ID
The Greatest Fusion Fantasy
Jumpchain



Welcome to the continent of Gressen! A land of magic and monsters!

Long ago, God created three types of beings: Beings of Light, Beings of Darkness, and Beings of Chaos. Ten thousand years ago, the beings of Chaos mounted a rebellion against God, and upon their defeat, were all sealed within six red stones.

Soon, a young man named Yeh Chun-hwa will arrive in the Cursed Forest of Sion, where he will meet an ancient dragon named Greydrone, and his adventure will begin.

In a couple months, through the manipulations of six individuals called the Fragments of Chaos, the country of Kanon is going to declare war on the rest of the continent! During which, people will bear witness to the actions of the effeminate individual known as Id.

You arrive about the same time as Chun-hwa himself.

You have 1000 CP to work with...Good luck.

Feel free to choose age and gender for free.

Origins

Drop-In: You're a traveller from another world...You might even be from the Middle Kingdom like Yeh Chun-hwa. Point is, you have no memories of this world you find yourself in, and no one knows you.

Warrior: Travelling Mercenary, Adventurer, Knight. There are many like you who hit others with their big, heavy weapons. Perhaps they're compensating for their weak lower bodies? Most devote themselves to this discipline, hoping to achieve the level of Swordmaster.

Mage: A student of the Arcane Arts. Perhaps you learned your craft in one of the numerous academies on the continent...or perhaps, through grit and perseverance, you were self-taught. While most warriors dip their toes into the study of magic, you devoted yourself to it entirely.

Races

Human- [FREE]
The most common option, and the most numerous race in the setting.

High Elf- [FREE]
Descended from fairies of light, these long-lived people live in secluded forest villages where they commune with nature and the elemental spirits.

Dark Elf- [FREE]
Descended from fairies of earth that had long ago stood against God, these long lived people hide in heavy forests from the prying eyes of those who would do them harm. As a side effect of their generations of hiding from the light, later generations of these Cat-eared and tailed people have gained darkening complexion.

Dwarf- [FREE]
The stout, bearded race that tend to live underground. Often believed to be unable to use mana and magic in any form outside of enchanted items...considering that Raindelf was able to learn Id's Law of Movement technique, I think that they simply choose not to as a matter of pride.

Dark Dwarf- [FREE]
The dark-skinned cousins of the dwarves. Unlike their lighter-skinned kin, these people tend to specialize in magic. Also, while they also grow facial hair, they also tend to shave it.

Orc- [FREE]
Large. Green. Pig-like in appearance. Tend to be found in large numbers during random encounters. Tend to work for the bad guys. This race tends to fall into the standard trope.

Beastman- [FREE]
...honestly, this one might have been wiped out during the War of Chaos as the only example of this race I've seen outside of Ground Zero is one of the Fragments of Chaos. Anyways, these folk have a much more bestial appearance compared to the Dark Elves. They have digitigrade legs, fangs, and claws that they use to fight with.

Dragon- [600 CP]
Always be yourself, unless you can be a dragon. Then be a motherfucking dragon. You can fly. You have Dragon Breath. You can take human form. You have the lifespan to learn all kinds of magic that mortal races don't. You probably have a lair full of all kinds of treasures. You have enough magical energy to break through the Class 9 magic ceiling. You are about the same level of power as Lailo Sidgar.

Location

Roll 1d8 or choose your starting location for **50CP**. Also, this is not listed from safest to most dangerous starting locations.

Cursed Forest of Sion: Where Yeh Chun-hwa first arrives, and the story of Id begins. Navigating this forest is impossible without a flawless sense of direction or a Magic Compass. This is where you start if you take the 'I am Id' drawback.

Kelvin: Founded by the Great Sage Lauri, there will soon be a tournament held to celebrate his birthday. During which, his one-time friend, the presumed dead Dark Mage Cleon will seek to tear down all that Lauri has built.

Ballapar: The capital of the kingdom of Kanon. All six Fragments of Chaos are located here, and will soon turn the entire populace into Artificial Swordmasters. You do not want to be here unless you're a Fragment yourself, or can defeat them right off the bat.

Antiroth: Capital of Anakullen. The king of this land is bedridden and dying, while Marquis Raspiro and Waylen each maneuver in the shadows to take the throne themselves...seeking to kill the crown prince or turn him into a puppet king.

Raaklido: One of the three major cities in the country of Raailon, the nation of swords. There will soon be a well-paying mercenary job that starts from here. If you travel to the north-east for awhile, you will eventually make it to the capital city, Gaaila.

Forest of Khali: Located in the heart of this forest is a village of Dark Elves. It's said that one of the elders actually lived through the War of Chaos. Dark Elves can choose to start here for free.

Southern Reynon Mountains: Somewhere in this mountain range is the kingdom of the Dark Dwarves. It is loomed over by the ever-present threat of the Earth Dragon Karus. To keep it appeased, they must offer a sacrifice every year. Dark Dwarves can choose to start here for free.

High Elf Village: There actually is no mention of where it is in what I've read apart from "in a forest" Sealed nearby is a Dark Mage who nearly decimated this holy land, but the seal is starting to break. High Elves can choose to start here for free.

Perks
100CP perks free for their origin, others for said origin are discounted.

General

Elemental Affinity(First Element Free. Additional Elements 100CP)
The world you find yourself on has a magic system composed of five basic elements: Fire, Water, Wind, Earth, and Wood. You now have an affinity to at least one of these elements.
Note: those who take Dragonheart gain a second free affinity.

Id Trap- [200CP](Discounted for Great Absolute Formation)
My, don't you have a lot of Yin energy. You have learned the Angelic Jade Form Perfection, known to enhance your feminine beauty. You also have a tendency to draw in people regardless of their sexual orientation, and convincing others to do what you want. As a bonus, as you become more powerful, your beauty increases as well. Finally you gain affinity to Light.(Yin energy is apparently light-aligned in this story, while Yang is dark-aligned...just run with it)

Dark Pact- [400CP](Discount Mage/Warrior)(Requires Archmage or Swordmaster)
Upon reaching a wall in your growth, you looked for darker means to become more powerful. You're now contracted to one of the Seven Lords of Hell, granting you power comparable to one of the Fragments of Chaos(Aside from Percer). Normally, the price for such a pact is your own soul, or a steady influx of others...but we'll forgo that since you're paying CP for it. Although, if you want to gain power quickly, gifting the Demon Lord some delicious pure souls is always an option… **Not Compatible with Great Sage/Silver**

Great Sage/Silver- [400CP](Discount Mage/Warrior)(Requires Archmage or Swordmaster)
Or perhaps you grit your teeth and broke through that barrier through sheer willpower. You are the kind of legendary individual that can stand alone against an entire army of Swordmasters and come out on top, or cast magic that can alter the very geography of the world and are often compared to miracles. **Not Compatible with Dark Pact**

The Seventh Fragment- [1200CP]
Seriously? You really must be addicted to power if you want this.

...Well, you are one of eight individuals to make their name in the rebellion against god, and now, ten thousand years later, it shows. You are so powerful that even four Great Silvers can only slow you down. You're ageless, more powerful than any living being on Gressen(including the Dragons), and nigh-unkillable. Even if you do find someone that can go toe-to-toe with you, you have a transformation known as the Awakened Form to fall back on.

Due to the nature of this perk, you must take 'Tool of Chaos' as a mandatory drawback for zero points, and 'Ground Zero' is incompatible.

Drop-in

Ki/Chi Discipline- [100CP]
You gain the ability to use Ki/Chi, and pick up basic knowledge on how to use it. This knowledge scales with how many Drop-in perks you take(and if you take Id Trap)

Five Phases in One- [100CP](Requires affinity in all five elements)
With an affinity for all five elements, you can now now blend them together into a form greater than the sum of its parts. Whether it's summoning spirits or channeling the elements directly, you've become quite the force of elemental fury.

Finding the Balance Between Mystic and Martial- [200CP]
You know the roughest thing about learning all these different styles and such? Having to switch gears between them in a moment. Now you don't have to. Abilities that use different forms of energy draw from the same source, and-I don't know where I was going with this. Switching between Ki Arts and Magical Arts no longer causes problems.

Great Absolute Formation- [400CP]
The solve-all ability of the setting. Chaos energy about to decimate the continent? GAF. God wanting to smother free will? GAF. Little girl dying of Six Yin Blood Clot Cessation because she's being exposed to too much Yang energy from her father's demon arm? GAF. Lost the key to your jewelry box? GAF. ~~Need to send a Fragment of Chaos back in time, and to another world stripped of their powers and most of their memories aside from the visual effect of their awakened form to set up a stable time-loop? GAF. Need to create the world you're going to show up in several millennia from now? GAF.~~

Depending on how much work you put into truly mastering it, it'll probably end up being a godlike power of creation and destruction. At the level you've "mastered" it, it's just a massive power boost, and affinity to both light and dark.

Dragonheart- [600CP]
Shortly after you arrived in this world, you encountered an ancient dragon that seemed to be waiting for someone...and it seems they decided that you were that one. Upon releasing their grip on life, they passed their power and memories onto you. Initially, this power is too much for you mortal shell to handle tapping into. But, after allowing some time to let your body acclimate to the new power, you have become as powerful as a true dragon...if not stronger. Additionally, you gain that dragon's elemental power as a second affinity.

The memories you gain depend on the dragon you gain them from. This can range between: magical knowledge and spells accumulated for nearly a millennium, history of the world you find yourself in, the best places and ways to accumulate treasure, the best ways to kill various creatures, how to summon otherworlders without GAF, and so forth.

Obviously, if you took the 'I am Id' Drawback, that dragon is Greydrone, and you've gained access to the incredibly rare Class 13 magic. Also, the memories you've gained are probably contain whatever the plot needs him to to have known.

Sword Heart Unified Form- [400CP with Sword of the Godslayer, otherwise 800CP]
Oh, what's this? You seem to have obtained the ability to synchronise with the spirit of your weapon to the point that you two are able to fuse together, becoming a being more powerful in leaps and bounds than you ever could have reached separately.

For the sake of this perk, I'm going to go ahead and say you can fuse with multiple weapon spirits at once. Go ahead! Fuse with the Master Sword!

Warrior

Picture a Pimple- [100CP]
When you're trying to pick up a new trick, you tend to learn it incredibly quickly. Even when the person trying to teach you through grunts and noises, you seem to understand them.

If nothing else, you can take a hit- [100CP]
You certainly seem to be made of sterner stuff than most. You're able to take blows that bring down people twice your size, and keep going.

Just a Simple Merchant(- [200CP]
What's more important than being powerful? Being able to hide that fact so that you aren't always making a declaration of "Here I am!" You've picked up the handy ability to suppress your presence to the point that no one will notice you unless they're looking directly at you.

Beast of the Battlefield- [400CP]
Sometimes you just need to grit your teeth and draw out that extra bit of speed and power. Even when you're outclassed, you can-for a short time-fight at their level and hopefully find a way to defeat your enemy. See: Procas being able to hold his own against Percer for a short time.

Swordmaster- [600CP]
Once you've reached a certain point you realized: Pure Physical Might can only take you so far. To challenge the bigger beasties of this land, you've decided to walk the path of the Swordmaster. A warrior that uses might and magic to overcome their foes. Their magical knowledge may be a few steps behind a mage of the same level, but they make up for it by channeling mana and spells through their bodies and weapons to increase their power.

Mage

See the notes to understand why this origin is so vague.

Magic- [100CP]

You gain basic knowledge of who magic works in this world. How some elements interact with others...and start off with the ability to cast up to Class 3 magic(think third level spells from DnD) And while you can work from here to eventually reach the ability to cast Class 9 magic, it can take decades, if not centuries to do so.

Magical Reserves- [100CP]

All the magical knowledge in the world won't do any good if you don't have enough mana to use it. When you take this perk, you reservoir increases to double that of the average mage.

Knowledge of the Craft- [200CP](can be taken multiple times)

Sometimes it's not enough to simply be able to sling spells around. Sometimes you need to be able to create/craft things with your own hands: A magic weapon or item(Like Boots of Speed +10), a defensive barrier for your territory(like the obfuscation field around the Forest of Khali), a loyal servant cobbled together from different life-forms or materials(you Doctor Frankenstein, you). Mind you, these are merely examples of what your focus could be…not, "These are your only choices. If you don't like it, tough."

You have now gained knowledge of one of these disciplines, as well as the ability to research aspects of your discipline at an accelerated rate. Each time you take this perk, you gain knowledge in another discipline. This is not projection magic. This is not the Nasuverse

Spirit Contractor- [400CP]

Fiat backed ability to summon the Spirit kings/queens that you have the elemental affinity for...with all the perks that being contracted to one would entail.(enhanced elemental affinity, more magical energy, ~~free waifu/husbando~~, etc.) As a bonus, check the Companions section.

Arch-Mage- [600CP]

You've gained greater knowledge and insight into the nature of magic. This deeper knowledge makes your efficiency in using magic far greater than it was before, outstripping that of your peers. For example: When casting the class 5 spell, Furies of The Heavens, instead of a small pillar of light that a normal mage would cause, your spell would be strong enough to cover an entire arena. Additionally, you've gained access to up to Class 9 spells.

Forbidden Art: Living Artifact- [800CP]

...Alright, I didn't want to offer this, but it's apparently necessary to close the gap between magic and martial in this setting.

You've learned a very dark and dangerous art: The ability to take control of another, and use their life-force to fuel your magic. Due to the unique nature of this magic, spells you cast through

this medium are done so instantly, without an incantation, and without any form of cooldown. As per usual for this type of magic, using life as a power source also makes the magic more powerful than it would be otherwise.

Obviously if you drain the life-force of someone, you will have to get another puppet to continue being a magic murder machine. At this point, it's just a matter of your will overcoming your new prospective Artifact.

Items

You gain a **200CP** stipend for this section only

Moonlight Reliquary- [FREE](Requires Great Absolute Formation, and either "I am Id" or "That Bracelet")

A bracelet of mysterious origins. Performs two functions. First, it can act as a power limiter and trainer...though that's not it's true purpose. It's true purpose is to allow the wearer to traverse time and space...if they have mastery of light and dark. Otherwise, it just kills them.

Lamia Hat- [50CP]

This rare item would normally cost three jumps worth of CP, but I'm feeling charitable. Seriously, it's a chibified Lamia biting your head. I don't know why you want it, but who am I to argue.

Magic Compass- [100CP]

It's a compass powered by mana...Okay, it also also unerringly points the way to wherever you want/need to go so you never get lost. It makes labyrinths way too easy to navigate...

Travel Funds- [100CP]

Enough funds to spend a month in a high-class inn and buy out a couple clothing shops.

Transportation- [100CP]

The Continent of Gressen is rather large, and I'm sure you don't want to walk everywhere. So, why don't you pick up this Komodo Dragon Mount? It's the standard for travel in this land you find yourself in. Be careful though...it's bitey.

Magic Weapons/Staves- [200CP]

It's dangerous to go alone, take this! Obviously, when you come here, you need something to defend yourself with. The weapon is enchanted with protection magic and whatever element you have affinity to(the first one if you have multiple). The staff will amplify your spells, and unlike most staves in the setting, won't break because you became too powerful for it.

Magic Negating Artifact- [200CP]

This handy little bauble allows you to negate any spells up to Class 7. Be careful though, it does nothing against Swordmaster mana channeling, and can be broken by them as well. If it does get broken, you get a new one in a week.

Sanctuary- [400CP](Free for Dragon)

Sometimes you just need somewhere you can rest your laurels. Someplace out of the way. Someplace others are hard-pressed to locate. This is that option. It's about the size of Lailo Sidgar's lair.

Sphere of Seals- [400CP]
Have something too dangerous to be destroyed? Want to save up some spells for a rainy day? You're in luck! This sphere is specially designed to store/seal most anything you want...Just know that there is a limit to how much it can seal at once, and that number varies depending on what exactly is being sealed. As a standard to measure from, let's say it can store thirty Bless spells at once before breaking. No, it won't explode when it breaks, so no trying to turn it into a spell grenade.

Artificial Swordmaster Plans- [400CP](Discount Knowledge of the Craft: Servants)
Somehow, you got a hold of a copy of Kanon's designs for Mass-produced Swordmasters. I have no idea what you plan to do with them, but there are a few things you should know. First, if you wish to create an army of these, you will require a lot of "resources"(see: humans). Second, the success rate for creating a Swordmaster is 50%, and all failures die on the spot. Third, these Swordmasters only last a couple months.

Chain of Inns- [400CP]
You seem to have gotten ahold a deed to a chain of luxurious inns. Benefit number one is that you can stay at any of them for free. Benefit number two is that you make money from them depending on how successful business is. What do you mean, "They seem to be placed as if to draw a giant magic circle"? That's just crazy!

Sword of the Godslayer- [600CP](discount Dragonheart and I am Id)
What have we here? You seem to have come across a weapon created to make the wielder as powerful as a god, and the spirit within has accepted you as its master! Now, before you start screaming, remember that the god of this setting isn't all that powerful...But, this weapon can grow and evolve with its wielder. Among its myriad abilities, this weapon is capable of independent spellcasting(though I'm pretty sure it uses some measure of the wielders mana to do so.) and it can even shapeshift into other objects: Hair ornaments, Belts, a glove...even other kinds of weapons IF you can convince it to do so. Additionally, the weapon has access to the thoughts and memories of the wielder. Doubly so when it comes to the memories you inherit from Dragonheart.

<u>Companions</u>
Import- [50 for a single companion, 200 for four or more]
Each companion gets 600CP and whatever freebies are tied to its origin.

Recruit- [50 for a single companion, 200 for four or more]
You should know how recruitment works by now.

Spirit King/Queen- [Free for Spirit Contractor]
Sildran of Wind. Ifrit of Fire. Undine of Water, Titan of Earth, Freyja of Wood. If you've formed a pact with one or more of these mighty spirits, and not one something to piss them off, you can bring them with you to other worlds.

Drawbacks

Take as any drawbacks as you want.

Simple as Grey- [+100]

Why is that Swordmaster using magic? Why can't I keep my balance when I focus all of my mana into my legs? Why is everyone calling me an idiot? Because you are.

Horse Selfsame Divine Technique- [+100]

WHAT HAPPENED TO YOUR FACE?! You look like a fish!(check the image at the bottom of this section)

Stalked By Kenny- [+100]

No matter where or when you go, A.T. Kenny, the artist of the graphic novel, is always there. As a contestant in the Kelvin Tournament, as a general contractor, as a border guard...there is no escape.

I am Id- [+200]

You replace Yeh Chun-hwa as Id. Additionally, you seem to be...mostly locked into the plot until you return from your trip to Ground Zero. If you try and do anything to change the plot too much...that bracelet you see on your arm will intervene by draining your energy.

Amnesia- [+200]

You've lost your memories of previous worlds and the powers you got from them. Obviously, that means if you want to use your myriad abilities, you have to rediscover them.

Ground Zero- [+200]

Instead of showing up at about the same time as Id, you've arrived ten thousand years earlier-during the great war of chaos(I think that was what it was called)

Dude(Looks Like a Lady)- [+200CP](requires Id Trap)

Everyone keeps thinking you're a woman, and never takes you seriously. To make matters worse, you keep having to deal with lecherous bastards. So many lecherous bastards

Six Yin Blood Clot Cessation- [+200]

My, you certainly have bad circulation...lethally bad circulation. I figure you've got about 6 months to live, during which, you're going to have increasing difficulty in using your abilities. To cure this, you must locate a fruit from Karrin's Tree and someone knowledgeable in channeling and circulating chi of yin and yang. No, you and your imported companions don't count. Oh, and if you replaced Yeh Chun-hwa or started in Ground Zero...you're doomed.

Standing around yapping when you should be fighting.- [+200]
You have a problem...whenever there's a fight you could get involved in by helping out one side, you instead just stand there and watch. To make matters worse, whenever you are fighting, no one will help you out either. This doesn't stop enemies from working together though…

That Bracelet…- [+300]
Well...this is troublesome. Looks like the Moonlight Reliquary has locked away access to your out of jump perks, items, and warehouse. You still have whatever you got from whichever body builder supplement you took though.

Tool of Chaos- [+300]
Your memories and personality have been altered so that you will dance to Chaos's tune. Seriously, you're the brainwashed servant of Chaos. If you somehow shake off the brainwashing(let's say this automatically happens if you meet and fight Id) and he notices, he'll just brainwash you again. You'll need to be sneaky to make sure that doesn't happen. If you're still brainwashed by the end of this jump, your chain is over. Perhaps, while he isn't looking, you can recruit some aid in defeating him?

God creates the world(Take 3(maybe 4?))- [+400]
Upon entry, God sensed your arrival and decided to wipe the slate clean...again. Unlike with Ground Zero, God has the support of the Fragments of Chaos, the Dragons, the Demons/Devils, and most of the followers of the Church of Ilian. As they're fused with Chaos, God is much more powerful than they were before. Additionally, before they go and reset the world, they will first focus on destroying you.



Notes

Reminder that the fragments are pretty much the most powerful entities of the setting, and are immune to anything short of Class 13 magic(If I remember correctly, the freebee races cap at Class 9 before throwing in Demonic pacts and dragonhearts) Even then, they are pretty much unkillable as(let's use a Nasu-ism for this one)their souls don't have a concept of death imprinted upon them...Either that, or their physical bodies are just shells and you need to attack their Astral Bodies/Souls/whatever to be able to cause them harm...which would explain why, when they fell in the Ground Zero Arc, their bodies vanished when their souls were sucked into the Red Stone. Or, like the Homunculi in FMA, they have Red Stones inside their bodies that supply them with extra lives. Either/Or. Just use your own judgement on that.

Anybody else get the idea that the Red Stone created by the "Perfect Being" might just be a Philosopher's Stone? That while the fragments were sealed away, God!Chaos altered their memories, and grafted the energy of the denizens of Ground Zero into them? That Chaos himself is pulling a Dwarf-in-the-Flask and trying to collect enough energy to uplift himself into a perfect being?

For those confused about some of the flavor text in Great Absolute Formation: When a fragment of Chaos gets serious(at least as far as Percer and maybe Chaos), their hair turns red. When Chi-Wu and his father get serious, their hair turns red. Chi-Wu and his dad have tattoos imprinted on their bodies to use magic that isn't native to the Middle Kingdom, but is native to Gressen. Chi-Wu's dad originates from another world, and he(Chi-Wu) wants to return to his world.

When Id was going back in time, he encountered someone who was hinted as the 'Perfect Being' who stands above god and created the world. As Id was trouncing god in Sword Heart Unified Form, Chaos saw him as a perfect being.

If you want a royalty perk, I recommend you grab it from a different jump. I can't think of how to implement it and make it fit with the rest of the jump.

As far as the magic class levels are concerned, I'm pretty sure they work like the spell levels in D&D. As far as the magic, the manhwa tends to be pretty vague as to how it all works. I probably would have a better understanding of the mechanics if I were to read the Light Novel, but only 40 chapters of it were ever translated. Also those 40 chapters only cover the first 6 chapters of the Graphic Novel.

Examples of each class of magic

Class 1 or 2: Freeze, Thunder, Twist Wind, Fire Arrow
Class 3: Tornado(ch9), Fireball, Lightning, Ground Wave, Ice Spear
Class 4: Magic Penpoint(gag spell, feel free to ignore), Burning Tornado

Class 5: Triple Burning Tornado(ch9), Furies of the Heavens, Ice Spear Revolution, Burning Fire
Class 6:
Class 7 or 8: Soul Sucker From Hell, Hell Buster, Cleon's Super Buu ripoff spell,
Class 9: Dark Cannon(probably), Absolute Defense Barrier(might actually be class 10), Giga Diel
Class 10: Spell that created Kaarin's Tree. Dark Cannon Revolution
Class 13: Dragon Fist and all the variants based off of it(Honestly, I think the author pulled a Spinal Tap on this one)
???: Lamia's Protection Shield(probably variable)

If you take the Dragon race option along with the Dragonheart Perk, you are instead a Dragon of the same level of power as the Dragon Lord Selenia.

Reminder that-not counting Id-Selenia is second only to the Fragments of Chaos in power. She and Lailo are just massively cursed with the Worf Effect.

If you take Id Trap as a man, regardless of whether you take GAF as well, you are believed to have taken the time to let your body acclimate to the Yin energy that resides within you. You can also teach others this technique, but if they're men, you must impress upon them the importance of performing proper circulation techniques, and not learning any new techniques until the Yin energy fully permeates their bodies.

If you take 'I am Id' and 'Ground Zero', you are still locked into that fact that you have to fight and defeat God, but at that point, you're able to break free of the narrative. Want to prevent the fall of Ground Zero? Go ahead. Want to pull Ashijiren and the others out of the Red Stone before Chaos can mess with them? That's fine. Want to kick that power hungry douche Chaos up and down the fabric of reality? Hell, I encourage it. Though if you took Dragonheart in this case, you're going to have to explain how you got an 8000 year old Greydrone's heart.

You cannot, I repeat, CANNOT take 'Horse Selfsame Divine Technique' and 'Dude(Looks Like a Lady)' together. ...Well, I suppose you could, but the consequences will require more mind-bleach than exists in the entire Multiverse.

Yes, I did just make up the other four Spirit Kings.



EVERYBODY FALLS FOR THE ID TRAP.

100% GUARANTEED BY GAISE TO TURN EVEN THE MANLIEST MAN OR STRAIGHTEST WOMAN GAY!



WARNING: USE ID TRAP AT YOUR OWN RISK. THERE IS NO KNOWN CURE FOR THE GAY.