

Saikyou Juzoku Tensei
Cheat Majutsushi No Slow Life

Welcome to the dream of a God, and the noise which will soon threaten to end it's slumber. In the beginning things came to exist from the dreams of a slumbering Creator God, and in times lost to even myths and religion, great spirits arose from nature while ruling over the mortal slave races of this world. Eventually a great sorcerer named Yohanan dared to dream of a world where man ruled over man and committed the ultimate sacrilege to see his vision made reality. Creating an artificial god Kudor he used its unimaginable power that defied even the laws of reality to cast down gods and end of mythology to begin the era of man.

Ten thousand years have passed since Kudor has gone into slumber to regain it's power, and mortals have forgotten much in their new glory as masters of the world. The spirits with the exception of a handful have fallen from being recognized as gods to mere demons, and even the most powerful hide in fear to avoid rousing the ire of the god of destruction. The heavens are aligning and a plan ten thousand years in the making is coming towards completion while drawing in an unplanned abomination from another world. No, it isn't just one anymore now, is it?

You'll be arriving shortly before Abel's coming of age ceremony and leaving after a period of ten years if all goes well. Take these ***1000*** choice points to guide your way in this new dream.

Race

Marren
An insular community that is all but forgotten by the outside world, the red eyed white haired Marren tribe is far from its glory days. Once known as gods of war, the high elves of the earth, and the secret weapon of the Dinrat kingdom, their ancient techniques and shamanistic magic have fallen to mere ritual celebrations. Strict in tradition, the Marren have inbred continuously to strengthen their magic power in exchange for poor immune systems and reject change in these continuous days of peace. Unfortunately, this quiet clan and it's ways will soon be overturned by the actions of a certain totem maniac.

Norc
This should look familiar to you, shouldn't it? It's an ordinary, unremarkable human being. Two hands, two legs, and with little to offer when compared to some of the other races. Still, they're very numerous and highly adaptable. Which should count for something.

High Elf
Born from the Sky God Silfheim to rule over the lesser races, the High Elves remain secluded in their sky city Alfheim to stay close to the light of the Moon Din. Vastly more magically inclined than the other races on average, they live for up to 1000 years and look down on the groundlings. For all their arrogance the truth is that they are a prisoner in their own city, for without the light of the Moon Din their lifespans, fertility, and magic will decline over time and generations to nothing. Thankfully you seem to be just fine when exploring the world below, a unique boon.

Doom
Another race created by Silfheim, but with the objective of helping to weaken and defeat its arch nemesis Kudor. The first of their kind had immense strength and magical power with a red stone on their forehead, rarely inherited in the former case while the latter occurs only when the Moon Din draws nearest to the world. Peerlessly strong their bodies naturally replace their muscles over time with a magimetal material that lets them exhibit great strength without using magic, and naturally learning body strengthening magic just from fighting/hunting. Horns, a magic stone on your head, a tail, and blue hair set you apart as part of your elusive tribe. Technically under house arrest upon their lands, a red stone has escaped, and a hunting party will soon pursue her.

Daldwarfs
A hardy and powerful race, their great strength along with an innate drive for combat has led their race to the battlefield as well as the brink of extinction. With a legendary reputation as mercenaries, you'll find no shortage of work or the strength and talent for it, so long as it means putting your back into it. You won't be as short as a regular dwarf, towering over even most Norcs but remain an outcast without a homeland or people to call your own.

Hobbits
The well-known race of manlets and womanlets. With a greater lifespan and talent at magic than Norcs, they're still sometimes looked down upon because of their height. Still, they tend to accomplish things below anyone's sight with great efficiency.

Origin

Drop In
Coming from lands beyond, perhaps a result of Moon Din messing shit up again. You got no extra memories to help or hinder you in this journey. A bit of a blank slate. I'll give you some papers to prove your identity, a bag with enough coins for a few decent meals and nights at an average inn. Onwards, adventure… awaits!

Adventurer
Glorified pest control for monsters and other menaces. Adventurers are nonetheless some of the most experienced fighters out there and incredibly adept at overcoming (or surviving) difficult situations. Most adventurers hope to get pulled into a retainer role by a noble, climb to legendary ranks, become heroes, or retire alive and well. Very few manage to do any of that, which leaves most with some character flaw to haunt them. Almost universally known for a rough character at best, you'll never lack for interesting company.

Sorcerer
Ah, the mighty masters of the arcane, the mages, sorcerers, and wizards. Also, damn limited unless you're a genius or wander into illegal research. Despite this, mages have a high standing in society and are highly valuable thanks to their useability and high-power output. Some say that all magicians are a bit touched in the head, and this is mostly true.

Noble
Born with a golden spoon in your mouth, you're either the heir of an upper-middle ranked aristocratic house, like a Marquis, or a 'spare sibling' born into a higher ranked house, perhaps even the 4th or 5th child of a king. You have some responsibilities and a lot in your life has already been decided for you, but this also comes with a bunch of perks and influence that can't be matched even by someone individually powerful. Life of the rich and famous, indeed.

Perks

General

Occult Club Collection - Basics of Basics (Free/200cp)
This world is full to the brim with magic and it would be a real shame if you were not capable of using it. Taking this means obtaining at least average talent with all the schools and types of magic that exist in this world. It's not a great or ultimate talent, but the ability to use magic should be quite enough. For those that want more, you can pay 200cp instead, becoming able to learn and use any type or school of magic in any new world you visit. You won't be a great talent at it just by taking this, but you will be able to cast anything.

Spirited Effort (???)
Were you born into it as most all the old relics or perhaps you have rejected your humanity to embrace eternal life in pursuit of greater secrets of magic? Regardless you are no bag of flesh but a being of will and mana, far more resistant to death and destruction to all but powerful sorcerous means. You can directly create phenomena with your will and mana rather than having to rely on magic circles and spirits that mortals do. However, the current age has no place for you and Kudor remains the sword of Damocles over your kind to preserve that unnatural era.

What kind of spirit are you depends on your category and power.

> **Basic (+100cp)**
> There are the smallest kinds of spirits. Invisible to the naked eye without awareness. Born from a gathering of dead animals, people, energy of the land, etc. Mages make use of casting magic by giving instructions to these spirits in the form of magic circles, spirit language, and mana. It is a mystery how something of this level has a consciousness, beware of curious sorcerers.
>
> **High (300cp)**
> Next tier have you move up to spirits/demons who are twisted and distorted thoughts, emotions, and desires (all of them intense) that gather together and eventually form an ego very diverged from mortal races. These are more powerful than usual spirits and harder to control, with unique abilities to their name. Evil Bound and Hamelin are examples of this type.
>
> **Greater (500cp)**
> Then it goes up in power scale to greater/high demons, which are completely independent, incredibly powerful and possessing a

staying power that intimidates most. Their magic is, likewise, way beyond most mortals as is their age stretching back across millenia. Should even one of them be on the loose it could bring a country to ruin, or multiple if used correctly. Expect an unpleasant reception if anyone were to catch wind of your existence in civilized lands. Zolomonia of Wisdom, Thanatos, and Apocalypse are among this esteemed peerage.

Divine (700cp)
At this rank spirits become basically gods. Their power is incomparable to before, and have reached a strange stage of immortality. They can exert great power, bless many with great skills, and do other godly stuff. There are very few that can match or surpass you in this level.

Ultimate (1200cp)
There's only one spirit of this impossible power: Kudor the god of the law. Being here makes you its counterpart, and for now it's only equal. The most powerful spells and weapons of this world are but irritants, and spirits who arrogantly call themselves as gods are but prey to be hunted. None of this world may oppose you in direct confrontation, yet even a spirit of this level has weaknesses. For a spirit the greater their power the slower it's recovery, and to regain its strength Kudor has slept in a seal of it's own body for ten thousand years. Furthermore being an unnatural being that defies the laws of reality, reality rejects Kudor in turn causing pain and draining her energy simply by existing at all. You shall not feel the pain Kudor feels, and as a blessing the slumbering engine of destruction and genocide shall not sense you unless awoken by another or you exert your full strength.

Bailing Without Borders (200cp)
Look, sometimes we all want to get away from our lives but with this you actually made good on your words. You really did step out to get cigarettes, even if it was in another world. So long as you are determined to do so you can just walk away from your old life without it being able to catch up with you. At least not without great effort such as crossing half the world on foot with little to no leads. Be it your circle of friends, relationship problems, family, or even your entire life you'll be gone with the wind before they know it. Only Abel could claim himself your equal when it comes down to running away from responsibilities and hardly suffering anything for it.

Drop In

[Laughs In Spanish] (100cp)
Yeah, maybe you do need some help with acclimating to the language, weather, temperature, and customs of this world. We wouldn't want you to panic and make some really stupid decisions. This is a small blessing that allows you to learn new languages almost instantly, be unperturbed by different weather and locations (as long as they aren't extreme) and readily accept with an open mind different cultures and beliefs.

I Left My Body (200cp)
Ya know, there's just something sad about mana capacity here, when you have too much it starts to take way too long to refill. The strongest beings here have to deal and work around those limitations. But limitations aren't something that would apply to someone like you, right? From now on your mana regeneration will be a thing of legends. It's not a simple accelerated refilling, but a monstrous, almost instant return of magic reserves. The best way to put it into words is to say that you possess something akin to a magic core that fills you full in mere minutes, and even less if you're actively focusing on regaining your reserves.

My Dick Is A Work Of Art (400cp)
Concentration is the very foundation of directing magic, so how can a bunch who can't even stay awake and concentrate for three days straight even call themselve's sorcerers? Be it through a training regime that can be labeled a war crime or some other method, you've found a way to boost your concentration, mental endurance, and mana reserves to monstrous levels fit to be called an abomination of another world. You'd have to go looking for spirits older than dirt to find something with more mana than yourself.

Minimalistic Art, Sure (600cp)
There are many geniuses at magic in this world, like a certain madman that created artificial spirits capable of killing gods, or the so-called Worst Witch. You decided to go even further when it comes to the arcane powers. Your brain is more akin to a futuristic supercomputer geared towards magic, able to run multiple simulations on a spell you have just created, how it will probably work, potential problems then fixing them in a moment, figuring out an enemy's magic then working out the molecular composition of a magic metal to counter it, and casting it perfectly all in seconds of a life-or-death fight. The creativity, innovation, skill, detail, and raw talent you have at magic puts you at a level enough to leave legendary researchers, magicians, alchemists, and immortals staring without comprehension at your notes. If those geniuses can define generations to come, you redefine magic itself with your insights and creations.

Serial Scoundrel (100)
All the basic skills to survive and thrive as an adventurer. Thuggery, murder, survival, extortion, robbery, and capitalizing on opportunities. Be it doing unto others or preventing it from being done to you, you'll fit in within any adventurer support center and knock out the teeth of any sort who don't know to mind their tone. You also have a fair hand at leading parties of such groups while keeping them in line, as long as the problems are related to the job…

IdolM@ster [Fake] (200cp)
Much like Gaston would, it seems that you have been cursed to obtain all the good credit from others, especially when they're about extraordinary deeds. Hell, you're very likely to be offered money in exchange for the fame and benefits of taking the credit for meritorious deeds. Don't worry, the most heavy responsibilities will also be taken care of by other people who happily will pass the merits to you. You could lose an important duel and have everyone consider it your win, or faking an illness during a national crisis and still be considered one of the key characters in the survival of everyone. Of course, even with the power of good publicity and a particularly focused type of luck on your side, some things require you to actually move.

Golden Ending (400cp)
Every young adventurer dreams big when starting out, being a legendary hero or changing jobs to a noble's retainer. They don't realize how many in their line of work meet their end as used up beggars or dead somewhere on the continent. Go into your retirement with peace of mind knowing that no matter how much life puts you through the ringer, you'll come out maybe not glamorous but certainly golden. Perhaps you'll find a highly agreeable noble family that looks after your line for generations to come, or hit that one last haul to retire on with a story worth remembering. Even if you discarded your humanity along with the things worth living for, you could stumble into a humble life with everything you had missed even if it cost you everything else. Now get out there on your next adventure while knowing a happy ending is waiting for you.

Mythological Treasurer (600cp)
Long ago, in the distant past, there was a man that was the strongest. He decided he wanted stuff. So he just took it, every legendary treasure not guarded by a literal god was used to satisfy his greed, not even the high elves were capable of stopping him. Such an example of the apex of humanity has never appeared again… until you came around. Now buffed to be the physically strongest, an inherent sense for finding incredible treasures, an unbelievable luck when it comes down to acquiring it -

enough to make the very heavens jealous. Not to mention you are a natural born adventurer, constantly capable of improvising in whatever situation is at hand and improving your fighting abilities in the most efficient way. Lastly, you're a genius when it comes down to using your very own treasures to solve whatever problem you're facing at the time.

Sorcerer

Terrible Tenure (100cp)
All too often the hard work a sorcerer spent climbing the ladder can lead to being subverted into irrelevance if not tamed like a pet for your betters. A problem you don't seem to have as once you get into those positions of power, you manage to stick around due to being found irreplaceable while quickly becoming a figure of equal influence to your "boss". Said positions you have a great deal of luck sliding into by defeating existing figures in those roles, and finding subordinates you can shove all your busy work to in the bargain. Even if you were a completely amoral slave driver whose work schedules could be counted as war crimes, you would still somehow manage to keep your subordinates working while making your employer happy to boot. Who needs a sense of right and wrong anyways?

Party Line (200cp)
Flunkies who can keep the daily drudgery away is one thing, but sometimes you just need a specialist's touch when dealing with real world problems. You'll find it all too easy to have a spirit give you it's summoning crest to call upon it, be it from your stellar personality or by beating it to the edge of death before shoving it inside a log. Simpler still will be utilizing and coordinating the powers, talents, and experience of your familiars with your own when it comes to creative problem solving. Finding powerful and unique spirits will be far less difficult for you than for any other, and the greatest of their kind will find you a pleasing and useful servant to play patron for. Your current retinue has a handful on par with Lapidos and Hamelin, but should you keep striving even those who would look down from on high will look only at your feet as they kneel.

Century's End NEET (400cp)
Legends tell of a Worst Witch who delved so deeply into heretical sorcery that she had to be sealed away for the good of the world. They don't speak of you due to not getting out of the house as much as she did, or you would be mentioned in the same breath as the Worst Wizard. Your knowledge, skill, and raw talent in alchemy and sorcery is enough that you could equal Altamir even at your tender age. Be it constructing a

phantasmal tower whose interior can change as you wish, running a zoo of rare and powerful monsters, recreating and shaping a phantom metal that nullifies while absorbing magic, making pocket dimensions in your mirror to expand your hermitage, turning yourself into a spirit, or taming an apocalypse beast as a pet are all well in the realm of possibility for you. You'll be hard pressed to find anyone who can surpass you in knowledge or skill, and fewer as a researcher. As an added bonus, you have no problems going for long periods of time without socialization or similar trifling matters to hinder your research.

Monster Mash (600cp)
A heretic may violate the laws and precepts of man with mere sorcery, but to freely twist and create life itself encroaches upon the territory of gods. To you biomagic is as natural as breathing while as intuitive as using your hands. The flesh flows together as you weave the loom of genetics creating new creatures or pulling back long extinct beings from the records of the double helix. Surgery, modification, chimerafication, and the like are old hat while you will find that ideas of unsurpassed creativity will flow to you when combining sorcerous enchantments with flesh. Yet all of that is but a mere footnote to the legacy you have unearthed and mastered.

Like Yohanan before you, the secrets of spirit creation are now yours to do with as you will. Creating a being on par with or to surpass Kudor will require time, resources, and machinations that this knowledge alone cannot provide yet nevertheless you have found a way to impress your distant teacher. For you the cold, hard numbers of exchange and decay can be somewhat fudged allowing you to push further and further into the realm of creating the once masters of this world. Struggle with all your genius and rage long enough against the laws of this world, and you may yet see their chains slip from you and your creations. Let all know of their new god's advent.

Noble

Absolute Cake (100cp)
They better believe you'll be eating it too. From your booming voice that echoes clearly across the most tumultuous battlefield to your majestic presence as tangible as the sun at noon you were born to be one who stands above others. Commanding the respect and favor of your equals or betters requires no exertion while your lessers do not think of anything but obedience. Much like the sun's rays this effect shines outward over the whole of your holdings, making it difficult for those who skulk in the shadows to make headway into overthrowing you. Indeed such things are

often quite obvious to you, and if they do not move with caution it will be their heads on the chopping block. You might even see yourself on a throne simply bull rushing your way towards it with some luck and resourceful retainers by your momentum alone. Now if only you had any skill or head for the actual work of running a kingdom.

Rightful Retinue (200cp)
No matter in what land you may look, you will never find a ruler without retainers nor prosperous domains without competent aides. Certainly there are no end to those clamoring to enter the service of nobility yet one of your stature requires, nay demands the worthy to answer your call. Should you seek them out you will find worthy servants to assist in your cause, even if you must dig through a city of silt to find that precious gem. Even the least of their number will be able to bring some advantage to you, if only it being hollow reputation. As your power and fame grow so too will the number and quality of your retinue, until they swell like the tides across your land.

Don't Call It A Grave (400cp)
It seems that you're just like a certain immortal pope when it comes to ruling from the shadows. Capable of making kingdoms dance to your tune without ever arousing suspicion, cover up any amount of backlash no matter how ridiculous, fund stupidly expensive research projects through back channels, manipulate other countries, and peacefully settle a world war before it can start as some examples. Like also having a secret society of fanatics or just straight up recruiting dangerous criminals from jail as pawns while being a walking crime against humanity itself. Just try not confusing your newfound power as personal ability when picking fights with the other monsters.

Comeback King (600cp)
That's the thing. When it comes down to managing a territory, you're in a league of your own. Call it talent, pedigree, luck or whatever, but there's no place you can't make great yourself. It goes to the point where you could take over the worst border territory on the verge of collapse, filled with internal sabotage from multiple factions, hoarding a semi-rebellion, stricken with famine, suffering of a legendary monster infestation, and rebellion from other territories… and make that into one of the strongest and richest places in the world in the spawn of three to four years. Taking into account your side projects, of course. As long as you're at the helm, there's no territory that won't become a gold mine. And if you're fully focused, with a retinue of capable people you can trust? The so-called utopia will finally arrive thanks to your skills.

Artifacts

Drop In

Shaman Starter Pack (100cp)
A well-used carving knife that fits comfortably in your hand, a few totems of serviceable quality, and a supply of paints, magic infused wood, and other needed materials that never quite run out. Along with notes on how to quickly make more. The Marren Clan use them for a variety of effects, and despite the silly look, their applications are enormous. Everything's kept in a relatively small vault you can take with you in your travels.

Marren Pharmacy (200cp)
Including - but not limited to - High quality tobacco, magic mushrooms, suspicious potions that improve your magically inclined qualities for a short time, alcohol as tasty as its appearance (which is a bit concerning), concoctions to increase focus and decrease sleep, smokable leaves of various effects, drinks that increase your gains, and far more come in this little drugstore and it's attached warehouse. None of it is legal nor without side effects, but all of them work and replenish as soon as the batch is fully used. Now you have your own stash to sell and a bunch of paper that instructs you in the means to make more.

Wooden Dragon Quetzalcoatl (400cp)
This flying fortress was made out of many, many totems with numerous rare materials. This thing can destroy countries in a casual afternoon, and it's even capable of holding its own against the ancient spirits, if only for a time. Protected by Wards that can take the best from an army of accomplished sorcerers without a sweat, possessing a legendary fireball-spitting main cannon that can obliterate most anything not out of myths, and a storage area for troops or totems. This war machine is ready to soar through the skies at your command.

The God-Maker Thome (600cp)
Good literature is so hard to find when overzealous types tend to burn them whenever they're found. This book the size of your torso has a basic introduction to all types of magic you could find (including forgotten ones). Not only that, but it also includes a comprehensive wealth of all kinds of forbidden magic. Elementals, summoning, alchemy, fate control, casualty warping, biomagic, etc. More theory than spellwork, sadly, it will put you on a short path to becoming a legend in the arcane arts even in future worlds, as it will update itself with each new world to hold even more info. Comfortingly whispers words of encouragement to you in your sleep about how proud it is of your progress If you are good and diligent in studying the seemingly endless pages of this book, then you will quickly find yourself unmatched in magic.

Adventurer

Helpful Haversack (100cp)
This adventurer backpack has been enchanted by a certain mage to have a huge but finite capacity, so it could be able to carry everything one could fit inside, with an added weight reduction, of course. Later, it was also enchanted with the useful function to pull out most any mundane thing you could need from it, nothing organic alive, but still greatly useful. Need some camping tools? There you go. Lacking some weapons? Here are a few. All items produced this way are of 'average' quality and can only be generic things you could find in a marketplace. If you try to take too much at once, it will break.

Jumper's Ball (200cp)
Kinda looks like one of those crystal balls that fake diviners use to see the future. Despite the mediocre looks, this fist-sized crystal is indeed magical, a magical battery to be more precise. It can hold up to three times your maximum mana capacity and it fully refills itself once a day. You can easily use it to replenish your used up mana or use this ball as a magic bomb. If used as the latter, then it will come back to you, fully charged in two days' time.

A New Legend (400cp)
Hey kid, ever wanted a weapon outta myths? Hope no more, for I have what you wanted and more. This homeboi right here could help you carve your own legend in the annals of history. The exact shape of the weapon it's up to you, but in general it will be something like a Orihalcos sword that can easily cut down country-busting magic, or perhaps something like the Lapidos that makes blades whose durability, size, and power are based on the amount of mana channeled into it. A Shield that negates magic, or a Spear that freezes everything around it by the wielder are not outside the scope of this. Silly looking totem sheath optional.

Graviton Cannon (600cp)
Built to look like a cellphone tower, this unsuspecting weapon can theoretically put a hole in the universe to say nothing of destroying a planet if it malfunctions. It was created to erase an average noble's territory with each shot, which takes an effective firing time of zero seconds. A weapon of mass destruction with a diabolically extended range. Unlike the version that Abel would eventually build, yours have one that fully works as intended, and also yours will destroy itself instead of all reality if it malfunctions. Believe me, this is for the best.

Sorcerer

Toyotem (100cp)
A totem truck, a dangerous combination of science and magic, that has the uncanny ability to carry way more weight than it logically should. Never needs maintenance or fuel, probably thanks to its origins as a totem. It's an all-terrain magic-mobile, with the inside temperature controlled for more comfort, and I'm told it comes with cup holders. A true luxury. When riding this, your luck in love and charm is multiplied by 1.6 and it remains for a few hours after you get off the vehicle. Weirdly enough when you run over something it sometimes vanishes to who knows where.

Wand of Destruction (200cp)
Mages and wands always come hand in hand. To not break up the tradition, here I offer you a powerful wand. Not just any powerful wand, but one tailored precisely to your magic affinities and preferences, it will massively boost your control over magic, reduce the costs of casting, and increase the output several times greater than the amount of mana you would usually need for spells. It's a better version of Yohanan's personal wand. If you give it a good name, it will be slightly better at doing what it does, and afterwards keeping it around while you study the arcane, will slightly increase your understanding of it.

Check My Pocket (400cp)
One of the lost four bags from the five made from the ravenous dragon's stomach said to be able to store an infinite amount of food. This legendary feat of alchemy can store an endless number of things, with you able to know its contents and draw things into and out of it in your hand or on the ground at will. There aren't any stated upper limits on how much it can hold, and the one that got destroyed left a literal mountain of gold coming out of it. Like, an actual mountain. If you wish you can have it fused with your heart and skin, like the collector.

End Of The Line (600cp)
A gargantuan spear, truly fit for giants, and luckily capable of changing its size to accommodate to its owner. This spear is the strongest weapon in the history of this world, always sharp, always capable of piercing but the strongest defenses. It gets stronger the more mana you put into it, can be called to your hand when you desire it, can't be repelled, or stopped twice by the same method or artifact. With proper mastery, it can warp casualty to always hit, or even create an event it hits multiple times at the same motion. It could greatly wound Kudor, if not outright kill it when wielded by the right hands.

Noble

Magiphone (100cp)
Perhaps a lil' bit silly-looking, but still capable of long distance communication, reaching about the size of a territory without a signal booster or receiver by using the spirits in the atmosphere to contact whoever you want to. It comes with a status screen with pop up features. Get this now and get instructions on how to make more with more common materials as a bonus. The quality of this product is assured, but not the quality of your conversations.

Lands Of Sorrowful Happiness (200cp)
You're not an actual feudal noble without a territory to look over and extract taxes from. Yours in particular is thriving, full of fertile lands, beautiful sights, diverse spaces, and ample resources. In a weird twist of fate, it's also destined to attract all sorts of genius talents that also happen to be hard to handle. If you somehow manage to keep them in line, you will find your lands growing in leaps and bounds in each and every possible aspect, as those troublesome kids work to make it grow. If you can't deal with them, well…prepare yourself for some dangerous exiling to do. As always, these lands will reappear in future worlds.

Alchemist's Tower (400cp)
This big-ass constructions that could be considered a declaration against the gods themselves was constructed of various rare magimetals while scraping the sky, each of the many levels is customizable by you to have a different appearance, ecosystem, and other factors to the point that you could easily run your own zoo of loyal rare monsters. In a way, it's the perfect place to lay low for a century until the heat from your latest misbehavior dies down, or to hide an apocalyptic monster that could destroy the world. Comes with a mirror dimension with multiple rooms and a link to the destructive force known as chaos that breaks down matter to its smallest components and sends it somewhere else. Just don't fall into it whatever you do.

Shade Below The Torch (600cp)
Turns out a certain pope was able to control a country and influence the whole continent in no small amount thanks to the zealots under her care. A shady organization below a visage of religion that did all the work she needed to keep track of things. Now, a similar group has been born, not quite as numerous or spread as those under Sateria, but nowhere less capable and loyal. You're now their owner, leader, and pillar so they will follow your instructions and desires. From the get go they already secured enough funding from local nobles in the kingdom where they got a decent history and publicity with the citizenship. They will keep appearing in the new worlds you visit and continue to further down your goals.

Companions

Import Companion (100cp/400cp)
Even the greatest of parties are hollow when you don't have anyone to share the moment. Fear not, for there is a way for your old companions to appear here. For 100cp you can import a single companion with 600cp for their use, or fill the whole roaster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same cp as the other options. Don't let the party end.

Create Companion (100cp)
Well, if there isn't anyone from your past to keep you company and you aren't interested in any of the characters around then I guess is time for you to meet new people. For 100cp make your own companion, you also get to decide your previous relationship if there was one at all. They gain 800cp for purchases here.

Canon Companion (100cp)
AHAHAHAHahuh? Wait, you're serious? Well, if I can't convince you to reconsider then go ahead and pull a soul from this world with you on your travels. They must be alive by the end of your stay here and must agree to go with you. I'll make sure the circumstances for you are the best possible to help with the smooth sailing, but you must put in some effort.

Black Magic Woman (100cp/Free Drop In)
Woe is you, for the perfect combination of a magic-obsessed genius shut-in with attachment issues met you at the worst (best?) timing. Holding arcane prowess that defies common sense, a lack of restraint that makes her seem more than a bit unstable, and affection for you that broke the measure scale. After a weird meeting with this girl of the Marren clan shortly after your arrival to this world, she became your stalker and self-proclaimed future wife. She won't hesitate to use her magic to try (and usually fail) to make you happier, just like she didn't hesitate to abandon her home for you. One would call her 'yandere' if her yan side weren't to cry every time you give attention to someone else. Despite her lack of physical strength, she has quite the voluptuous body hiding inside her baggy robes.

Desu Vault (100cp/Free Noble)
Content to convert other's wealth to her own over the professed religion she follows, this habitual conwoman has the strength to back up her lifestyle on the rare occasions her oratory skills fall through. After you saved her from a rival religion's inquisitors, she became your new best friend, drinking buddy, and wingman more inclined to promoting you as

a living savior for your own gain over hers. Disappears on one adventure or another if you can't be dragged along and is always happy to brag about the rare treasures she found on her latest hunt or how the cult in your name is spreading. When drunk she gets really clingy to you and confesses to feeling unworthy of standing beside you.

Ivory Idol (100cp/Free Sorcerer)
A woman whose piercingly haughty laughter can almost be heard as far away as the homeland she was banished from; this high elf sorceress hasn't let something like exile break her stride. Utterly unflappable to anything that could damage her pride such as evidence or facts, her dismissal of the groundlings has found a sole exception in you having named you an honorary high elf after preventing her from starving to death in the wilds where you found her. Despite her lack of common sense or survival instincts she remains a powerful sorcerer capable of leaving her name behind in legends and having made the impossible into reality in her research. Now if only those weren't all forbidden magic with a penchant for making monsters that she tries to keep as pets...

Hopeful Heroine (100cp/Free Adventurer)
Brash, rash, and crude this would be hero has all the heart needed but is falling short of the ability. Baffling even to her is that somehow her gaffes somehow propel her into the position she wanted if not the way she had hoped. Frequently roping you into myriad misadventures after you saved her from a goblin community, Desiring to be like her personal hero and in hopes that training with you will make all her dreams come true, she will follow you around ready to put in the work for the instructions. Aside from the heroism, she seems to seek some romance with her savior, even if her methods of seduction are hilariously overdramatized things she read in some cheap novels.

Lucky Lady (Free)
Tsundere genes and obscene amounts of luck met to bless this girl. Tsun in words, Dere in actions, way luckier than she thinks, she's nonetheless a hard-working girl with a weirdly straightforward heart. Her beautiful looks and natural luck have allowed her to thrive in this world despite not being a mage, and it was in one of her missions that she saw you and realized that love at first sight was a thing. Ever since she has been pestering you to be partners, which seem to give you both greater rewards than when you work alone. Resourceful and serious, she has a knack for finding out how you really feel and help you with whatever you want, or do small, thoughtful things to lift your mood. Even if you were to treat her badly, she would still risk her life to help you.

Drawbacks

Special Delivery! +0
A protagonist is you option. You are now reincarnated as Abel, starting as a baby and optionally staying either 10 years or until you're 30.

Bitch, I Love You... Bitch (+100cp)
Much like the Marron Elder and his granddaughter Firo, you got some Tsundere genes in you. Action-wise this doesn't change anything, you will act as always have done. Just that your words sometimes don't match that. Perhaps you are fighting your enemy and blur out that of course you didn't train at all to fight him. Or maybe tell your paramour that you are totally cool about the latest date and weren't getting worried about it at all. It's more endearing than anything, really. But not being honest with yourself has its downsides.

I Hate Maps (+100cp)
Heh, got you in one, bro. You got some fucked up sense of direction. It's not like you get lost in your own home, but unless it's somewhere you have been several times over, consider it a fact that you will get somehow lost. Furthermore, you get uncomfortable with using maps and other items to figure out your current location. Should probably go find someone that guides you around. At least that works pretty well.

Gremlin Gold (+200cp)
You're in a debt that you can never quite seem to be out of to someone who is a drain on your time, energy, and continued finances. Worse still you can't quite seem to shake them off, be it from a sense of moral or legal obligation, as they are either someone that helped you when you really need it or because you feel that leaving them would be an act that goes against everything you stand for.

Luxuria Ain't That Bad (+200cp)
Much like Abel with Gizel, you get someone that's into you and refuses to take a no for an answer. More obsessively weird than dangerous, this yandere of the opposite sex is still very skilled and quite capable of making stuff harder for you than it should be. Still, they're quite attractive and you could accept their advances and take them as companions. This can be taken multiple times. Although the level of obsessiveness and their power will grow with each purchase. So beware not taking more than you can handle.

No Gain, All Pain (+300cp)
In a world with such mighty magic, it is not a particular surprise that strength became your dumpstat to a comical degree, and can never seem

to build more despite your rigorous 3 days of casual exercise limit. Perhaps with time and lots of effort you will be able to overcome this and become fit as you should. But for now, expect to get tired with some casual jogging around the block, and get some weird stares because of it.

Too Bad I'm Illiterate (+300cp)
You can't read for shit, and I mean that everything you'll pick up will be unintelligible and faded as the average sorcerer's personal notes. Given even a hundred years can change the notation and nuance of characters to be an impenetrable cypher, any undertaking to learn will be a quest unto itself. Good luck advancing your magic. You'll need it.

#1 Fan (+300cp)
A yandere is you, unfortunately for someone who doesn't return the sentiment and is too powerful for you to force the issue. Good luck handling a decade of heartbreak and being given the slip. Even when you do manage to catch up to your object of desire they have a way of slipping right through your fingers as do the thieves that crowd around them.

The Gremlin That Loved (+400cp)
Just like Mea, you're a general disgrace and source of shame for everyone around you. You're clumsy, ditzy, slow to learn, talentless in most aspects, easily distracted, and even kinda a failure at stuff you're supposed to be good at when you aren't completely focused on it. Unlike Mea, you don't make for a good sacrifice and instead are capable of becoming less of a general failure with training and patience. It will be a long road, but not an impossible one.

That's My Line, Kiddo (+400cp)
What's this? It seems that you lost access to all your previous powers, abilities, items, and even access to your warehouse. Probably because Moon Din's gravity fucked up your arrival quite a bit. For the next ten years you will have to do with what you purchase here, although there might be a way to regain your lost powers if you look hard enough.

Useless Refugees (+600cp/+800cp)
Turns out the other otherworlders besides Abel would have been a bunch of scared and dumb bunch that are no more useful than Mea. Upon taking this, however, they will become munchkins and min-maxers of the worst strain. Some of them aren't that bad, but quite a few will use their newfound powers and might to unleash in the world and fulfill their base needs and extreme ambitions. For 800cp instead of 600cp, they will all become geniuses of Abel-tier if not much more. Which is likely to throw the world into complete chaos.

Grand and Intoxicating Innocence (800cp)
The sky god is awake and has mastered the Red Dream, with an ability to warp reality as it pleases. How can you kill a god? You'll need to find that out as it will be pursuing the last threat to it's eternal reign as the one true god, you. Try not to wake up the Red Dream by attacking too much or reality will cease to exist when the Dreamer awakens. Can you prove that the dream no longer needs it's dreamer?

Final Choice

Well, the jump has ended. What will you do now?

Go Back
There's no home like home, they say. Well then, go to your original world with everything you gained until now. Don't forget of what you learned here and the friends you made

Stay Here
Uh, so you want to stay here? Are you sure? …Not really surprising, I guess. I hope you find happiness in here, jumper.

Keep Going
Same old, same old. I knew you wouldn't disappoint me. Let's go to the next adventure.

[Notes]

Laughs In Spanish can also be used to figure out personal quirks and dialects of language, like the personal uses of ancient letters and encryptions used by sorcerers for their magic and notes.Similarly, you could use it to learn about dead languages and forgotten magics

Minimalist Art, Sure: It gives you similar talent to Abel, which means you can basically do the same shit as him given the same circumstances.

Spear probably can't kill Kudor with the stuff you get here. Even Abel was only able to shave off 1% of its total mana capacity when using it. In theory it can kill it if you got enough mana, but it's gonna be difficult without OOC stuff.

Turning yourself into a spirit, biomagic, organic alchemy, spirit creation, and just about anything Abel does is considered forbidden magic.

About Totems:
You can use them to trap/seal evil spirits, cast copies of the spells you cast or amplify your spells, turn them into attack drones, make a flying fortress that can conquer the world out of a bunch, create combat puppets that can go toe to toe with legendary monsters, make home defense units out of them, etc.You can even use them to skip walking by floating on them or having them bounce across the landscape, and track down things like teleporting frogs or lost gremlins. End game totems mass produced by Abel had the strength and durability of a giant dragon.

Moon Din's gravity pulled souls from Earth to isekai world, and it is an artificial moon created by Silfheim, the strongest of the four creator spirits. It is how Abel got there to begin with despite truck memes. Spirits tried making an Abel 2.0 but it wasted time and energy because they were Mea tier worthless, maybe more.

As for how spirit creation works, you get something whose power is equal to the base material minus the power lost in the creation process due to mana decay. Things with excellent compatibility lose 40% of their power at best result. Yohanan figured out a religion was perfect because he got believers to have a concrete image of what was being made, channeled their bodies and souls to match the being perfectly, and got them willing to die for their god which led to history's strongest weapon Kudor after sacrificing 100,000 lives in a creation ritual that was disguised as a divine summoning ritual.

End game Silfheim is as strong as Kudor without using the Red Dream which may or may not be a terminal for the Creator God. This was after 10k years of training, voring creator spirits and greater spirits, along with incorporating even the Creator God. Attacking Silfheim would slowly wake up the RD and increase Silfheim's power to warp reality, turning it into a game of chicken to nonexistence. In canon Abel lured it into range and made use of a delay in RD's reality rewriting ability to instantly erase it before it could block with the graviton canon.

>Made by Ricrod and ActionReplay