How Not to Summon a Demon Lord
Version 2.0

Welcome to the world of Cross Reverie. This is a realm of swordsmen and sorcerers, elves and demons, magic and yeah okay you get the idea, it's a pretty standard European fantasy setting. Like many worlds of this variety, Cross Reverie has a peculiar similarity to a video game of the same name played on Earth. In just a few minutes, an anti-social shut-in named Sakamoto Takuma will be summoned to this world with the body and stats of his game avatar and take up the role of the demon lord Diablo. Depending on your choices you might be joining him, or perhaps you'll inhabit this world just like any of its other citizens. Either way, take this:

+1000 CP

Location

It's your adventure, choose where you want it to start

Starfall Tower
The starting place of many an adventure, this magical tower is the site of many summoning ceremonies, though they don't *usually* involve isekai protagonists. This is where Diablo is first summoned into Cross Reverie by Rem and Shera and the story begins.

Faltra
City of adventure located in the kingdom of Lyferia. Ruled over by its cunning lord, Chester Galford, it lies on the edge of Greenwood Forest and is only a few hours walk from Starfall Tower. A massive magical shield protects it from invasion by the armies of the Fallen who sometimes try to march on the city.

Greenwood Forest
Home of the elves and currently ruled over by a flaming asshole of a prince, Keera Greenwood. This is where Shera is originally from. It sits right on the border of Faltra and if nothing is done the prince will be picking a fight with Faltra to try to get Shera back within a few weeks.

Zircon Tower City
A desert town ruled by the maverick governor Fanis Laminitus, a beautiful high-level magic gunner. The city is currently having problems with a wasting sickness called Death Knell but the local church has things mostly under control… for now. Diablo's personal dungeon is somewhere around here.

Sevenwall
The starting city for new players in the Cross Reverie MMO, Sevenwall is the capital city of the Kingdom of Lyferia. The city is built on top of a lake and split into thirteen districts on thirteen islands arranged like the numbers on a clock (district 13 is the castle in the center of the city). It's easily one of the largest cities in the land, home not only to the king and his court but also the church and the magician's guild.

Origins

All origins can be taken as a drop-in option, appearing out of thin air with no backstory or memories of this setting. They can also choose to have a brief backstory as a normal human who was summoned into Cross Reverie like Diablo by whatever means. In this case purchases from this jump represent the player's game avatar rather than their original body.

Demon Lord
Whether you were born in this world or summoned from another one you're a major power ready to upset the order of the world… or at least you will be as soon as you finish level grinding. But once you can finally bring your power to bear, you'll be sure to have the huddled masses cowering at your awesome might. Perhaps in time you could turn this fearsome reputation to more productive ventures.

Despite the name you don't *have* to be a demon or one of the Fallen to be a Demon Lord, but you're going to get some weird looks if you go around calling yourself one.

Adventurer
Descendents of the Celestials and enemies of the Fallen, Adventurers are the player characters in Cross Reverie the MMO. But in this world there's no reviving from death and level grinding is perilous: Adventurers who aren't isekai heroes don't usually have the luxury of being massively OP, and so rely on working together in small groups to accomplish their goals. The Adventurer origin's focus is on mastering your existing abilities and make the best use of them to take out foes who will usually be a lot stronger than you.

Noble
Nobles are a shining example of what the commoners can aspire to, both in character and station. At least, that's what they'd have you believe. Under all their pomp and decorum lies a thick web of political deceit, duplicity, and betrayal fit for a much darker world. Even still, there are a few among their ranks that straddle the cusp of justice and treachery. Depending on how you play your cards, you might be able to have the whole mess under your control, or possibly set right the wrongs the upper echelon has wrought.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Age and Gender

By default your age and gender are the same as they were before you entered this jump but feel free to change them around as you wish. No need to pay CP for the privilege either.

Races

The Six Races (Free)
The six playable races available to players of the Cross Reverie MMO, this unified group consists of humans, elves, pantherians, dwarves, grasswalkers, and demons. Though they all work together to oppose the threat of the Fallen and the Demon King, the races are also riven by internal divisions and discrimination, though usually only in the aristocracy. Each race has its own racial abilities and advantages, but all of them are roughly on par with each other.

Humans
The most average race, having no advantages or disadvantages. In Lyferia they're the most numerous of the races, making up about half of the population overall, and possess the most political power of the Six Races.

Elves
Elves come in light and dark varieties, with light elves hailing from the Greenwood Kingdom while dark elves keep to themselves in the forest of Blackwood. Both races are known as expert sharpshooters. Dark elves are also believed to possess the blood of the Fallen, like demons, and suffer discrimination from the other races because of it.

Pantherians
Strong and fast front-line attackers, Pantherians are cat people who tend towards having great strength in melee combat. Though their ears and tail are usually tawny, a rare few like Rem have jet black fur.

Demons
Humans who have somehow received the blood of the Fallen, demons are the most magically-gifted race of the six, though they pay for this strength by being physically weaker than any of the other races as well as suffering from discrimination for their mixed blood. You can tell demons apart from humans by their facial tattoos.

Grasswalkers
A race of rabbit people, Grasswalkers have natural advantages in agility and stealth skills and make excellent thieves. Their bodies tend to remain small and childlike even in adulthood.

Dwarves
A peculiar race of talented blacksmiths, dwarves are exactly the stocky bearded stereotypes that you would expect them to be... except that they're also dog people for some reason. Dwarven women lack the beards and have child-like proportions even in adulthood but unlike Grasswalkers they become much more… "top-heavy" as they grow.

The Fallen (100 CP)
The enemy faction opposing the Six Races, Fallen are a race of powerful demons who fought a great war against the Celestials, the predecessors of the Adventurers, roughly one thousand years ago. Their bodies come in many forms and they can appear very human-like or very monstrous, but all of them are too powerful for anyone who isn't an Adventurer to oppose them. Fallen have superior base stats overall compared to the Six Races, with a special affinity for magic, but they are not welcome in any kingdom controlled by the Six.

Perks
General

Character Classes (Varies)
Like many isekai settings, *Cross Reverie* shares a class and levelling system with the MMORPG that it's based on. Anyone of significant power in this world has at least one character class as well as a level in that class, with each class providing appropriate skill and spell options which in turn are levelled up using skill points gained from levelling. The highest known level in this setting is 200, though it was thought to be 150 for quite some time. The average adventurer's level is closer to 30 or 40, though many outliers exist.

The three primary classes are Warrior, Sorcerer, and Archer, but more specialized classes exist ranging from Summoner to Thief to Magic Gunner and so on. There are also non-combat classes called subclasses, representing professions like Blacksmith, Alchemist, Leatherworker, etc. For our purposes you can choose pretty much any fantasy RPG class and call it either a specialized class or a sub-class. It's also possible for a single character to have training in multiple classes, which is represented by a separate level for each class.

By default, all jumpers and imported or created companions start out at a middling but respectable level, about level 40 to 50 in one primary class and one subclass and roughly as strong as Shera, Rem, or Emile in that field. For 100 CP you can instead start both of your classes at the level of a major player or boss character like Edelgard or Lord Galford, somewhere in the 80-100 range. For 200 CP you're an overpowered isekai hero comparable to Diablo, clocking in at level 150 and strong enough to go toe-to-toe with almost everything in the setting. For a separate charge of 100 CP per class you can take multiple primary classes or subclasses at the same level as your other classes, up to a maximum of three each.

Slave Magic (300 CP)
Slave Magic is exactly what it sounds like, a variety of binding magic similar to what a Summoner uses to bind their familiars. The difference is that while a Summoner is limited to binding only their summoned creatures, Slave Magic can bind ordinary people or magical beasts to the will of the caster. Successfully casting the enslavement ritual (which can be resisted or even reflected if the target is unwilling or magically-defended) creates a magical link between master and slave and gives the slave a big metal collar as proof of their status, though you can adjust the collar's appearance if you wish.

The link allows the master to issue magically-enforced orders to the slave which they are physically compelled to obey, even overriding control from other sources such as brainwashing, mind control, or demonic possession. Enslaved characters can be released from the spell's effects by the caster's will or by sufficiently powerful forms of anti-magic. As a side-effect, the process of learning this magic also teaches the caster to see magical energy in objects and people, a talent called Aura Vision, as well as how to pump their magical energy into other people. This can be used without binding magic to refill the target's mana reserves, though the process can be quite… *stimulating* for the one receiving the mana.

Demon Lord

Roleplayer (100 CP)
When you're completely out of your depth and have no idea what's going on or how to act, the best thing to do is to start bullshitting and hope nobody catches on. Thanks to either natural talent or long hours of gaming you're a pro at playing a role and can make stuff up like nobody's business as long as it's in service to that role. You will never break character accidentally and have an iron-clad poker face as long as you keep up the charade, though those who grow close to you during this act may occasionally glimpse the real you beneath the mask if you desire it.

Loud and Proud (100 CP)
Nobody's ever heard of a demon lord being a wallflower. You can't be shy and anti-social when you've got kingdoms to conquer and heroes to crush beneath your armored boots! You have a weighty presence and know how to use it to draw attention to yourself, whether with a diabolical supervillain laugh or a dramatic entrance or what have you. Anyone within earshot or eyeshot of you can be compelled to stop what they're doing and pay attention when you've got something to say just by raising your voice or making some sort of grand gesture. This perk won't make you more convincing but it does mean you can't be ignored when you don't want to be.

King of Demons (200 CP)
Whether you hold claim to an actual throne or not it's hard for others to mistake you for some common peon. Who else could you be but a demon king when you take princesses as slaves and demand that kings kneel in your presence? Others might call it pride or arrogance but for you it's just a matter of being aware of your innate superiority to everyone around you. You possess the effortless charisma of one who is born to rule as well as the brazen confidence to face down even the most terrifying enemies with a smirk and a challenging gesture. What's more, you will find that having an enormous ego (or at least acting like you do) only makes you seem more charismatic and even attractive rather than alienating those around you.

Enhanced Interrogation (200 CP)
Regardless of whether they're your enemies or your minions, none are permitted to defy you. If they're going to insist on resisting you then you'll just have to drill obedience into them the hard way... but they probably shouldn't be blushing so much in this situation, should they? This perk allows you to torture people using unconventional methods that don't actually hurt your victims at all. Why use pain or fear to motivate them when embarrassment or even pleasure can work so much better? So show people their baby pictures, give them a really intense massage, or do lewd things to them until they can't take any more and you can convince them to give in. Unlike regular torture this kind of interrogation is guaranteed to work so long as you successfully break your victim's will to resist. If you're fishing for information you'll get what they've got, not just what they think you want to hear, and if you're trying to persuade them to change sides you can count on them to not betray you, at least not immediately.

Chains of ~~Love~~ Submission (400 CP)
A demon lord has no need for such things as “love” and “waifus”, he only needs his slaves to respect and obey him. So why do your slaves keep falling in love with you? It’s probably because you take good care of your minions, inspiring personal devotion and sometimes even love in those who follow you. Even if they came into your service against their will, so long as you treat your slaves or other minions well they’ll quickly come to enjoy serving you and do so loyally and enthusiastically. The shared love and loyalty your slaves have for you even serves to unite them in bonds of friendship or sisterhood rather than dividing them with petty squabbling for your favor or attention.

Mad Skills (400 CP)
You may or may not have reached the lofty heights of Diablo’s power just yet but you share in the analytical abilities that helped Sakamoto Takuma conquer hundreds of players and become known as the strongest player in Cross Reverie. Your mind moves at lightning speed in combat or other stressful situations, allowing you to strategize and observe your situation calmly and effectively even in the middle of a swordfight. Your reflexes are also heightened to a superhuman level, enough to take advantage of this capacity. With this perk you can spot an opening in your enemy’s guard that lasts a fraction of a second and react quickly enough to capitalize on it. This is the true power of a shut-in who spends all day on the internet!

Multiplex Madness (600 CP)
Among the rarest and most powerful arts known to spellcasters is the special ability known as Multiplex Magic, the power to fuse up to three spells together into a single ultra-powerful spell containing the power and qualities of all of its component spells. Such power comes at a steep cost: the caster must remain immobile while casting, suffering any damage during casting will cause the spell to misfire, and spells can only be merged once an hour at most. But when a monster the size of a mountain is bearing down on you you’ll be glad you had this secret technique in your arsenal. You can even take this power one step further than even Diablo has by fusing spells with your party members instead of needing to cast them all yourself, though your allies must obey the same casting limitations that you do.

Bringer of the Apocalypse (600 CP)
Sometimes raw power just isn’t quite enough. Or maybe you’re just sick and tired of larger creatures like dragons belittling you. For those that have ever thought (or shouted) “That’s it! Everybody dies!” at least once in their career, this is the perk for you. You now have a Final Form which you can assume when you want to lay waste to everything around you. While the specifics of this form’s appearance are up to you, it will always be some kind of giant monster at least 200-300 feet tall, or else adding 200-300 feet to your current height if your normal size is larger than that. While you’re in this form the scale of your attacks (as well as their energy cost!) is ratcheted up proportional to your size increase, allowing you to lay waste to armies even with simple fireball spells. Take care however: this form is an expression of your full power unleashed, and as such it is very difficult (though not impossible) to restrain your power in this form. Be mindful of collateral damage and friendly fire.

Adventurer

The Little Things (100 CP)
While the adventurers here may not be as OP as the players back in the MMO version of Cross Reverie, they are often no less prepared to face the threats of the wilderness or perhaps a good dungeon crawl. With this, you'll find that it's easier to keep track of things like how much water you have left or when you should next sharpen your blades to ensure they cut true when you really need them. You also gain a small knack for general maintenance and foraging, allowing you to tough it out in the wilds a bit longer before having to traipse back into town to resupply.

Face of the Team (100 CP)
Everyone knows adventurers tend to be eccentrics and the extremes of odd behavior can be more easily brushed off. So long as you're not being harmful in the way you act, other people will accept your eccentricities, such as your flamboyant speech or insistence on calling yourself a "friend to all women" or whatever, as if it were normal behavior.

Summon Spirits (200 CP)
Summoning is considered something of a joke in Cross Reverie, but for the adventurer who chooses to work alone they can be invaluable assistance. You possess a variety of summoning contracts with magical creatures and can combine your skills with those of your summons for much greater effectiveness. For example you might mix the clairvoyance skill of a Turkey Shot with the skill of an archer to snipe a target far beyond your own line of sight. This perk also grants you the knowledge to craft additional summoning contracts which you can apply to other sorts of magical creatures you might meet in your travels.

Together Now (200 CP)
Most adventurers don't have the luxury of being so OP that they can solo the game all by their lonesomes, that's why they form parties together. You've got a lot of practice as a team player, and given even a cursory knowledge of another person's abilities you can immediately determine where and how they'll work best in any given team as well as how their individual powers can be combined with others for greater effectiveness.

***You promised…* (400 CP)**
Words can have more power than most realize, and you have managed to grab hold of a portion of that power for yourself. Promises other people make to you become as strong as a binding oath, influencing their behavior in line with the terms of the promise. They can still choose to break their oath to you but it would take extreme circumstances for them to even consider doing so, and they'll certainly never just forget or break their word on accident. This perk doesn't work if the other person had no intention of keeping their word in the first place, but you'll also know immediately if they're being two-faced with you.

Bonus Experience (400 CP)
Adventuring is a much more lethal occupation in Cross Reverie than it is in the MMO and few adventurers live long enough to get anywhere near the level cap. That is, unless they have the kind of insane learning curve that you possess. Much like a particular air-headed elf princess you are a wellspring of natural talent, learning simple skills on your first attempt and absorbing weeks and months of training in a fraction of that time. You'll need a teacher to make the best use of this perk, but once you have one you can level grind like nobody's business, even replicating Shera's feat of becoming an expert fighter with only a few days of intense training.

One Hit Point Left (600 CP)
Few adventurers ever reach the level cap in this world, being content with becoming just strong enough to support their daily lives. Those who dare to make level-grinding their vocation are that much more likely to die an ignominious death at the hands of some impossibly-strong monster or Fallen beast. But you might have just the right combination of luck and skill to be one of those rare few exceptions. You can miraculously survive attacks that should have killed you, like an army-busting spell going off right in your face. Any attack that doesn't kill you instantly won't kill you later either, and things like curses, poisons, blood loss or complications from injuries will never be the death of you, though you'll still be miserable while you're suffering through them. Once per jump, you can also come back from *actual* death.

Tiny But Fierce (600 CP)
Diablo and his OP isekai hero magic might do most of the world-saving these days but this world existed long before him and adventurers have been slaying monsters and demon kings without his help for centuries. Power matters, sure, but when you're hopelessly outmatched it's cleverness and cunning that will see you through to victory. You've mastered this principle, which marks you as either one of the finest adventurers in the realm or an ingenious low level up-and-comer.

By combining different skills and techniques this perk multiplies the effectiveness of your abilities in an offensive or defensive capacity. This may be something as simple as following up a water spell with a lightning spell to take advantage of the added conductivity, or something more ingenious like weakening a foe's armor with a debuff before launching a few pinpoint strikes to take out the supporting components. For each advantage that you add on to the situation in this way the effectiveness of your overall attack is multiplied by a factor of two, stacking up to five times for a maximum bonus of ten times normal effectiveness.

Noble

PR is Everything (100 CP)
Among the nobility reputation is everything: the downfall of many a noble line has begun with sordid rumors of some violated taboo, perhaps an affair or worse a bastard son born out of wedlock. The sullying of one's name can easily lead to one's downfall even in the case of false or fabricated rumors, which is why you've learned to manage how you are perceived by others. So long as you consistently act in a particular manner, you will always be seen in that way by your contemporaries. Even those who dislike you will grudgingly admit to your positive qualities rather than stirring up baseless accusations that run counter to your act. Take care not to publically "break character" or else you will lose this perk's protection for several months.

Noble Bearing (100 CP)
Ever notice how those in higher social standing tend to keep relations close to the same rung of hierarchy? Well, with looks like yours it's something that makes itself a bit more clear. Whether it's the chiseled jawline and pristine musculature of a hulking adonis, or the soft curves and bountiful assets of a winsome debutant, your appearance, presence, and posture are head and shoulders above the rest of the common rabble, and you could easily turn heads even among the supposedly more well-bred members of the upper echelon in this world.

Playing Chess, not Checkers (200 CP)
While many of the nobles are capable strategists or at least decent plotters, you have a knack for these sorts of things that can potentially outstrip them all if put to proper use. You are a consummate planner, but your plans fare best when you leave them lying in wait for your unsuspecting pawns. Your ability to remember and juggle these seemingly trivial events and reactions is already a boon for something as mundane as remembering birthdays, anniversaries, or what foods your current bedmate(s) favor, but you find it much easier to use these little bits of information to nudge people in the direction you want them to go. In this way, you can potentially turn the tides of a war where a lesser noble would simply turn the tide of battle, because not only is the enemy retreating into unfavorable terrain, but you already have a lead on their messenger and may be working on making the general's guard into your loyal turncoat.

Silver Tongue (200 CP)
It seems being born with a silver spoon in your mouth has had its benefits. You are as well spoken as your parents could afford to make you, which is to say, quite outstandingly so. As such, the rigors and political maneuverings of the court are but a paltry challenge to you, and others will find the tales you tell and deals you offer ever more enticing as you learn how best to apply them. Language isn't the only academic pursuit you were made to master, and your skill in finance and some forms of business has been similarly bolstered. While you would never stoop to doing the work of a commoner yourself if it weren't to appeal to your tax paying vassals, you can at least ensure that the tailor you favor won't be caught unawares by a crooked loan shark or the like.

‘Divine’ Providence (400 CP)
Rejoice young man, for you have been chosen by God! Or at least that’s what you like to tell people. The common rabble are a cowardly and superstitious lot you see, and easily swayed by fear of powers they don’t understand. You can mask the source of your abilities and present them as something more than they really are, for instance playing off your talents as a sorcerer and presenting your spells as divine miracles. Those who also possess such skills will know you for a charlatan as soon as they figure out the trick to your skills but those who don’t know any better will hold you in a mix of fear and awe. Just make sure they don’t get a chance to wise up.

Easily-Forgiven (400 CP)
Maybe the heroes are gullible enough to believe you’ve really changed or maybe you have the power of being a waifu on your side but either way people cut you a lot more slack than they really should. Even if you just tried to destroy all of the mortal races by awakening a demon king or openly declared your intentions to rape your sister, as long as you have a sob story or at least *appear* honestly remorseful for your actions they’ll welcome you back into the fold or otherwise give you the benefit of the doubt. *Once*.

Of Two Minds (600 CP)
Perhaps you’ve spent far too long playing the game of politics, or maybe you just learned a few things while sitting on the sidelines. Whatever the case may be, you have mastered the ability to lead a double life, allowing you to hide your true intent to the point that it'd likely only be revealed if you outright professed the truth yourself. If the Roleplayer perk is meant for creating a character and staying in it, this one is more about ensuring that anything you do when not 'on-stage' as that character doesn't get connected back to you by happenstance or even cursory sleuthing.

Fight on to the Last Breath (600 CP)
The amount of loyalty one can inspire in others is downright frightening, sometimes. With this perk those who count themselves among your allies are less likely to question your orders unless directly threatened by them, with those who are more loyal to your cause being steeled so solidly by your words that they could even look Death itself in the eye and hold fast (or at least, far longer than normal). While this alone will not allow you to garner absolute, unflinching loyalty for any suicidal mission you may embark on, it will at least ensure that those who tend to get cold feet in these kinds of situations will be far less likely to break while under your command.

Items

Items from other jumps can be imported into these options for no additional cost.

General

Slave Market (300 CP)

This fine and upstanding business is managed on your behalf by the slave trainer Medios, who joins you as a free follower upon purchase. Medios runs a tight ship and makes a point of ensuring all her slaves are well-cared for and acquired through strictly legal means, which is to say that her merchandise is comprised exclusively of those who *voluntarily* sell themselves to her, usually to escape poverty or crippling debt. Likewise, she's careful to only sell her slaves to customers who've been vetted to be people of good moral standing who won't abuse or mistreat their new servants. How exactly a slave trader turns a profit with these kinds of restrictions might be a mystery to you but whenever she does make a sale it's always top quality goods for big overall profits. Maybe you should just chalk it up to fiat backing.

By itself this business will turn a very nice profit and serve as a reliable source of income for you, but the market's true benefit is less obvious until you progress through your chain. Medios brings the *Cross Reverie* standards of slave trading with her wherever she goes, and while she won't open her business anyplace where slavery is totally illegal she *will* gradually out-compete any rival (she calls them "illegal") slavers who don't adopt her standards of quality and care for their slaves, effectively allowing you to passively shut down more realistic forms of slave trafficking in your area, forcibly converting or replacing them with more humane businesses like this one. If you support her in this venture Medios can expand the business to a national or even global scale given enough time and support, with a corresponding boost to the income she produces for you.

Demon Lord

Nerf Weapon (100 CP)
Sometimes it pays to pull your punches, like when you're a super-powerful demon lord who can insta-gib people with a mean look but you want to take them alive. For times like that there's this, a weapon of your choice with an enchantment of mercy placed on it. Anyone struck by this weapon (or by any spells cast through the item, in the case of magic staves and such things) who would have been killed by it can instead be knocked unconscious or reduced to the equivalent of 1 HP. You can toggle this effect on and off at will if you're not feeling particularly merciful.

Wedding Rings (100 CP)
Why on earth would you need these useless things? They have no stat boosts or special abilities and are really just a way to show off your status as a fuckin' normie to the other players. Or at least that's the way it was in the MMO. In Cross Reverie proper they do have one special quality of allowing two people of mixed races to have kids together (of one race or the other, not hybrids), but what use could that possibly be? It's not like you're about to get a harem of elf and catgirl waifus or anything, right?

Demon King's Regalia (200 CP)
What sort of demon king doesn't rock a badass wardrobe when he's out on the town? Not you, that's for sure. This item is a full set of armor, weapons, and accessories fit for a character of your class and level, so all of it has minor stat-boosting enchantments for your strength, speed, endurance, magical power, and so on. It's all tailored to fit you and has an appearance and general style of your choosing. Three of these pieces of gear also have some greater enchantment on them, for example a cloak that lets you levitate by spending MP, or a sword that throws fireballs when swung. This item can be purchased multiple times, giving you extra outfits to choose from with each purchase.

Medicine Pouch (200 CP)
Don't look at me like that, even demon lords have hobbies. This well-made pouch is full to bursting with potions of several varieties, namely different types of health and mana potions. A well-made health potion restores physical wounds near-instantly and can stabilize a person suffering from life-threatening injuries, while mana potions do exactly what you think they do. Rarer than either type are elixirs, which restore health and mana to full and also cure all status ailments, including terminal or degenerative diseases. This item gives you a regenerating stock of these potions, ten health and mana potions and three elixirs per week. If you happen to have other potions on hand you can also store them in this bag: though they won't regenerate on their own, the bag will protect any potion bottles it holds from ever getting broken accidentally.

Demon Lord's Ring (400 CP)
One of Diablo's signature items, the Demon Lord's Ring was the result of beating a high-level boss faster than any other player in the game. This is either the same ring or a very well-made copy, but regardless of whether it's the result of your game achievements or just a jump fiat cheat item this enchanted ring automatically reflects any spell cast on you back at the caster. However it also reflects *beneficial* magic, preventing you from benefiting from healing spells or buffs while wearing it, even those you cast on yourself. It also won't protect you from spells your enemies cast on themselves, such as buffs or weapon enchantments.

Magimatic Maid (400 CP)
An event item from the MMO, the Magimatic Maid is a high-tech anachronism in the high fantasy world of Cross Reverie. A robot maid of the same model as Rose, she is programmed to serve your every whim and guaranteed to never betray you or join any unforeseen robot uprisings. She has the skill set of a level 150 character but cannot benefit from potions or healing magic (or at least none available in this jump) and must be physically repaired if she suffers battle damage, though she is capable of performing her own repairs unless she is too badly-damaged to continue functioning. She comes equipped with a Magimatic Soul, a pair of massive robot arms and equipped swords that deploy from behind her back like a Stand, but deploying these weapons causes her weight to increase to roughly 44 tons while they're in use, so be careful where you have her use them. In future jumps you can choose to import her as a companion.

The Dungeon (600 CP)
The best players in Cross Reverie gained the ability to build their own dungeons and become raid bosses in their own right. Now, regardless of whether you were a player or not, you've gained the same right: your very own dungeon, populated with monsters and traps and littered with treasure to lure in the greedy and ambitious. Of course it also works perfectly well as a nigh-impenetrable home base. The exact form and layout of the dungeon is up to you; it can be a massive underground lair or a mountaintop castle or something more exotic like a flying airship, but intruders will always need to pass through between 5 and 10 levels of monsters, traps, puzzles and other challenges before reaching the inner sanctum, while you and your minions can come and go as you please.

Demon Lord's Domain (600 CP)
As much as you might call yourself a demon lord many would say that you haven't truly earned the title until you sit on the throne of a kingdom. So naturally you already have one of those too: by conquest or trickery or inheritance you've managed to carve out a small kingdom to call your very own. This land is small and consists of new land rather than the territory of an existing kingdom, but it is both prosperous and easily-defended, about the same size and population as the elven kingdom of Greenwood Forest and with at least one major population center worthy of being a capital city. Your new subjects might be wary of you at first but they'll warm up to you quickly so long as you don't abuse them.

If an elven forest isn't to your liking then you can choose for your kingdom to be something else within reason. Perhaps you rule over a dwarven fortress-city and the surrounding mountains, a land rich in mineral resources and full of natural choke points where invaders could be thwarted by a much smaller force. Naturally your new kingdom comes with a complimentary crown as well as a majordomo follower who will competently and loyally handle the day-to-day affairs of the kingdom while you handle your own business.

Adventurer

Room and Board (100 CP)
It's the odd adventurer who has a house of their own when their lifestyle demands moving around and questing a lot, so most heroes get very familiar with their local inns and taverns. This item is a supply of gold (or whatever the local currency is) that you always have on hand when it's time to pay for temporary food and lodging. Wherever you go you can almost always afford the best temporary lodging and best food that can be found, including any additional expenses like repairs for that hole you blew in the wall while fighting off assassins.

Camping Gear (100 CP)
Adventurers spend a lot of time roughing it in the wild, which is especially dangerous in any world where monsters roam the wilderness. Thankfully you can guarantee yourself peaceful nights and a good night's sleep by making camp with this set of gear, which includes tents, blankets, and everything else you would need to make a decent camp. The campfire itself wards off blood-sucking pests, monsters, and even any bandits or scoundrels who might come across you in your sleep. Even enemies who are actively pursuing you won't be able to find you until morning at the very earliest.

Familiar Binding Crystals (200 CP)
A staple item for summoners, these crystals act like pokeballs for summoned creatures, allowing them to be stored discreetly on your person and carried with you wherever you want. Each crystal can house a single monster and releases that monster by tossing the crystal on the ground. If the summon is defeated or recalled it turns back into a crystal and returns to the summoner's hand automatically. Defeated summons cannot be re-summoned until they've had time to recuperate. This item gives you six such crystals but you can make more in this or future jumps using common magical reagents.

Master-Slave Contract (200 CP)
If you're looking for a quick and easy way to gain instant strength then you've come to the right place. This item is a collar not unlike the ones produced by Slave Magic, but this one must be donned willingly by the wearer to have any effect. By designating another person as the master the magical contract bound to this collar instantly raises the slave's stats and levels to a point where they can become a useful servant to the master. The price for such easy power is high though: the slave is subject to the same control that a master using the Slave Magic perk would have over them, and once the item is used the slave cannot be released until the end of the jump. Lastly, if the master dies (even if by natural causes) then the collar will automatically kill the slave by strangulation before losing its power and becoming inert until the next jump.

Adventurer's Guild (400 CP)
Based out of Faltra, the Adventurer's Guild is the local hub for quests and adventurers looking for paying work. By purchasing this item you gain your own guild that follows you from jump to jump, settling itself in a location of your choice every ten years. It's managed by a free follower similar to Sylvie who acts as guild master and manages the business end of things for you. As the owner you get a cut of the profits but you can also use it as a quest hub like any other adventurer, allowing you to always have a source of paid adventuring work on hand complete with level-appropriate encounters and rewards.

Training Ground (400 CP)
High on a mountaintop far from the rest of the kingdoms lies a training ground home to Graham, the legendary swordmaster, or at least his granddaughter Sasara. This is where players and adventurers of the warrior classes come to learn how to break the first level cap of 99 and go beyond the limits of the six races. The mountaintop that you've come to possess is similar to this training ground but not limited to training warriors; instead, this place attracts powerful monsters and powerful adventurers alike, creating an ideal training ground rich with experience and growth potential. Any training done on this mountain multiplies the trainer's rate of growth threefold and allows for any mundane limits or caps on abilities to be broken.

Divinity Crystal (600 CP)
In ancient times the demon lords were sealed away in a variety of ways, some of them into people who passed the sealed creature down from generation to generation. Divinity Crystals are another way that power of such magnitude can be sealed, using a special ritual to extract a demon lord's remains into an item roughly the size of a baseball. Such items are treasures of unimaginable power, placing the power of a demon lord in one's hands. The crystal you possess now is empty to start but is able to seal and contain creatures of even the most earth-shattering strength, and once sealed their power is yours for the remainder of the jump… unless the crystal should be broken or the power released from it, that is.

City of Adventure (600 CP)
Only the true legends among adventurers grow so powerful that the king makes them a lord and gives them a city to rule over. Much like Chester Galford and Farnis Lamnites you've been named the feudal lord over a large settlement somewhere in the kingdom of Faltras. This fortress city is well-defended against attack both by strong walls and a sizable army of which you have total control, and is a major center of trade in your region of the kingdom. Lastly your city has one major feature that defines it as a location, like the invincible magical barrier around Faltras or a local mining complex where some valuable material like mythril can be found in vast quantities.

Noble

Money Money Money (100 CP)
Regardless of whether it was gotten by illicit means or not, this supply of gold is enough for you to live in luxury in this or other worlds without needing to go adventuring or have one of those… what are they called? Jobs? Yes, those things that your lessers need to have. If you stretch it too far it'll run out (if you want to try buying real estate for instance you may need to take out a loan to pay it all off) but it replenishes itself monthly.

Noble Estate (100 CP)
What sort of noble would you be if you didn't have the inheritance to prove it? This lavish estate is a high-class mansion fitting one of your status and breeding. It comes outfitted with the very latest in conveniences: food stores enchanted to chill themselves, magic lights that you can turn on and off with a gesture, and other arcane equivalents for things players of Cross Reverie would recognize as modern conveniences. The one thing it doesn't have is a staff of servants to keep the place clean but surely someone of your means could easily acquire such a thing?

Death Knell (200 CP)
A powerful curse made of concentrated evil, Death Knell is a curse that manifests as a series of X marks on the victim's body that appear over the course of several days. When the tenth X appears the victim dies. Unlike most curses this one isn't a spell but a physical substance created when people of good moral character are corrupted into sin and debauchery. This substance can then be spread around surreptitiously, for example you might pour it into the water supply...

Hypnosis Flute (200 CP)
A treasure of the elves, this magical instrument is a replica of the one Prince Keera used to try to kidnap Shera. When played it produces arcane music capable of hypnotizing anyone who listens to it for too long, even if the one playing the flute has absolutely no idea what good flute playing even sounds like (its previous user certainly didn't!). Once hypnotized, the subject can be given any orders the flute's bearer desires. However this item can't start to work its magic until the target has listened to it play for about five minutes or so.

Loyal Minions (400 CP)
Good help is so hard to find these days but you've managed to secure some of it for yourself. This item is a small party of eight or so minions whose loyalty you've secured for yourself, whether via gold or personal loyalty or some other means. They might be a squad of paladins from the church or perhaps an adventuring party whose services you've purchased, but whatever they are they're highly skilled at their profession, being level 50-75 in their classes and subclasses and individually stronger than most adventurers who aren't Diablo or his ilk. Your minions count as followers but if you choose to promote them to companions in a future jump they become a group companion taking up only a single slot.

Unhappy Dagger (400 CP)
While this is a formidable weapon compared to more common fair among the blacksmiths of this world, its real purpose isn't on the front lines. Rather, this dagger's worth lies in its ability to contain creatures, similar to a summoning crystal. Within this particular one happens to be a fairly powerful demon ready and willing to do your bidding. While you could simply unleash them now and wreak some havoc, their nature in relation to the weapon would leave the brunt of their

power somewhat stymied. As such, it is best if you find them a new vessel, such as an unsuspecting pawn in whatever machinations you have planned, to serve as their conduit for incarnate mayhem.

While the demon starts as a Follower, you may choose to import them as a full-fledged Companion later and free them from the constraints of this blade. Alternatively or otherwise, you may bind a different entity of suitable power to this weapon to serve the same purpose of the above-described occupant, though anything higher than level 100 will surely be too much for this trinket to handle if they aren't sealed of their own accord.

Corrupt Church (600 CP)
Because it wouldn't be a Japanese fantasy setting if the church wasn't morally bankrupt. This may have been a real religion at one point but now this church and the faith it preaches only serves your purposes. You are effectively a cardinal or arch-bishop or otherwise controlling interest in a fake religion whose scriptures and services lure people into doing whatever you want them to do, whether that's donating their savings to you or acting as your minions in a holy war. Your faithful are pulled from the common people though, so don't expect them to be any good as soldiers or cultists unless you train them yourself. Best of all, once people have converted to your religion it's extremely difficult to make them question their faith: even if they are confronted with direct physical evidence of the church's true nature they'll shrug it off as a test from God or accuse your accusers of being demons or heretics. What a good little flock of sheep they are.

Demon Overlord Cannon (600 CP)
The secret weapon of the revived Demon Lord faction, the Demon Overlord Cannon is an immense magic-powered siege weapon which replicates the effect of a spell cast by Iankaroz, the Demon Lord of the Eye. This spell, the Flames of Ruination, boasts the highest raw attack power of any item or attack in the game, and the cannon fires it as a beam that obliterates everything in front of it. Seriously, don't put anything you want to keep anywhere *near* this thing's firing arc. Even more terrifyingly, this version has the ability to punch through almost any variety of magical defense, and therefore its immense firepower cannot be so easily deflected by a meddling NEET and his overpowered magic ring. The only weakness it has is that the amount of magical power required to fire it is proportionally immense, and gathering and storing that power requires a proportionally long recharge time.

Companions

Old Friends (100 CP)
Want to bring some friends to go adventuring? Use this option to import a single character for 100 CP or up to eight characters for 300 CP. Every imported companion gets an origin, the Character Class perk, and 600 CP to spend on perks and items (but not other companions).

New Friends (100 CP)
Don't have any friends? That's ok, just make some new ones! It's an MMO after all, it's not meant to be a solo experience! For each 100 CP spent on this option you can create a new character to accompany you on your adventure. Their personality and appearance are totally up to you and they receive an origin, the Character Class perk, and a pool of 600 CP to spend on perks and items (but again, *not* other companions).

Canon Friends (Varies)
Want to take Diablo along with you? Maybe you got some pretty slave girls you want to keep? Then this option is for you. Like the above options canon characters receive a pool of 600 CP to spend on perks and items, but their character class options are locked to whatever they were in canon. Naturally this means some characters are worth more than others: Diablo or anyone on his level costs 300 CP, while everyone else costs 100 CP per head. Alternatively, for each extra 100 CP you spend on a character you can give them an extra 200 CP to spend on perks and items.

If you want to take Diablo's entire harem with you be sure to check the scenario option at the end of the jump.

Drawbacks

No Social Skills (+100 CP)
You spent so much time playing games that for the duration of this jump you've lost any knowledge you had of how to socialize with people normally. A perk to roleplay as your character may allow you to circumvent this, but you'll be totally dependent on staying in character for the duration of the jump.

Systemic Disorder (+100 CP)
There's no such thing as a free lunch, Jumper, and your special techniques and abilities aren't an exception to this, it seems. Using any of your abilities costs MP, and using too much MP inflicts mana exhaustion, which sends you into a lethargic depression that lasts until your mana is restored.

Mind Down (+100 CP)
Man, what a drag… You could swear your skills didn't used to be this costly, and it seems that any time you run low on MP, you'll feel it in the form of a bout of lethargy or even depression in some cases. Hope you either have a lot of magic restoratives or some good company, because you're probably going to end up holed up to ride out these bouts of melancholy far more than you'd like.

Martyr (+200 CP)
Like Lumachina you are afflicted with what some call a "blessing" from God: you are totally unable to heal your own wounds or regenerate from injuries using supernatural abilities. Medicine and natural healing will work just fine, but any sort of healing spells or regeneration perks do nothing for you for the duration of this jump. And unlike Lumachina you don't even get any nifty healing powers out of the deal.

All Bark (+200 CP)
Much like a particular group of guild assistants, you've become kind of jumpy, Jumper. Those with a more physically imposing stature will intimidate you far more readily than they should and signs of violence, such as the mere sight of blood, will have you huddling in a corner in short order. You can still go about your lidelife, but it will take considerable effort to overcome things that most would only find mildly frightening and unless pressed into fight or flight circumstances or something similar, standard heroics will be off the table entirely.

Diabolical Follies (+200 CP)
You're living the dream, Jumper. So, why do things feel like they're playing out like some nightmare? Maybe we should start from the top. You see, for whatever romantic affairs you happen to find yourself involved in, there is now a non-zero chance that the situation will develop in such a way that you and your would-be suitor(s) will end up in a way that onlookers may see as quite compromising. Whether they walk in on you 'interrogating' that seemingly chaste maiden, or one of you tripped in your haste to head off on your next quest. Sure, these moments won't be deal breakers in their own right, but too many over too short a time and people can't help but start to attribute a certain reputation to your supposed antics.

Hate Sink (+300 CP)
You know that guy who shows up in every light novel ever who's so obviously stupid-evil that you wonder why he wasn't smothered in the crib? That's you now. Much like some other denizens of this world, you can't help but indulge your more base urges and visceral whims, and are prone to sassing or berating others at little to no provocation. You may even go as far as invading neighboring nations if just to 'obtain a waifu', if it were put nicely, and you can forget about taking 'no' for an answer. Also your face is ridiculously punchable. Good luck making any friends at all when you're the most hateable person in the series.

Challenge 'Accepted' (+300 CP)
Everybody has a sidequest, and you'll be something of a completionist in that regard. Much like the actual canon characters, anybody you associate with long enough has some convoluted events around them that requires your intervention. Your cute catgirl slave is actually the host of a piece of the demon lord, that friendly barkeeper who gives you information on quests every day is in debt to the mob, your companions will wind up getting into various sorts of trouble while you're here, and so on. Failing to intervene in these events will result in very bad things happening to people you care about and/or the world in general. You *could* just avoid everyone for ten years but did you really come to the harem anime jump just to shun all human contact the whole time?

Rise of the True Demon King (+300 CP)
In most timelines Sakamoto Takuma would be summoned to this world and become a great hero to save the world. That is no longer the case. Diablo has been summoned as a cruel and merciless tyrant with all of his power and none of Takuma's kind personality, and he intends to conquer and/or destroy the world just like any other demon king. He now sits at the head of an army of Fallen and aims to break the seals on the pieces of the other demon lords and absorb them into himself to become unstoppable. The one saving grace to this situation is that he *wasn't* summoned by Rem and Shera, and it's still possible to save Rem if you can find her before Diablo does. Obviously if Diablo succeeds in destroying the world you fail your chain.

Scenario: The Demon Lord from Another World

This scenario will have you replace Diablo for the duration of the jump. Your starting location is locked to Starfall Tower, where you'll be summoned to this world by Rem and Shera. Don't worry, they'll find a way to botch the summoning spell and enslave themselves to you even if you don't have the Demon Lord's Ring or some other way to reflect magic spells. Soon the events of the plot will pit you against foes only someone with the power of a demon lord could hope to defeat. Successfully surviving ten years in this jump while the plot is constantly happening to you will give you a 1000 CP stipend to spend on companions to bring with you.

Notes:

Changelog:

1.0: First draft.

1.01: Tweaked Bringer of the Apocalypse

1.1: Major changes to Demon King and Adventurer perk and item trees.

1.11: Tweaks to CP costs and some clarifications on companion options.

2.0 Expanded the items to a double-size tree, added Slave Market and updated Slave Magic.