

Story/Intro: The unsuspecting Akuto Sai will soon learn that he is the current demon king despite wanting to be a priest who will later become the Pope, and a lot will change. The school will be destroyed, demons will swell in numbers, and a war is on the horizon. Keeping your head down for at least the first year and things will generally fix themselves. All of course if you don't pick the Demon King origin below. The best that can be done for you is to wish you good luck, and to give you these 1,000CP (choice points).

Starting Location: Literally falling out of the sky onto the Constant Magick Academy campus, it appears to be the first day of school. You are wearing a school uniform, and have a bag with all the essential things you'd need to get in here.

Origin: Your history in this world upon your arrival despite how you might of actually gotten here. You're either a first or second year. All origins give you the ability to manipulate/direct mana in the environment to cast magic to an at least notable degree. You stay the gender you were upon your arrival, but can change it for 50CP.

Drop-In (Free) **Age:** 16	**+** No memories. No one knows of you. Probably. Especially so if a mage. **-** It's best to come up with a good cover story just to be safe. You'll qualify for the school regardless, but you probably don't know the material.
Standard no memory tampering, no refund, no guff. You will most likely fit in well here if you keep your head down. Your orientation is sure to be strange. It's where a magical bird tells you your future.	
Student (Free) **Age:** 16	**+** You're a popular student for one reason or another. You even have a loyal fan club of admirers. They have headbands and everything. **-** Expect the fans, stalkers, and teachers to have high expectations from you. It's all probably worth it. Probably.
A remarkable student for whatever reason you want, most people seek your affection and time as much as they can. You're probably seen as and called a "Prince", Princess, "King", or "Queen" of the school.	
Surveillance Agent (Free) **Age:** Free Choice	**+** You're an android and possess a myriad of abilities. You have more efficient bodily functions, and only require calories to burn. **-** You must watch Akuto Sai and document him whenever is possible. Your primary weakness is an animal tail of your choice. Smaller is better.

As a Liradan (android) you are in appearance no different than any human with the exception of your tail. If someone were to pull your tail you will shutoff until it is pulled again. You also lose any memories immediately prior or after the event. Generally only losing seconds of information total at most each time. You're not entirely self-sufficient, but require significantly less food and sleep. You'd be fine eating wood. Your actual age can be older or younger by human standards as you're technically artificial life. What the age of your body looks like is likewise up to your discretion. You are not a student, and are instead a sort of secret agent. You may choose to replace Korone, if you'd like.	
Clan Member (Free) **Age:** 16	**+** You're the favorite child of the head of a powerful modern ninja clan. **-** Your honor, your religion, and your family is your life. You have a strict code you have to follow, and others will expect you to adhere to this.
Being the son, daughter, or whatever you happen to be of the head of your family, your words carry weight. Most of your subordinates love you undyingly and are unquestionably loyal to you. You are expected to be an example to others and stay up to practice. Your religion lets you challenge people around here to a dual, and it legally lets you kill them. They could kill you durning this if they can manage it. This causes most to respect you, or at the very least pretend to respect you out of fear.	
Demon King (150CP) **Age:** 16	**+** You are easily more powerful than just about anyone. **-** Almost everyone will try to kill you themselves. Most others will watch, and even those who like you want your body for something or another.
Dropped off at an orphanage while still just a babe, you grew up on the charity of others. You might even already know Akuto Sai. It is said that you will be a great point of conflict in the future, and many will hate you for that. You could try to keep this a secret, but it will be found out by everyone on the first day of school what exactly you're meant to be. That, or whenever you're tested to see what you are, and that will happen at some point. You will otherwise be kicked out of the school, and even then the lesser gods and God will still know there is suppose to be two demon kings to contend with this time.	

Jumper Boons: Boons for a person like yourself. Discounts are always 50%.

Onlooker (100CP) (Free: Drop-In) – So long as you stay out of whatever is going on others are very likely to leave you be. Doing anything more than just watching will cancel this out for a short time.
X of the School (100CP) (Free: Student) – You're easily one of the most attractive and desirable people in the entire school. You very well might be the most attractive. It's so great that you're sure to have actual fans because of this.
Magic Radar (100CP) (Free: Surveillance Agent) – You can sense where others are based on if they have mana. This equals out to a short distance, but can be extended further with adequate training, meditation, and concentration. Also just flat picks up on magical things, and as such will give you a gauge of how magically capable they are.
Prodigious Skill (100CP) (Free: Clan Member) – You naturally excel at some mundane skill. Being considered an expert at the very least, you know very well what you're doing. Should you take this more than once as a Clan Member it will be at a discount. Taken a couple of times and perhaps you're a world-renown idol.
Evil Concealment (100CP) (Free: Demon King) – You naturally conceal your motives well, and have no problem concealing actual evil hidden away in you from all but those specifically looking for it. You are plenty capable of slipping up in extreme cases.

Boon of the Normal (200CP) (Discounted: Drop-In) – There are very few situations with this that you cannot falsify your way out of. Why would they suspect you? You're just so unremarkable.
Genius (200CP) (Discounted: Student) – Easily one of the smartest people in the school, you have no trouble with any of the work given. A photographic-like memory is something you can boast truthfully.
Emotion Sense (200CP) (Discounted: Surveillance Agent) – You are able to sense emotions in a short range around you and tell where they're coming from. This too can be improved like Magic Radar.
Hands-On Teaching (200CP) (Discounted: Clan Member) – Teaching others is something you naturally excel at. You can teach just about anyone that can hold a sword or pen what they need to know if you yourself know it. You may with some rigorous training enable others to use supernatural abilities

like you do. This is all done through firsthand methods. Playing catch with a ball of mana is an effective way to teach someone magic, but a lot of the methods involved such as that will be overtly dangerous.
Shonen Protagonist (200CP) (Discounted: Demon King) – In this world magical aptitude measures the worth of an individual. With this the more well-known and powerful you are comparatively to everyone else the more those you desire will typically desire you. Even if you desire nobody you will still find yourself with plenty of admirers and paramours. Even someone as undesirable as a demon king will end up with a small harem.

Invisibility & Flight Magic (300CP) (Discounted: Drop-In) – You excel at running away and staying hidden. You may turn yourself invisible and or fly around. Your invisibility extends onto anything you're strong enough to carry, and you can fly at a few hundred miles an hour, and doing either doesn't take as much out of you as you'd probably think. If you're pushing what you can carry and or how fast you can fly you will find yourself tiring out comparatively quickly. You can glide on the wind at no cost to yourself.
Demon Beast Taming (300CP) (Discounted: Student) – You can tame and train beasts regular or even demonic to their peak in every possible way given a short time. Simple tricks will take only a couple hours while complex ones taking at most a day. You manage this so quickly using the carrot-and-stick method.
Hammerspace (300CP) (Discounted: Surveillance Agent) – With this you can summon anything from your Warehouse that you're strong enough to lift and that can be effected by teleporting. You may also put it back. You do this by reaching into a sort of portal you create, and bags and pockets helps with this process. This just teleports things about while there.
Physical Magic (300CP) (Discounted: Clan Member) – While some may use their mana to manifest fire or something else you use yours to manifest force. You may with some effort increase the damage you do physically by expending mana. A wooden sword could cut through a metal desk like butter with this. You could adapt this to many things with training. You with even a small gun would be something to truly fear. Perhaps you could turn a shield into a fortress.
Demonic Persuasion (300CP) (Discounted: Demon King) – Bad with words? Monstrous visage? Just kinda lame? Look no further! With this you'll more often than not get what you're trying to get when talking to others so long as you can actually get them to listen to you. This is from a mix of skill in conversing and just general passive magic. Typically things on the more mundane side (this is not complete or directable mind control), and if they already hate you why would they give you the time of day?

Religious Insights (600CP) (Discounted: Drop-In) – With this you gain immense insight into this world and how God works. While you might not be able to create anything close to the reality warping power that it can, AI, Liradan androids, mana collectors, mana cancelers, and most of any tech in this world at the current time with a little studying can effectively be reproduced by you.
Black Magic (600CP) (Discounted: Student) – Dark necromancy, dark arts, and dark spells. Dark. Black magic is illegal in this world but some versions of it are allowed. You are now adept at both of those. You also have near masterful training in alchemy. You could force the dead back to life with just a head and then get them to spill all their secrets to you by making them magically loyal. The sooner you can work your magic on the body the better. Maybe hexing is up your alley? Causing someone enough bad luck that they just explode themself while trying to cast a spell. You can expect the classical witch type stuff from this.
Liradan Luck (600CP) (Discounted: Surveillance Agent) – Having your functionality disabled and having nothing happen to your body let alone the fact that someone actually feels like turning you back on is kind of a big deal. You will no longer have to worry so much about being unconscious or sleeping and something happening to your body if you don't want it to. You're also just strangely out of harm's way. Even if assassins are sent after you they'll half do the job thinking that of course you're going to die. You can also expect a noticeable boost to your luck in general. Things just go better for you than by all rights they should.
Ninjutsu Master (600CP) (Discounted: Clan Member) – Being masterfully trained in the ways of the shadows, you can simply choose to disappear amongst whatever you're around. You could be in the same

room as someone and have them completely unaware of your presence. You won't even be invisible. You're just something of a nonentity. It helps that you can use short range blinks every few seconds to get around undetected. Can teleport anything you're strong enough to carry. Boasting a peak human body regardless of your figure, your raw physical ability is only matched by your talent as a ninja. You are the best there is. Performing surgical levels of precision and accuracy on the fly is second nature to you. If of the Clan Member origin you are the pride of your household.

Demon King's Power (600CP) (Discounted: Demon King) – Arguably the main reason why people fear demon kings. Possessing the most potential of anyone else they have the ability to process immense amounts of mana. This translates outside of this world as much, much deeper mana pools, and to extreme, if unfocused, proficiency in learning magic regardless. A demon king with no previous magical training will at first still have considerable trouble not blowing things up when casting magic, but over the course of a few weeks could manage many different feats from crude telekinesis, mana blasts that leave small craters after impact, shielding things against damage, regenerating a severed arm in seconds, augmenting his body until it's superhuman, making his body take on demonic traits, absorbing mana-based attacks, opening personal portals, and many other general things with enough time. Bending reality, time manipulation, and such things are beyond even you. Think broad in terms of strength, but unspecialized. A demon king for an example cannot fly unless they create wings for themself. Other types of magic allowed for purchase are not something you will be able to do or learn with just this, but even so you will beat out most of them because of sheer jack-of-all-trades proficiency.

Items: Information, equipment, and allies to help you get a foothold. Some are otherwise unacquirable. You might be able to learn how to make them by studying them, if you're into that sort of thing. Discounts are always 50%.

Tomes, Books & Information (50CP) (Free: Drop-In) – Detailing various magics and related things, and how to get started in them. General knowledge about the world included.

PDA (50CP) (Free: Student, Clan Member, Demon King) – A school issued device that allows for other students to keep in touch with the help of telepathy to any other similar devices. Amongst other useful features.

Bag of Tools (50CP) (Free: Surveillance Agent) – Pretty much anything a normal agent in the field would need in an emergency. Holds more than it should. Includes a handgun, various sleuthing tools, a cellphone, a laptop, a credit card to buy things at your employer's expense, and more.

Family Fortune (50CP) (Free: Clan Member) – Your family is very wealthy, and periodically you will receive your due of that while in this world. You won't want for much.

Cool Clothes (50CP) (Free: Demon King) – An impossibly cool set of clothes that is highly resilient to damage. Each purchase doubles the amount received.

Living Armor Platoon (100CP) (Discounted: Drop-In) – Eighty animated suits of armor with weapons, and all of which are several times the size of a man. They can carry out orders, but cannot speak. Any of them that get destroyed will not comeback. Hopefully you've got some place to put them all.

Magic Infused Gun & Bullets (100CP) (Discounted: Student) – Any type of gun enhanced with magic and with a replenishing supply of bullets. A single pistol shot could destroy living armor. The ammo that replenishes can be found in your Warehouse and will stop replenishing if the gun itself gets destroyed. It requires some level of mana expended to fire.

Really Big Cannon (100CP) (Discounted: Surveillance Agent) – A mix between a shoulder mounted cannon and a blunderbuss. Anything put inside can be fired out but by default it comes with a few explosive shells that explode with more force than a rocket propelled grenade.

Weapons & Armor (100CP) (Discounted: Clan Member) – Somewhat modernized ninja equipment and armor personalized to you. Surprisingly resistant to damage, and this is everything you should need to be a classical ninja.

Treasure Map (100CP) (Discounted: Demon King) – A map that it said to lead to a great treasure. Perhaps it is fake? Perhaps it is real? Who knows.

Alchemy Set & Alchemy Tomes (200CP) (Discounted: Drop-In) – An alchemy set that comes with

detailed tomes on charm creation and other such general things. You should be able to create some higher tier things with what you currently have. Love Pills below and its antidote would be included in this, but they are very hard to make. Secondary to the creation and use of a lot of other useful magical things like necromancy. You're going to have to collect all the ingredients yourself.
Unlimited Rice & Rice Wine Supply (200CP) (Discounted: Student) – A rice cooker that when opened up always has fresh rice inside. Comes with a bottle of rice wine that never empties.
Fireproof Cape (200CP) (Discounted: Surveillance Agent) – A blanket that is seemingly immune to magic, fire, and explosions. At best, you might make something out of it. At worst, it would be a pretty gaudy cape.
Dozen Ninja (200CP) (Discounted: Clan Member) – A dozen of your clan that are sworn solely to you and no one else. They're all willing to die on your command. Just one of them could take several normal humans. They do not count as companions.
Lesser Demon Beast (200CP) (Discounted: Demon King) – A once normal creature twisted by magic into a demon beast. This could be something like a puppy that got turned into a snarling altered version of itself that stands taller than a lion. Loyal only to you. Can upgrade a creature brought with you to a similar effect.

Noise Enhancement (300CP) (Discounted: Drop-In) – This will allow you to upgrade one item of yours no bigger than an article of clothing with the ability to produce an extremely loud noise that cancels out, stops from being directed, and drains out nearby magic. The wearer would be immune and so are individuals for a time who are just that proficient. A demon king would almost lose out to this. This itself is magic.
Love Charms (300CP) (Discounted: Student) – Dozens of pills that can make anyone who eats one of them fall in love with the first person they see. This is permanent unless the magic antidote is administered. This comes with the appropriate amount of antidotes. So potent as to work on even demon kings.
Wooden Puppets (300CP) (Discounted: Surveillance Agent) – Several dozen puppets that you can control remotely with magic. You use them as if you were all of them at once. This allows you to move, talk, see through, and cast magic from them. Once destroyed they are no more. By default they look only ever so slightly different from you, but you could change this with surprising ease. They're actually more of mannequins than puppets, but details.
Cyber Ninja Upgrade (300CP) (Discounted: Clan Member) – Part of your face get cut off? Missing an arm or leg? With this you may replace up to two parts of your body with enhanced robotic bits. This could allow for night vision, infrared sight, super strength in both of your arms, or something different. Feel free to get creative with this as the rules seem fast and loose. One of the guys seen got his head cut in third and then was replaced with this.
Greater Demon Beast (300CP) (Discounted: Demon King) – As the already mentioned except this version being the apparent apex of what they can turn into. That puppy mentioned before? It's now as big as a couple of houses and taking tank fire like they're rubber bands. Once again, this can be used on a creature you brought here with you. Still loyal only to you. Taking this and Lesser Demon Beast on the same poor creature will make it the size of a skyscraper.

Mana Collector & Mana Canceler Schematics (600CP) (Discounted: Drop-In) – As the name. Detailing how to make a device that rends mana-based creatures and objects like a sword through the air. These will consume considerable amounts of energy draining even nuclear fusion batteries in a single strenuous combat session. Includes the passive area draining, and weaponized forms. Perhaps you can figure out a way to make this run on mana so that it never shuts off. Maybe even create a big enough device that it destroys all magic altogether.
BRAVE (600CP) (Discounted: Student) – A semi-sentient nuclear fusion wrist gadget that transforms into a super suit with a high frequency blade on the right hand and monomolecular cutter on the left hand. It has six laser muzzles on its back and can fire high temperature plasma balls from its hands. The wearer will experience peak human physical abilities while it is activated. Other features include its ability of omnidirectional flight at roughly two-hundred miles an hour, and its mana canceler/anti demon king mode which drains magic in the area around it and or on impact with magical things. It is equal to

steel defensively, but can produce a shield of the same strength and projects a more broad shield of what is assumed to be magical energy on itself capable of defending against even demons, and needs only a brief period under the sun to keep charged. As a last resort it can set itself off with the same impact as a nuclear bomb.

Genkaku (600CP) (Discounted: Surveillance Agent) – An enormous flagship with enough firepower to level a mountain. It's big enough for a dragon to land on, so that's saying something. Probably over a dozen of them comfortably. It is luxuriously designed.

Ancient Sword (600CP) (Discounted: Clan Member) – An old sword that can cut through almost anything like it's not even there, but certainly anything from this world, short of dimensions. Yours won't give you any trouble when you try to draw it, but others will not be able to wield its power or draw it no matter what. It's practically indestructible.

Demon King's Estate (600CP) (Discounted: Demon King) – A version of the previous demon king's underground estate hidden away not far from the school. You get two versions of this. The one in world and the one that attaches to your Warehouse. Neither is destroyed like the one shown, and is instead in a pristine state. It is monstrous in size, comes with a hot spring that keeps itself, a graveyard, and other things. The throne corridor/room has a ceiling that is so high and the area itself is so big that longways you can't see the other side through the oppressive darkness even when lit. Big enough that a dragon would not find it claustrophobic. It's truly grand in size, and most would mistake it for a maze.

Companions: Allies to help you survive in this crazy world. Companions cannot take further companions, or drawbacks. Some of these are more unique than others, but all are unique is someway. Discounts are always 50%.

The Demon King's Cult (100CP) – A group of eight people who follow you despite yourself. They have an origin (the exception being Demon King), their free origin perk, their free item, their 100CP item, and 100CP to spend.

Friends of the Maō (100CP) – You may designate eight people already here to be companions, create eight custom companions, or split the difference. Their relation and personality is also up to you. They could be your justice-loving rival, your unwavering adopted sibling, or a member of your harem. Wank it out. They have an origin (the exception being Demon King), their free origin perk, their free item, their 100CP item, and 100CP to spend. Those that you designate as companions must ultimately want to come with you to be able to leave with you. You could befriend them, mind control, or whatever you'd rather. They do not get the boons as everyone else.

Not-So-Secret Agent (100CP) (Discounted: Demon King) – You'll be getting one of these regardless if you take this here if you're a Demon King. This one will just be more on your side is all. Anyone else who takes this will be put into a similar situation where shenanigans are sure to ensue. Especially if they find out who you are. Will try to get information from you, and will probably try to seduce you to this end. Is just generally bad at their job, and is secretly rooting for you. Demon Kings are also likely under the jurisdiction of Korone, but it depends what you wank. They have the Survaliance Agent origin, all of their perks, their free item, and their 100CP item. Korone would have those things if you decide to pick her.

Dragon (300CP) (Discounted: Demon King) – A great big dragon that can help a demon king hack God. Surprisingly witty and comes with a ridiculous name. Just two of its fingers are as large as a man, and it's body size is the length of several buses. Its hide can repel most modern large weapons fire in addition to some strong magic attacks. Instead of fire it is capable of shooting tactical missiles, and the horn on its nose is actually a drill. You may pick Peterhausen, if you'd like. Perhaps you get to him first.

Drawbacks: 600CP is the maximum allowed. You can have that from any number of these. They will all be removed in ten years, or if you happen to die. Perks are only so helpful with them.

Weird (+100CP) – You're just different enough to be constantly noticed in a bad way. Maybe it's the hair? Expect trouble.

Unpopular (+100CP) – You're just an everyman in the crowd. If you do something truly crazy like kill Akuto Sai after he's been ousted as the demon king this might be able to be removed.

Sensitive Tail (+100CP) – Your tail is exceptionally easy to trigger and might very well just get stuck on something until someone unsticks you. Everyone else just becomes ticklish, and are now much more prone to being knocked out.
Arranged Marriage (+100CP) – Turns out that some ninja family wants you to marry one of their members and that they're not going to take no for an answer. God help you if you make them cry.
Rumors (+100CP) – Sometimes hilarious but unfounded rumors will be spread around and you're the butt of them. They'll be mostly harmless but ridiculous. They will hurt your reputation though because many people will believe them.

Unlucky (+200CP) – Girls falling out of the sky and landing on you, dealing with monsters out of nowhere, and stuff like the teacher misplaced your classwork so you have to redo it. Terrible stuff. Expect to have physical confrontations break out due to simple misunderstandings.
Airhead (+200CP) – You're not the smartest kid in the class. You can expect to have difficulty with learning new things, and you're just not very wise. You don't seem to be as bothered with this as you otherwise might. Ignorance is bliss.
Extreme Stoicism (+200CP) – It's not that you can't smile, laugh, or cry, you just never find yourself doing any of that. It would take something truly unique to get some emotion out of you. Your senses have been dulled appropriately. People will think you're weird, and most people will try to avoid you.
Demon Beast Marked (+200CP) – You've been marked by a demon beast and now suffer terrible pain and a potentially fatal illness if around enough significant amounts of mana for too long. You won't just kill yourself, but your own magic will if you use it.
Mantle of the Demon King (+200CP) – Your appearance is close to that of the previous demon king. While you may look like a brutish demon you will still keep your general appearance. It's kind of cool in its own way, but now most people are going to try and kill you just because of how you look.

Mister X Syndrome (+300CP) – You look uncanny, and are kind of a perverted freak. Nothing short of hiding your face will help with the former. You could probably hold that perversion at bay with enough willpower, but you'll cave if there is an opportunity too good to pass. Don't expect any romance or much positive attention while here, and that's just if you can control yourself.
Failure (+300CP) – You won't be learning anything in your time here. You won't forget anything, but skills, magic, and the like are now out of your reach. You have a one-track mind at the best of times.
Termination (+300CP) – You now have a kill switch, and the closest equivalent to your boss knows this very well. Fortunately, only they know of it, but if they see you coming that's all it will take to kill you. You will have to do what they say, or else. They won't be particularly strict, but you're going to be expected to jump when told to jump, and you're likely going to end up having to kill a number of people while having no qualms with it. At least it will be interesting.
Rival House (+300CP) – You now have another clan after your head. They will be relentless and will secretly try to undermine you at every turn. You do however likely know who they are, and what you have to do to get them to stop. Namely, killing them. Being assassinated is really what you have to look out for, and they have at least one weapon that can pass straight through any of your defenses. That weapon won't work for you or anyone else not apart of this drawback. No wanking this for a super weapon.
Hated (+300CP) – Simply put, people don't like or trust you. Many even want to kill you, and there are plenty that don't need an excuse. Others may not want to kill you but they won't try and stop others from trying to. With some exceptional effort you could get some people to change their minds. Though that exceptional effort mentioned is going to have to be on the level of reality warping to work. Even then, it's only going to be an individual or two that could be persuaded through such means. The Demon King origin doesn't have this by default, but will later effectively acquire if people find out who you are. Companions are unaffected.

Endgame: You manage to survive ten years? How about that! Time to decide where to go.

Another Extra Daimaou (Stay) – Perhaps this place can contain two demon kings? So you will see.
Sunday Best (Go Home) – You go back to the place where it all began. Will you be welcome?

Kill God (Move On) – You have something you must do that drives you forward. Maybe even God...

Notes: Information and rules for the curious and or ignorant. Clarifies most if not everything to know.

- God is a computer in this world who was created to serve the will of and is tended to by lesser "gods". It is a system of algorithms. It dictates how much mana is assigned to various individuals. Amongst other things. Even a demon king's mana is somewhat limited this way. This "somewhat" is the only reason a demon king can stand against it. That, and they have yet to figure out how to perfectly program a demon king. A demon king is a man-demon thing and not a machine, to clarify. These limiters can be removed, but it is very dangerous to do so, and while removing it unlocks your max potential output it will also likely destroy your body if it does not kill you outright. Especially in the case of the latter if you're not a Demon King.
- Destroying God will not rid you of your magic or the limit placed upon you. Neither will it destroy the world. Keep in mind that this thing is capable of reality warping, and that without being a Demon King with the Dragon option to engage it your best bet is to just live and let live. The most that you're going to be pulling off is if you're a Demon King and manage to hack it out of existence with your Dragon, and that will still be a fight which will put your life on the line. The former is fiat.
- Technology in this world varies to things like the BRAVE (which is from the future), to modern technology, and everything in-between. A sort of magic technology exists as well but it is very uncommon or at least seemingly less so.
- Greater demon beasts or large groups of lesser demon beasts can devour mana in a given area or just effect a small area making magic casting impossible. Demon beasts are regular creatures effected by large amounts of mana which instead of killing them gave them powers. People too can be effected this way, taking on various forms or inhuman traits. The chance of a human living through such a process is slim to none at the best of times.
- Being a Demon King means you take in passively and exude copious amounts of mana when using magic or large amounts even still without. See the above note. Things should be fine around you so long as you keep a lid on it most of the time. You will eventually hit a point while here regardless in which you're creating armies of demons left and right. This process will be quicker or slower depending on how much mana you use. It'll take less than a year if you use it sparingly. You won't leak like this once your time here is up, and it is up to you whether things suffer from mutation then. Perhaps you already have some manner to deal with this, but Peterhausen fixes it for Akuto Sai when he hacks God. That may or may not effect you. He's a nice enough guy, and he'd probably do you that favor if you helped him kill God.