

HATARAKU MAOU-SAMA!-0

Jumpchain CYOA

By Maouanon

Introduction

The continent that lies on the ocean of Ignora consisting of a large central island with four other islands to the south, north, east and west, watched over by the gods, is Ente Isla.

There is one whose name alone strikes fear into the hearts of all who live on Ente Isla:

Demon King Satan

This is the story of his rise to power, leading up to him declaring war against the human world with his four mighty generals Adramelech, Lucifer, Alsiel, and Malacoda.

Upon the Red Moon of Ente Isla lies the Demon World. A scarlet wasteland filled with fear and despair, where the weak live knowing that at any moment a stray demon may come and slaughter them all, where only a minority of clans even use or know of "Words". This is a world that has never known peace ever since the Ancient Demon King Satan, in truth, Sataniel tried and failed to conquer Heaven. Nowadays filled with various ambitious tribes who have long forgotten most of their ancient history and culture, all fighting for power, territory and resources in a mad scramble for survival.

You arrive just as the young goblin-level demon Satan Jacob starts his friendship with the Fallen Angel Lucifer.

You are to be here for ten years or if you so choose, until the conquest of the demon world is finished and a unified ruler is chosen. You may have 1000CP to assist in your survival.

Your age is now 2d10x10 and your gender stays the same as your last jump. You may change either of them for 50CP each.

Clan

Choose the demon clan you would be born into.

Any Clan and Origin may be chosen and used as a Drop-In option.

Black Goat - Free

-The Black Goat tribe, with their black, demonic goat legs, gigantic wings, imposing horns and physique, the Ente Islans think they are the greatest and strongest of all demons, for the Demon King Satan is one of them. In reality they are a pitiful people with the strength of the average Ente Islan peasant and the

occasional rare member with wings capable of flight. They were wiped out to the last by a musclebrained demon incapable of magic, a member of the One-Eyed Tattooed Demon clan.

You are now one of its only two survivors alongside Satan Jacob, the future Demon King who would unify the Demon World and later, invade Ente Isla. You may choose to be born with wings.

Pahalo Denino - 100CP

-The Pahalo Denino are a clan of anthromorphized birds capable of flight, and not much else. Their physical strength is about equal to the Black Goat clan. They have a special characteristic that shrinks and changes them to regular birds once they lose a large amount of Demonic Magic. The clan only has a head count of about 2000, of which those with enough capability to be classified as warriors only consists of a quarter of the group, about 500 of them.

Their current leader and strongest member is the elderly Demon Bird General Camio, who in the future would become the Demon Minister and Deputy Demon King in Satan's absence.

Ashen Horn - 200CP

-The Ashen Horn are a clan with enormous and highly muscular bodies, deep gray beards, and the head, fur and legs of a bull, not unlike the minotaur. They are a large clan whose strength is their pride. Furthermore their population is at least double that of the Pahalo Denino clan, also contrary to their tough appearance, they are a tribe of warriors skilled in precision magic.

Their current leader is Adramelech, an honourable demon who would, in the near future become Satan's most loyal subordinate and stay as such for a very long time.

Iron Scorpion - 200CP

-The Iron Scorpions, while not as strong as the Ashen Horn have a stronger defense due to the black armour that is their skin. They also have a split ended long spiky tail that boosts their attack ability in ways that cannot be underestimated. They currently number around 20000 and their specialization in magic is telekinesis and defensive magic. They are currently the only clan in the entire Demon World who would retreat when it proves better to do so and fights much like how human nations fought over nations and not like an almost mindless horde of monsters.

Their current leader is the ambitious Alciel, who would in time become an unparalleled strategist with a truly impenetrable defense, but for now he is young and uneducated.

Malebranche – 200CP

-The Malebranche are what you would expect demons to look like, with inhumanly shaped humanoid bodies, large straight horns, giant bat wings and long, sharp claws on all four limbs. They are a mostly magic focused clan, specializing in Necromancy, Illusions, flight and later, Psychological warfare. The Malebranche are currently the largest clan in the entire Demon World.

Their current leader is the mighty Malacoda, who is praised to be a great demon who came closest to the Ancient Demon King.

Fallen Angel – 200CP/Free

-You are instead of a Demon, a member of the immortal Angel species, specifically a Second generation Angel born after the destruction of the Angel's homeworld and subsequent travel to Ente Isla. Your generations distinguishing features are your purple eyes and purple hair in comparison to the first generations red eyes and silver hair. For some reason or another you have decided to leave Heaven for the Demon World alongside Lucifer and have been declared Fallen. You now primarily subsist off of Demonic Magic instead of Holy Magic and your wings are now darkened.

Instead of paying 200CP you may instead become a member of the Heavenly Regiment. They look like ordinary Ente Islans with wings and indeed are as powerful as ordinary Ente Islans, albeit with the ability to fly. These are the weakest angels, not even considered true Angels. They are primarily used as a labor force in heaven and in battle cannon fodder by high ranking Angels.

You, like most of them were most likely an impoverished war orphan or a tortured slave recruited to their ranks for your faith in the church.

Origins

Choose the background you would have in this world.

Conqueror

-From the moment of your birth you've had an ambitious dream. To kill and coerce your way to ultimate power and indeed, being taught about tactics, strategy, nations and the humans and more has only inflamed your ambition. You have a desire to see all demons under your rule.

Tribe Leader

-You have come to control a tribe of your own to lead through sheer power and fighting prowess. All you wish is to see your tribe and yourself live to die of old age, whenever that may be, through whatever means possible, whether that be to kill off all other clans or to defend yourself from all others for nigh eternity.

Vagabond

-You are a stray without any loyalties going around doing whatever you want, whenever you want. While your kind is always either killed or recruited, you are strong enough that most smaller clans would get slaughtered by you and bigger clans are unwilling to risk the casualties it would cause to kill you off, and so you are left alone.

Location

Roll 1d7 for your starting location. You may pay 50CP to change to a location of your choosing.

1. Boulder Wastelands – (Free for Black Goat and Pahalo Denino)

-The Boulder Wastelands where Camio and his Tribe, alongside whatever vagrant demons they recruit, currently live surrounded on all sides by various vagrant demons and tribes of varying power and ambition. They have survived to this day only thanks to Camio's experience and Satan's cunning tactics. Though the status quo is unlikely to last as it is quickly emptying out thanks to the Ashen Horn and Iron Scorpions.

2. Ashen Horn Tribe – (Free for Ashen Horn)

-Bordering the Boulder Wastelands to its west is the Ashen Horn tribe. A place full of dangerous steep mountains which look like they raise up into the sky filled with countless caves opened up in it exists there. This is the stone city of the Ashen Horn whose caves served as windows, not to see the scenery outside, but for alerts to attack from external enemies. If you're an outside clan member, I suggest you hide and run away quickly before the countless arrows, spears and demonic magic orbs start flying.

3. Iron Scorpion Tribe – (Free for Iron Scorpion)

-Bordering the Boulder Wastelands to its east is the Iron Scorpion tribe, a quite arrogant and ambitious people and the biggest in terms of population of the tribes around the Boulder Wastelands. They are currently feuding with the other strongest tribe around, the Ashen Horn and in the future would have taken their mountainous city as their own.

4. Sand Dunes – (Free for Fallen Angel)

-The Sand Dunes are a sandy wasteland located in the north side of the Boulder Wastelands and Lucifer makes his residence here currently. Because of that the entire Boulder Wastelands are considered empty space.

5. Malebranche Tribe – (Free for Malebranche)

-Located far to the south of the Boulder Wastelands the Malebranche tribe are indeed the biggest and strongest tribe that currently exists in the Demon world. They are situated on the way to Satanasarc from the Boulder Wastelands, which is mostly why Satan goes after them next after recruiting the Iron Scorpions.

6. Satanasarc

-The only true ancient city in the demon world, it was the abode of the ancient demon king in times long past. In time this place would become the capital of the demon world after Satan has unified it under his rule. It currently exists beyond the Malebranche's lands and would be Satan's goal after he has united the Ashen Horns and Iron Scorpions under his rule alongside various small tribes.

In truth this is actually the Satan's Ark, a shelter Sataniel made for the angels and demons that sided with him in his war against Heaven.

7. Free choice – Congratulations! You may choose to go anywhere you please as long as it's in the Demon World.

Perks

Education and Intelligence – 100CP, Free for Conquerors

-You have a basic education in everything from math, science and literature to ruling to some basic knowledge about the demon world and enough innate cunning and intelligence to use that basic education to win against far stronger opponents. You may even eventually conquer the world, excepting any unexpected variables.

Hard work – 200CP, Discounted for Conquerors

-While you were born a talentless goblin class with no special strength to speak of, you *were* born with massive potential and patience to endure and do things that would drive most men insane. You have the potential and patience to work your way up from goblin to demon king bit by bit whether it takes 10 or 200 years, you could wait as long as is needed.

Learning through sight – 400CP, Discounted for Conquerors

-You have the capability to learn other peoples magic at its most basic level, just through observation. You could for example, in your very first fight with an Ashen Horn and your first time seeing Ice magic, be able to create small ice projectiles and a small ice sword, although they would be weaker than the Ashen Horns Ice creations.

Charisma of the Unifier – 600CP, Discounted for Conquerors

-As long as you are able to decisively defeat either the enemy army or its commander, you are able to force them to serve you and become your army. They would serve you reluctantly but will still give their all, until either you earn their complete loyalty or they believe they can take you and yours out with relatively low casualties.

Experience – 100CP, Free for Tribe Leaders

-Thanks to your age and experience you have knowledge and familiarity with most of the demon world and experience with various weapons. From knowing which ancient legends are actually true to who is capable of what magic and so and so forth.

Idea Link – 200CP, Discounted for Tribe Leaders

You have learnt the spell Idea Link to try and be a better leader, which allows you to understand and speak all demonic languages.

Post Jump it may allow you to understand and speak any demi-human and demonic languages as all demons in this world are descended from animal, human hybrid science experiment.

Clan Magic Mastery – 400CP, Discounted for Tribe Leaders

-You have mastered a type of magic corresponding to your clan.

Further purchases allow you to choose whichever one you want. Pahalo Denino and Black Goats receive mastery of a weapon type of your choosing for their 1st purchase.

Ice Creation for the Ashen Horn that would allow you to create and control ice in various ways, including but not limited to weapons, armour and flying projectiles.

Telekinesis for the Iron Scorpions that exactly as it sounds like, allows you to telekinetically control various things including throwing gigantic boulders at your enemies.

Necromancy for the Malebranche, which allows you to control the bodies of the dead and use them as your soldiers.

And lastly Purple Heat Rays for the Fallen Angels, that allow you to create heat rays hot enough to burn through the armour of the average Iron Scorpion.

The strength of your magic depends on the quantity of your demonic magic, which allows you to create stronger ice, move bigger and more things and so on.

To teach or to be taught – 600CP, Discounted for Tribe Leaders

-While you yourself may not be as talented or as hard working as others you have the capability to teach any talentless student of yours to become world class in a skillset you're only average in with enough time. For example you could teach a talented student to become an unparalleled strategist even though you have middling knowledge of strategy and a talentless student to become someone who could threaten the previous student on a good day. Who knows what could happen if you taught a talented student a skill you've mastered to the fullest?

Alternatively you may take this perk as vice versa and become a student of exceptional talent who could become unparalleled with enough time.

You may take this perk twice for one of each effect.

Street smarts – 100CP, Free for Vagabonds

To have survived this long without being recruited or killed speaks highly of your abilities from your magical prowess to your survival instincts, and indeed you have very exceptional survival instincts, able to sniff out any traps and ambushes the enemy may plant for you and to turn it on them in return.

Recruitment potential – 200CP, Discounted for Vagabonds

No matter how unpleasant your personality or demeanor is, as long as you're even slightly useful, others would go out of their way to try and recruit you. Often accepting most of your demands in return for your loyalty.

Betrayal – 400CP, Discounted for Vagabonds

-No matter how many times you betray people, as long as you haven't done anything too heinous, or betrayed them for a reason they believe is good enough, they will always accept you back and forgive you.

A reason as small as you just feeling unsatisfied with them to a reason as big as the very foundation of your alliance is good enough.

Powered by holy – 600CP, Free for Fallen Angels, Discounted for Vagabonds

-You have the capability to take sustenance from and are powered by Holy magic just like all angels. While you may only use one of them at a time you can switch freely between them, provided you have enough energy of either type, with no negative side effects. Alternatively you may be powered by any other type of magic of your choosing.

If you're an angel, your wings change color to suit the magic type you're powered by.

Strong Memory – Free for all

-Like all demons, you have the capability to retain and remember information and memories from several millennia ago, let alone centuries.

Items

Tribal Clothing – 50CP

-You may choose to have tribal clothing of a design of your choice. It grants resistance to any temperature. You may import a clothing of your choice into this if you so choose.

Simple weapons – 100CP

-A simple weapon of a type and design of your choosing, made from steel.

Simple armour – 100CP

-A full set of armour of a type and design of your choosing, made from steel.

Yesod Fragment – 400CP

-You have been given a beautiful violet crescent shaped crystal by a mysterious silver haired woman passing by who told you to plant the seed and nurture it if you wish to learn more about the world.

This is a fragment of the Yesod Sephirot that was stolen away and fractured, scattered across the Demon World, Ente Isla and even Earth. Once you plant this it would go from a small crystal to a tree and eventually to a small girl who would consider you and the Archangel Lailah and anyone who feels like her, her parents. By default she would start off looking and acting like a toddler but you may choose her physical and mental age and even her relationship to yourself. The Yesod fragments true age is

unrelated to their physical and mental age as the toddler looking Alas=Ramus was the older sister to the 14 year old looking Acies=Ara.

While this one isn't planted and is on your person, it may once a year protect you from any attack that would instantly kill you.

Once this one has bloomed, you are guaranteed to become her "Yadogiri", a type of partner, and your strength would increase by a magnitude although you would lose her protection. For example it could make an ordinary human equal the future hero Emilia Justinia during the Ente Islan war or take someone of Demon King Satan's level to double his power.

Companions

Import – 50CP

-Anyone you Import will get a CP budget of 600 to spend on clans, perks and items.

Mentor – 50CP

-One of the very few elderly, veteran demons, a demon who in their prime had been expected to lead his tribe to greatness, has decided to become a sort of mentor for you, to teach you the combat skills and wisdom they have accumulated in their long eventful life.

They have the Tribe Leader origin and 600CP to spend.

Subordinate – 100CP

-A stray demon that has sworn loyalty to you, while they may be somewhat untrustworthy they consider you a valuable friend and a great leader. Whatever your goal may be, they will go through hell and back for you.

They have the Vagabond origin and 600 CP to spend.

1st generation angel, Lailah, Inheritor of Satan's will – 200CP

-This Angel that had set up most of everything that would happen in the future is Lailah, who would have gone on to give birth to Nord Justinia's child Emilia Justinia and gifted him with Acies=Ara, a fragment of Yesod, who already has taught Satan Jacob most of everything he knows including but not limited to math, language, tactics, cunning, ruling, Ente Islans, angels and maybe even the Earth and gifted him with Alas=Ramus before leaving.

She is currently setting things up and cultivating strong individuals so that in the future she may free the Tree of Life and the Ente Islans from the tyranny of the angels who are stymying the technological development of Ente Isla and have been for centuries.

With this she has decided that personally staying with you will be the greatest chance she has to achieve her goals.

Canon character export – 50CP

-If you can convince them to come with you, you may take them along with you on your chain.

Scenario

You may take any number of scenarios you wish to attempt alongside the regular jump, all scenarios take place in alternate worlds.

Do you believe in fate?

You are Satan Jacob, descendant and survivor of one of the weakest clans in the Demon world.

Instead of starting where you would have, you start as Satan Jacob just as he parts with the angel Lailah to fulfill his ambition to conquer all of the Demon World for himself as “Demon King Satan” using his very own “Demon King Army”.

You will only be allowed to leave when you have conquered the Demon World before 200 years are up and have fulfilled several objectives by then.

The first is to have Camio acknowledge you as his successor and give control of the Pahalo Denino to you.

The second is to have recruited the vagrant demon Lucifer, retrieved him back if he betrayed you and to have truly become friends with him.

The third is to have defeated Adramelech in single combat and proven to him that you are a worthy successor to the Demon Bird General.

The fourth is to have defeated the Iron Scorpion army with few casualties, forced them into serving you and to have secured their loyalties by the time you finish.

The fifth is to have obtained a massive army filled with demons from more than five different clans rivaling the Malebranche by the time you get to them.

The sixth and last is to have made the Malebranche so loyal to you that getting their greatest leader along with massive amounts of their members killed, and claiming a human civilian and church inquisition assassin are replacements for Malacoda would do negligible damage.

Your reward for fulfilling these objectives would be the right to take the entire Red Moon and its contents including people along with you on the chain and a fragment of Yesod, which may be Alas=Ramus. You may not import the people as companions.

Manifest Destiny.

You are Alciel, leader of the most noble clan of Iron Scorpion, destined to rule the world.

You start just as the leader of the Ashen Horn, Adramelech swear his loyalty to the Demon Bird Generals Representative Satan Jacob.

You will only be allowed to leave once you have slaughtered and enslaved all other demonic clans in the demon world and the Iron Scorpions rule the world as sovereigns, with the name of Alciel being known as their sole ruler to all who live.

Your reward for completing this scenario would be the right to take the Iron Scorpions as either group companions or followers, and 200CP.

History repeats.

You are an angel of heaven who has become increasingly disgusted with Heaven's attitude and actions.

In 200 years you are to unite the Demon World under a single ruler by any means necessary and to collect the Ancient Treasures of Satan scattered across the Demon World and even Ente Isla, whatever they may be and wherever they may be, and to collect all fragments of Yesod from wherever they may be in preparation.

Once you have done that you are to invade Heaven, bypassing any method they may use to halt your passage to heaven and kill or convince their leader Ignora to surrender, which even her husband could not. Once you have done that, reunited the tree of life and stopped Ente Isla from being dependent on the Angels therefore letting them develop technologically, you may leave.

Your reward for completing this scenario is the right to take the Blue Moon of Ente Isla, Heaven, along with you on your chain, the technology of the Angels, a guarantee that your magic shall not go away once the Tree of Life is free and reunited, and 600CP.

Drawbacks

Replace +0CP

-If you so choose, you may choose to either replace or become a canon character of your choosing that is currently in the Demon World.

Weakness to Holy Light – Mandatory for non-Fallen Angels unless you have the Powered by Holy perk.

-You have a weakness to holy energy ranging from absolutely lethal to just slightly unsettling, depending on your power level.

This goes away post-jump.

More common than rocks +50CP

-The name Satan is more common than the rocks on the ground in the Demon World and with this your name may either be Satan or alternatively also as common as the name Satan.

Boredom +100/200CP

-With this you feel an intense boredom whenever you aren't seeing or doing new and interesting stuff that you would in turn get bored of forevermore.

For 100CP more you can instead have it so that your boredom can only be quenched temporarily by slaughtering others.

Family slaughtered +100/200CP

-Although normally demons would shrug off the trauma of witnessing their parent be killed right in front of them in this day and age with no problem, you seem to have failed and gone into a deep depression. Only getting revenge for your family by killing their killer would alleviate this trauma.

For 100CP more the killer is already dead by another's hands and you are stuck with the depression. You killing the one who killed the killer is not going to help.

Hatred +200CP

-You absolutely hate and are hated in turn by the entirety of a demon clan of your choosing, from the lowly goblin clan to the mighty Malebranche. You would never, willingly or not, work together and would in fact always try to kill each other any time you meet.

You may take this drawback multiple times.

Resource Depletion +400CP

-Although it would have only started depleting in 200 years, that is, once Satan has unified the Demon World and finish depleting in 500 years after that, the Demonic Energy accumulated from all the fear and despair of the demons over the years

Hunted by Heaven +400CP

-True or not, Heaven believes you are in possession of a fragment of Yesod and can not be persuaded otherwise. They shall pursue you no matter where you run and will send increasingly stronger angels after you, all the way up to Ignora, never stopping until you either die or, if you really do have a fragment of Yesod, they retrieve the fragment. If they retrieve it unless you get it back in 24 hours, you chainfail and are sent home.

Hated by all +600CP

-For some reason or another The Demon World unified under the rule of the Demon King Satan and the Ancient Demon King Sataniel alongside Heaven led by Ignora absolutely hate your guts and have teamed up to try and kill you, once and for all.

Ending

The end of your time upon this moon has come. It is time to make your choice.

Go home

If you believe your time among these demons has tired you out and that you would like to go back, then best of luck to your life back home.

Stay here

If you believe you have found your place among the worlds, then best of luck to your life among demons. Who knows, you might even get to invade Ente Isla.

Continue on

If you believe you have stuff still yet to do and places yet to explore, then best of luck to your journey across worlds.

Notes

Tribe Leader and Vagabond are relatively the same in terms of power while Conqueror is weaker but has more potential.

Angels are Immortal in the sense that they never age. Demons are on the other hand, Nigh-Immortal, with only someone living to a millennia showing signs of aging.

In canon the demon world has no currency and will keep having no currency until Maou comes back from Earth.

If you're wondering why the Angel scenario gives you more rewards in comparison to the others, it's because at most you'd have 3 or 4 Yesod fragments and Medieval-ish technology while Heaven has the entire rest of the Tree of Life, alongside space age tech.

Magic in this world is the result of the angels messing about with the tree of life and a sign that sometime in the future, all humans would be wiped out as a result of the natural order being messed with.

Until it comes out in the LN and gets translated you're going to have to fanwank whatever their tech base is.

Changelog v1.0 – Ruled tentatively finished after a few revisions. All that's left is to wait for feedback and Volume O-II to get translated.

V1.1 – Iron scorpion text fixed to specify group companions and allow the option to take them as followers. Added missing text to Lailah