The Strongest Wizard Making Full Use of the Strategy Guide -No Taking Orders, I'll Slay the Demon King My Own Way

By Complex_Ad_5944

The Hero had always derided Magnus as a worthless wizard, and eventually, he could take no more. He left the party and ventured forth, coming across a vendor who sold him a sacred tome penned in the language of the divine. The book defied his expectations, containing a far-reaching compendium with precise intel about defeating the Demon Lord. Magnus used the knowledge from the book to uncover the weak points of bosses, power up quickly, recognize key characters, and locate the best eateries in every town. With his new expertise and shrewdness, he eclipsed the Hero's group and embarked on a mission to conquer the Demon Lord.

Within the next 10 years, you will be in this kind of world, so to start the jump, we give you +1000 CP, use them as you like.

Location and Time

By default, you will appear in the Kingdom of Laxtia, in the royal capital of Laxtia. This is at the same time that Eugene expelled Magnus.

Gender and Age

Choose the gender and age you want.

Race

By default, you will be human.

Origin

Lone Wizard (Free)

A Wizard who has been expelled from their party. You are alone, but you can start anew and forge your own path, creating your own adventure. This is considered a Drop-In. You don't have to be a Wizard class; you can choose another class if you wish. If you wish, you can replace Magnus, the protagonist.

Competent Fighter (100 CP)

You are a warrior and fighter, with a combat or support class. Your level is 20, considered elite by human standards. You can choose a magic-related class if you wish, focusing your skills in that area.

Ordinary Person (+100 CP)

You are a person with no combat skills, but you possess other talents in non-combat areas. Although you are a civilian in a world where magic and swords exist, your abilities can take you to great heights depending on how you use them and your luck.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

General Perks

System (Free/100 CP)
In this world, the classic system exists, with classes, stats, levels, spells, and abilities. You'll have this system, allowing you to choose any class you want (except for special ones like Hero or Witch). You'll also have stats like Strength, Magic Power, Dexterity, Perception, Agility, and so on. As you level up each class, all your stats will increase, but classes like Wizards will receive more points in stats like Magic Power and fewer in Strength. Also, as you level up, you'll be able to learn and use new abilities and spells. You can choose as many classes as you want, and unlike in canon, you won't be limited to leveling up your primary class to level up your secondary class. Also, the points you get from each class level increase will not be limited by the rule of receiving the highest number of stats for that class, so if leveling up as a warrior increases your magic by 1 and strength by 5, and at the same time leveling up as a mage increases your magic by 5 and strength by 1, your overall stats will be strength 6 and magic 6.
It's free to use only on this jump, but for an extra 100 CP, you can use it on future jumps and share it with Companions and Followers.

Divine Favor (100 CP)
The blessings of the gods grant those blessed by them more power than average classes. You will receive a blessing from any god in this world, allowing you to choose to have certain stats increased by 3, depending on your combat style. For example, mages will receive an increase to their magic attack, magic power, and all magic-related stats.
Post-Jump, all your stats will be tripled or increased by three.

Strategist (200 CP)
You are a natural strategist, always several steps ahead of your opponents or enemies. You perfectly understand the flow of battle and the strategies they use against you, allowing you to create countermeasures in seconds during combat.
As a strategist, you know how to make the most of the resources at your disposal, distributing them strategically and using them very efficiently.

Realm of Legends (400 CP)
Like those who reach level 30, you have the ability to nullify any non-magical attack or attack not imbued with magic or any type of energy (such as ki, for example). This ability also allows you to reduce magical or magic-infused attacks from people of a lower level than yours, as well as any type of energy attack.
Basically, any attack made by people or beings of a lower level than yours will be nullified, as well as any negative status effects.

Hero (600 CP)
You are one of the champions of the gods, the Hero destined to defeat the Demon King. As a hero, your destiny is to vanquish the Demon King, and the world will do everything in its power to pit you against his generals and the Demon King himself. You will overcome any obstacle in your path through skill or luck. You will even have your own hero's journey, facing challenges (attainable for you) and growing more powerful, acquiring powerful items and loyal allies to fulfill your mission.
Heroes also possess the blessing of immortality, meaning they cannot die until they defeat the Demon King or are killed by him. No matter the attacks you receive or the methods used, it is impossible to kill you until you achieve your goal or until the Demon King himself does so. Essentially, your HP will never drop to 0. Post-Jump, this ability becomes a 1-Up, usable once per jump or every ten years, whichever comes first.
Another ability is that you can use any weapon, armor, or item to its full potential, activating their hidden abilities without taking secondary damage.
Finally, you're considered a hero, so you'll be respected by others. You can even use your fame to get free stuff and become popular.

Lone Wizard

Decipherer (100 CP)
You can decipher, understand, interpret, and comprehend any language, any code, all of it in your own language. Regardless of the negative effects that understanding or knowing it might have on you, you are immune to all those effects. You can read the Necronomicon without problems and maintain your sanity and mental health.
This applies to written, spoken, and other forms of communication.

Trusted Allies (200 CP)
You are very lucky to find trustworthy allies. These people can help you in various ways, with their political influence, economic power, knowledge, strength, etc. The best part is that they will be loyal to you, and the friendship or admiration they feel for you will be genuine.

Best Drop (400 CP)
When you kill monsters, they sometimes drop items. The probability of these being rare and powerful varies depending on the monster's power, and even then, the odds are less than 5%. But your case is different.
The drops from monsters you kill alone or with a group will be rare or very useful. Even the drop rates for items you need or want will increase significantly (at least 80%). The best part is that the drop rate will be very high, potentially yielding five times the amount of items they normally drop.
To be clear, the drop rate from monsters will always be 100%.

Great Wizard (600 CP)
Your mage class goes beyond a normal class; you are a level 40 Wizard, a level beyond legend. As a mage of this level, you wield many different types of magic, including elemental, support, and defensive spells. When casting your spells, you can also use a small

amount of mana to create a mana shield that will protect you from any attack while you cast them.
As someone of this high level, you don't need to use incantations or other means to cast your spells; you only need to use your magical power. You are also adept at any type of magic, possessing a talent for using and learning any spell with ease, as well as modifying and customizing them to your imagination.
Finally, you can combine your spells to enhance them or create a powerful and unique combination. Of course, you are capable of using several spells at once, as many as your magical power allows.

Competent Fighter

Transformation (100 CP)
You can change your appearance and voice at will, allowing you to assume multiple identities. The only limitation is that it will be restricted to your gender and species.

Wulu (200 CP)
It is a skill created by monks, allowing you to imbue your body with mana or magical power (as if it were ki), enhancing your blows, increasing your defense as if you had a mana armor, or using this skill as healing for minor wounds and stamina recovery.

Army Control (400 CP)
Like witches, you have the ability to control specific species, allowing you to command a vast army of them. Whether zombies, golems, beasts, or even dragons, you have the ability to mentally control armies from long distances to protect yourself from any danger.
The disadvantage is that the quantity and quality (individual power) of the species you control will depend on your magical power. Therefore, if you have an average amount of magical power, it will be impossible to control an army of dragons (even one will be a challenge). The other limitation is that you will have to choose only one way to control them, such as the ability to create golems, the ability to be a necromancer, a beast tamer, or a dragon tamer, etc. Don't expect incredibly powerful and creative abilities, like creating a golem from just a gram of sand; your ability must be logical.

Contractor (600 CP)
Humans who make contracts with demons gain great power at the cost of their souls, but since you're paying CP, we'll give you something better without having to pay with your soul. You gain power equivalent to that of a Demon King General (Level 40), without being bound to a demon and without losing your humanity in the process.
Post-Jump, you will acquire power equivalent to one of the most powerful beings in the universe, although you won't gain any new abilities, only their raw and magical power, such as having your stats on par with that being. The disadvantage is that this effect will be scaled to the power of the world you're in, so the effect will be different if you went to a Warhammer 40,000 jump (being at the level of a Demon Prince) and then went to a jump like The Simpsons (being at the level of one of the strongest humans in that world, like Willie the Groundskeeper). But if your power is above that average, this perk will be an addition and

will give you a power boost equivalent to one of the strongest beings in the world you are in, not limiting you and making you weaker.

Ordinary Person

Appraisal (100 CP)
A very useful ability, it allows you to see the statistics and information of the target you use it on. The information will be precise and cannot be hidden from your ability. It's more of a talent than magic, so you won't spend mana or magic power using it.

Cunning (200 CP)
You're a cunning fox who can see through people's ulterior motives. You're an expert manipulator, able to identify what people want and how to use that desire to your advantage.

Easily Forgiven (400 CP)
People are more likely to forgive your crimes, regardless of whether you committed horrific acts like betrayal, murder, or other crimes. The more serious the crime and the more immoral the act, the more severe the "punishment" will be (mostly community service). In the case of minor crimes, they will turn a blind eye, and it will be as if the act never happened. Don't push your luck; if you frequently commit serious crimes, that impunity will disappear, and you will have to pay for your crimes (such as killing a highly influential or media-savvy person).

Opportunist (600 CP)
Luck is on your side, always finding opportunities in any situation that will bring you great benefits or pull you out of very unfavorable circumstances. Best of all, you have a sixth sense for making the most of them. For example, if you're kidnapped by bandits, someone will appear to save you, potentially forming a very beneficial relationship by allying with that person, or even something more. Or you might intervene and help a country in need by trading products for export, becoming a frequent client, and gaining exclusivity.
These opportunities will present themselves frequently, and you'll know how to seize them to obtain the greatest benefit for yourself.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead.
You can connect all your properties and facilities to your Warehouse if you want.
You can import your items from previous jumps and add effects to them from the ones you purchased in this section Free.

General

Welcome Package (Free)
Everything you'd need to get started in a new world. Comfortable clothes to blend in with the crowd, citizenship papers, an adventurer's card or its equivalent, a week's supply of rations and drinking water, and finally, the equivalent of $10,000 to survive. Consider it a gift from me.

Magic Tool Pouch III (100 CP)
A small bag where you can store objects. The number of objects you can store is unlimited, and the stored object will be in a state of suspended animation, where time does not flow. You cannot store objects attached to the ground.

Second Heart (200 CP)
A crystal ball the size of a baseball. It's a 1-Up, so if you're killed, it will shatter, and you'll be as if you weren't harmed at all. You can use this once per jump or every ten years, whichever comes first.

Destrent (400 CP)
A tree-type monster. Unlike other monster types, this one will be peaceful and can follow you. Its usefulness lies in the fact that its branches will bear special fruits that, when consumed, permanently increase one of your stats. The type of effect varies; some increase strength, others magic power, and so on. It will also be easy to identify which fruits provide a specific stat boost.
Each week, 30 fruits will grow from this tree. These fruits do not rot and do not lose their effect, so you can keep them for as long as you want.

Ruins (600 CP)
A pyramid-shaped structure, like those in Egypt. This place is guarded by powerful golems, the most powerful being made of materials like mithril and orichalcum. An excellent place to level up and obtain mithril and other valuable materials as drops.
Most importantly, there are many highly useful magical artifacts with varied effects. These items are scattered like hidden treasures, and you might even find gold and other precious or valuable stones alongside them.
The pyramid has 30 floors, with the deepest floors containing the most powerful golems and the most valuable treasures. Both will reappear once a week after you defeat them.

Lone Wizard

Hovering Carpet (100 CP)
An oriental-style carpet that can be used as a means of transport and can fly at high speed. It can carry up to four people and up to a ton of weight.

Guardian Angel Ring (200 CP)
A magic ring that has the ability to reduce any damage you receive by 50%. The ring is indestructible.

Battle Golem (400 CP)
A golem crafted from pure mithril, made by one of the world's finest blacksmiths, and bearing an inscription (a significant feature in every piece crafted by a high-level blacksmith, imbuing the object with a kind of prestige and enhancing its quality). The golem is a combination of tank and melee attacker, capable of easily defeating enemies like demons, even tanking multiple attacks from demons such as the Demon King's Generals. They are compatible with magic, allowing you to imbue them with support spells such as stat boosts, resistances, and more.
The golem will be considered a follower, and you can customize its appearance to your liking.

How to Defeat The Demon King For Dummies (600 CP)
A book written in a language only you can understand. This book is an encyclopedia of everything, containing detailed and useful information about the world you're in and all existing species and objects. The information is so precise and detailed that it's essentially an omniscient wiki of the world, even detailing future events (as well as their causes and consequences).
The information will be varied, including information about monsters, objects, treasures, key people, subquests (the main quest is to defeat the Demon King), ways to become stronger, recipes for crafting different items, The System and how it works, and more. It will also reveal other secrets hidden or lost to history.
Post-Jump, this book will update its information, including information about the world you're in. You can choose the format you want, such as a book, a mobile phone, etc. Has an index so you can always find what you are looking for, and you can always land on the section or page you have an interest in even without a specific goal in mind, ex finding the information of a trustworthy merchant when looking to sell items.

Competent Fighter

Crystal Ball (100 CP)
A crystal ball the size of a volleyball. You can see what a particular person is doing, without distance limitations, as if it were a live stream.
Unless the person has protective magic, they won't notice and won't block your observation.

Celeste Ring (200 CP)

A ring that allows you to trap yourself or someone else within an isolated dimension. In this dimension, only the user's magical power is considered, disregarding other factors such as physical strength, skills, or magic.
In a fight within this dimension, only the amount of magical power matters. Therefore, you can trap your opponent and fight solely based on magical power; the winner is the one with the most magical power, and the loser remains trapped within the dimension (if you lose, the dimension will simply be destroyed, expelling both of you).

Fortress (400 CP)
A great fortress covering 10 hectares. The fortress is surrounded by magically fortified walls, resistant to magical and physical attacks below level 30 (in human terms, this is a legendary level for powerful warriors or mages).
The fortress is equipped with everything necessary, such as weapons to defend against invaders, training equipment, training fields, barracks to house soldiers, and a mansion to serve as your home.
Anyone you recruit as a soldier or worker will be considered a follower.

SSS Rank Equipment (600 CP)
This equipment is of the highest rank, SSS Rank. Someone equipped with this can fight on par with a Demon King General (level 40) at only level 20. The armor offers resistance to magic and physical attacks, as well as significantly boosting the wearer's stats. The weapon is indestructible, so powerful that it can pierce any type of defense and drastically enhance your attacks. The armor and weapon will adapt to your class, allowing you to customize them to your liking and fighting style.

Ordinary Person

Orichalcum Hammer (100 CP)
A hammer made of pure orichalcum. It can shape any physical material, regardless of hardness. The hammer is indestructible.

Shop (200 CP)
A business with everything you need to sell your products and provide your services. The business is as large as a house, with two floors for you to use as you wish, and equipped with all the comforts. All your paperwork is in order, and all your business taxes are paid, so you only have to think about your earnings.

Mine (400 CP)
A mine filled with valuable magical minerals, such as mithril and orichalcum, as well as other precious metals and gemstones (rubies, sapphires, gold, platinum, etc.). The mine will never run dry, but you can only extract two tons of each resource per year. This does not include rare or unique materials like Element X from DC Comics.
The mine will be equipped for easy resource extraction, including all the necessary equipment.
The mine will be protected by level 20 skeletal guardians (a high level by human standards) and a level 34 skeletal dragon.

Kingdom (600 CP)
You reign supreme over a magnificent kingdom of unparalleled scale, spanning 17.1 million km², an area comparable to Russia. This nation operates at a first-class level across all major domains, including technology, culture, military strength, economics, and scientific research, securing its position as a dominant global power in the world you inhabit. The kingdom boasts a robust population of 70 million intensely loyal subjects. This loyalty is universal, extending to every inhabitant, and is complemented by highly competent personnel strategically placed in all key governmental and professional positions. Furthermore, any individual choosing to settle within your borders automatically pledges allegiance and is considered a devoted follower of your reign.

Companions

Import (Free/100 CP per)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into a friendship.

Servant (100 CP)
A loyal and competent servant. He/She has no combat skills but is very helpful with office tasks such as administration, logistics, etc. His/Her skills aren't top-tier, but he/She is highly competent.
You can customize his/her appearance and personality to your liking.

Party Partner (200 CP)
A highly skilled fighter, level 20 (the elite level). This loyal companion can be your bodyguard or adventure partner, and you can choose their class (mage, warrior, etc.). You cannot choose powerful classes like Hero, Witch, or Holy Knight (as these are classes blessed by deities).
You can customize his/her appearance and personality to your liking.

Flesh Golem (400 CP)
A flesh golem, which would be more accurately described as an android, created by an ancient, highly advanced magical civilization. The golem can be used in combat as well as a servant to help with your tasks. The golem is level 30 (the legendary level), making it a very powerful fighter, specializing in melee combat. The golem also has an ego, and therefore a personality.
You can customize his/her appearance and personality to your liking.

Demon General (600 CP)
A demon on par with one of the Demon King's generals (Level 40). This powerful monster is one of the strongest beings in this world, only vulnerable to magical attacks or being imbued with magical power. This powerful ally possesses formidable abilities, such as casting powerful elemental magic and boasting 100% attack accuracy.
This loyal and reliable companion will be of great use to you in this jump. You can customize their appearance and personality to your liking.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0 CP)
Are there any manga, anime, game or novel that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, they will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0 CP)
If you are not in the mood to spend 10 years on this jump for a Perk or Item, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended Time (+100 CP)
If you want you can spend an additional 10 years in this jump. It can be taken multiple times, up to ten times.

Completely innocent and inexperienced (+100 CP)
You're not very good at romance. You're so inexperienced that you'll get very nervous when someone approaches you with romantic interest. You can overcome your shyness with time, but it will take a while.

Underrated (+200 CP)
You are greatly underestimated by people of high rank or influence. No matter the reputation you've built or how people speak of your heroic deeds, they will underestimate you, and you will have to prove your abilities to convince them.

Scum (+200 CP)
You're scum, just like Hero Eugene. You're cowardly, treacherous, lustful, greedy, and arrogant. Basically, you're a third-rate cartoon villain—disgusting, charismatic, and lacking any style.
Your actions will be remembered by those you torment or harm, and they're sure to seek revenge.

Hero Syndrome (+400 CP)
Unfortunately, you have a hero complex. Basically, you'll have a strong need to help the defenseless. It doesn't matter if the enemy is an influential nobleman, a king, or a Demon King's general; you'll stand up to them and protect the helpless from the tyranny and injustices they suffer at the hands of these villains.

Keep in mind that this only applies to what you can see or witness, so you won't be embarking on a journey to save the world; you'll only be saving those whose injustices you witness.

Too Many Demons (+400 CP)
The attacks from the Demon King's Generals and their subordinates are a problem, but they aren't very frequent. Unfortunately, upon your arrival, the demons became more violent, and their attacks increased to a daily occurrence. In every kingdom you visit, you'll be constantly attacked by demons, and one of the eight Generals will even appear and lead those armies. To make matters worse, you'll be sent to the front lines to kill as many demons as you can. You're not obligated to fight the Generals, but if you want to stop these attacks, you'll have to kill the Demon Generals.

The hero who will defeat the Demon Lord (+600 CP)
Congratulations, jumper! The people have chosen you as the Hero who will defeat the Demon King. This won't grant you the Hero class, but you will be obligated to fight against demons, having to kill the eight generals and the Demon King himself. For your information, the average level of each general is 40, and the Demon King's level must be much higher. Before ending your jump, you must complete your mission, otherwise it will be considered a Fail-Chain.

Power Loss (+600 CP)
Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Choices

Go Home
Stay
Continue

Notes

Special thanks to L “Blackscorp98” and everyone for fixing my grammar and helping me make this jump.