The Eminence in Shadows

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Introduction

Welcome jumper, to a world of deception, swords and magic, or rather a collection of worlds, where the strong and the mad rules over the world geo-politics seeking greater influence, "The Cult of Diabolos", until a ragtag group of girls made the vow of uncovering the truth, aided by a mysterious group opposing the cult calling themselves "Shadow Garden".... or that would had been what i said if we were following the "main" characters rather than the mad lad who dreamt of being the "power in the shadow" reborn as Cid Kagenou, he will shake the foundation of this 18th century society will unironically say "*I need more Power!*" Nevertheless, you're here for one reason, fun or power. you are going to stay at least 10 years.

So here, you can have **1000 Shadow points (SP).**

Age and Location

If you are a human or beastman, roll roll 1d8 and add 10 years to determine your age, or add 20 if you are an elf, or add 500 years if you are a vampire. and choose freely for your gender. As for your starting location, you'll arrive 1 year after Cid is born or alternatively 1 year before Cid arrives at the academy. Roll 1d8 to choose where you first appear:

1)Kingdom of Midgard, Darknight academy: the world foremost institution for upcoming magic knight, rather modern looking for its age, patrolled by the elite knight of the kingdom and hearth of the new capital, you will wake up in an abandoned part of it, i hope you know how to sneak or you will be facing an *unpleasant* time.

2)Kingdom Midgard, Kagenou barony: home of our isekai chuunibyou, the kagenou line is somewhat known for producing exceptional magic knights, and surprisingly possesses the blood of heroes flowing through their veins, their lands are also unfortunately the site of many bandit campement and the cult passage. you will wake up in a relatively safe village, with enough provision to immediately travel to the capital

3)Kingdom of Midgard,Old Capital: hidden by a dense magical fog and protected by a dragon, this is the once and future HQ of Shadow garden, not much to look for as this place is deserted, and unless you have *tremendous* bad luck, a sleeping dragon, so unless you the power to fight it, i suggest leaving silently

4)Kingdom of Oriana,Capital: crown jewel of a kingdom known for its love in art, and birthplace of the dark knights academy president, it's a rather beautiful and touristic place, you will wake up inside

5)Kingdom of Oriana, Royal summer home: the royal summer of the Royal family of Oriana, hidden inside is an old cult base, hiding the Ring of the Black Rose.

6)Kingdom of Midgard, the Lawless town: the arguably most dangerous place in this world, where murderers and pickpockets run aplenty, and offending the wrong person could lead to an unfortunately gruesome end.

7)Kingdom of Oriana, Temple of The Cult: your existence must be rather odd . Here is the birthplace of the world's most famous hero and monster or rather, location for the inhuman experiment that gave birth to such existence. it's not really a physical place, simply willing it will transport you to a near empty clearing away from trouble, but why not explore the place first, *if you dares~.*

8)Free choice: lucky you, you get to choose any place in this, or one of the other worlds out there, you better make a carefully educated choice, but i'll guarantee it's not someplace you'll immediately die in.

Races:

This world is home to many sentient races beside humans, but they can summed up into four categories which are:

(0SP) Humans: the bog standard human, and the most numerous one, they are somewhat famous for their stubbornness and resourcefulness, but not much to speak about. if you possess the **Blood of Heroes** perks, your endurance is multiplied, your reserved of magic are greatly enhanced, and your regeneration is larger, but most importantly your muscles are stronger and your control over them and magic skyrocket.

(100SP) Beastmen: the animal people, no matter which animal clan they belong to, they are known for their superhuman senses and physical capacities, coupled with their honed instinct you would be hard matched finding better hunters, though their intellect leave much to be desired.their lifespan is the same as human. if you possess the **Blood of Heroes** perk, your one of the awaken of your clan and possesses the mythical bent of the animal your clan represent such the kitsune one, your magic control is greater, your mind isn't blunted and your speed is multiplied, with the rest greatly enhanced

(200SP) Elves: not the Tolkien ones, but their longevity and capacity for magical control are what to write home about, their intellect is also slightly higher than average, at the cost of slightly weaker muscles, they have more advantages than weaknesses.their lifespan can be up

to triple or more the human one, if you possess the **Blood of Heroes** perk, your elven heroic power is awaken giving you supernatural dexterity, strength and instinctive swordsmanship

(400SP) Vampires: the heavy hitters of the setting, and the source of the demonic forces, their physical and magical capacity greatly outstrip the other races alongside their mental strength and memories, their aging stop when it reaches its prime or before and possesses some degree of control over their own bodies, this more seen with the control over their own blood, their signature strong point however is their unmatched regeneration that outstrip all, however their three weak point might not make it so desirable, first their need for blood to survive as this is how they sustain their regeneration and their bloodlust is somewhat uncontrollable depending on the severity of their injuries, second they are overall weaker in the sunlight, and burn easier when on fire, lastly their mind get put in animalistic rages when under the blood moon, while their control over blood increase, after this jump any full moon help you while red od ones make you more animalistic, if you possess the **Blood of Heroes** perk you are a royal vampire, your stats are increase to an almost stupid amount and your control over your flesh is such that you can form clones of yourself, indefinitely under a blood moon and capable of single handidly destroy three countries, your blond control is the stuff of legends, and can make weapons out of the iron in your blood.

Origins:

Mob:the background character, you live there with the ultimate goal to be unassuming, a normal life with normal friends, now if only those lovely ladies left you alone.

Main character: like that ragtag of groupe, it seems you are also at center of something big, and seem to be the only one capable of typing the scale.

Side character:the mover and shaker of the world, you are here to give flavor to the world and make the main character and eminence more light to shine on from your reflection.

Eminence:the real power from the shadow, making you shoulder the sin of the world and shoulder them you will, go forth you ham.

Perks:

Each origin has a 50% discount on its own perks, and has its 100 SP one free, while the general perks rest undiscounted.

general perks

Blood of Heroes(400):within you, course the blood of the hero Oliver and the witch Aurora,more importantly it has also awaken you, making you a notable player in this world, this amplify your talents with the sword and magics, and give you the upgraded version of your race, this also give you a +200SP bonus to the magic perks, while vampires and elves have a +400SP bonus to the magic perks.

Beauty(100): none of that medieval/ pre-modern problem, you are without blemish and turn the heads of people around you, you aint without sickness, always clean, no scar or deformities, in short a beautiful anime/ manga/ novel characters

Magic(free/200/400/600/800): the magic of this world is a strange one, rather than fire balls, transformations and the like most of it is internal boosting the capacity of its users, and their weapons, or manifesting their magic as an ethereal beast, otherwise, the more exotic uses are found in vampires or in artifact through runes, this perk define your magic reserve and your initial control, for free, your magical levels, are that of an average knight, for 200, you are an elite one like those of the crimson order,, for 400, your magic is on the level of iris midgard, and for 600, your on the level of the war god Beatrix and the 7 shades, for 800 SP your magic level is unfathomable, the only true equal to Lord shadow himself and your skills match that.

Classy(free): you may not have noticed but the way these people speak is always elaborate, grandiose and upper class, at least the notable ones, and now you too can recreate the scene

of thriller while talking about sandwich of all think, exaggerate your every line, may the ham flow with you.

I Need more *Power*(400/600): let's be all honest here, this is a power fantasy mainly and as such i'm willing to make deal with you, for 400 SP you may chose two origins instead of one, and for 600 SP you may have three origins, if you want to have instead everything discounted, you will additionally have to face two organization on the same level as the cult that only exist in you perception and you must face them alone every night for an entire 5 years.

Mob:

Unassuming(100): him? shadow? Surely you are jesting my friend, this face is the incarnation of innocence there is no way this person is anything but a background character.

Be One with the Mob(200): Ultimate mob-fu technique, 5 min heart-break mob, you have a knack for playing a role from the greedy fake boyfriend, to the secretly in love classmate, even by accident, it doesn't matter if you are a normal person but you can occupy a special place in some main character's heart

Gamma(400): you have a gift in the business acumen, going from almost nothing to a behemoth in the economic department, your capacity to grow and expand your company is equal or higher than gamma, and your mind is always geared and ready to make long lasting and beneficial profit.

Pooch(600): forget being forgettable your luck is that of legend, its seem like fate and destiny bend around you to surround yourself with exceptional characters and event and be their little pooches,whether this is taken romantically or platonically is up to you but their will always be opportunity to worm your in ways in their hearts, and pockets, and unintentionally makes you into the big leagues, i mean what were the odds, that your bro-con sister, was a secret elite main character noticed by the crown princess.

Main character:

Royal heir(100): or at least it seems like it, your charisma,disposition and manner are only seen in legendary royalty, your very presence excludes nobility of form and purpose, except yourself being elected president without even running for the position.

What need be done(200): your will power is that of a shonene characters, for even if you had the presence of dragon in front of you or illusion or your own death, there is little that can affect you, even torture, is only making you harder to make you talk, and you havethe gift of making objectively the best choice in hard situation when the clock's ticking, hopefully you also know when to chill

Little genius(400): at east that's your new nickname, you learn like a sponge for what is found the mundane world, be it the piano or researching artifact, you have what it takes, to take things you vaguely aware of, and push the boundaries of geniuses with years in the field, careful not to make an industrial revolution.

I Like your swordplay(600): it seems you inherited the main character alexia midgard eye power, your swordplay is genius in simplicity, able to include the swordplay of others into it just by observing someone fight. Even if they are holding back, and this extend to magic too, you're also extremely observant and know to connect the dots, and as a bonus just like the golden dragon you can quantify the power of someone and gauge their magical reserve, just be careful of eminence.

Side Character:

A professional(100):you learn fast, that is a fact, in fact the higher the skill of your teacher the better and faster you learn, you can even train on your own until you can be called a professional in your field, either as an author, a musician, and archaeologist or something else is up to you.

Alpha(200): you managing capacity is something else, your ability to single handedly multitask for an entire secret organization speak for itself, in short you are figuratively speaking the ideal right hand man, you know the strength and weaknesses of your members and how to leverage them careful not to stress yourself too much

Lambda(400): the secret shade apparently, she was the personal trainer of shadow garden that turn possessed frail girls into elite combatants, and now you can do the same, not only can your vict-students train their pain resistance, endurance and vitality. the more they train under you, the more you are capable of healing emotionally and physically by tortu-training them. additionally, they become more compliant the more they train under you, careful not to usurp your boss mooks.

Eta(600):the genius of runes and magical artifacts is yours, not only that you have the capacity of incorporating modern concepts such as dirigible and face shaping slime masks. if you want to recreate artifacts and modern tools, using available means and magic, this perk is made for you.

Eminence:

Who are you(100): i am shadow, i hide in the shadows and hunt the shadows, at least you can say that and still be believed, basically, it is almost impossible to find out about your true identity if they do not have a supernatural ability to magically scry it and even then it is

immensely hard even with superpowers, instead they will assume your eminence persona is your true and only identity no go cause some havoc.

John Smith(200): or at least you can pass as him, you have the ability of shifting postures and mannerism to fool even close friends,and is a master at fighting using unconventional means such as strings or bare handed, now g confuse others on the number of masterminds.

Too tough for you(400): if someone were to seal your magic, you can honestly say strengthen it until it's too tough to seal, now your magic is yours alone to wield, now in time, you can shrug off any attempt of sealing:stealing, erasing ect… when it concern your magic, the only way to beat you now is in a fair fight and you never fight fair it seems, those poor bastards.

I am Atomic~(600): that's just a bonus, first you get the iconic skills of shadow and its variations, second you can also incorporate modern ideas into special attacks/techniques, craft a "I Am Gravity ". if you want or something, if you have eta perk, you can make them into artifact or vice versa.

Items:

General

Cool outfit(free): all the characters without exception possess stylish outfits, and now you too can look dashing, hair styling tools included.

Kage no jitsuryoku sha(100): a collection of light novel , manga, dvd and portable artifact that looked like a tv but runs on magic, and a bunch of dvd containing the integrality of the eminence in shadows series, video game included.

Allowance(100): the total amount a noble student spends every year every month.

kingdom(600): a kingdom of similar strength and size to Midgard, you are the heir to the throne too, your majesty, alternatively makes you the sibling of iris and alexia or rose oriana.

Mob

personal stud(100): a place away from the world, containing a bunch of strangely familiar books, containing fairy tales, history books, and encyclopedia, and swordstyle books, but nothing on magic, add a surprisingly comfortable books to sleep on

arena(200): a place that attract the strong, every year you can organize a tournament that gather the strongest in the region to battles, its surprisingly famous, and of course you get a share of the profit, contains V.I.P seats

Mitsugoshi(400): or similar brand, you too can possess a company that is on the same level as its counterpart, famous nation wide and may even extend world wide, as it is managed by a gamma level manager, thought don't expect the employee to be of any loyalty to you, you only get the manager and an assistant, does include a secret throne room, this item may be combined with the shadow garden item.

Main character:

Summer home100: home away from home a rather comfortable house magically maintained and hidden just for you, perfect to relax and enjoy the sauna.

Lavish lifestyle(200): you never seem to be short on money, as you have a king ransom being managed for you, whether those succulent sweets or secret treasures, you seem to be able to afford anything, careful to not spend too much at once or you may raise some suspicions

Laboratory(400):a state of the art one, where you can practice all sort of machines and tools, to experiment on artifact or magical beasts and demonic entity, and if you are smart enough maybe recreate the miracle of oliver and the tears of diabolos, have fun you mad scientist

Academy(400): a counterpart to Midgard Dark knights Academia, teacher and supplies included.

Side character:

Mithril sword(100): similar to the sword of iris Midgard, this indestructible blade feels weightless, is extremely sharp, never rust and channels magic in the form of fire, lightning, water or air.

Elite troops(200): a battalion of knights on the same levels as those of the crimson order, ready for deployment at your order, unflinching and loyal, all trained and from prominente backgrounds have fun with that.

Holy ground(400): a holy site that can transported, its core is an orb that when placed on the ground and after being absorbed into the ground will summon an ancient warrior of similar strength to you or a participant, can be retrieved and placed elsewhere, it contain on its own a number of knight scaling up to an aurora(weakened) level warrior, but do not carries the ghosts that died in the land where it was placed. excellent training tool.

Tower(600): one of the three, or now four towers of the lawless town, contain a number of traps and treasures and guarded by a former elite knight and a number of servant, its crown prize is the coffin of vampires capable of reviving someone every 10 years using one’s blood and human sacrifices, the sacrifices goes from 3 to 1 if the subject is either a vampire, is during the full moon, or is given willingly, thought the resurrected will be a fraction of its full glory, for at least 3 years as an additional price.

Eminence:

Slime suit: 99% magic efficiency, m ade from slime and self regenerating,the iconic suit of shadow garden, its strength scales of magic reserve and control, can project a slime blade.

Orb of avarice(200): an ancient artifact that seals the magic power in an area, with exceptions being linked to it, and another fragment that stores the stolen magic and transfers it to the user, if broken, will be repaired after 10 years.

The black rose(400): this ring has the power of destroying 100000 soldiers with lightning, summoning demonic beasts, or transporting you to a different world.

Shadow garden(600):or a similar group, this starts as 7 shades-level subordinate, and 100 trainable mooks, every year 100 mooks, magically shows up, to be recruited, until the total number of members is 666 + 7 shades. secret HQ not included, though their loyalties are absolute to you. Not even ordering their death and monstros abuse will shake them, just make sure they don't have misplaced belief about you, can be female exclusive for free.

Companions:

import(200): import up to 7 companions for every 200 SP you are willing to spend on them, each get 600 SP to play with.

export(200): this will not put you in any favorable position toward your desired target, it merely opens the opportunity to take someone with you on your journey, this unfortunately does Not include Lord Shadow.

Drawbacks:

Continuity(free):it's the novel/manga/anime/fanfiction version, yeah.

extended stay (100): you will stay for 10 more years, cna be taken only once.

Bandit(100): either the area is infested with them or there is something with you attracting them, i hope you are not afraid of blood. don't worry about your morals, they all really deserve what's coming to them.

against natural(200): just like Epsilon, you are jealous of others' attributes whether it's breast size or their abilities to live freely or their money, find something you don't have, this stack for each attribute.

Clumsy(200): it's not fight crippling but outside combat you are just as clumsy as gamma,ouch.

Rebirth(200):you got isekai, so you get reborn,until the dice that ruled for your ages passes, luckily this is made so this amount of time passes 1 year before shadow enters the picture. drawback will stay in suspension until then as appropriate.

I Hate it(400):you have a severe inferiority complex regarding your fighting style or something else, go find a therapist or a pooch.

Not allowed failure(400):like iris, you have expectations and you do not want to be found wanting even if it seems foolish from the outside makes you make rash decisions, go find a pooch too.

Delta(400): to be honest with you, you are kinda dumb outside combat.

Possessed(600): what it says on the tin, better get control of your magic fast, i heard dragon blood works, vampire blood too.

Locked(600):like alexia, you are stuck somewhere in your starting location and must escape, good luck.

Bound by the plot(600): whether you want it or not, the plot follows you, just grin and bear with it.

Enemy of the kingdom(600):oof, you look ugly in that wanted poster…what, what do you think this drawback is? better brush those charisma perks if you want to convince them it's not you but a mysterious eminence if you catch my drift.

Enemy of the cult(600): same as the kingdom, but somehow worse, better hide.

Demonic Lure(600): you attract demonic beasts and their magical counterparts. good luck.

Aurora(600): all outside perks, items and powers are sealed off, companions too.

Diabolos(600): welp, i hope you know how to fight the demon Diabolos alone, cause in a year's time, you gonna fight an equivalent alone.

<u>Ending:</u>

stay?

go home?

continue?