welcomed you home, you possess an incredible light akin to the Rulers, yet unaligned with darkness or light, which the Rulers might find familiar, as if you were truly someone akin the Absolute Being.

Hunter [100 CP]
A hunter hunts, whatever race you belong, a hunter will brave mortal danger, to fight and protect, you are the epitome of what we imagine a hunter is, regardless of Rank, not because of power but in mentality, you truly exemplify the philosophy of the original Absolute Being.

Apostle [200 CP]
You are a creation of the Itarim, normally lacking free will. You are an exception, either by design, like the inhabitants of this world, or by other circumstances. What you do from now on is up to you. Conquer this world or protect it. You are the will of all that is divine. Your strength is ten times your rank, just like a boss monster, needing a team of 10 of the same rank to defeat safely.

Heir of a Monarch [400 CP] (can be selected with a second origin)
Choose one of a Monarch(except the Shadow Monarch), you are its direct descendant and heir, under normal circumstances, your power is incomprehensible compared to others of your ranks, such that an E-rank heir is equivalent to a powerful S-rank Hunter, but you are not there yet, but you have the potential for it, for now, you are 10 time the power of your rank.

Perks

Origins get their 100 cp perks for free, and the rest are discounted by 50%.

General [Undiscounted]

awakening [Free]
All beings who awaken can use perceive and generate man, use skills, and enter gates, much like the fragments and the populations of magical worlds, you too can use mana.

Battle instinct [100 CP]
You seem to be capable of honing your combat style until you are proficient in at least one martial art, perfect so your massive power doesn't go to waste.

Class lesson [600 CP]
In the beginning, when the Monarchs chose Earth as their next battlefield, the Rulers used their powers to fill the world with mana, create gates, and awaken people, this is not a World Training perk, but a lesson in classes to all who awaken, choose up to eight abilities, once you activate this perk, you cannot cancel it. The people of your jump will have a chance of awakening, but it will be in imitation or inspiration of those powers you connected to this perk, you may decide some requirements, but they must not be societal nor be changed once selected, and you may not cancel it, the power will adapt to suit the individual, for example, you may connect solely to the monarch of shadows power, the necromancy class could become a known class along the 6 main one, with E-being limited to 10 shadows of their rank, while S-ranks could have up to hundreds of shadows or zombies or skeletons, or 10 general rank shadows, it depend upon the individual, their evolution and development, some could have the summons capable of regeneration while other make the shadows stronger, other lucky ones do both.

A system [600 CP]
A system of your own, In short, a more traditional one, stats, skills, job, and many others, it adapts to the power it is fueled by, on its own it is no different than that of Suho, adapting and growing based on the user's desire, less effective, slower growth, with more versatility.

Absolute Being

Will of the eons [100 CP]

The minds of gods are not that of Mortals, for not only do you have perfect sensorial memory, but your sense of self is inviolable, and cannot be consumed, drained, or subsumed, you are also patient and diligent, capable of sensing your own intention and that of others.

Magic master [200 CP]

There are many types of magic in existence, each as mysterious as the last, such as the spells that created the system by the architect, you have the skills and mind to rival him. The basic elemental types are 5, light, dark, wind, water, and fire, with the rest being unique magic, evolution, adaptation, or a combination of base 5 alongside typeless mana. You have the potential to use all of them, however, the greatest gift is that you can bestow spells to any being that can use them as well as awaken them safely to at least E rank, if not their full potential, heirs and other evolved being excluded, if you possess the perk Itarim, you can create up to eight systems at once with it, to bestow upon individuals which you have full control over it unless they defeat you, they will be old school systems, based upon the power connected to it, rather than adapt to the user, but it will need a power source, be it a monarch heart, a leyline, or other artifacts and sources. By default, it is the energy of the realm between realms where the creatures of chaos reside, whose limit is the S-rank level, borderline National Rank.

Eternal power [400 CP]

As the Shadow Monarch Ashborn once said, there is no such thing as infinite power, while the statement is erroneous, you have a better thing, eternal power, with a flex and surcharge of mana, you can make effects and spells and items, regenerate their usage, or even let them run eternally, of course, the spell cannot be a continuous skill like breath of destruction, but can be the effect itself like your victim burning eternally, this also works on artifacts, such as the cup of reincarnation allowing for more uses, as well as shorter recharge.

Itarim [600 CP]

Many beings claim themselves to be gods, yet the only true gods in this universe are the Itarim. And there is no greater divine act than creation, for while the monarchs and rulers can create artifacts and minions, they are but a pale shadow of what you can do, for starters, you can create worlds, no true planet but realms akin to the dungeons, pocket dimension, and other similar functions. If you were to use your full mana pool, the dungeon would always be stronger than you and prove a challenge, they will not create a dungeon break unless you wish to, and you are free to customize how they function, their size, type, who can access them, how much time till break and a million more parameter, so long as you have the mana and resources, they will however vanish after they are defeated save for the loot and corpses if you did not use material resources equivalent to make them permanent dimension. Secondly, you can create minions, not limited by themes like the fragment, you can use a resource to base the being around it, such as a magic sword, their power will depend on the thing consumed, it will take something like the primordial light and darkness at the beginning of time to create the eternal monarchs and rulers and the system they use such as the world tree, the beings are initially loyal and can be created with a single directive in mind such as protect or destroy or loyalty, they are however in possession of free will and can betray you.

Hunter

Hunting mindset [100 CP]
It is something all hunters acquire during their career, there is no place for the weak-willed, not only are you good at leading parties efficiently with clear orders, but you can sense and even project an aura of power to show the difference in power between beings, provided they do not suppress the aura.

I am the Law [200 CP]
Ever since the Gates appeared, Humanity was helpless against the otherworldly creatures, with bullets bouncing off the skin of the weakest creatures, only through hunters that humanity survive and thrive, of course, this led to a culture that benefits Hunters, meaning that so long as you do not prove yourself a menace, the law is far more accommodating to you, with greater privileges the bigger the strength disparity between you and society.

Seer [400 CP]
Much like Norma Selner, you possess a few unique skills, the first being to receive visions from the so-called "other side", visions of the past and future and what could have been, of course, it's vague and often nonsensical, only being wrong if actively fought against by the truly strong, the second is to peer into the nature a being power and the spells, curses and blessing it has, lastly is the power to awaken the power of hunters through a fivefold process that increases a hunter (not yourself and can use mana)power by at least 30%, it is very addictive, and not something you can fight off with will power after your first five doses. While underwhelming in a world with stardust, this power works on any level of power.

Once an S-rank, always an S-rank [600 CP]
It is very easy to say that an A-rank hunter is better than a B-rank, yet to compare an S-rank and an A-rank, this phrase falls short, even as a lower rank, you seem to be the pinnacle of the S-Rank of your rank, in short, no matter what, you are considered an S-rank specimen of your kind, no bloodline, genetics, talent is limiting you, for example, if you are a human, any technique that can be used by human is available to you, have Hanma blood power as a normal human, learn all the keikkei Genkai if you wish, the second thing it does is push your frame to the peak it can possibly attain, meaning a human is perfect S class human (even if not a hunter) perfect senses, perfect memories, perfect mind, perfect shape, you are a disgusting one of a kind genius, that can do everything on the first try.

Apostle

Divine aura [100 CP]
While the hunters can create an aura of power that creates fear toward their lesser, you are not barbaric enough for you may toggle your aura to generate feeling of awe and even reverence to the weak who sense it.

Amplification [200 CP]
The coveted ability of the apostle Tiel, who can amplify his striking power by an undisclosed amount. This amplification ability can affect both the target's physical parameter, their unique abilities, and even the equipment they wield (which can be the user). It isn't limited to the physical, but the more complex, metaphysical, esoteric, and conceptual the thing you wish to amplify, the more mana it costs. The degree by which it can amplify is also programmable, by default being a double increase, with a bigger increase costing more, and a lesser increase costing less, it also costs less if it is by touch, there is no limit to the radius of the target, so long as he perceives the target, when the target is the user being the exception.

Fragmentation [400 CP]
Much like Tiel, you too can split yourself up to and into five fragments, they can share memories and power, even bonds, through absorption and they are all equally you, if destroyed, it takes a week for the power to come back, and only the power, unless voluntarily canceling the split on both side, you can distantly feel what each feel, and are more stealthy in that state, the fragment resembles you in different states of maturity, and the power is shared, though not always equally, between themselves, you cannot die while at least a single fragment live.

Divine subjugation [600 CP]
If we were truthful, the army of the Itarim is less of a threat to Earth than that of the monarchs, especially after the ascension of Jinwoo, yet it couldn't be further from the truth, thanks to this ability. Also known as Control, this ability allows for the brainwashing and possession of beings, there are no limitations to its ability, this power has two modes, the first one is brainwashing, making the target slavishly devoted to the user and seeing them as a divine being of light, the second is possession, allowing any under your influence into a shared hivemind with you as the undisputed Overmind, as well as enable of transferring your essence to turn one into a vessel, empowering them with your energy and allow access to your skill, essentially making them an avatar of you, at cost of depowering you a bit. You can automatically control any being weaker than you by two ranks, and any being weaker or equal than you through crystalizing your mana into either stardust(this one doesn't boost them) or crystal(by default the color of gold) and injecting it., the dangerous thing is that the way to measure the strength is that this counts the total amount of mana of the beings in your range you command of this skill plus the user, meaning, for example, an A rank, having controlled 10 other A ranks into the area could easily subjugate an S rank, this skill is undetectable unless active, and you can turn your faithful into sleeper agents, you can identify them with a halo above their head, visible to you only, they will maintain their mind and power.

Heir of a Monarch

Monarch Pride [100 CP]
A monarch is a ruler and maker of monsters, it is usually the strongest in the room with millennia of warfare experience, so naturally this results in a massive ego, this is beneficial, as not only you not be easily intimidated nor charmed, but your body will be harder and more used to pain and punishment, as no monarch would accept a weak heir, you could easily train in such a hellish way such as push-ups with weight so heavy, your bones and muscles would tear and break without even flinching, and you could continue the rep.

Dominator touch [200 CP]
While the skill Ruler's Authority was exclusive to Rulers, this does not mean that telekinesis was beyond its counterparts and subordinates, the Architect could imitate it after all, the skill Dominator touch, also known as the Commander's touch, at its minimum power, you can lift anything heavier than 10 kg or less, but the greater advantage is that the speed between manipulating a 10 kg object and a 9 Is the same, if not even faster, and it possesses both surprising precision and versatility, but also allow for multitasking, manipulating ten objects as if he was individually paying attention to each one, like ten ghostly knight were assisting you.

Bond Skill [400 CP]
A skill developed between the different heirs of the Monarch, as your bond increases with your allies, the loyalty and cohesion of the pairs increase, as well as the skill the bond creates, you can either, one, use the skill created from the power of the two combined, or two, combined into a form with the advantage of both beings with none of the inconvenience. You can be the recipient who receives the skill and power shared, or the donner who gives his power or transforms the recipient partially into yourself. You can sense each other's state and feelings, as well as speak any language the partner knows. This bond cannot be broken unless voluntarily by you.

True Monarch [600 CP]
Not just an heir now, you are truly worthy of the title, inheriting all the powers, attributes, and treasures of your predecessor, not only that you have greater affinity and predilection toward your predecessor's abilities, a genius monarch, to the point that the heir of the Monarch of Frost could have enough power to rival the Monarch of destruction, you are also more versatile with your authority, creating new avenues of grow, new ways of using your skills, even new skills, and higher ceiling of growth if there are any than your predecessor, in future jumps, you may also decide to be the heir of the monarch of a race, like the king of Monsters or king of vampires.

Items

All origins gain a discount for 100, 200, 400, and 600 CP items, with the exception being a Royal item. 100 CP discount is free.

General

Cash and room [Free]
A month at the hotel paid, and enough cash to loan a small apartment.

Weapon and armor [100 CP]
A rank-appropriate outfit and weapon of your class and rank, such as a staff for a mage or a sword and shield for a tank.to properly start your journey.

Mana crystal [100 CP]
A wagon full of mana crystal, the rarity depending upon your rank, every week.

Orb of avarice [100 CP]
A curious orb once found in the demon realm, this orb when held doubles your attack's potency, range, and duration.

Mana detector [200 CP]
A mana detector, one for measuring the rank of gates, and the power of hunter, the more mana the better, and a sticky note telling you where to put the rank of hunters and gates based upon the unit of mana detected.

Loyal caretaker [200 CP]
All Heirs of Monarchs as children had a caretaker, a boss monster to teach the ins and outs, with skills similar and lesser to their monarchs.

Perfect potion [200 CP]
Much like the Elixir of Life, this potion can cure, but not heal anything, every month, you receive around 60 of those bottles.

guild [400 CP]
You are the guild master of a guild, with all the paperwork done, and a skeleton crew to manage the facilities and work. Already had a bunch of E-rank miners, some D ranks, and a few B-rank and A-rank hunters.

Stardust Factory [400CP]
A factory for the stardust of the apostle, hidden inside an old dungeon remains, you can produce stardust in mass quantity, and enough suitcases and trucks to transport the goods.

Draconic item [400 CP]
Weapons made from the corpse of an elite ancient dragon, based upon your class, could be a pair of long daggers from its teeth, a massive staff with its eyes, or a great sword made from its claw…all variations possess a unique ability, is that the power of the weapon scale with that of its user.

Kamish egg [600 CP]
This is a curious egg, for you see, this egg contains the soul of the original Kamish of the previous loop, perfectly tamed and loyal to you, you can hatch that egg, and in a week, Kamish the ancient dragon is once again unleashed, if killed, it will be reborn inside a new egg next to you, unlike the regular eggs of the Monarch of destruction, this egg, need no nutrient, mana nor age to grow into an elite ancient fire dragon.it has also a humanoid form if you wish, free to be customized.

Perfect gate [600 CP]
The story would have drastically changed if the Itarim had this, this allows for the user of this key to open a gate that passes between dimensions, and as a perfect one, it requires no time to arrive nor do you lose mana passing through, the only limitation is having seen or scrying the destination.

Spiritual Heart [600 CP]
A heart much like the black heart of the shadow monarch, granting 100,000 points in mana, unlike the black heart, it doesn't revive the user, but rather, you can share the mana you have with any minion, becoming a collective pool, with your minions capable of contributing to fill it.

Royal Items

World Tree [1600 CP | Discounted for Absolute Being]
Unlike the monarch who possesses the power to create minions and armies in a short period, the rulers call upon the angels that are born from the fruits of the world tree, an impossibly large tree, tall enough to have its canopy cover the entire sky, that mountains look like pebbles next to it, while lacking in diversity when compared to the monarchs, their numbers, and powers are enough to compete with their combined armies, sometimes, the upper ranked fruits, placed higher on the tree will ripen, giving birth to lieutenant, general or even Marchal level minion to lead this army. If that were all, the price wouldn't be so high, the reason for this is that the seed we will give you will birth a special world tree, for at the top of the tree lies 8 crystal fruits, who upon maturity will birth eight Rulers, counterparts to the Monarchs, they each have unique skills and abilities related to the elements alongside light and summoning the angels and the skill Ruler's Authority, the ultimate version of commander's touch, a mix of telekinesis and psychokinesis, capable of manipulating the spiritual and physical matter like mana or memories, all with the pull of a black hole. If any were to die, a new fruit would sprout, taking 10 years to mature, alternatively, you may eat the unripe fruit to gain the Ruler's power, of course, this has limitations.

Ruler Great Artifacts [600/1200/1600 CP | Discounted for Hunter]
Before the death of the absolute Being, he had once channeled his power through three Artifacts, and as the best representative of his philosophy, you are eligible to inherit them if you wish:
The first one is known as the world of Eternal Void, a fist-size purple orb with a dark flame at its core that, once activated, will have the endless abyss cover the dimensional wall in impenetrable darkness, and welcome all souls that pass on, in a setting where an afterlife exists, it will act as the boundary between life and death, where all souls pass through, inside the abyss, you have absolute authority, destroying, changing and creating anything you wish, and you cannot be harmed here, all dead souls upon leaving the abyss to the beyond leave a perfect replica of them for you to experiment every scenario, though you cannot forcefully resurrect or subsume if you could not do it without the void, not without permission first, lastly, you inject the orb into someone(like yourself) to act as a 1-up, resurrecting the being with the powers of the Shadow Monarch, thought it would be to a lesser degree without being a former Ruler, you can the set the parameters for activation, or leave a linked imprint of yourself, it will create the world of repose above the abyss for the monarch, who cannot reach the void without your approval.
The second is the cup of reincarnation, except this one can be used eight times before needing to recharge for 80 years.
Lastly, the final treasure is a throne with an orb floating in the middle of the room, it allows you to scry anywhere not protected in the universe and create gates to that location.

Invasion army [600/1600 CP | Discounted for Apostle]
No invasion is complete without an army, here is your personal invasion force, all slavishly devoted to you, numbering around 100 million, this force that can contest alone with the combined army of the monarchs, is led by your personal apostle and right-hand man, who is an apostle with the full perks of his tree and 600Cp to play in the item section.
For 1600, this army is led by 8 Apostles each equal to a monarch, or a single one equal to Jinwoo, with the army tripling in size.

NiddHogg kingmaker [1600 CP | Discounted for Heir of a Monarch]
Also known as the Dragon that gnaws at the root of the world tree in legend, here, however, it is an impossibly huge and powerful hydra-like creature, with 8 unique heads with each having different abilities, the total stats of the creature are the total stats of the current monarchs, and each head possesses the power of one of the eight original monarchs, this would normally be more than enough, but this loyal beast has another skill, one that forces a 1V1 battle to the death, should the challenger manage to cut one of the heads, they will inherit the powers of that monarch the head represent, how strong the stats they gain depend on their potential, the new monarch of destruction could be slightly weaker in terms of state but the same terrifying breath of destruction and the ability to create just as strong dragons. This of course has caveats and limitations. If killed, the beast will respawn after 10 years.

Companions

Companions can purchase more companions.

Companion Import [200-800]
Import a single companion into any origin (if you pay the right price) for 200cp each or eight for 800cp. They get 600CP each.

Canon Companion [200]
So, you want to take any other existing character from this world. Well, then this option is for you. Except the shadow monarch and his family.

Loyal Apostle [200 CP] (free once with Invasion army)
Your loyal right-hand man and apostle, devoted to you and absolutely loyal, to the point that they can't be considered having free will when it concerns you, their power will be equal to your rank, so an E-rank hunter, would have an E-rank apostle, still ten time stronger than the hunter.

The weakest Noble of All Demonkind [free]
Much like Esil, this is a noble high-ranking demon, unlike Esil, this is truly the weakest of all, the shame of their family, an E-rank from birth, they are kind, loyal, and adorable if naïve and beautiful/handsome, they pledged their absolute loyalty to you after beating the three E-rank schmuck who made their life miserable.

Scenarios

[Ragnarök] required to be a Monarch heir or possess the perk True Monarch

The earth is in danger, the shadow monarch took the brunt of the damage, but more insidious forces are at play, his son, Suho, finds a secret quest that asks to ally the shadow faction with all the other heirs of Monarchs, you as one of the next generation of Monarchs must assist Suho to defeat the Itarim.

Reward
An additional 1000CP to play with, along with the ability to share the System.

Drawbacks

Self-Insert [+0]
So, you want to be one of the Named characters huh, well if you take the appropriate background and skills as closely as possible then you are free to go in as any character you would like. (except the Shadow Monarch and family).

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a game, cartoon, or comic version you would rather go to. Or have their aesthetic of one in another.

Extended Stay [+100 CP]
For each purchase of this, your time here is extended to 10 years. Can be taken 5 times.

Naming convention [+100 CP]
Like father, like son, you can't name something to save your life, expect a lot of cringe moments with your friends, if not yourself.

Greed is the game [+100 CP]
Quite greedy, aren't you? I am not talking about money, but you are a completionist, the type to 100% every game, so if you get any piece of equipment, expect yourself to agonize over the entire set.

Sharp nose [+200 CP]
Your nose is very sensitive to mana, and the more one has, the worse the smell hits you, only pure mana on the level of monarch will be acceptable.

Creepy aura [+200 CP]
You could be the nicest guy and still get side eyes.

It's Radiru [+200 CP]
You are the butt of the joke generally, you should expect people to misremember your name, face plant in the most embarrassing positions, and more.

Mine [+400 CP]

Like Thomas Andre, you are very possessive of what you have, and will evidently fight for it, even when you shouldn't.

Eternal slumber [+400 CP]
You have been struck with a terrible disease, an incurable mana-related affliction that curses you with drowsiness the more mana is in the area, and elixirs that cure such things merely reset the condition.

interest [+400 CP]
The Itarim have a vested interest in you, and they will let their apostles know that.

Once again [+600]
It seems that due to some shenanigans, the original monarchs are back partially. Depending on your monarch, they will test you to see if you are worthy. Do not disappoint them, for your safety. If you're not an Heir, it would be the job of the Rulers.

Solo leveling [+600 CP]
You are unable to import any allies or companions.

Lockdown [+600]
You have no **Out-of-context** items or powers.

Monarch of Shadows judgment [+2000]
OH Crap, you managed to piss off Jinwoo, he will not come to earth but will send every year a powerful shadow to hunt you down, once you are about to end the jump he will personally come, and you will have the opportunity for diplomacy, you could try to reason with him early, but you are suspicious as hell, you might have a better chance if his son vouches for you and you are weaker than him.

Decisions

You have three choices …

A R I S E
Continue to the next universe.

Stay
Stay and enjoy your current life.

World of Repose
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

Notes:

The limits of NiddHog and The World Tree:

-only one person may have a primal fragment's power (monarch or ruler) (except the treasure owner) per universe.

- A person may have the power of only one primal fragment (except the owner)

-The person must be elected as heir, chosen by either the owner, the current fragment, or the sole priest appointed by the fragment. There may be only one heir per fragment, and the title can be taken or forbidden by the owner.

-the person once having inherited the power, will inherit its entirety, both power, skill, and stats of the original monarch, but the total amount of inheritance depends on their potential.

-NiddHog cannot create the armies of the monarchs during the duel, and the world tree cannot be moved after the seed is planted (except by the owner who can turn it back into a seed, if destroyed, will respawn in the owner's possession).

-it takes ten years for the ruler's fruit to mature once they died and the NiddHog's head to regrow, but only one year for the fruit to be consumable and the monarch heir to be chosen.

Concerning the Commander's Touch and the Ruler's Authority

The commander touch is a downgraded version of the authority, available to all elite angels such as Bellion, as opposed to the authority which is more versatile and powerful with a wider range and speed, as well as allows to seize the nonphysical, such as the fabric of space, dreams, memories, this is how the Rulers and Jin-woo sealed and restored memories, it can also touch mana and spells, which is we don't see spell launched at the Rulers, the only thing these two has above other telekinesis perks is that it allows for godly multitasking, as long as it is within range, one can perform ungodly strategies normally unavailable of such precision it's unreal, such as manipulating hundreds if not thousands of blades, each performing complex maneuvers, even have each blade fight an individual enemy(need training), lastly, Ruler's Authority cannot be affected directly by other telekinesis types beside itself and Commander's Touch.

The monarchs' minions and basic skills(speculation):

Monarch of White Flames, King of Demons:

Individual skill: white flame breath (create magical white flames that burn everything and cannot be extinguished normally, the more souls used the better.

Aoe skill: Roar of white flames (call upon a storm of magical lightning)

Method of minion spawning: enemy-based: the Monarch can absorb the souls killed on the battlefield, ingesting and injecting them with corrupt mana, they will then coalesce into a single demonic soul, the more mana and more souls fed the better, this creates noble demons whose skills depend on the soul which were used as a base, and will grow the usual way, low ranked demons are created when a single soul is used alongside some blood, noble demons reproducing with lower one create lower demons, so is with humans and other races. The Monarch can use their own blood and mana to create the lowest-rank demons.

Monarch of Plagues, King of insects:

Individual skill: Poisonous plague (create poisonous breath or more potent venom)

Aoe skill: berserker rage (create a state of frenzy that blocks pain and natural limitation, fight to the literal death)

Method of minion spawning: development-based: the monarch conjures a single egg, a queen from which all other minions spawn, the queen will then consume resources to birth the insects, and the insects' skills and form will vary depending on the quality and type of food, while the quantity will be the number of minion for that generation, the lifespan is generally one year, after which all is then sacrificed to the queen, including minions, creating greater next generation, there is a limit on how many upgrades there can be per generation thought due to consuming mana for improvement, this will continue until it reaches a critical mass, where the mana required to birth such a powerful insect mean the queen can birth only one, this is the evolutionary end, the king, who possess the ability to gain the skills of those it devores. Afterward, it may breed to create another queen. If there are no resources, the monarch can conjure a swarm of tiny poisonous insects, both as nutrients and attack. The queen's total pool depends on how much mana was invested in her creation.

Monarch of Beginnings, King of Giants:
Individual skill: granite (give stonelike skin that is resistant to magic and generates stone.)
Aoe skill: Earth aura (grant a similar but lesser granite skin to its allies in the area)
Method of minion spawning: resource-based: the monarch literally carves minions from stone; the type of rock/metal and mana will then influence the type and rank of that Giant. If there is nothing but sand, the monarch could conjure some low-rank mana stone. The giants can carve some giants of lesser rank than them of course.

Monarch of Iron Body, King of Humanoids:
Individual skill: Iron body (massive buff to stats)
Aoe skill: savage strength (the minions grow the more they kill enemies, to a certain point)
Method of minion spawning: enemy-based, it can convert enemies into their nearest humanoid equivalent by overwhelming them by infusing them with mana beyond what they can handle, the type and strength depend on the transformed enemy, if there is no enemy, it may create goblins and orcs from vegetation, these minions can of course reproduce.

Monarch of Transfiguration, King of Demonic Specters:
Individual skill: gate (create a fixed gate between two or more locations).
Aoe skill: curses (different types of debuffs)
Method of minion spawning: environment/death based: the monarch can create minions through the emotions and resentment of the creature that died, the type, number, and strength of spirits will depend on the amount of death, how they died, and the emotion the monarch channeled (people feel different feeling during death, the monarch could choose which feeling to catalyze), a village who died of drowning, will allow the creation of undine, but an empire drowning will create a divine nymph, like Tethys, if there is no death, they can recycle mana and some of his anger to create specters.

Monarch of Fangs, King of Beasts:
Individual skill: fangs (give armor and defense piecing)
Aoe skill: Roar of the wild (intimidate enemies, and give a boost of power to minions, the weaker the enemy is the stronger the boost)

Method of minion spawning: location based, the monarch will flood an area with mana, claiming it as its own, it will mutate the beasts inside, the type and strength varying on the creatures themselves, and humans turned into monkeys, if there is no creature, he may conjure them from the ground, each location supporting a specific fixed amount of conjured beasts, so the more area claimed the better, in low mana cities this could create steel fangs, these beasts can reproduce.

Monarch of Frost, King of Snow Folks:
Individual skill: Frost (ice creation and manipulation)
Aoe skill: Ice Age (can turn an area snowy)
Method of minion spawning: environment/enemy based, the Monarch can conjure snow folks such as Ice bears by freezing or mutating the wildlife of snowy areas, the colder and more mana dense the better, meanwhile, it must use its ice kill to freeze humanoids alive to turn them into Ice elves, the stronger the enemy the better, if no creature is present, it may simply create snow golems which cannot leave the area. The snow folks can reproduce.

Monarch of Destruction, King of Dragons:
Individual skill: Breath of Destruction
Aoe skill: Dragon Shout
Method of minion spawning: development/location-based, the Monarch creates a dragon egg, the type, strength, and skills depend on the location, which is why the preferred location is a volcano, for fire or even rarer lava-type dragons, the more mana rich environment, the stronger the dragon once it hatches, the newborn will then fight to hone its skills, and consume to grow, the rarer the meat and higher rank the mana crystal the better its grow, it will also grow in strength with age, from baby dragon to Ancient Dragon, which will be always somewhat lower than its monarch at its maximum. These dragons can reproduce.