Maou Gakuin No Futekigousha Remake



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Well Well Well. It seems you have arrived in a really awesome world. A Demon King capable of destroying the gods with absolute ease. A hero who can cut Destiny itself. A lot of cool stuff here.

But that’s not even half of it. You have so many worlds to explore within the Silver Water Holy Sea. The very sea of infinite worlds that get a lot stronger the closer you get to the bottom. Let’s see what happens when we throw a Jumper into the mix. Have some fun. Get some new harem members. Do whatever you want.
Take this to get some cool stuff.

+1000

Locations

1. Dilhade: Land of the Demons. You will appear in front of the Demon King Academy.

2. Azeshion: Land of the Humans. You will appear in the middle of the market. Nobody will be freaked out at all.

3. Aharthern: The Forest of the Spirits. You will appear right in front of the Great Tree Eniyunien.

4. Gaelahesta: Is the holy city that isn't affiliated with any of the 3 major countries of the Underground World.

5. Delsgade: The Demon King’s Castle. You appear right at the entrance to the castle. You can enter and attempt to find your way to the Treasure Room for some loot. No one is stopping You.

6. Wind of the Sun: The home of Anos Voldigoad and his two loving parents. If taken with Demon King you go here by Default as their second Child. Pray that no one is home, especially not Anos. Because if he is you have some explaining to do if you are not supposed to be there.

7. Holy Lake: The Lake that Anos would eventually destroy to show off. Filled to the brim with Holy water which will weaken a Demons power. You appear smack dab in the middle of the lake in the water.

Origins

Drop In: You have been literally dropped into this world. While it is rare and shouldn’t happen, someone HAS randomly dropped into the Militia world before. Although it has happened only once. You have no history in this or any world though so you have nobody to call a friend. No

enemies either though. This can also be the normal regular person option. Born of a mother and father with no actual power. But they love you.

Student: You are a student of the Demon King academy or the Hero Academy or even the Spirit Academy. You are to learn the ways of the world and how to become stronger. While you may never reach the heights of someone from the mythical age alone just look at how much two prodigies like Misha and Sasha have grown.

Royal: AH the nobles. Of course we have to have this here. I mean how could we not. Anyways. You are a royal. You see, in every race there are those who have more than others. Not just money. Blood. Better blood. Cooler ancestors. Who knows, maybe they have a really cool power that they inherit within their blood. You are a noble or other such thing for whatever race you chose. You have money and you have power. Not enough to destroy the world or do anything cool but enough to let you stand above the normies.

Hero (-200cp): Oh well now. It seems we have here a Hero. Not necessarily a Human but someone lauded as incredibly powerful and strong for their race. Like how Shin is lauded as the second hand of the Demon King of Tyranny. Or you could actually be a hero. Someone praised as the savior of their race. Either way you are incredibly important and many people will come to you for help if they need it.

Demon King (-200cp): You are a Demon King. Someone who holds incredible power as a leader. Not of their race but of people. You hold your rule with an iron fist. Without a single glance at those who would stand against you save to destroy them and with absolute grace to those who stand besides you. No matter what you seem to gather incredibly talented people as the one who leads them. As their Demon King.

Races

Humans: Run of the mill standard humans. Those fleshy squishy humans that seem to be giant dicks to literally every race in every world you have ever gone to. Humans are less hierarchical than humans but do have royalty and nobles and such. You have no actual advantage considering you're the weakest race but you have a lot of cunning.

Demons: Demons are a warlike race with a long history of infighting, as they each fought for control over the territories of the demon nation, Dilhade. They follow a hierarchical structure where weaker demons would pledge themselves to a more powerful demon, either for protection or because they valued strength. Appearance-wise, many demons are indistinguishable from humans, but some have prominent features like horns or wings. Demons have long lifespans that differ depending on lineage and heritage. The average lifespan is around three hundred years, but powerful demons can extend their life and are capable of living for thousands of years using magic. Demons are also stronger than humans in both magic power and strength, as they can withstand injuries that would otherwise be fatal to humans. For 100cp you are now a Zeylon. A rare form of headless Demon with the ability to take the strength

of those whose heads they wear. A certain powerful misfit did a lot of experiments to gain this ability. If you wish you may instead create a race of demons that has an ability similar to that.

Spirit (-200cp): Spirits are the living embodiments of legends, folklore, rumors, desires, fears, and aspirations. When these beliefs become widespread, a spirit based on them is born. You are born of a single rumor or tradition in this world. Letting you have a nice large amount of power. But if your rumor or tradition dies out then so will you. Spirit magic is also the hardest magic for other races to use. Not even Anos is capable of learning much of it.

Draconids (-300cp): Draconids are the descendants of dragons. When dragons consume the sources of humans and demons, those sources amalgamate in the womb of the dragon and reincarnate into a single life. These people who are directly born from dragons are called dragonborn and are considered first generation draconids. In the present day, most draconids are eight or ninth generation descendants. Dragonborn are rare and are only born in the country of Agaha, by feeding the sources of great criminals or those whose fate are sealed and wish to volunteer themselves. Dragonborn possess powerful magic comparable to high ranking demons of the Mythical Age and even some gods and are also endowed with the abilities of dragons. However, each passing generation weakens the draconids' power, and the current generation draconids now possess lesser magic power than most demons, but greater magic power than humans. You have about as much power as a middle class Demon naturally but not more than a High class one.

Gods (-600cp): The race that controls the world. Each god is extremely powerful and has the purpose of maintaining their given Order — the various laws that make up the world, and the power of the gods that keep these laws normal. There are many orders such as time, creation, and destruction, and the same number of gods control them. For instance, the Goddess of Creation controls the order of creation and has the role of creating the world and new life, while the Goddess of Destruction controls the order of destruction and has the role of destroying what has been created. But not every god is created equal and the Gods cannot go against their order lest it become distorted. Causing untold amounts of damage. You can choose any order even that of Demonic Swords save for the orders of Destruction, Creation, and Gods. You possess an Authority. This is an incredible power. Some can make even the greatest warriors nothing but weak and powerless compared to you and others are not incredibly powerful in battle. What it is depends on what you are the god of but you will have incredible power either way. After this you may purchase more Authoruties for 200cp each.

Other (Varies): You are some other race. Maybe a Dragon. Maybe a Phantom Beast. It varies but here's how you will determine just how strong it is. If it is about equal to a human then it costs nothing. If it is as strong as a Demon it costs nothing. But if it has advantages and power equal to a Spirit it costs 200cp. If it is strength around the level of a Draconid then it’s 300cp. For 600cp you are about as strong as a god. Dragons would fit around the 300cp area and Phantom Beasts around the spirit level. If it’s somewhere in between fanwank.

Hybrid (Varies): You are a hybrid of 2 or more races. How this works is up to you but it's quite hard to be a Hybrid in the modern age. Either way this does give you more of an advantage then being any old hybrid. You have the advantages of your races while the disadvantages of your race are weakened. As a spirit demon hybrid you will inherently know your rumor and will not disappear so long as it exists. If you are a Human Demon hybrid you will have a higher tolerance to holy magic. Nullifying your biggest weakness. To figure out the price it is the prices of the races you choose + 100cp for each race.

Perks

Cool Ass 3d Magic Circle (-0cp): You get a single cool 3 dimensional magic circle designed after you. Anos has a geometric magic circle made up of diamonds that spin in and out and Misha has one made up of three diamond shaped rings spinning inside of each other and Sasha has one with an upside down pyramid with a circle above, below and around it. They make casting magic look WAY cooler.

Reasonable Naming (-0cp): You can now say incredibly odd names with no problems. You also have somewhat of an understanding if these names are not actual names or words. Such as Geo Graze and Bebesd. So now you can actually understand the meaning behind their names.

Zecht (-100cp): You have the ability to create Absolute Zecht's that will work even if you are an ant compared to the other person making it. It is absolute and enforces the absolute rule of death upon the person that breaks it.

Rule of Cool (-200cp): You break all the laws of physics and everything when you're showing off. Whether that be somehow lifting a castle up out of the ground without breaking it and then spinning and tossing it. Somehow that castle doesn't break against your grip. So long as you could do it if the laws didn't apply you probably can do it. So if you want to be lifting and throwing a mountain you can somehow do that without it falling apart in the air or breaking to pieces. You also know how to 1. Kill people with your heartbeat and 2. How to show off completely and utterly. You have no idea how useful these might be when it comes to looking cool.

Unique Ability (Varies): Many people have a unique ability. Sasha has her Demonic Eyes of Destruction (Although that's for a reason), Muto has the ability to perceive attacks before they are executed by perceiving the intent to kill, Yzak has a cold element to his magic that is so cold it whatever comes in even slight contact is frozen whole by it. Maybe you have a different but similar ability. Maybe it's stronger. You can purchase abilities for varying prices. For something like Muto's power you would pay 200. For something like a magic nature like Yzak you would pay 300cp. For 400cp you would gain an ability equal to the unique sources held by some of the strongest around. For 600cp you gain something as powerful as an Authority of the Gods. You don't necessarily get these things (you can if you want) from this perk but many strong opponents have an ability unique to themselves that they put to great use. Another thing to note is that some abilities are more suited for uses other than straight magic for instance Naya has a

unique Source Constitution that makes her source optimal for housing magical power that is from outside influences allowing her to summon four different gods at once and still have room for more. This would cost you about 300cp.

Magic Eyes (Varies): You have beautiful eyes. You see a lot of people have some really cool and really powerful eyes. Anos for instance has three different pairs. One is the Magic Eyes of Destruction which destroy anything in the user's sight. Another are the Mauve Magic Eyes which can destroy god's and their orders including weakening divine weapons. And finally his strongest pair which were nullified when he traded one eye with Abernyu the Magic Eyes of Chaotic Destruction which destroy all things in a chaotic form no matter what. There are various levels to this perk. For a normal pair of eyes that increase your sight and let you see the flow of magic you have to pay 50cp. For 200cp you gain Demonic Eyes of Destruction like ones that Anos or Sasha have or the Magic Eyes of Creation that Misha has. For 300cp you have a stronger pair of eyes like the ones that Aisha has when Misha and Sasha combine the Magic Eyes of Creative Destruction which can destroy things and transmute what is seen. For 400cp you have a pair of Divine Eyes like the Divine Eyes of Genesis or Divine Eyes of Apocalypse which are both far stronger versions of the eyes of Creation and Destruction. For 600cp you gain eyes equal to the ones Anos had originally the Magic Eyes of Chaotic Destruction which have the power to destroy even the indestructible. With merely the opening of these Magic Eyes, the world begins to collapse and become chaotic. They can destroy order and reason. If there's a contradiction between these Magic Eyes and the reason that must be destroyed, they will win unilaterally. Additionally, the contradiction turns into the power of these Magic Eyes. They can make events that will certainly happen and/or have already happened never happen, by destroying reason and creating a logical contradiction, therefore unilaterally winning. In other words, these Magic Eyes can nullify powers after they have already affected you. That's the strength of these eyes. Basically an I win card. Incredibly powerful.

The Seven Sources (-300cp): You have gained a Source. No, you have gained another source. You see the Hero Kanon is the only one known to have more than one actual source. But no longer. You have a new source. This gives you multiple benefits. You effectively have another life because even if one source is destroyed you still have a spare and so long as one exists you will still be able to regenerate or reincarnate. This also makes reincarnating a whole lot faster. I'm talking days instead of years. This also gives a nice boost to your Source Magic. You can purchase this perk more than once at a discount for 100cp each after the first. I will give you a discount if you want to buy seven sources for a total of 500cp extra so 800cp total. If you purchase an extra source you gain mastery of Source Magic.

Unique Source (-400cp): Well now. A unique source is quite the rare occurrence in this world. Very few people have been seen with one. Of them there are two very powerful ones. Anos Voldigoad and Graham. Anos Voldigoad has a source of Destruction although this is partly due to his bloodline. The Voldigoads are known as the King's of Destruction. They all have held a powerful source of destruction and Anos and Celis both held this source. The power is clear to see when you consider just how strong Celis was even without the power Anos holds. Not to mention that the Voldigoad blood is the dominant bloodline within him even when considering

that Luna was from a deeper world. Graham on the other hand is a natural occurrence. His source holds Nothingness as a concept. The power that this source gave him was incredible allowing him to recover even from the destruction of his source. The fact he could survive even Venuzdnor's power is a testament to just how incredibly powerful a source like this is. You have one of these unique sources. It can be anything really. From Blood to Curses to Nothingness to Destruction. Optionally if you choose to have a Destruction source you may be blood related to the Voldigoads and by relation Anos himself although without other perks you cannot be his brother. Maybe a cousin or uncle. If you purchase this with Seven Sources then you can purchase more unique sources for a discount of 200cp each after the first.

Lion of Destruction (-600cp): Ah yes. The Lions of Destruction. You see The Lion of Destruction is a Phantom Beast born of the craving of Destruction. The founder of the Arzenon family successfully incarnated the beast in his time. And many a Lion of Destruction exist. While nowhere near as strong as the actual beast, many of them hold incredible power as each of them is connected to the Abyss of Craving. Enough to do serious damage in a deeper world country. Here's the thing. They all are missing a limb because they are incomplete thus the limb they do have is incorporeal. They wear prosthetics. There is one incomplete lion who has a fully corporeal body. Anos Voldigoad is the closest person alive to being the Lion of Destruction. Because every part of him is that of the Lion. He was born of a womb connected to the Abyss of Craving. Thus he was born incredibly powerful. But he lacks some things a normal lion would have. His craving does not dominate him. Meaning that he retains his own will. He also does not have his Claw. Arzenon's Claw is a weapon all Lions have. Each has two forms. One is a form all of them have which is a single Red Claw. Its second form is based off of the Lion that holds it. Bobonga's is Lion's Black Claw Angelve which transforms it into five long jet black claws which are incredibly sharp. Kostoria's is Lion's Parasol Claw Vegalve which transforms it into a weapon resembling a parasol which she uses to cast magic. Anos Claw is stuck in the Abyss of Craving. You have gained many things with this perk. You have been birthed from a Womb connected to the Abyss of Craving becoming as close a Lion of Destruction as possible. All without the craving for Destruction. You also now have an Arzenon Claw. What its second form is is up to you. You have immense magical power. Enough to cause untold damage even within a Deeper World. While not an Inviolable Water not even close you are a major player. This also acts as a capstone booster for all 600cp perks.

Origin Perks

Drop In

Straight Faced (-100cp): You can keep a straight face even in the most dire of situations. This doesn't keep your emotions in check or stop you from freaking out but it does keep you from crying in fear or screaming in anger or laughing out loud.

Mysterious Hero (-200cp): You are a mysterious person. So long as you try to hide your face and your identity you can do so. If you put on a mask it won't get destroyed during a fight nor

will it come off during a fight or any complicated movements. You will also never slip up when speaking.

Grand Teacher (-400cp): You are an excellent teacher like Eldmed himself. When you teach someone how to do something they will learn it at least three times faster than somebody else and their growth is enhanced by at least three times as well. If you were to train someone with actual potential they would skyrocket in power. Even in the Magical Age if you were to train someone with potential like Sasha then they might grow to be unmatched amongst those who are not reincarnations. Mayhaps they may grow even beyond that. Naya for instance was a normal demon who was trained by Eldmed and she grew strong enough that her summons could kill gods and she was considered the strongest outside of Anos own group of subordinates at the academy. Your teaching skills rival his own, which was praised as having been able to take 500 demons from nothing and transform them into a fighting force that could fight against 2000 elite humans and their spirit allies and have a chance at winning. Yes truly you are the greatest of teachers.

Weapons Crafter (-600cp): Alright this one is a pretty good one. You see, you have the ability to create really really strong weapons. Weapons that even great demons and heroes would wield like one of the 88 holy swords or one of the swords that Shin Reglia would wield such as the pillage blade Gilionojes or the freeform sword Garmest. These blades are all going to be strong as even a blade made of simple iron would be capable of cutting through thick steel without a single problem. Your blades also have spirits inside them and if you so wish you can have these blades choose their wielders. With a lot more powerful materials and better forging equipment you will be able to create far more powerful weapons. Weapons capable of slaying even gods in the right hands.

Capstone Booster Master of the Workshop: You have reached levels seen in only two people. Silk Mueller and Bellamy Standad. You have the same abilities as them as well. The ability to hear the voice of the swords you forge and the iron, fire, and air and all the other voices of the world. This allows you to create swords far superior to any other blade due to the way you created them. Following the way the materials want to be forged creates incredibly powerful blades. Although Silk had the problem of her blades being way too strong for other people to wield you will not have this problem if you do not wish it. While you would need materials and a hammer of sufficient power you could someday even create a weapon as strong as the true power of Evansmana.

Student

Great Eyes (-100cp): You have a pair of beautiful eyes. Your eyes look incredibly gorgeous and seem to be oceans filled with different layers and shades of colors. Red eyes seem like great oceans of evermoving flames. Purple changes to be a mesmerizing deep color where the shades meld together but also look separate. Some people would stare at these eyes for hours.

Team Work Makes the Dream Work (-200cp): You have a great ability to work together with people you have just met so long as you train together with them. Even the people you have met for the first time in your life can become your staunchest allies. Eventually your teamwork may cultivate into great accomplishments such as casting Jio Graze with them in only a week when it takes months for others. You are a great team player.

Memorization and Education (-400cp): You remember everything you will ever see in your life. You have a variety of abilities related to your memory. You can project a hologram of what you have seen or remember so that you can observe it. If you were to watch a swordsman do complex movements you could project those movements into the world with your mind so that you can learn and copy those movements. If you were trying to use a complex spell formula you saw your teacher do you could project the image so that you can observe it closely. You can use this ability to eventually copy a variety of magics and physical techniques so long as you have time. Practice makes perfect and you will never be able to forget anything you have ever seen so that you may practice them for as long as you need. This also makes you immune to any memory altering abilities or magics.

Generation of Chaos (-600cp): Ah the Generation of Chaos. The group that was considered to be filled with the foremost prodigies in the new generation. Among them are Lay Glanzudlii and Sasha Necron. Two of the foremost prodigies. You see these two have shown incredible growth. In a couple of weeks after training under Anos Sasha was capable of using Jio Graze with only the assistance of her sister. Lay on the other hand has shown that his swordsmanship continuously evolves every second he is in a battle. From one move to the next his angles and strikes become far more precise. Sasha herself is also incredibly skilled. Ignoring the fact she is a prodigy with magic she was able to create two different spells Zexis and Delt. Creating a magical spell takes years and she did this at 14. You are now a prodigy of the same level. Every time you enter a fight you are growing. Every time you read a book you grow. Every time you cast spells you are increasing your skill with it. You are truly an incredibly great and powerful prodigy.

Capstone Booster Star Student: You are the greatest of the world when it comes to your own personal growth. In every second of a battle you are growing. Calculations running through your head that continuously sharpen just how fast you cast your spells and just where those spells land. Maybe you advance Jio Graze into a higher level fire spell than before. Maybe your swordsmanship advances during your fight against a superior swordsman so far that it dwarfs them in mere minutes during the fight even if that swordsman previously had the skill to dwarf your own. You advance in every moment. A student never truly stops learning after all. Not to mention that you absorb information like a black hole.

Royal

Public Speaking (-100cp): You are a good speaker. Your charisma is boosted at least two times when you speak in front of a large number of people. Your speeches go down in history books and are spread throughout the world.

Act the Part (-200cp): The nobles don't seem to act like nobles. They act like stuck up douches who get whatever they want. But not you. Your manners are impeccable. Such you could eat amongst King's as a commoner and not look a bit out of place. You instinctively know the right way to speak and the best way to move just so that you can act like a proper royal. Even your words are laced with nobility.

Charismatic as Fuck (-400cp): You have charisma up the ass with this one. It oozes out of your body like a palpable aura that makes people think you are a lot more likable. Your charisma could have you talking with an enemy king from a kingdom that has been your rival for thousands of years and you would end up having coffee with him and laughing like your old friends instead of trying to obliterate each other. Your followers adore you. Following you with their lives because I mean how could such a charismatic man lead them wrong. They would follow you through the literal pits of hell. Jump right to their deaths or risk their existence itself just to give you help. You lead your people with great ability. Your words ring right into their hearts.

Sovereign (-600cp): You are one who has the absolute right to rule. Even if you destroy cities and burn villages your inherent nobility and right to rule is actually palpable. Not to mention your abilities also become stronger to reach the level of your standing. Your racial abilities become far stronger than normal and your bloodline's powers grow in potency and mutate to a greater level. You also rule the battlefield. Your strikes land critical blows in 50% of the strikes that land. Your aura shatters the earth as you walk. Causing those around you to bend to your will. Maybe you also cause a magic circle to appear around you that shines a great aura that causes those around you to feel your power. You also have a couple other abilities. You're considered a royal of your race thus you must also have the position for it so you can choose to be descended from a royal line of your race so that you can be a prince or king in every other world.

Capstone Booster Progenitor: You are now the progenitor of your race. The very first of your kind. You hold immense power and sway over those of your race. You have the ability to order those of your same race to do as you command and your racial abilities are increased by at least 10x the normal efficiency and strength and you may have additional abilities that others of your race do not have. You also are capable of creating those of your race by spilling your blood and you can create stronger than normal members. Your ability to land critical hits would become a 100% chance of doing a critical hit so long as the hit lands. If you are a monster or dragon your form is far larger than others. If a normal dragon was the size of a house you would be the size of a mountain. Capable of breathing fire in great enough amounts that you could also destroy an entire mountain in one go. Your scales become nigh invincible and you gain enough resistance to magic you could ignore most spells. You have the option to be the actual progenitor or to just have the abilities of one.

Hero

A Strong Back (-100cp): You have a strong back. No not in the physical sense (But also in the physical sense) but you also seem to have the strongest shoulders in the world when a crying child needs help. Sword on your shoulder and a pat on the head and just the sight of such a hero standing firm with that great back that seems to carry the world is enough for hope to spread amongst the people.

Plant the Light of Hope (-200cp): You are a symbol of peace. Not just for your race but for the world. You stand as a bright star. Your generosity and your heart captures and surrounds even the darkest of evil. It captures the seeds of evil and plants the light of hope within the fertile soil of a soul. You are a hope that crying children watch for and that those who despair watch in gratitude and happiness. Hope itself runs through your very veins. You seem to make those around you fight stronger than before. Make them fight better. Even though they haven't become more skilled, hope is a power in and of itself.

The True Will of a Hero (-400cp): Never bending never breaking no matter how much pain you're in. You have a will comparable to the Hero Kanons. You see when the Hero Kanon fought the Demon King he would always survive with one source and retreat. But every time he lost a source he felt extreme pain. I don't think you know just how much. It's a pain that surpasses all the pain in the world combined when the source is hurt because the deaths of all of one's future incarnations occur at once. Meaning Kanon felt that type of pain every single time one of his sources was destroyed. And even then he fought six times in each battle. You have a will capable of withstanding that type of pain. Pain that would cause other heroes to scream out in agony and collapse. You rush forwards after feeling it to defend those behind you.

Counter Attack (-600cp): Humans are the greatest when it comes to trickery and deceit and along with that came their magic which was full of counters and magic meant to make one stronger. You have the innate ability of countering things. If you faced a fire mage you would know exactly what you need to counter their ability. And this comes with the ability to do so for even more complex abilities such as the Authorities of the Gods and such. You may then create specific counters for them with enough time. Such as using magic to cause damage to happen in the past so that you can damage Yzak. Or maybe you want to use an absolute ice spell to counter Aviastan Jiara. It may take more time to create the spells and counters the more complex an ability is but maybe someday if you gain more experience you can do these things in an instant. You do need the ability to use the spells and the knowledge to create such things to counter them but the smarter you become in magical knowledge the faster you can create counters. If you had Anos level magical knowledge and skill you could create counters to authorities like Yzak's in a couple of minutes with this perk after just seeing him. Although complex authorities like Eques Vertexfemblem would take you hours to counter even with Anos knowledge since it works on Misfits and they are incredibly difficult to defeat.

Capstone Booster Absolute Counter: You have grown. Quite incredibly so. You have the unique ability to develop counters far far faster than you could before. While this doesn't necessarily

equate to skill in the vast amount of energies you will encounter, the ability to generate specific counters to all abilities and spells and other such things is incredibly useful. You can do this in seconds which would take minutes and hours down to minutes. Your body automatically works to create these counters. If you were fighting Yzak with no knowledge of his abilities in a battle you could very well learn to counter his authority in seconds. Your body automatically sends all your attacks to the past so that they would not be frozen by his authority. On the other hand an attack like Vertexfemblem from Eques would have originally taken you hours to adapt to, it would take you less than a handful of minutes. Even less the more skilled you are.

Demon King

Power of the One(-100cp): Liners. You have the power of one liners and the greatest of all quotes. Did you really think killing me was enough to make me die? Did you think that just because you destroyed my source I died? Did you think just because you cut off my arms that I'm armless? Did you think stopping time would be enough to stop me? Oh yeah these can all be yours and more if you just get this perk. They come as naturally to you as breathing.

Demon King of Rizz (-200cp): You are popular with the ladies Mr. Demon King. You have this aura about you that just attracts them. Not just the ladies but strong people in general. Maybe a swordsman has been fighting a lot of people and happens to fight you. They might just pledge themselves to you if you beat them. Maybe you are the only one who can withstand the power of a goddess. Then they may just fall for you. You attract power the more you have it.

Filthy Misfit (-400cp): You are one who has broken the order of the gods. Much like those who have the power to overwhelm the gods you are a cog in the machine that spins the opposite way. Fate and other such manipulations are broken when used against you and future sight fails to even start to work when you are thrown into the equation. You have a great ability to do unpredictable things in your plans that will throw people off guard. This comes naturally as one who goes against the natural order of the world. So of course people who attempt to think and rationalize your plans the old fashioned way would never be capable of doing so.

Knowledge of the Demon King (-600cp): You have a mind like Anos. You have mastered all the spells that were used in the mythical age by your race as well as the ones used by others like humans and demons. You have a mind as brilliant as a star you see. Able to analyze complex magic formulas and copy them or use a spell you saw only once when someone used it on a small scale so that you can move the moon to create an eclipse. Maybe you decided you needed a spell to transfer the power of the rumors and traditions of one spirit to the other. You could do so incredibly quickly. Seconds to minutes. You have a magic knowledge that would dwarf even the greatest minds. Finishing a spell to transfer the power of a god to a mortal is child's play to you. Memorizing over a hundred books in a couple minutes is like turning a page. You truly have a mind worthy of being a Demon King. This works on more than just Magical Theory. It works on science, math, architecture, engineering, and even martial arts and swordplay.

Capstone Booster Power of the Demon King: You have now become the very epitome of knowledge. Your ability to create spells on the fly allows you to create battle spells in seconds and create incredibly complex formulas comparable to Aviastan Jiara and perfect them in days. You have the power to copy basically any spell you can see and you just may be able to someday create spells that equal the Authorities of a God. You also have the power to learn a very powerful magic. Zinnia the Great Demon King of the Silver Water Holy Sea is the first person in the Silver Water Holy Sea with Abyss Magic and possibly the only one. You have gained a hint as to the truth of this magic. It is now up to you to learn how to master it with this perk. But it shouldn't be too hard when you're a genius that might just be smarter than Anos himself. Your intelligence is a brilliant omniscient star that shall pave the way for not just magic itself to evolve. But for the era to evolve into a great world filled with your creations. You could in maybe a year or two create great weapons of magical might to rival even an Inviolable Waters if you had the materials.

Race Perks

Human

Human Magic (-100cp): You have human magic. It's focused on support and strengthening of one's allies since humans are inherently the weakest of the races. You have spells like Aske, Teo Triath, and a bunch of barrier spells. Humans rely on enhancing themselves and weakening their opponents.

Sneaky Bastard (-200cp): You have a pension for making sneaky and underhanded plans and tactics. Plans meant to defeat those far stronger than you. Humans are inherently weaker than the other races are. Both magically and physically. So the humans rely on their cunning. And you embody that.

Castle Breaker (-400cp): Demons defend their castle. Humans break those castles. Asura and Gyze embody this. And now so do you. You are at your strongest when you are attacking a stronghold or the place of power for your opponents. You get stronger the deeper you go. So long as you are on your opponent's territory you will get stronger and stronger. The closer you get to the center of where your opponent is such as a throne room you will become twice as strong.

Ruler of Blades (-600cp): Well well well. It seems that you have an incredible ability here. You can wield and utilize all weapons. Not to mention you immediately unlock all the Hidden Art's of your weapon. You see the true power of a weapon is only released when one is able to nullify all the magic power within their source and then become one with their blade. This allows them to access the Hidden Art within your weapon and utilize incredibly powerful techniques. Usually you would have to empty your source of magic power but with this it nullifies the negative effects of using a weapon as well as requirements to use its abilities. That sword has a really powerful ability but it drains the users lifeforce? Well not with you. You can wield that sword without any

risk to your life. That scythe can cut through anything in the world but would obliterate anybody upon use? Well you can use it as many times as you want. Use it to cut your vegetables in the kitchen if you want. You also are well liked by any weapons you use. Even the omnicidal ones.

Capstone Booster God of Swords: You now can immediately utilize the full power of any weapon or item you wield up to 120% of its effectiveness. Not to mention that you can now immediately release any sealed or locked abilities just by touching the weapon even if you haven't had enough time with it. If you were in DxD you could immediately unlock every ability and your balance breaker just by touching the gear. You are extremely liked by these weapons as well. You aren't forcing them to let you use them, they just want to work with you. This also works on normal items like if you had a shield it would defend against stronger attacks then should be possible for them. You can also access the spirit of all weapons. Even ones that don't have a known spirit like in other worlds.

Demon

Demon Magic (-100cp): You have access to Demonic Magic which has a large capacity for destruction. Jio Graze, Bebesd, Jirasd, Gatom, and Gyze. You would be considered a prodigy just with the knowledge of these spells.

Cruelty (-200cp): You know how to be extremely cruel when need be. Knowing just where to poke or prod to get the one you're torturing to cry and scream. Maybe you curse someone who is a pureblood with being an immortal hybrid unable to die. Forcing them to suffer. Maybe you curse someone to be unable to touch money for the rest of their days. Who knows? You're quite creative.

Chain of Command (-400cp): Demons by nature are fighters. They are a race where the weaker demons pledge themselves to the stronger demons. You now have the habit of when you defeat someone offering them a place by your side. So long as you have shown you are stronger than them you will be able to make this offer and there will never be less then a 50/50 chance of them accepting. The chances get higher the more one sided the battle was. With you absolutely decimating them you could probably raise the chances to 80% but if you could beat them so utterly I mean they never even get close to you let alone touch you then it would raise to a 100% chance. I don't recommend using this on people who would easily betray you or try to take over your position. Demons value strength but also value other things. Such as personal power and also their own safety.

Defense of the Domain (-600cp): Demons have a tactic in which they create a Demon King's Castle and then transfer power using Gyze to their subordinates so that they may defend said castles. This is a tactic that has worked for a long long time. The greatest of these defenders is now you. You have the ability to increase your power in the act of defending a domain or a castle that you can argue is yours. If you create a Demon King's Castle on the territory of your opponent then you will be able to enhance your strength. This boost is exponential as even a weak demon may be able to fight someone like a Demon Emperor while on their territory and

defending someone they care for. While this boost may not be the thing that decides the fight it is always a good thing to be able to boost your strength. You can also apply this to your soldiers as well or any who you could consider under you.

Capstone Booster Demon King in his Castle: You are now enhanced far greater than before. Your strength bare minimum is doubled when you fight around or on your own land in defense of it or something or someone on it. You are enhanced more the larger the land you are defending is. You also have the ability to talk to any allies within your domain that you choose without any fear of your communications being taken over, You can move within your domain unimpeded with magic nullifying any anti teleportation barriers or such things. Within your domain you cannot be impeded by things such as magic spells or other such things like status effects. When you are at the core of your domain and are defending it from there you will get a boost that multiplies your power by 4. You gain incredible strength so long as you defend your land.

Spirit

Spirit Magic (-100cp): You can use Spirit Magic. This usually revolves around the use of spirits being summoned but you can also use specific spells such as Fuska and other unique spirit spells.

Gossip Train (-200cp): Your rumor or tradition is easy to spread. Even if it shouldn't necessarily be so, it is incredibly fast spreading and legends of you will spread through the world incredibly quickly. This also means you will probably never fade away.

I Won't Leave You (-400cp): Love can break through many barriers. Reno herself had such love that she came back as a Fran, a love spirit just so she could see her husband again. And in her "Final" moments she was finally able to see her daughter and hug her one last time. She finally got to die without regrets. Now you have the same ability. You can now come back with a one up so long as you have somebody you love and you still want to see them. You have the ability to reincarnate as a weaker being who has forgotten your love. You will regain your power once you have found them once more and when you do you will have a slight increase if you are attempting to protect them. Unlike Reno you will not disappear and will be able to stay for a long, long time.

Creator of Spirits (-600cp): You are now capable of creating spirits. Not like how Reno is just an existence that is called the mother of spirits as most spirits appear independently from her. You can collect rumors and traditions and cause them to coalesce into a spirit. You can shape the way they look and how their rumor or tradition manifests into their ability. You also inherently know the rumors and traditions of all spirits and are greatly loved by spirits and those similar in nature to them. You also can call upon these spirits at will to use their power.

Capstone Booster God of Spirits: You are now effectively the "God" of spirits. You can create them at will even from the smallest of rumors and traditions and so long as you can keep these things alive they will continue to exist. This can happen so long as you can use enough magical

power to create them. Such as in the midst of battle against a Dragon you could create a “Spirit that slays dragons” So that you could immediately gain the advantage. While this takes power and this doesn’t necessarily mean the spirit will be able to kill 1000 dragons all at once they will be able to fight and kill many of them at once. Although it is possible if you use an insane amount of power all at once.

Draconid

Draconid Magic(-100cp): You have the ability to utilize Draconid Magic which revolves around summoning their selection god to grant them power. You can also use dragon magic such as Gaddez, Dastdelte, and Gadeolba.

Loved of Gods (-200cp): You see the Draconids are closer to the gods than the other races. Their foremost amongst them are even given power by the gods to win them the selection judgment. You now are just as loved. You have a great habit of getting into the eyes of the gods and gaining their favor.

Devourer (-400cp): Like a True Dragon you have the ability to devour the sparks of those you defeat. When you do so unlike dragons this does not feed you no, it gives you power. You gain the abilities of those you defeat and if you can do so you can devour their spark and gain all of their knowledge, abilities, and physical might. When you do so you will eliminate their ability to reincarnate. You gain a minor modification to your body such as a jaw and teeth capable of doing such a thing. This is no minor ability though. If you could somehow grasp a Unique Source or even an Authority you may just gain abilities enough to rival the gods.

Vessel of the Gods (-600cp): You are a perfect vessel. You can hold any ability that is granted to you through another being. These abilities seem to be nearly as potent as the original is because of just how great a vessel of power you are. You easily hold within you even the mightiest powers as well. Any amount of power willingly given to you is going to never even have the chance of overwhelming you. I mean what type of gift receiver is going to explode after receiving a nice pair of socks? This also means that this power is yours forever and you can cut the connection to the other being any time you want. And while abilities that require the constant connection to a god to grow you would not be able to grow these powers without other perks they will never stop being a part of you.

Capstone Booster Devourer of the Gods: You now so long as you wish it can devour power from those who grant you strength. There are two ways you can do this. If you decide to do it all at once you can go for a hail mary and devour as much power as you can before the giver cuts off the connection. Or you could go it the slow and steady way. You slowly siphon off the power of the one who you are connected to. Slowly gaining more powers and abilities. If you go for long enough you may be able to devour even a god. But the amount of time is well over 10 years. Another boost is that the powers and abilities are now capable of growth. Allowing you to truly make them yours. If you take enough time you may be able to take in even the authorities of a

God without endangering the world. This perk is a two sided coin. A fast and immediate option or slow and steady option.

God

Gods Magic (-100cp): God Magic typically involves the God using their authority to utilize various attacks. The God Of Light could transform into light and shoot light bullets. Depending on your Authority your spells will be different from other gods.

Age Old Plans (-200cp): You have a great talent for creating plans and long and convoluted schemes. Militia and Nosgalia have both created incredibly great plans. Militia to recreate the world to be kinder and Nosgalia to destroy Anos. They can get quite convoluted though and do require quite a bit of time to work but just being able to get a rough plan of how you want things to go is good enough for the first day when you have a long time for them to come to fruition.

Help Me (-400cp): You have a knack for running into people that are either stronger, smarter or more skilled than you. You also have a knack for becoming friends with these people and then using them to assist you in what you need help with. Whether that means asking them to help you remake the world so that it can be kinder or using them to help you reincarnate so that you can live your life in peace. Maybe you need their help to defend the world? You have an intensely powerful luck when looking for help. Even if that person has a horrible relationship with others of your kind you might just end up being their friend. This also makes it so that you get an increased luck when making and going through with plans that require help from others. Such as Militia's plan to turn the world into a kinder place through remaking it.

God of God's (-600cp): You are something similar to Nosgalia. You have become the God of God's meaning that you now have the ability to create both God and Keepers. You can create as many keepers as you wish but you may only create a God when one has been slain or disappeared according to their order. You also have an incredibly powerful ability to control the world with your divine words. You can influence the world and even magic itself. Allowing you to cause things such as magic to turn against their wielder and cause flames to extinguish at your will. You have some other abilities. You can bless people with increased luck and have the ability to create divine flames that If the flames continue to burn the target enough, they will trigger a curse that will constantly increase the pain emitted until the divine flames destroy the target's source. You also have the ability to create a large amount of divine swords from your back. Each one is capable of moving without being influenced by your body flying around at your will. You also will exist so long as the world exists and your death will destroy the world.

Capstone Booster God Above Gods: You have become something beyond a God. In a way you're more a God of God's than Nosgalia. You see you now have the ability to utilize the Authorities of other god's. Use Yzaks Authority of Frozen Prison of Calamity which freezes all future possibilities of fatal damage occurring to his source and his world. Or you could use the order of Six Flowers of Disobedience Levihelluota which allows you to negate and neutralize other authorities. Using these abilities does require power as you are not the rightful god of the

authority and you need to follow that authority's rules such as Yzak's authority being overcome by attacks from the past. But just being able to use more than one authority makes you incredibly powerful. With this you could also become the Chief God of your world without actually going through the selection process. You can become the Chief God of any future worlds you go to and your destruction will endanger the world you're in.

Items

You get three discounts for any tier and a 100cp freebie.

UNLIMITED POWER (-100cp): In the Mythical Age people found out that Anos liked Mushroom Gratin. So they started over harvesting mushrooms to make it. Some thought it was the secret to his strength, others ate it in tribute to him, many ate them for luck. You now have the ability to create trays of infinite mushroom gratin. They can appear out of nowhere at your will.

Sick Outfit (-100cp): You have a really cool outfit. It fits well with your character and it also fits your origin. Drop In's would have a mysterious stranger type outfit with a mask that hides their identity. If you're a hero it's a set of majestic white armor and if you're a demon king it is a cloak and armored chestpiece. If you're a royal it is probably an expensive suit or royal clothing. If it is destroyed it will return in a day and will change for different origins after this jump.

Small House (-200cp): You have a small little house in some part of wherever your race lives. It has enough rooms to comfortably fit a family of four. It is small and has infinite power and other such things. So you won't have to worry about running out.

Pledge Jewel (-200cp): These are black jewels with a red center. When used they cause a flame to appear inside. These jewels which you get four of allow you to summon various beasts using the spell Litrude. A powerful summoner called Naya was able to summon a Dragon named Cannibal that was able to grow strong enough to devour even the gods and their orders. Maybe you can get there one day.

Selection Allied Beads (-200cp): This jewel is effectively worthless unless you have one thing. A god to help you. If you do have a god then this will allow you to borrow power and summon them. The greatest user Naya was able to summon Four Gods with this. And she isn't even from the Mythical Age. Later in other jumps you can use these on other gods to allow you to summon their power yourself.

Books Books Books (-200cp): You have a tower filled with books. These books are various fanfictions and source materials for every verse you have been in. Fun for reading up on the verse or reading when your bored.

Useful Item (-200cp): You have here a really useful item. It is not necessarily up to par with a heroic weapon or a great set of armor but this item is incredibly useful. Maybe it is the Phoenix Robe which heals you of wounds that you have so long as you have magic and grants an

enhancement to fire magic. Or maybe you want the Lily Pad Ice Ring which when worn enhances the power of ice magic the chill it gives off is said to blanket the seven seas with ice sheets the shape of lotus leaves. Or maybe you want something better. Maybe you want the Scepter that Anos used to win his dungeon dive which enhances the power of Gyze. It isn't an end all be all item but it is incredibly useful in a fight.

Holy Lake (-300cp): You have a giant lake that contains infinite amounts of holy water. Holy water weakens most demons and allows you to fight those stronger than you with a far better chance then normal. This lake will always be full and if SOMEONE decides to blow it up with Jio Graze it will be fixed and filled the next day.

Heroic Weapon (-300cp): A weapon wielded by someone with the strength equivalent to one of the Demon Emperors or a Hero. While not in the level of reaching a Legendary Weapon like Evansmana or Gaudgimon these weapons are held in group with the swords Siegshesta the sword of Intent which is capable of transforming its blade depending on its wielder's thoughts. However, it cannot slice anything unless the wielder completely focuses on their mind, heart, body, and magic. Even one stray thought or distraction and the sword will fail to reach its true potential. Skilled users could even grant the blade holy magic. Or perhaps you wish for a weapon with less of a requirement on focus? Then the Freeform Sword Garmest would be the one for you which can freely change every aspect of the blade. Even the number of the sword itself is free allowing you to summon hundreds of the blade at once. Mayhaps a more famous blade is the one for you. The pillage blade Gilionojes is for you. A weapon capable of pillaging whatever is slashed by its blade. Even the voice of god can be taken. When slashing your eyes it will take your vision and when slashing your heart it will take your life. These blades may not be able to slay a god with ease but each one is incredibly powerful when wielded by a confident wielder.

Scarlet Steles (-300cp): You have here a bunch of crystals that are scattered around your property. When used they create a giant magic circle that connects to each crystal that allows you to use a single spell that could be used on a far greater range than it usually would be. This could be Syrica used on an entire country or it could be Jio Graze to burn the entire area into ashes.

White Bright Hammer Wiselhan (-400cp): You have here the greatest possible hammer when it comes to forging. Because this hammer is both indestructible and capable of hammering any material you are using to forge with. Meaning that if you were to try to forge even the divine authority of a God of Destruction you may well just be able to forge it into a perfect weapon. It holds incredible magical power inside it turning even normal materials into Demonic Swords like those wielded by the swordsman Shin Reglia. Although they won’t be legendary weapons any time soon without the proper material a heroic weapon capable of a powerful unique sword is possible. You would need a forge capable of handling any material though. The Divine Authorities of the Gods cannot be forged with normal weapons.

Creation Star Erial (-400cp): This is a single star like ice crystal that holds inside it a key piece of information. This could be about anything but there is one very important fact. It will always open when you need help the most. And it will give you a key piece of information that will help you do something. It could be a moment when an invincible enemy was slightly injured or an important clue to a villain's identity. This allows you to gain a very large advantage if you keep this till the right moment. It only opens once a decade though and it only does so if you truly have no other options.

Divine Forge (-500cp): You have a forge. A forge capable of with the right materials creating a divine weapon. If you had an authority and the ability to turn it into a physical thing like the Sun of Destruction Sarjieldenav you may just be able to condense the power of it into something small. Like a sword or another weapon. Maybe you take the God of Barriers Authority and transform it into a shield to defend you from even the most powerful attacks. Maybe you take the body of a powerful demon with a unique ability and transform it into a sword capable of using that ability when held. This forge also increases the power and effectiveness of materials used for the forging of weapons. Steel becomes far stronger and magic steel has its potency increased and its purity as well. This is truly the forge for a master smith to create legends with.

Legendary Weapon (-600cp): You have here a weapon equal to one of the greats. One of the Legendary Weapons that has been wielded by some of the strongest veins in the entirety of the Silver Water Holy Sea. Whether that is the Heavy Thunder Sword Gaudgimon or the Sword of Three Races Evansmana. Both of which are used by people with enough strength to fight God's. Evansmana a sword that was created within the Silver Water Holy Sea to be created to fight against the great Lion's of Destruction of Disaster Abyss World Evezeino and the Arzenon family. Blessed with the blessing of St. Evansmana by the blessed lady Eife. The spirit Dionatek was then placed within it. Its power is great enough that just being its wielder could make one incredibly powerful and gives them the right to rule the Holy Sword World Hayfolia. It also has the ability to evolve to counter spells like Jilma which was meant to nullify it's power. On the other hand the Heavy Thunder Sword Gaudgimon is a weapon created by Celis Voldigoad to combat his enemies within the Militia world. It is strong enough that it survived a battle against a Divine Weapon like Befenguzdogma and holds within itself the key to using a world destruction magic. An incredibly powerful weapon which shines when it is used in tandem with Lightning Magic. There is also the God Slaying Sword Gneodoros. Which is a weapon created to slay a god and is extremely lethal to the divine beasts and keepers. While it relies on the skill of its wielder a weapon capable of slaying a god is rare indeed. Not many weapons are capable of it. If you were to be able to truly wield a sword you could one day accomplish a feat other wielders of this sword have failed to do. Maybe it is Deltoros the sword of Severance which boasts the greatest single strike out of the thousands of blades wielded by Shin Reglia.

Demon King's Castle (-600cp): You are now the proud owner of the Demon King's Castle Delsgade. You can rename it and redesign it but I think it's a cool name. Delsgade is a giant three-dimensional magic circle. There is a special magic at its core that allows it to automatically regenerate, even when its most important components are destroyed. It has immense capabilities to increase any magic cast within it by at least three times. You can use this boost

while within its vicinity which is at least the size of a large city. You may also connect a single weapon or ability to the castle. While within the range of the castle the item or powers abilities are enhanced by five times the original strength. You can still use these items and abilities while not in range but if you want the boost you need to have Delsgade nearby. If you wish you can summon the Demon King's castle to you with an Origin Magic spell. Anybody that is within the castle will not notice that it is gone because an exact copy will appear and nobody will notice unless they have powerful magic eyes.

Underground World (-600cp): You have a lot of land here. This land is both underground held up by a great magical pillar and on the surface. This world here is about as big as Azeshion and Dilhade put together with room to spare. It has vast resources from every corner of the world. Every plant, type of wood, animal, ore, material, and even every type of rock. This land also has everything from every world you have been to. Not just this one. Vast resources hidden beneath the earth while vast forests of trees stretch across the land. If you so wish, various monsters will also be born from the magic in the land, meaning you could have actual dragons from Fairy Tail and Fairies from Seven Deadly Sins roaming the land. Allowing you to have far more variety in your country. You are now considered the de facto owner of the world. You can import any buildings into the capital (wherever you want) or the underground world as well. You now rule both worlds.

Demon King Academy (-600cp): You have here an academy filled with students of your race. The academy trains them in various subjects. Literature, Art, Science, Military Tactics, Magic, Sword Fighting, and other various things. It teaches them to become great minds of the generation such as training successors to great heroes and scientists. You are the headmaster or the hidden headmaster if you want to be hidden. This lets you effectively train powerful warriors or workers and have an army of people who consider you something of a benefactor. Considering that most students who come from this academy end up in a place of power. Some of your more battle oriented students might even end up as heroes or powerful demons. What race you are also kind of molds what your school looks like. If you're a demon it is a castle. If you are a human it is a giant pearly school. If you're a spirit it is a giant tree of learning and if you're a draconid then you have a giant temple. If you're a god then choose either the Draconids or the Humans as they are the ones who are closest to the gods.

DIvine Weapon (-1000cp): You have a really strong weapon here. I'm talking about a weapon equivalent to an I Win button. The likes of Venuzdnor and Befenguzdogma are the two best examples of this. You see your weapon is made from the order of a god. Destruction, falsification, and many more. Your weapon also has a really powerful ability similar to those two. Venuzdnor has the ability to destroy all laws and orders of the world allowing it to break rules and laws. Befenguzdogma was made with Aganzon's order of falsification allowing it to warp reality and make strikes that missed land. You have a weapon capable of equaling either of these incredibly powerful weapons. It can be more than a weapon though. A shield. A sword. A chestplate. Even a pair of glasses or an entire castle. Take your pick. Anything is up for grabs.

Silver Water Academy Pablohetera Alliance (Non Discountable) (-1200cp): You have here an alliance of worlds. There are at least 100 Silver Bubble Worlds that have joined this alliance. Not many are that strong but they make up for it in their numbers. Not to mention the fact that the Strongest Six are all comparable to the worlds that make up the Pablohetera Alliance (Save Militia World). You now have this alliance under control and you are considered the Overseer of this alliance like Ottlulu is. With this item you gain an effective army of worlds and with it you may just be able to fight against the Inviolable Waters of the Silver Water Holy Sea. While no one world is capable of such a thing an entire army may just be able to do so if you have every Sovereign and Chief God. With this you also have incredible resources and magic that varies between each world. While you are not considered the master merely one with the most influence and control of the rules. While the worlds may still fight they are still united and none of them will be destroyed. After this jump you may take this alliance with you to other worlds and they will be considered worlds within the multiverse of the jump you are in.

Silver Bubble World (Non Discountable) (-1200cp): You now start inside of this world. It is a Silver Bubble World with a Chief God and you are the Sovereign (If you are a God you may become the Chief God and if you are a God hybrid you may be the Chief God and the Sovereign). You may design this world and decide what the world is. If you want a world like Militia where there is no Sovereign or Chief God this is going to make your bubble world looked down upon by other worlds though. If you choose a world then you gain a unique characteristic of your world. Firstly is the races. There is going to be one main race. Some are similar races to humans and demons others are different entirely. You also gain a unique thing to your world. Hayfolia had the Rainbow Road that is the embodiment of the Chief God the Blessed Lady Eifes order that allows the Noble Hunters to follow their conscience. If you choose Disaster Abyss World <Evezeino> where those inside of the world are taken by Cravings and thus follow those cravings purely. They are Phantom Demons who adapted to the world and survived. You could choose a world of functionality over all other things such as Balandias where everything serves a purpose and there is no room for the arts. Or you could go the exact opposite. A world full of art meant to be peaceful without any worries. Maybe you want a world of Craving's but more tame then Evezeino. You can also design the magic spells and systems for the world. Balandias used drawings rather than letters. A master could build a castle in a single drawing but an average one could not do so with thousands. You are the master of the world and your Chief God will not be totally loyal to you but they will not betray you. If you purchase a Companion with the God race or make one they may be the Chief God of your world.

Companions

Import (-200cp): Import as many companions as you want. They all get 800cp each to use on this document.

Export (-200cp): You can take as many people as you want with you, you just have to convince them to do so.

Fan Club (-200cp): You have a fan club. Each one is incredibly skilled at singing but they don't really have much skill with magic. They all are insanely crazy about you and each one would actually faint if they saw you. There are about 8 total members of the fan club. They all combined could rival an Aske with the power of 10 million people just from the quality of their love.

Second (-400cp): You have here a second in command. He's pretty strong and he has a lot of cool abilities. He also follows you like a dog. He is so loyal he would be willing to suffer an eternity of hell just to be helpful to you. He has various abilities including a Unique Source (Storms), a Unique Ability (Sense the intent to attack), Magic Eyes (300cp) (Lightning), and the perks Defense of the Domain, Counter Attack, and Generation of Chaos. He has a Legendary Weapon and its blade is enhanced into Lightning Itself.

Twin Goddesses (-400cp): You have here two demons who are both sisters. They are also reincarnations. One is the reincarnation of the Goddess of Battle and the other is the reincarnation of the Goddess of Love. Both are incredibly strong and are also incredibly close. Even in the past they were close. You are close to both of them and they follow you without a second thought. They have both reincarnated into Royals and are both demons and students at the Demon King Academy. One has blazing red hair that is crimson as blood as well as eyes as green as a forest and the other has pale gold hair with deep blue eyes. Our resident Battle Goddess has a calm and calculating temper which belays the battle lust she shows in battle. Her Authority is the Rage of War Arzelatoania. So long as the battle goes on she is invulnerable to all damage that could happen to her in all forms of battle. Although there are workarounds nobody has been able to do it yet. For instance if you were to kill her in a single blow the battle has not yet started. If you damaged her in the past before the battle begins she can be hurt. The Goddess of Love on the other hand represents a blushing maiden who you would be surprised to find out is a virgin in both her lives. She refuses to embrace anyone who she doesn't "Love" as appropriate for her order. And that person is you. She focuses on supporting magic like Aske and Teo Aske and her Authority causes those she loves to become nigh invincible and gain enough strength to destroy even other gods. She is a fearsome combatant as well though preferring to use illusions and holy magic. Both have forgotten their past lives but in a year or less they will gain them and their original powers back. They both have the perks Magic Eyes (Slashing)/(Charm) (400), Gods Magic, Help Me, and Generation of Chaos.

Goddess of Creative Destruction (-400cp): Well it seems that you have a really powerful being here. You see she is what would have been had Sasha and Misha combined into one being permanently after Anos fixed their split sources. Aisha is the Goddess of Creative Destruction. She holds the abilities of the Goddess of Destruction as well as the Goddess of Creation. She has an incredible amount of power inside her and she has all the skill of the two Necron sisters combined. She has ashy white hair and golden eyes and her personality is a combination of Misha and Sasha. She has various abilities such as the Divine Eyes of Genesis, Divine Eyes of Apocalypse, and the Magic Eyes of Creative Destruction. She also possesses the two authorities of the Goddesses Sarjieldenav and Artiertonoa. She has both the Goddesses affinities for Creation and Destruction magic. She is incredibly powerful with enough strength to

rival even the Misfits and she is also really really in love with you. You are the light of her life and all that jazz. I'm going to go ahead and say it but she could very well grow into a being capable of rivaling even the Inviolable Waters someday. Considering that she has access to two great powers. If you want she can be the elder sister of the two Necrons.

Magic God (-500cp): A woman with glittery green eyes slit-like irises with a body that looks like she's only 20 when she is older than Anos and about as old as Magic itself. You see you have a God here named Thinus. A Magic God. She has only one eye and wears an eyepatch over it because under that eyepatch is a Divine Weapon. The Eye of Balor. She also wields the Divine Spear Gungnir. The Eye of Balor is a Divine Weapon which allows Thinus to copy and utilize any and all magic she ever sees and then counter it immediately. Every magic whether human demon spirit or god is hers to utilize. Her authority itself is the Eye of Balor. Its true name is Eye of Wisdom <Balor>. Her divine spear on the other hand was created over the ages with Thinus greatest magics combining har authority with it. A golden spear with a ribbon-like design intertwining with each other at the end of the handle and below the blade. The tip of the spear is not a sharply pointed blade like on a knife. It was a wide blade as if a double-edged sword had been forcibly attached. Its broad blade also has a design that somewhat looks like a branch with leaves on it. Gungnir also known as the Spear of the Heavens <Gungnir> has various abilities as the spear was made to be thrown, the spear will always hit its target once thrown, the spear cannot be shot down or destroyed mid-flight, the spear will always return to its owner's hands after piercing the target, and the spear will destroy the symbols of power of those around her. Destroying mortal weapons and weakening divine weapons. The spear also has various elemental abilities: it can summon pure white flames, can cause earthquakes and cause large stones to fall from the sky, can create slicing blades of wind, can create underground water geysers, can produce white lightning strikes, can create volcanic eruptions and pure white lava, and can create a massive amount of salt to damage the battle ground. It is her personal divine weapon and has one final ability. It transforms from a simple spear to a great lance of branching parts. It then gathers magic from every corner of the world and gathers it in one point. When thrown it shatters reality around her and causes the shards of reality to spin and grow in size until it reaches her target. The time it takes to reach its target though is 0.000000000000000000000001 seconds as space itself shatters to reach the opponent near instantly the only way to survive is to take the hit in the least vital point and hope your source survives. She keeps her spear in her eyepatch when she isn't using it.

Draconid Misfit (-500cp): Ah the Misfit's. Those very beings that break the order of the gods. You see we have a couple of misfits. Anos and his father Celis and the one called Graham are the most famous. But we have a new one here. She is a Draconid who rebelled against the rule of the gods within the Underground World when it was first created as she is also a being who fought in the great war and escaped to the surface where she met you. She is incredibly strong with enough strength to rival a powerful misfit like Celis. She has a greatsword with the ability of fire that has slain a god and transformed her weapon into a divine weapon. Forcing into the blade the order of the god of Wrath and becoming the Sword of Blazing Wrath Azef. This order changed when it combined with her weapon summoning forth Wrathful Flames that will cause her opponent's to feel the pain of every being that has suffered their own wrath. She has

enough strength to wield the blade in a single hand and swing it with enough force to level a couple of mountains if she puts her back into it. She focuses mainly on fire magic of course but also destruction magic. Her main spells are Aviastan Jiara and her custom magic from the Authority of Wrath Egil Di Anta which summons forth wrathful flames that will burn through all of creation because they are merely destruction in the form of flames. These flames equal Egil Grone Angdroa in their strength and the way they operate. She wishes to marry you as you inspired her in some way and she wants to have a child with you even if you shouldn't be able to have one with her if you're a woman. She views you as someone that should be followed and revered as a great hero by all races. She is extremely violent against the gods and hates them for the way they act as emotionless machines who watch as the world suffers under them. She has the perks Filthy Misfit, Unique Source (Flames), Draconid Magic, Knowledge of the Demon King, and Magic Eyes (600) (Flaming), Devourer.

Ancient Magus (-500cp): You have here a demon. A rare type of demon though. She is a Yelgon, a type of demon that has dark skin and tentacles with eyes and teeth on the underside of them for hair. The larger the Yelgon can make their tentacles, the older and stronger they are. She can make hers large enough that she could easily throw boulders or destroy a house with it. Mind you that this is due to her being thousands of years old. She has been alive since the dawn of the Mythical Age. When Demon King Anos was just barely a babe and his father was still alive and fighting. She has secluded herself into her home and works on magic formulas and spells. You see she really does like magic and is such a prodigy Anos himself even once tried to recruit her to his army. She refused as she has no care for such things. Anos of course left her be because in return for leaving she gave him a new spell. She is a fellow Misfit of his with the perks Filthy Misfit, Knowledge of the Demon King and Lion of Destruction as well as Magic Eyes of Creative Destruction, a Unique Source (Knowledge), Demon Magic, Spirit Magic, Draconid Magic, and Human Magic. She has a rivalry with the Demon Queen if you purchase them both. Her tentacles are white and she has amber eyes. Her personality can be called inquisitive but cold. She doesn't care much for feelings but if something gets her curious she will try it out. She has no problems admitting her mistakes and even a terrible fight would still not stop her from apologizing to someone she considers a friend. She lives on a mountain in a nice mansion that is filled with hundreds of thousands of books and items and experiments. She excels at Manipulation and Water magic.

The Demon Queen (-600cp): You have here someone who rivals Anos himself in power. She has multiple powerful abilities. Firstly she has the perks Unique Source (Abyss), Lion of Destruction, Filthy Misfit, Knowledge of the Demon King, Magic Eyes (600) (Abyss), Zecht, Defense of the Domain, Demon Magic, and Human Magic. She is also a Davlon, a rare type of demon that can transform into shadows and drain the life of the opponent through their own shadow. She has magic called Abyss magic (not the same as Zinnia's) that creates a dark red and black energy that corrodes and destroys what it touches. She prefers spells that use blood and she has the Legendary Weapon God Severing Claws Gelfest. Which boasts the ability to slay gods as well as having a powerful single strike that rivals the Sword of Severance Deltoros although these are in the form of clawed gloves. She's been alive since the Mythical Age and was a foremost warrior against the Heroes. She met you around when you first arrived and she

viewed your strength and position as a Jumper with awe. So much awe she has become kind of obsessive about you. Enough that even the mere mention of someone hurting or insulting you results in a violent rampage or tantrum that could destroy a city. She is quite the hoarder though and has a stockpile of ancient spell books and items. Even some things that those who research magic would commit unspeakable crimes to get their hands on. She also has a Divine Weapon of Chaos that works similar to Befenguzdogma and Venuzdnor if they combined in a way. Causing chaotic things to happen that make no sense. Like swinging it to the left but the strike comes from above or swinging to the right and it strikes from behind. It can also enhance spells with its chaotic effect causing various unknown things to happen. Maybe it freezes things with fire or burns things with ice. It's total chaos.

Inviolable Waters (-600cp): You have here an Inviolable Waters. This is Abelion. He is an Inviolable Waters and a Chief God and Sovereign of the Gluttonous Curse World <Eivenzal> known as the Disaster Demon King. He is a Half-Demon Half-God with four arms, two mouths, one on his face and one on his stomach, and four eyes. He wields immense power enough that he rivals Yzak himself who he has a sort of rivalry with. He has various powers and weapons he wields such as the Spear of the Sun Kamen-Ryu which can summon forth great bursts of flames that rival the sun in heat including pure lasers of sun fire and the Great Sword of Storms Hiten-Ryu which has the power to summon powerful bolts of lightning great enough to level a mountain range in one go. He also has a vast amount of knowledge on magic with the ability to cast at least two spells at once with his two mouths. He has a great authority that cuts away anything in the world, even the World Itself. It is known as the Malevolent Sword of Cleaving. It instantly cuts away at anything he uses it on even space and time. He has a self serving temper typical for the world he is from Gluttonous Curse World <Eivenzal> where everybody does as they wish in a self serving way following their urges. If he is hungry he eats. If he is annoyed he kills and destroys what annoys him. If he is entertained he throws the jester a bone. If he is tired he sleeps. He also has the perks Lion of Destruction, Unique Source (Death), Knowledge of the Demon King, Filthy Misfit, Magic Eyes (600) (Cleaving), Unique Ability (Flaming Nature to his magic), Sovereign, Defense of the Domain, Demon Magic, God Magic, and Human Magic. The reason he wants to come with you? He thinks it would be fun. He also wants to eat food from other worlds. If you take him then you also get access to <Eivenzal> through a portal where he will live and rest in his free time. It has no access to the Silver Water Holy Sea not unless you take a specific scenario.

Family (-600cp): You have a family. Each member is incredibly powerful. They all have Unique Sources, Knowledge of the Demon King, Filthy Misfit, Magic Eyes (600cp), Unique Abilities, Sovereign, Defense of the Domain, Demon Magic, Spirit Magic, Draconid Magic, and Human Magic. Your father and mother are the same race as you. If you are a hybrid then your mother and father are different species and you also have a little sister or brother if you want. Choose the specifics of the options like Magic Eyes and Unique Source. Your sibling will have Lion of Destruction if you are also a Lion of Destruction. They each have a Legendary Weapon and a Small House item.

Scenario

Conquest of the Silver Water Holy Sea

You cannot use the Silver Bubble World Item
You cannot use the Silver Water Academy Pablohetera Alliance item
You will not be able to access it while taking this scenario

You start in a bubble world that has yet to gain a Sovereign or a Chief God. You must become either the Chief God or the Sovereign depending on your race. This will require time as your world has just been born. This will take thousands nay possibly millions of years. If you are to become the Sovereign you must first be the strongest of the races and gain power beyond every other Conformist (The pinnacle of life that is stronger than even the gods). You must then be chosen as the Sovereign. For Chief God's you must bloom the seed of power within you to become the Chief God who stands above all the other God's and even all the other Misfits. If you are a Hybrid of a God and another race you may follow Yzak's lead and become both Sovereign and Chief God. And then you must become a Demon King. All the other Demon King's are Inviolable Waters so you must become a being who is strong enough to rival them and gain the title of Demon King. The first way to do this is by defeating another Inviolable Water. Easier said than done when most are in hiding or sleeping and the one who is the most active Yzak is strong enough that he could fight against Anos on even footing. You must then become the Great Demon King. The current holder of this title is Zinnia who is possibly even stronger than Anos as he is said to rule a world below the 99th layer of the Silver Water Holy Sea. After you have accomplished a task that will more than likely take THOUSANDS of years you must then become the one considered the Ruler of the Silver Water Holy Sea. How you do this is up to you. You don't have to necessarily be the ruler of all the worlds as that would take too much time but you must be considered the person who rules it. Like a shepherd who rules over his flock. You decide the rules and laws for Fire Dew distribution and battles and other such things and you must defeat any challengers to your rule. Basically you must become something similar to Pablohetara but with you as ruler. You must hold this title for at least 10,000 years. You may run into many obstacles and not even Yzak is considered the ruler of the Silver Water Holy Sea.

Rewards: Your rewards for this monumental task are as such.

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1. You can optionally gain your spark if you wish. Letting you end your journey and finally gain the ultimate power. You can still gain the other rewards if you do not wish to spark just yet though. You may spark any time after this jump though.

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2. You gain the Silver Sea in its entirety to take with you on your journey. You gain the ability to induct worlds you have been to into it and they will gain a Chief God and a Sovereign. You can optionally apply aspects of other worlds to newly born worlds in the Silver Water Holy Sea. What depth they are at and who and what happens within them

are outside of your control however. Any world you visit after this will be like an unevolved bubble world within the Silver Water Holy Sea until your ten years are up. Then they will evolve and gain a Sovereign and a Chief God.

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3. You gain 1000cp extra to spend on this document.

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4. You get the Silver Bubble World item for free. If you purchased the item already you get a refund.

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5. You get the Silver Water Academy Pablohetera Alliance item for free. If you purchased the item you get a full refund for it.

Drawbacks

You have no limit on how many drawbacks you may take. Just don't take too many or you might just end up dying.

Extension (+100cp): You may stay for another 10 years. Each time you take this you gain 100cp up to 1000cp total.

Headaches (+100cp): You get really bad headaches every couple of hours. These are stress headaches and thus cannot be healed with magic. They cannot be stopped but they can be helped with medicine. Although nothing will stop them fully.

Alone (+100cp) (Non Drop In's Only): You have no family. Your parents abandoned you or were killed and you now must live without them. You will remember their deaths and it will weigh heavy on you.

Pacifist (+200cp): You're a pacifist. This won't stop you from killing or destroying things but it will weigh heavy on your mind if you do so. Because you do not like the taking of life you may also try other things before you do so.

Puberty is a Bitch (+200cp): You do not get any of your powers or perks or items until you have reached puberty. This also locks your own outside powers and other such things from you. Good news is that if you're not a drop in then you will probably be fine as you will be appearing around the time where you would start going through puberty. If you are a drop in then you have to wait at least 6 months before they return.

Amnesia (+200cp): You have forgotten everything about the verse and must now learn it all through experience rather than memory.

VIOLENCE IS THE ANSWER (+200cp): You are a violent monster of a ball of murderous rage. If you're a Lion of Destruction then you have received your craving for Destruction and will now go out of control and rampage across the Silver Water Holy Sea.

Phantom Limb (+300cp): You are missing a limb or some sense that is important. Not your smell or your pinky but an entire arm or your ability to see. You cannot use a prosthetic and you cannot replace it. You will get it back at the end of the jump.

Liar Liar Pants on Fire (+300cp): Nobody believes you. About literally anything. You could say the sky is blue and they would argue it was green or purple. They will literally think you are lying about everything possible even if it was obviously true. This will really make it hard for you to help or actually do anything.

Faker (+300cp): Someone has taken your name and is using it for themselves. If you are a Drop-In you will be framed for crimes you did not commit. If you are not then someone is using your connections and authority for something more than likely nefarious.

Angry (+300cp): You have a really really bad habit of pissing people off for like absolutely no reason. They could be saying something stupid and you won't ignore them but start a fight and absolutely destroy them (Most Likely). This will cause some problems but you should be fine…I hope.

JERGOFF (+300cp): You have a jerk in the same line as Jerga. He hates you with a passion and thus will do everything in his power to try and kill you. He is also in a high position in whichever race has the most hostility to yours. He would kill hundreds of thousands just to end your life if he had to. He has also had 1000 years to plan for you to come before you enter the jump. Meaning he has deep rooted plans for you.

Great War (+400cp): The Great War has started once more between the races. You are thrust into a world filled with chaos once again and now you must survive in a world where the rage of war extends to nearly all parts of the world.

Can't hold a Sword (+400cp): You cannot use any weapon within this jump. Even the ones you get from out of this jump you, will be unable to wield a weapon. It's old school time. Use those fists of yours.

Garbage Magic (+400cp): You suck at magic. I mean you are horrifically bad at it. At best you can enhance your physical ability. That's it. No ability to cast fire or ice and no ability to use any of the very powerful spells that would be required to survive in this world. Let's hope you're better with swords Jumper.

Emotionless Phantom (+400cp): Your emotions have been sealed away. You no longer operate on emotion. You wouldn't save someone you cared about over 100 other people nor would you be capable of loving your wife or child. Not truly loving them. You operate based on pure logic

and have no problem sacrificing as many lives as needed to accomplish a goal to save the world. Even those you are close to. You have no emotions anymore. You don't bottle them up, you just do not have them. You will gain your emotions back after this jump of course.

Botched Reincarnation (+500cp): You no longer remember who you are. Your source does but you do not. You must now piece together who you are without the knowledge you have more than likely built up over the years. This will take a while unless you can get some help from someone strong. But in the Magical Age the people who could do such a thing have mostly been reincarnated or gone into hiding for a while. So hope you figure this out. You forget you ever took this perk.

Inviolable Water (+600cp): Well now it seems you have a very powerful man after you. Yzak is the Chief God and Sovereign of Disaster Abyss World Evezeino and the Living Disaster of the Silver Water Holy Sea. The Inviolable Waters are a group of extremely dangerous and powerful beings in the Silver Water Holy Sea with vast and unfathomable power. Each of them has their own territory in the Silver Sea, which should be avoided at all costs, hence their name. Feared and awed throughout the Silver Water Holy Sea, they live according to their own desires. Most of the Inviolable Waters are hostile to the Silver Water Academy Pablohetara, as members of Pablohetara consider them a threat to their worlds, and their appearance is treated as a threat of the highest level. Yzak is one of the few active Inviolable Waters. He has a whimsical personality and follows whatever craving is the strongest at the time. He now has an incredible craving to fight you. It is basically his biggest desire at this point and he doesn't want just a fight. A death battle is the closest thing he wants to do. You will inevitably end up fighting him before the end of your time here no matter what you do. If you beat him though then you can take him with you as a companion. That's a big if though. Even Lay with the help of Balzarondo with a fully completed Evansmana could only SURVIVE a fight with him barely so and he could have killed him before stopping for an entirely different reason. And he had just finished fighting Anos and had been weakened by the Blessed Lady Eife.

Wrath of the Gods (+600cp): You are being hunted by the gods. Not just one or a handful. Every god now is going to attack you ON SIGHT. This means that as soon as you enter a world you might just be assaulted by the vast amounts of gods. This won't affect hybrid gods but you still have to worry about ever entering a world. Because if you do it's on sight.

Powerless (+600cp): You have no outside powers, items, or perks save for the ones in this jump. Meaning no cool out of jump magic or other insanely powerful things. It's just you now. Because your companions are also locked out except for ones bought in jump or imported.

Wounded Source (+600cp): Prepare for years of suffering. Your source has been damaged. Because of this you will now suffer the crippling pain of having your future reincarnations being destroyed. You will suffer in agony with nothing but your own will. It is horrific Jumper. Even the Hero Kanon with all his willpower would not want to suffer this type of pain. Because even if you handle the pain it cripples you mentally. And you have no ability to heal yourself. Even the god

of healing could not help you. This is going to hurt even if you have perks that nullify pain or have intense willpower perks.

Pablohetara Alliance War (+800cp): You have now angered the entirety of the Pablohetera alliance. This is an alliance of nearly 200 Silver Bubble Worlds and they all are after your head. While Anos himself will not get involved with the fight as he doesn't care there are still an incredible amount of powerful people who would give many powerful enemies a fight. Most are even stronger than the one who was to become the Chief God of Militia World Eques who could kill misfits. You must now battle the combined might of hundreds of worlds that also includes their Sovereigns and Chief Gods. They will redouble their efforts to find you after 5 years and you will have at least 3 battles with the alliance meaning you cannot just run away.

Rage of the Demon King (+1000cp): Anos Voldigoad is now coming after your head himself. Someone who is widely considered equal to the Inviolable Waters such as Yzak. He is extremely angry and while he is a pacifist he would throw away all his morals and other such things to hunt you down and kill you. He is going to risk everything he has, throw at you every subordinate and release all of his strength. No matter how far you run or where you go you will be forced into at least 3 fights with him in your time here. No matter what.

The Great Demon King (+1200cp): You have angered the Great Demon King of the Silver Water Holy Sea. Zinnia. He is considered the strongest of the Demon Kings and he has many worlds under his control. This includes a world deeper than the 99th layer of the Silver Water Holy Sea. He is widely considered to be stronger than Anos himself as nobody has seen him or his power at all yet in the series. Considering the fact that he has a world beyond the 99th layer and is the first person to use Abyss Magic which is unknown but considering this is one of the reasons he is known you should assume it's dangerous enough to be a threat to you. He will throw everything he has at you. I mean he will put his entire Source on the line just to find and kill you. You will have 3 bouts with him before your jump is over. Hope you survive.

Notes

Spoiler Alert for the Light Novel and to Anime Only's

The Silver Water Holy Sea: I will explain this as best as I can. The Silver Water Holy Sea is the multiverse of this jump. The Silver Water Holy Sea is a vast sea of Silver Water, which absorbs

magic power inexhaustibly. Because of this, life can only thrive inside bubbles that keep the water out. Countless of these Silver Bubbles are found in each of the Silver Sea's layers. The first to tenth layers are known as the Shallow Layer, the eleventh to twentieth are known as the Middle Layer, and the layers past the twentieth are known as the Deep Layer. The deepest confirmed layer is the ninety-ninth one, but beyond that exists the "abyss of the Silver Sea" where the deepest world is at. This Abyssal World contains the Absolute Vortex, or Maelstrom of Malice, a calamity in the Silver Sea that swallows everything, including small worlds. Several Abysses also exist in the Silver Water Holy Sea, reservoirs for a certain kind of magical power that absorb people's thoughts and feelings. The Disaster Abyss of Craving in Evezeino is one of these, a place where all kinds of cravings are sucked in and swirl around as magical power. In the Listeria, the Forsaken Abyss of Remembrance collects the memories of the inhabitants of fallen worlds. Even if their host worlds were destroyed, the abysses will remain intact. Within the Silver Water Holy Sea you have bubbles. There are two types of bubbles: an unevolved Bubble World and a Silver Bubble World. The unevolved bubbles will leak out this thing called Fire Dew which is basically what keeps the world alive when a bubble world dies, another one is born to take its place. This cycle of destruction is repeated until a Conformist is born. They are the pinnacle of the evolution of life, beings that possess more power than the gods and have the potential to change the world. As their numbers increase, the world's Order and Fire Dew become stronger. In addition, one of the many seeds of the world's will possessed by the gods will sprout, resulting in the birth of the Chief God. Afterward, the bubble world changes greatly. The Chief God will choose a Sovereign from among the Conformists to rule the world. With both the Chief God and Sovereign, the bubble world evolves into a silver bubble. A world's depth also determines its influence on the Silver Sea. Because magic power flows from shallow to deep, deeper worlds have access to shallow spells, but not the other way around. Order also behaves similarly, as Balandias' order works in the deeper Seventh Elenesia. However, there are exceptions to this rule. First, it's possible to use deep magic in shallow worlds by using the Reverse Flow Formula, which reverses the flow of magic. And second, certain magics are limited to the world, so they won't work anywhere else. In deeper worlds, everything from strength, speed, toughness, magic power, to order is in another dimension. For example, shallow world-destroying magic is unable to destroy objects in deeper worlds. This is also due to Fire Dew which is what allows the worlds to become Deeper and gain strength. Worlds within the Silver Water Holy Sea fight over Fire Dew and this is how Pablohetera was created. Because in these fights the worlds would be destroyed. Thus they created a less destructive way for Fire Dew to be taken. Unevolved worlds leak Fire Dew constantly and thus they are weaker than even a layer 1 evolved world. Due to the Silver Sea's order, Fire Dew is constantly released from bubble worlds and falls into deeper worlds. This additional fire dew strengthens their magic and order, causing them to sink deeper into the Silver Sea. There is only one world that does not have a Sovereign or a Chief God and still is a Silver Bubble. This is Militia world which evolved through a different evolutionary path.

Celis and Luna: There are also some exceptions to strength. Celis Voldigoad was from a Shallow world that had not evolved but was still stronger than Luna, his wife who was from Evezeino and even though he was from a Shallow world Celis Voldigoad bloodline is the dominant blood within Anos. Which should not be possible but Luna herself says Celis was as

strong as a Deep World Inhabitant. Combining Luna's Gestation Pheonix which let her give birth to a Lion of Destruction with the Voldigoad Bloodline is one of the reasons Anos is so strong. There is also the fact that Luna died while giving birth to Anos making him stronger than the average Voldigoad. Note that Anos was strong enough to protect his mother even while within the womb. Defending her from human attackers and the like. Celis was stronger than Graham and would have won had he not taken a hostage and used that moment to land various fatal attacks on him. And Celis and Luna then reincarnated as Gusta and Izabella and they then ended up having Anos as their son again. (It's enough to make a grown man cry)

Companions based off of:

Fan Club: The Demon King's choir.

Second: Aeges Code Celis Voldigoads second in command.

Twin Goddesses: Based off of Mlitia and Abernyu and Sasha and Misha.

Goddess of Creative Destruction: I thought that a combined character based off of Sasha and Misha when they combine with their divine powers would be cool. That's why I created this companion. She doesn't get nearly enough time and I really liked how Sasha and Misha combined.

Magic God: Othinus from Toaru Majutsu No Index.

Draconid Misfit: Based off of Viaflare and if she was a Misfit. Or at least how I think she would be.

Ancient Magus: Based off of the Ancient Magus from Instant Regret. She looked cool and I decided to create this character as a cool little OC. She is also total waifu material. I mean look at her.
https://mangadex.org/chapter/0641933f-85fe-4e3a-a604-a64562feb1f8/6

The Demon Queen: Instant Regret is a short Manga but I got inspired to create this companion in this jump based off of the small amount of chapters there. It's based off of the Female Protagonist and I thought she was cool.
Here's what she looks like.
https://www.reddit.com/r/manga/comments/xgmfbw/art_demon_queen_cross_instant_regret/

Inviolable Waters: Based off of Ryumen Sukuna and Yzak. I think if they combined it would be cool.

Family: Based on Celis and Luna as well as Gusta and Izabella. I think having a family for you would be nice as well so long as they are strong enough to keep up. *TAKE THE CUTE LITTLE SISTER*