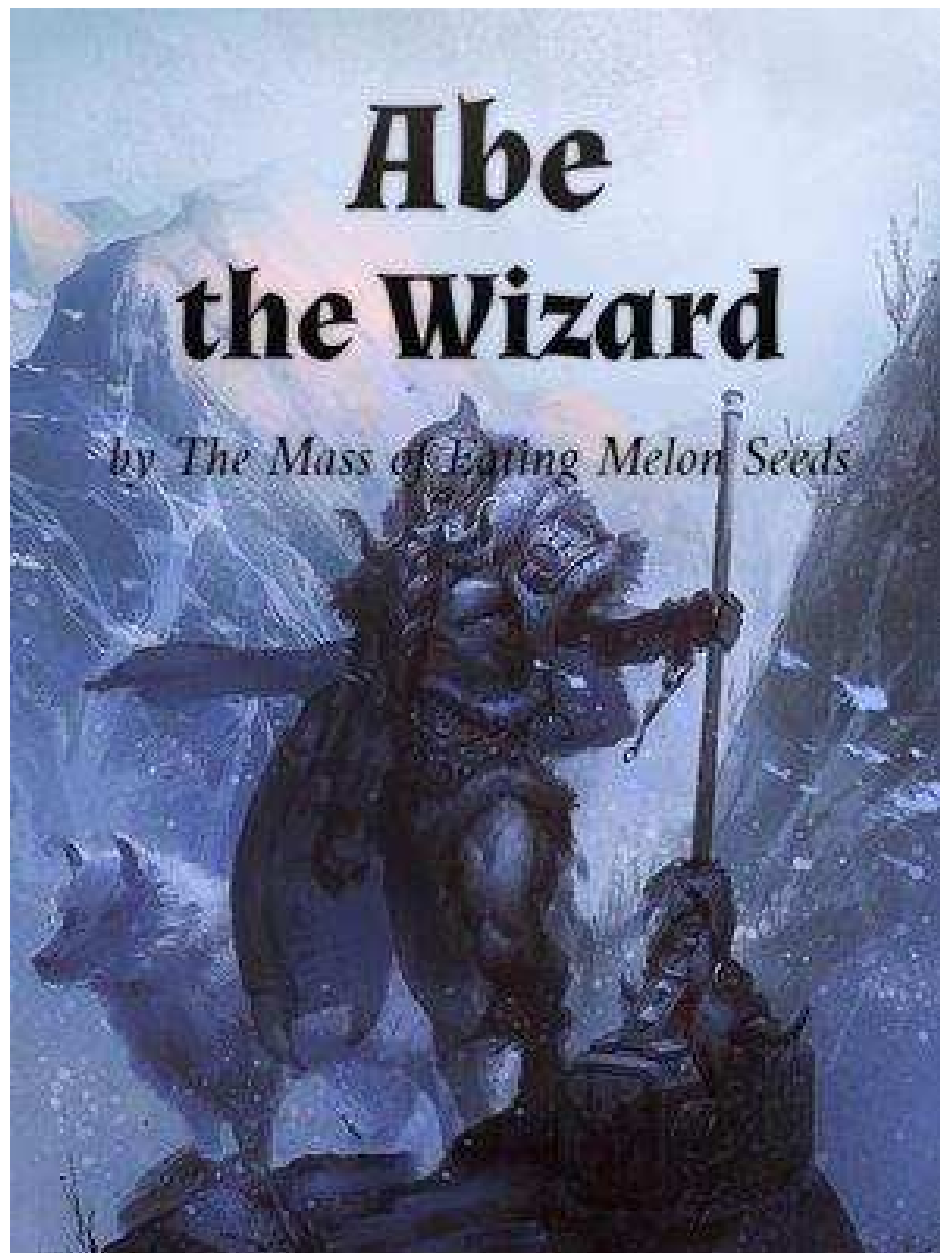


Abe the Wizard Jumpchain by Sentry342

I was reincarnated into another world, and I've brought the Horadric Cube from Diablo II with me. Being a knight is cool and all, but being a wizard is pretty neat as well. So, which one will it be?

This story follows our hero Abel, a soul reincarnated into a new world as strives to become stronger and reach the peak.



Location

1. **Harvest City** - This city is where the main character Abel is original and later where he would build his Wizard towers a few years later.
2. **Double Moon Forest** - This forest holds one of the elves' four main cities. A more interesting aspect is that this is Loraine's home. If you start here the city will be tense until Abel brings Loraine back to the city.
3. **Cina City** - This is one of the main dwarven cities on the first continent. The most important location here is the Blacksmith Guild Headquarters.
4. **Liente City** - Liente city is one of the main gathering places for higher level wizards on the continent. This is also the only location with a super teleportation circle allowing travel to and from the continent.
5. **Dragon Abyss** - Dragon Abyss is one of the main strongholds of the Dragons. This is considered their holy land and one of the only locations where you can easily meet hundreds of Dragons. Granted if you aren't a Dragon then you should quickly leave.
6. **Annual City** - Annual city is where the main teleporter from the Holy Continent is based. This is where Abel first appears after leaving the Holy Continent. You'll probably arrive here before he does though.
7. **Thunder Grounds** - The Thunder Grounds are the Thunder clans main headquarters and their training facility. Perhaps you're here attempting to join them or visiting a friend.
8. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Origins

Knight - Free

Knights are masters of close combat and the profession that possesses the greatest defense. You are an individual who has decided to go down this path. Maybe you're a noble trying to earn glory for your family or perhaps you simply enjoy fighting with a sword more than a spell.

Wizard - Free

You are one of the various types of magic users in this world. You could be a human wizard, an orc priest, an elven druid, or something else entirely. Regardless you are walking down the path of magical mystery and possibly immortality.

Craftsman - Free

Now everyone keeps talking about knights and wizards, but they forget someone has to make all the equipment they use. Which is where you come in, you belong to one of the various crafting professions. Maybe you're a blacksmith, an alchemist, or part of another group. Either way your job is mainly to build stuff.

The Holy Kingdom - Free

The Holy Kingdom is an empire created by an Angel known as the Demon from Beyond. For one reason or another you are a part of this kingdom. Perhaps you are one of the beings that serve the kingdom or you were taken from your home. Regardless of the reason you are a member of the kingdom and your loyalty should be to the Angel.

Races

Human - Free

Humans are the most numerous race in this world only surpassing the orcs due to the better farmlands they possess. They may not have the special traits that the other races do, but their sheer potential is unrivaled.

Orc - Free

While there are traditional Orcs it is mainly used as a catch all term for Beastmen here. There are Pigman, Taurens, Worgen, Foxes, and many other different sub groups within the Orc species. You may freely choose which of these sub groups you belong to.

Dwarf - 100 CP

Dwarves are master miners and blacksmiths. They tend to be a bit shorter on average only reaching five feet, but don't mistake their small size for weakness. They are much stronger on average than a normal human.

- Dwarves receive a discount on the perk Grandmaster Blacksmith, as well as the items Dwarven Defenses, and the Titan Temple. These discounts will stack if applicable.

Elf - 200/600 CP

Elves are a species that is born to be one with nature. As a result they have many blessings compared to some of the other races. You are a member of this graceful species and may be a normal elf for 200cp. For an additional 400cp you can become a High Elf. High elves are beings favored by the world and possess the ability to control magic. Any magical attack becomes ineffective when used against them. You optionally may start out in Double Moon Forest for free if you wish.

- Elves receive a discount on the perk Blessing of the Moon Goddess, Grandmaster Alchemist, and the Transformation Necklace item. These discounts will stack if applicable.

Dragon - 300/600 CP

Dragons are one of the strongest races in this world and recognized as the one that has the greatest individual strength on average. By paying 300cp you may become a pseudo dragon or a demi-dragon (half blood child) of a dragon. You will possess all of the abilities that a normal dragon does, but at a weaker degree. Should you pay 600cp then you may become a true Giant Dragon. This is what people normally imagine when they think of the dragons. Lastly all true Dragons possess a human form as well so you don't have to worry about being stuck in a fifty foot long form.

Hybrid - Race cost + 100cp x amount taken

Perhaps you want to be a hybrid of the options above. There have been some cases of Dragon hybrids, but what about the others. Do you want to become an union of Dwarf, Orc, and Dragon well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above a Dwarf, Orc, 2nd level Dragon would cost 1000cp (0 + 100 + 600 + 300). Lastly you will get the discounts of every race you take such as the Dwarves boons.

Perks

General Perks

You gain a 400 CP budget to spend on general perks.

Power of Will - Varies

Soul power otherwise known as the Power of Will is perhaps the most important aspect of a wizard. This determines how many spells they can cast, their learning speed and many other factors. This however can be trained and will improve as you train yourself. When a wizard trainee becomes an official wizard they have around 100 to 120 points. Elite wizards typically have between 180 to 200 points of Power of Will. Law Defying Wizards typically have around 500 to 600 points. For every 50cp you spend you'll gain 50 points in your Power of Will. This can be purchased as many times as you wish. Lastly for a flat 200cp you may upgrade the quality of your Power of Will to the divine level. This will not increase the amount you possess, but your quality will only be matched by the gods.

Knight Qi - Varies

When a warrior advances and becomes an official knight they gain the ability to use Knight Qi. The quality of your qi would normally depend on the training method they use and the purity of their body. This perk will allow you to purchase a higher ranking knight qi directly instead. For free you can receive average quality Knight Qi. For 200cp you can acquire Master Qi. This is enough to fight a level or two beyond strength. For 400cp you can acquire God Ki. This is a legendary Qi that is said to allow a Knight Commander to fight a Head Knight Commander. Lastly is the 500cp option to get Deformed / Adaptable Qi. This is the type of Qi Abel possesses. This Qi is just as strong as God Qi, but possesses an adaptive attribute. For example when exposed to Death Qi used by the Orcs it was able to purify and absorb it.

Ranking - Varies

Normally it takes dozens if not hundreds of years for someone to slowly climb to the peak. You could do that or you could just buy your ranking here and skip the work. Overall this world runs on a level system for each class. It ranges from level 1 to level 45. Every 200cp you spend will give 5 levels. Meaning 600cp will allow you to become a level 15 member of your profession. This effect will be applied to every profession you are a part of. By default you will become an average member of your profession, but this will be adjusted based on what perks you possess. For example having Archwizard and Might of Royalty would ensure that you were a dangerous threat for your level.

A Child's Loyalty - 100 CP

The bond between a child and their parents is a wonderful thing. Unfortunately it is one that is often taken for granted and twisted. You have strived to avoid this outcome and gained the ability to do so. All of your children and your creations will hold everlasting loyalty towards you.

Unity Through Blood - 100 CP

A unique trait that the dragons possess is their fierce loyalty towards other members of their race. They may argue with each other, but the second one of them is in danger they won't hesitate to provide aid. This perk allows you to share this effect. Any being that possesses the same bloodline as you will instinctively feel close to you. The closer your bloodline is, the stronger this effect becomes. Being the same species as someone may make them willing to be friends with you and to provide aid after sharing a meal. Should they be of the same clan let alone direct relatives then they will have an unbreakable sense of loyalty and would gladly sacrifice themselves to protect you.

Soul Bestowal - 100 CP

The soul is a mysterious and fascinating aspect of life. There are many beings however that either have had their soul destroyed or were not capable of being born with one. You have a very special ability, you can grant others a soul. This soul will start out weak like a newborn, but it can quickly grow depending on the being it belongs to or it can be fed power to speed up its growth. An additional benefit of doing this is that while the soul is weak it will take up far less space if you sign a contract with it and it shall view you as a parent since you created it.

Men Die For Power, Women Die For Beauty - 100 CP

Ironically when Abel first started to learn alchemy he was taught how to make perfume and other beauty products. This might seem insignificant, but they actually become one of his most desired items. You have the knowledge and skills needed to form all sorts of products such as these. There are two main advantages to yours in comparison to others. First the items you make seem to be far more effective and as a result are much more desirable to women (and some men). Even some legendary wizards went out of their way to get Abels conditioner. Second, these items will have special properties in addition to their intended effects. For example the perfume was capable of purifying the users soul and aided in their training.

Power Begets Beauty 50/100/200cp

As you might expect from a fantasy world filled with divine beings there are a number of beautiful individuals. You may take part in this blessing for a price. For 50cp you are

considered to be a 10 out of 10 and near peak beauty for a normal member of your species.

For 100cp you are worthy of being compared to the likes of supernaturally attractive and exceptional beings such as gods or dragons. Anyone of your preferred gender who sees you will be enthralled upon first meeting you.

For 200cp you are unmatched in this world when comparing your appearance. Even the goddess of beauty would admit her inferiority compared to you. Your face alone could swoon the masses and the gods would admire you. Do be careful as your beauty will very likely attract the attention of more capable pursuers. This place isn't as bad as most cultivation realms, but you may be in danger without sufficient power.

God Tier Chef - 200 CP

Aside from all of his potions and other relics one of Abel's greatest feats is the dishes he makes. Admittedly in his case it is due to the purified essence that he uses in his dishes. You however are a chef capable of making dishes as good as his with normal ingredients. In addition to the addictive and divine taste these dishes are an excellent supplement for training. Two of the most common effects are strengthening the users body and relaxing the user allowing them to gain sudden epiphanies. I'm sure that if you got your hands on some rare ingredients you could make some truly heavenly dishes,

Peace Through War - 200 CP

The elves are a naturally peaceful race and despise war. This however has resulted in their combat strength falling significantly to the point that their experts are considered support groups. They only changed once their main city was attacked and the goddess was forced to intervene personally. You have learned this lesson as well. Any kingdom you preside over will never lose its combat effectiveness regardless of how long it's been since they've fought. For example if you trained your people to function as an elite fighting force then they would be just as skilled a thousand years later even if there were no real wars during this period. This also imbues your people with a high level of martial talent. It won't turn them into an army of monsters, but even the average citizen will be capable of functioning as a proper soldier.

Blessing of the Moon Goddess - 200 CP

The blessing of the moon goddess allows the individual in question to be recognized as an elf with all that is entitled. This also greatly enhances the user's connection with nature. You will be deeply connected to nature and even deities such as the Tree of Life will feel a close kinship with you.

Power Potion Popper - 200 CP

Power potions are potions that allow you to learn the abilities of foes that you've defeated. Normally these are only dropped by rare bosses within the Rogue Encampment. By taking the perk however it will now be possible for any enemy with a special or unique ability to drop them. In addition a potion shall drop for each ability rather than one random potion.

I Have Many Identities - 200 CP

During this life Abel assumed many different identities. He was wizard Abel, alchemist Bennet, and blue dragon Abel. He was able to maintain these identities for many years until was forced to use his techniques while disguised in order to save his life. You have similar skills when it comes to creating identities. These will be virtually impossible to see through as long as you don't give anyone an obvious reason to doubt you such as using priest skills while disguised as a wizard.

The Song of Life - 200 CP

The song of life is a blessing created by the gratitude of a mass of souls after they are released. They are released by the powerful demons within the Dark World once they are killed. This grants a blessing to the one who slayed them allowing them to rapidly increase in strength and to enhance their abilities. This effect becomes stronger as more souls are released. As a result typically the more evil or powerful a being is the more souls released. Each time Abel received this blessing he leveled up multiple times. Taking this perk allows you to receive this blessing whenever you kill or defeat evil beings in the future. Alternatively you can gain a demonic version that is powered by suffering and negative emotions. You can purchase this a second time to gain both methods.

Second Soul - 300 CP

Somehow you have acquired another soul. Perhaps you are like Abel and did so by taking over someone else's body. Regardless you gain a second soul that allows you to have multiple trains of thought and use different soul aspects. You may receive another soul each time you purchase this. Just keep in mind you will need more resources to train each soul unless you have a perk to deal with this issue already.

Limitless Lifeforce - 300 CP

Lifeforce is an incredibly important aspect of your being. This is what determines how good your regeneration ability is, your resistance against death qi, and is necessary to use some top tier spells. This perk grants you virtually limitless lifeforce. This has two main effects: first you gain an incredibly powerful healing factor. Minor wounds will be healed in seconds and even major injuries that would bring you to the brink of death can

be restored in a few minutes. Second, when attempting any spell or technique that would drain lifeforce your lifespan will be unaffected no matter what the cost is. You will still get exhausted and this will function as your limit, but you won't kill yourself just because you overcharged a spell.

Dimensional Force - 400 CP

Dimensional force is the energy created by traveling between dimensions. This is an incredibly powerful type of energy that is only gathered by stepping between dimensions. You have gained the ability to utilize this dimensional energy. This energy is capable of ignoring most defenses and allows you to safely travel in between dimensions. This won't tell you how to travel to new dimensions, but it will ensure that you aren't killed the second you try. If you try to do this without a sufficiently powerful body or this perk the dimensional energy is more likely to shred your body to atoms. Even a half god is only capable of surviving for a few seconds.

Godhead - Varies

A godhead is the crystallized essence of a god. They are normally created once the god has gathered enough faith to form it. This option allows you to either buy a godhead directly or to acquire the powers of a specific god for 600cp. There are no useless powers, only limits to their powers. For example the thief god Milton was considered one of the weakest and pathetic gods, but once Abel resurrected him he became the world's most feared assassin. His skill set was invisibility, concealment, domain breaking, and extreme speed. You may choose a canon god with the exception of the pinnacle gods or design four custom abilities. An example of the upper limit is the god of war's main ability allowing him to increase his strength and defense by 10 times (1000%).

There are two more decisions to make. First you may pay an additional 100 cp to gain another ability slot This can be bought as many times as you can afford it. Lastly is which type of power you want. There are two main variations for a god's power. The first method is the most common which has the gods power dependent on their faith. The more faith they have the greater their power, but if they lose faith then they become weaker. This allows for rapid increases in strength, but is risky since you can get weaker. The second option is to function similarly to an angel. This method enhances the user by refining their body and power. This method is much slower (30%) than the other, but even if they lose all of their worshippers they will retain their max power. The final option is to pay an additional 300cp to combine the methods. This will allow you to rapidly refine your body. It will be approximately 75% as fast as the first while retaining the seconds benefits.

Archangel - 600/1400 CP

The forces of heaven are made up of angels and they are led by the Angiris Council. This council consists of the Archangels who are Heaven's most powerful warriors. Normally there would only be five Archangels, but it would appear there is now a sixth. You are now an Archangel on par with Tyrael or Imperius. This propels you to the upper division of power in this world and allows you to even match some gods. Lastly you may choose a concept to embody like the other Archangels. For example Tyrael represents justice and grants him authority over it. By following your concept you can grow in strength. Lastly you will obviously gain all of the innate abilities that belong to the angels such as holy energy, control over souls, and a few other powers.

- For an additional 800cp you may instead acquire the strength of the entire council together. Supposedly the Archangels could channel their power together to become unstoppable. This will not make you literally unstoppable, but will allow you to gain the powers of the entire Angiris council alongside a personal talent.

Prime Evil - 600/1400 CP

You are now one of the Prime Evils on par with Baal and Diablo. This grants a number of abilities such as control over hells flames, the ability to go without sleep, and a variety of unique powers. An example of this would be Diablo's ability to turn fear into actual creatures. You may choose a particular type of evil to embody with this option as well. The big three Prime Evils are Mephisto (Hatred), Diablo (Terror), and Baal (Destruction). You may copy their abilities if you wish or create a new one instead.

- For an additional 800cp you may become on par with "Prime Evil" Diablo. This is not referring to his position as a Prime Evil, but the state in which he absorbed the other Prime Evils becoming the sole lord of hell. This shall grant you all of the abilities possessed by the Great Evils along with your personal ability.

Knight

It's Just a Child - 100 CP

Many people tend to become arrogant as they grow stronger and look down on those weaker than them. You have learned to take advantage of this behaviour. You essentially project an aura that can make you appear harmless or beneath someone's attention. This makes it significantly easier for you to ambush someone stronger than you as they won't consider you a threat. In addition you are much more likely to be overlooked by someone searching due to your plain aura.

Arrogance Gets You Killed - 100 CP

Believing themselves invincible, many powerful figures have gotten themselves killed. This is one of the greatest dangers that a prodigy can face and amongst the most difficult to avoid. You however have managed to avoid this. Perhaps your mentors knocked you down every time you acted this way or you witnessed someone else's death due to this. Regardless you will always have a cautious mindset and will never be consumed by your own strength.

Danger Imminent - 100 CP

A unique trait that knights possess is the ability to sense life threatening danger. The stronger the knight the greater then sense becomes. Initially you'll start off with the ability to sense an arrow being fired at you during an ambush. Once you become a head knight however you will be able to sense someone more powerful coming to kill you even if they are hours away. This won't tell you what the danger is, but you will never be caught off guard by it.

The Rules of Knights - 200 CP

Knights have a code of chivalry and ethics that they follow. Some of the rules are that an individual's family can never be targeted no matter how bad the feud is, that a knight's mount should never be deliberately attacked in combat, and that respect should always be given to the dead. These rules are meant to prevent conflicts from expanding and to limit the fallout from battle. This perk allows you to enforce these rules. Even the most evil and deceitful of beings will find themselves honorbound by these rules. As long as you do not break them neither can your foes.

Grandmaster Archer - 200 CP

Archery is one of the standard skills that knights are expected to know, but few ever cultivate this skill to the peak. In fact even in Miracle City there were only two or three Godly Archers out of the thousands of knights. This is both due to the equipment requirements and the strength of your senses. This perk will help with the skill aspects.

You possess the skills and senses to rank among the Grandmaster Archers the stage after Godly Archer. Some examples of this skill level is the ability to bounce arrows off of other targets and to kill multiple enemies with one shot. Lastly you will be able to apply this skill to any ranged weapon that you are using boosting their range and damage.

Only You Are Worthy Of Our Daughter - 200 CP

For a normal person it might be incredibly difficult to gain a relationship with someone like a normal princess let alone the child of real power. You one the other hand seem to be an attractive candidate to these types of individuals. Whether its kings, emperors, secluded experts, or other beings of power they seem to believe that you are a worthwhile prospect. Due to this they will go out of their way to gift you with or develop a relationship with their heirs. Just keep in mind that these powers typically won't take no for an answer.

Barbarian's Might - 400 CP

Barbarians are powerful warriors possessed by the Orcs. They possess immensely powerful bodies and train by sending vibrations throughout their bodies. If they are not strong enough this method can easily kill them. This perk offers two main effects. First you have an abnormally powerful body. For example even if you didn't train you would be able to fight against an intermediate knight. Second, this grants you immense talent when cultivating your body or using techniques similar to the Barbarians. This boost will make you on par with a Beamon (Beamons are sacred Orc monsters that possess virtually unrivaled strength) as a normal human.

Artifact Attractor - 400 CP

Normally only the greatest powerhouses in the world would acquire a divine relic. Similarly a wizard will normally only have one small pocket space. For one reason or another you seem to run into valuable artifacts as though they were just common garbage. Just be careful to not let others know about this trait. You don't want to be hunted by numerous powerhouses after all.

A New Path - 400 CP

After learning that the only way for a knight to progress past level 15 Abel became determined to create a new path for them. In the end he succeeded by studying the Angel's and the world's laws. You possess a similar talent: you are capable of becoming a revolutionary pioneer and single handedly redesigning a field. This is particularly noticeable when developing new ranks or paths of advancement.

Rapid Realization - 600 CP

Abel relies on using his soul potions in order to trigger realizations allowing him to rapidly study multiple different fields. You however have natural talent on par with his artificial state. This will allow you to train at speeds dozens of times faster than others are capable of. For example when Abel undergoes his first realization he is able to learn fireball spells in a single day where others would need months if not years of training. This will make you one of the most talented individuals this world has ever seen even if you count the ancient world.

Might of the Royalty - 600 CP

Within each species there typically is some form of a Royal or superior bloodline. You are now a member of this class in your respective species. This grants a variety of effects. First you are a prime specimen of your race and your base abilities will be far beyond that of an average member of your species. Second, you will have powerful authority over other members of your kind. For example as a Worgen you would have absolute authority over other Worgen and powerful authority over any other type of Ork. Third, your bloodline's purity will be enhanced to the utmost limits. Even if you are a hybrid you will still have a 100% pure bloodline. Lastly due to your potential you will be taught all of the secret techniques known to your race. Lastly this may cause you to evolve in some cases for example as a Dragon you would evolve into a Holy Dragon which are the most powerful and rarest type of dragon.

Your Strength Shall Become Mine - 600 CP

Typically Knights have to spend many years slowly gathering Qi and compressing it in order to turn it into their own strength. You however have a terrifying ability that allows you to rapidly progress. You can absorb the power of others turning it into your own. This ability will be able to convert any energy possessed by your opponent into usable fuel for your own growth. The only downside is that even if the enemy is stronger than you it may be insufficient to propel you to their rank. For example when Abel drained a level 21 law defying wizard he raised his level from 16 to 18. This still saved him years of training however.

Wizard

Soulspeaker - 100 CP

A Soulspeaker is an individual who can communicate with nature and creatures. Due to the purity of their soul they are accepted by virtually anything as long as they remain peaceful. This ability allows you to speak to plants, animals, and other unique beings using your soul. For example if you were lost in a forest and needed water you could just ask a tree or a bird where the closest source of water is. Another would be that as long as you didn't take too much a bee hive would willingly share their honey with you.

Friendly Fires Off - 100 CP

The laws of the dark world seem to protect the users summons from being damaged by friendly fire. You have gained the ability to apply this effect to other situations as well. Anything or anyone that you designate as friendly can be left unharmed by your attacks. So if one of your allies was surrounded by enemies you actually could carpet bomb the area and they would be the only survivor. This effect only applies to you however, so be careful before you order your entire team to fire.

Unending Pain - 100 CP

When attempting to create their new Wizard pattern in order to level up wizards underwent unbelievable pain since they must tear apart their previous pattern to reassemble it. This is one of the biggest reasons that wizards will typically fail their first attempt. Due to the pain they will be unable to concentrate. You however have an unbelievably high pain tolerance. Even if every nerve in your body was on fire you would still be capable of thinking clearly and retain control over yourself.

It's in my Inventory - 200 CP

A useful effect on many enchantments here is that they don't actually have to be worn in order to gain their effects. For example a lot of items Abel uses are stored in his inventory. Despite this he still receives the boost they give. You now gain this effect and can apply it to anything you have. As long as an item is technically on you which includes personal inventories, spatial treasures, and other pocket spaces you gain its effect. So if you have ten necklaces then give you an extra 10% total health then you would receive a 100% total boost by keeping them in your inventory.

Turning the Mundane into Magic - 200 CP

Originally when Abel started learning alchemy he did so by making perfume and women's skin care products. Despite working with such simplistic recipes he was able to grant them powerful effects such as allowing the perfume to purify the user's soul. You are capable of performing similar feats with practically anything. For example maybe

you could somehow turn a refrigerator into a freeze ray or turn some nutrition paste into an adrenaline booster.

Immortality - 200 CP

Depending on your personal views this is either an amazing gift or a horrific curse. Regardless of how you feel however you have achieved immortality. Well ageless immortality at least, you will never die no matter how long as you live. Time is now your least valuable resource. Just keep in mind that this doesn't mean you can't be killed by being stabbed or sealed away. You're gonna need another perk to deal with those problems.

I'll Be Your Stewardess - 400 CP

One of the downsides of working for obviously evil groups like Hell is that they don't treat their people kindly. This tends to make their subordinates very likely to betray them when given the chance especially when someone actually treats them with basic respect. You for one reason or another are particularly appealing to these sorts of individuals. In addition you seem to have a habit of running into these types of people. Given enough time you might turn your enemies' armies into your own.

Summon the Monsters - 400 CP

The number of contracts that a wizard or a Druid is able to make depends on the strength of their soul. In addition to that if a soul is significantly stronger than the user then it will have a greater weight. Your soul however is uniquely suited to making these contracts. You have effectively unlimited slots to sign contracts with different monsters and can do so regardless of their strength. Even if you signed a contract with a dragon king as a level 1 wizard you would be perfectly fine.

Synergizing Fields - 400 CP

While each field of magic/profession does have its own strong suit that doesn't mean that they cannot improve each other. You have the ability to synergize your powers allowing them to multiply each other's strength. For example you could stack a druid transformations on top of a knight's physique allowing you to create a defense far beyond that of either alone. In addition this will also allow abilities that normally would oppose each other to coexist. An example would be the ability to practice death qi while simultaneously enhancing your vitality with a different technique. Rather than impeding each other this balance will allow both techniques to rapidly progress.

Archwizard - 600 CP

Magic truly is a wonderful thing, within this world there are numerous branches of magic that can display different effects. The biggest branches belong to that of each race

separately. Humans and Dwarves have Wizards, Elves have Druids, Orcs have Priests, and many others remain lost since lost to time such as the Angels and Devils magic. Purchasing this perk allows you to become a true master of one branch of magic. You will gain a mastery of every spell and skill associated with your chosen branch that this world has ever developed. This will also increase your talent with this type of magic so that you reach this level in a new world. Lastly for clarification on what each type of magic does. Wizards primarily practice elemental spells, Elves possess nature magic/animal taming, and Orcs practice necromancy and curses.

Well of Infinite Power - 600 CP

While wizards do gain a greater supply of magic as they advance, so does the spell cost. This causes a wizard's total reservoir of magic to always be important regardless of level. Legends however say that there are some individuals who supposedly possess a limitless reservoir. You are one such individual and have limitless reservoirs of magic. The only limit you face is how much you can channel at once. This is the aspect that you will have to train. Lastly you may apply this effect to any other sources of energy you have.

Element Made Manifest - 200/400/600 CP

Amongst the wizards there are a number of lines built around particular affinities such as the Thunder Line and the Blizzard Line. They typically only accept those who have immense talent with their chosen element however. Luckily you have a powerful affinity for an element of your choice. For 200cp you may gain an above average affinity. It will not be enough to make you a genius, but it will make it noticeably easier to learn spells from your chosen element. For 400cp you could be considered a rare genius. You will be able to learn spells significantly faster than you peers and be capable of using them more efficiently. If you pay 600cp however then you may receive a legendary affinity instead. This option will make you unmatched when it comes to your chosen element. Even a primal elemental would admit their inferiority to you. This will grant similar effects to the first level on a much greater scale.

Crafter

Revenge on my Behalf - 100 CP

As your position becomes important and you are considered more valuable, people will go to greater lengths to earn your favor. Particularly in cases when they achieve revenge on your behalf. This effect will now be applied to your life and will grow as your influence does. An example of this is after Abel's titles and wealth were taken away by the king, the Head Knight Hoover forced the elders to replace the king and give him compensation. Granted this was done due to his immense talent and his promotion as one of the four grandmaster blacksmiths in the continent's history.

Beloved by the World - 100 CP

Normally when someone becomes unnaturally powerful or goes beyond the norm they will gain the world's hatred like Abel did when he leveled up too quickly. You however are more akin to its favored child when it comes to treatment. No matter how abnormal you are or how far you push your limits you will never be suppressed by the world. This perk will also allow you to safely descend into other worlds. For example when beings from other realms enter another world they are suppressed since they are considered invaders.

We Shall Allow This - 100 CP

There are many sacred traditions and matters of pride that are bound to certain races. Breaking these can be considered amongst the most offensive things you can do. For example the Dragons do not allow anything to form summoning contracts or bind a member of their species. Very rarely however exceptions can be made like the one that is granted to you. You are now allowed to perform any action without fearing retribution from the other party. This only applies to normal actions however. For example you could sign a summoning contract with a willing dragon, but if you tried to enslave one the Dragon race would still do everything in their power to kill you.

Speed is Key - 200 CP

While craftsmen aren't attacked most of the time it always helps to have a backup plan just in case. One of the easiest methods is simply to run away. Doing so however requires you to be very fast. Luckily you are quite a bit faster than most would think. Whether it's simply your raw speed when running, your reaction time, or a technique that enhances you, all aspects involving speed are boosted immensely. For example if before you could dodge an arrow or outrun a dog now you can dodge a bullet and outrun a cheetah.

Are You Their Son-In-Law or Ours - 200 CP

A wise individual knows that you must account for details far into the future rather than simply focusing on short term goals. This is why the organizations that you are associated with will do their best in order to pull you in. This becomes particularly noticeable if there are multiple organizations competing with each other. In the end however you are the one who benefits the most. An example of this is when Abel's magic tower was being built the Dwarves and the Elves both brought out resources far more valuable than normal to decide who offered Abel the most.

Indecipherable Methods - 200 CP

Many of the methods used to create powerful relics are only known by the creators themselves. After all, once the technique is spread out many individuals will normally be capable of deciphering it. All of your methods however seem indecipherable. No matter who or what is attempted no one will be able to use your techniques unless you willingly allow it. For example if you make a technique public anyone could learn it, but if it was stolen then they would be unable to do so no matter what even if they had your personal notes.

Precise Art - 400 CP

The Dwarves may be masters of construction, but the real masters of elegance are the elves. When it comes to magic circles, accessories, and any craft that requires a more precise touch they are unmatched. You possess the knowledge and skill to compete with the elves greatest masters when it comes to these fields. You are able to perform and build on an incredibly small scale. This effect extends to any precision based activity or detailing involved in very small spaces.

Dragon Imposition - 400 CP

You have somehow been infused with the soul and aspects of a Great Dragon. This grants you powerful authority over draconic creatures and immunity to having your soul affected by someone else. For example Prince Adolf tried to use his Power of Will in order to trick Abel into viewing him favorably. More importantly however you gain the ability to use Dragonic techniques and will be accepted as a member of the Dragon race. Lastly your body will be altered so that you can mimic some of the Dragons traits such as their aura and powerful bodies. You won't be on the level of a true dragon automatically with this, but you will be significantly stronger than a normal member of your race. The only exception is if you're a dragon already in which you will be enhanced to the level of a rare Dragon genius.

Mine Are More Effective - 400 CP

While initially Abel relied on the Horadric cube and later the worldstone fragments he eventually became capable of refining things perfectly on his own. For example a master alchemist may only succeed once in five attempts when making a master potion. Abel and with this perk you both would be capable of not only succeeding every time, but your products would be on a higher level.

He's a Monster - 600 CP

There are limits for normal people and there are limits created by geniuses. You belong to the second category and even then are capable of pushing it further. For example if you created a wizard pattern your's might be a dozen times stronger than a normal wizards would be while still functioning perfectly. In addition during moments like breakthroughs you will be more adaptable than normal. For example Abel absorbed a dragon core gaining it's might and energy properties while breaking through to become an official wizard. This effectively transformed him into a human dragon rather than a human blessed by one.

Grandmaster Blacksmith - 600 CP

You are now a blacksmith or at least one with the potential to be on par with some of the greatest dwarfs to ever live. You have learned how to properly forge minerals into true treasures. This includes artifacts such as the sky ships, ancient forts, or any other relic crafted by the ancient world. This also extends to anything related to forging such as making magical staffs as well. The only limit that you face is what materials you have to work with and how much strength you can put behind your hammer. To clarify the gap a normal master might swing their hammer 100 times when forging a base. You would be capable of doing so 500 times. Even if you only used basic techniques all of your creations would be masterpieces.

Grandmaster Alchemist - 600 CP

You are truly a super talented alchemy genius. Potion craft, metallurgy, and botany are some of the skills that a grandmaster alchemist is expected to know. Whether it's the quality of your potions or the rate at which you are capable of creating new potions. There may be few if any capable of matching your skill in this world's history. In addition due to its importance in making potions you have undergone immense efforts to study botany and other forms of wildlife. There may very well not be a single plant in this world that you are incapable of recognizing and understanding the effects of. All of this together has allowed you to become a true grandmaster alchemist. This world has not had a real grandmaster in over a thousand years. Now it shall be graced with the birth of a new grandmaster in you.

The Holy Kingdom

It Doesn't Matter Where We Are - 100 CP

One of the few downsides of staying in the Rogue Encampment is that such abilities such as Faith energy can not cross the dimensional barriers. So when Abel stays there he can't receive power from his followers. This ability makes it so that no matter where you are you'll still be connected to them. Any exchange or flow that you have will not be stopped regardless of distance or location. This is mainly geared towards energy exchange, but it has some other uses as well such as communicating with your followers through barriers.

Battle For Resources - 100 CP

The primary reason that the main battlefield is so deadly is due to the competition over who can secure more resources. After all, each warrior and wizard requires vast amounts of resources in order to train them. You may not have the combat power to take them, but you seem to be lucky when it comes to finding them. Simply by traveling around or even exploring old sites seems to allow you to locate large caches or entire gem mines ripe for production. Just be careful who you tell about this. Greed here seems to be capable of turning your friends to foes.

United We Stand, Divided We Fall - 100 CP

Traitors have remained a constant threat within wartime and peaceful periods. Unfortunately there are remarkably few ways to deal with this. You however have managed to endear true loyalty in your people and somehow have prevented traitors from arising. This won't prevent any issues from arising between your people, but you will never have to worry about them harming the kingdom or betraying it. This will also prevent them from being controlled or blackmailed into doing so. For example the Holy Kingdom targets individuals with their faith power to control them. This would never be an issue in your kingdom.

I Don't Have Time For Paperwork - 200 CP

There are a lot of people that dream of having a kingdom, but they don't realize how much work it takes to run one. This is where the idea of delegation comes in. You can pass down all of your work to your subordinates and can safely trust them to run everything themselves. You'll probably have to sign some stuff every now and then if only for ceremonial reasons, but at least 95% of the work can be handled with this method. This also provides a small buff to your subordinates to ensure that everything is processed in a timely manner and orderly fashion.

We Have Eyes Everywhere - 200 CP

One of the scariest aspects of the Holy Kingdom is their ability to infiltrate their foes. Despite the continent's best efforts they understand that hundreds if not thousands of spies infiltrate their kingdoms. You are a spymaster equal to the level of the Holy Kingdoms greatest experts. When it comes to infiltration and espionage few if any are even worthy of being compared to you. You are easily capable of setting up a massive spy network and capable of smuggling items into another kingdom.

Converting the Faithful - 200 CP

One of the main issues that the Holy Kingdom encounters when kidnapping new citizens is converting them to their new faith. This is particularly difficult when it comes to beings such as Elves who already follow the Moon Goddess. You are particularly skilled in dealing with this issue. You seem to always know what the best method is to deal with these people. Some require a gentle hand showing the gifts of the lord while others need to receive his wrath before they can be brought into the fold. In addition to your knowledge of these techniques they seem to be more effective when you are performing them personally.

A Plan a Thousand Years in the Making - 400 CP

Due to the angel's age it is capable of planning things out thousands of years into the future to see how things will unfold. Due to this factor many plans it created would seemingly have no effect for hundreds of years before demonstrating a massive success. An example of this is how the Lance continent was taken over after a 300 year old plan was put in place. You have similar capabilities and receive one additional effect. The longer a plan takes seemingly the more effective it becomes. A plan that takes fifty years may be successful, but one that takes a thousand years would produce overwhelming results beyond what you hoped. I'm not even sure what would happen if you devoted even more time to a plan.

You Will Die! - 400 CP

Perhaps the biggest reason the Holy Crusaders are capable of fighting the other races is because of their ability to resurrect. Once a Holy Knight dies their soul is reclaimed by their god and can undergo rebirth. The main way to kill them as a result is to claim their souls after death. You have gained one such ability. Whenever you slay an enemy you may claim their soul. The only restriction is that there can not be an overwhelming gap in strength between you and the target. For example a novice wizard could not claim a legendary mad knight's soul.

Lastly you can extend this effect to anyone allied with you. So if you were leading a squad you could claim the souls of every opponent they defeated. There are a number

of things that you can do with these souls as well. First with each soul claimed you will grow in strength. The boost will depend on the soul's power. Second, you may give these souls to your allies or students to help them train. For example a level 15 soul would allow someone to train without facing a bottleneck until they reached this rank and to automatically learn all of the souls techniques. A final bonus is that anyone who follows you or is your ally may be absorbed as well. That way you'll never have to worry about losing their souls to someone with a similar ability.

Holy Crusaders - 400 CP

In the central continent Knights are capable of using faith energy in order to strengthen themselves. The amount of faith energy they can use is based on the total population of worshipers that they possess. This is also the reason knights are hated in the central continent as they attempt to kidnap everyone they can to increase the total amount of faith energy they use. You gain the ability to gather faith energy and the knowledge to bless your followers with divine skills. This will include knowledge on how to create divine servants and followers such as preachers. As you gather more faith energy the miracles and powers you will be capable of using will grow.

Angelic Rebirth - 600 CP

After suffering devastating injuries from the central continents experts the angel was forced into a period of hibernation to recover. This time lasted for hundreds of years, but allowed it to return stronger than it was before. You gain a similar ability once per jump or every 10 years you can survive a lethal blow. Instead this will send you into a comatose state. During this time you will be capable of recovering from your injuries and the best part is that you can come back stronger. For example the Angel was originally a two winged angel, but its recovery was meant to allow it to become a four winged angel. The only reason this didn't occur was due to Abel stealing everything it had.

The Saint - 600 CP

Saints are incredibly rare individuals who are capable of channeling divine power perfectly. They are often the most trusted follower of a god. You may not be a saint, but you certainly have the power of one. This grants you a variety of effects. First you are capable of channeling power from any divine or greater entity with a 100% compatibility rate. Second, as a result of the previous ability you will feel a close connection with any divine or greater entity you encounter. Lastly since a saint is also the spokesperson of their deity they are extremely skilled at gathering faith and followers. Your mere presence is capable of inspiring loyalty in the masses. Should you actually speak to someone then even legendary beings will be tempted to come into fold. Only your greatest enemies who truly despise you will be capable of resisting your charisma.

Skills Honed Over 10,000 years - 600 CP

As long as an Angel doesn't die they are immortal which allows them to undergo an unbelievable amount of training to hone their skills to an legendary degree. You may not necessarily be an Angel, but you certainly have skill on par with one. You have reached the point where you are worthy of being called a master even amongst the gods in a field of your choice. For example if you chose swordsmanship then even the god of war and the other angels would admit their inferiority against you. Just keep in mind that skill can be beaten by power when the gap is too big.

Items

General

Crystals For Days - 100 CP

By exploiting the Horadric Cube Abel is able to procure a limitless amount of perfect top level crystals to power all of the artifacts he has. Since the cube is expensive you can choose this option instead. This is a limitless supply of perfect top level crystals that you can use to power all of your possessions. The only restriction is that these crystals must be used for supplying energy or training. You are not allowed to flood the continent with these destroying the economy or trade them for profit.

Soul Bound Equipment - 200 CP

As you advance in strength you must continuously acquire new gear fitting your level. A very rare way to go around this is to create a soul bond with your equipment. This allows you to synergize with your equipment and for it to grow with you. This will be perfectly tailored to your abilities and will always be usable no matter how powerful you get. Each time you purchase this you may choose one piece of equipment such as a weapon, a piece of armor, or an accessory. Alternatively you may apply the effects of this item to an item you already possess or something that you purchase below.

Wisdom Tree - 200 CP

The wisdom tree is a natural treasure that produces fruit containing laws. As a result these fruits are capable of providing immense benefit to anyone trying to increase their connection with a law. The exact law produced will depend on the area they are grown in. For example if the tree is planted near a volcano then it will contain laws of fire. A tundra on the other hand would provide laws of ice. Each tree will produce thirty fruit that can be harvested. You may purchase this multiple times in order to acquire multiple trees.

Bountiful Resources - 200 CP

In order for an area to produce powerful beings it must have the necessary resources to support their growth. This option allows you to increase the quantity and quality of the resources in territories. Each time you purchase this, your lands will be able to produce beings one level higher. So if your territories could provide for law defying wizards or mad knights now it will be capable of doing so for legendary wizards and legendary knights. This may be applied to any properties including areas from outside of the jump.

Dead Spirit Coral Island - 200 CP

This coral is a powerful type of natural treasure capable of boosting the power of a god level beings world. It can enhance the power of laws possessed and provide an overall boost to their quality. It works by passively infusing its energy into the beings and the world. Over time this will lead to a qualitative leap massively boosting the users power. Since you're paying with CP this will work on other similar abilities from outside of this setting.

Highest Authority Card - 300 CP

This card is an item that Abel discovered very early on, granting him max level access to ancient technology. This allows him to reignite any ancient technology he acquires and to open it. You now have a copy that grants you the same authority. Though since you spent CP on it yours will have the first priority and cannot be overridden by other cards. Best of all this will work in future jumps when interacting with ancient technology. For example if you were in Halo this would give you the same authority as Master Builder Faber or Ur Didact when interacting with Forerunner technology.

Golden Fortress - 300 CP

One of Abel's most famous possessions is the Golden Fortress. It is a castle made of solid gold that is guarded by hundreds of ancient forts. This is considered to be one of the most secure buildings in the world and capable of killing gods. In addition this castle is filled with valuable historical relics, staffed by ancient puppets, and filled to the brim with rune circles. For example there are numerous short range teleporters allowing for instantaneous travel throughout the building. Lastly it would appear that this building is very useful for attracting money loving beings such as dragons. Abel ended up having many draconic companions living with him and hosted a dragon wedding here.

Rogue Encampment - 400 CP

The Rogue Encampment is the starting location from Diablo 2 and the home base used by Abel. Somehow by gaining access you are given access to the world of Diablo including many locations and bosses. In this realm time functions at a much faster ratio. The ratio is approximately 1:20 compared to the outside world. So one day here equals ten days outside. You will be able to travel to and from this world at will. Just be cautious as there are many beings that far surpass those of the outside world here.

Horadric Cube - 600 CP

The Horadric Cube is a powerful artifact from the world of Diablo. You have somehow acquired this powerful relic. It is capable of purifying virtually anything and combining them into something greater. Normally this is done by inserting three materials to refine into a single piece. For example nine low grade gems can be combined into a single top

grade gem. This will also enhance the quality meaning you will acquire a perfect gem rather than just an average top grade. It is also capable of absorbing souls and refining them into soul potions and power potions. There are a number of other unique powers as well such as it assisting in spell casting and its own storage capabilities.

The World Stone - 600 CP

Scattered through the world within the Rogue Encampment are four fragments of the world stone. Abel gathered these one by one by slaying the bosses and the lesser evils in this world. The world stone grants a number of powerful abilities to its user. The main ones used by Abel are the limitless calculations, the domain, and god-like authority it grants. The calculation ability grants absolute control over action you make allowing for perfect timing. This allows Abel to have a 100% success rate when making potions. The domain is absolute awareness of everything within the user's perception. This makes it virtually impossible for anyone to ambush the user.

Lastly is the authority which grants the user a spark of divinity. This grants two main effects. First you will now have the ability to store divine power. Given time and enough faith energy this will allow you to become a god. Second, within your territory you are uncontested. An example of this is how Abel was able to force Doff's soul to accept the modifications he made when it should have destroyed the soul instead. There are many other hidden functions as well, but these are some of the easier to use options. Alternatively you can buy the Heart of the World which plays a similar role to the Worldstone in the main world.

Holy Kingdom - 600 CP

Not to be confused with the Holy Kingdom, a holy kingdom is a term that refers to a god's territory. This is a separate world meant to act as a god's haven and where the souls of their most faithful followers may stay. They are effectively a combination of an afterlife and a fortress world. You have somehow acquired one such world. You may still take this even if you aren't a god. To give you a boost if you plan to pursue that path it will be filled with a few million devout worshipers and will grow as you take in more believers. In addition while you are inside this world your powers will be supercharged. For example if a high ranking god invaded a low ranking god's kingdom it would be possible for them to fight on even grounds. If this was a medium god then the low god would be practically guaranteed victory. Lastly if you are not yet a god this can act as a stabilizer allowing you to create an even more powerful holy kingdom once you are ready to make your own world (upon reaching god rank you can create your own world/holy kingdom).

Knight

Blue Howling Rabbit Farm - 100 CP

Blue Howling Rabbits are a delicacy that the elves are able to enjoy on rare occasions. You have set up a farm in a personal dimension that allows you to breed an unlimited amount of these rabbits. This allows you to harvest their meat and crystal cores. You can choose to receive another type of animal if you don't want rabbits or you can buy this multiple times for multiple animals.

Guide to Training - 100 CP

The most difficult hurdle for most people to pass when training any of the professions here is to acquire a proper inheritance. This gives them a clear path so that they have an idea of what to do rather than blindly wandering around. Purchasing this grants you a comprehensive guide on whatever professions you are involved with. So if you're a knight then this will contain riding lessons, swordsmanship, and qi techniques. A wizard on the other hand might receive some spells, a guide to runes, and mediation practices. If it can be called a profession then this book has some tips for you. Best of all it will level up with you. So no matter what level you're at there will always be valuable information stored within.

Investigation Department - 200 CP

Every proper kingdom needs a good spy network. The biggest problem with making one is the time required to expand and train its operatives. With this however you can skip that step. You may directly acquire a large spy network that has infiltrated all of the surrounding areas. The competence of your operatives and the quality of information gathered will also be capable of growing with your kingdom. For example a minor duchy may only have a few well trained operatives that can acquire minor secrets, but an empire could have thousands of highly skilled operatives easily capable of acquiring state and military secrets.

Assassins Guild - 200 CP

Unfortunately politics can sometimes become a very messy affair. Which is where this comes in, you are the owner and possibly founder of an extensive assassins guild. This network of assassins will be spread throughout the entire continent. By default they will be led by a single being equivalent to this world's powerhouses. So it might be a law defying wizard or someone similar. The number of assassins will grow as their ranks decrease. When you enter a new jump you will gain additional assassins based on the jumps power.

Dwarven Defenses System - 400 CP

The primary reason that many consider the dwarves to be so dangerous is their incredibly powerful defenses. Most of their cities possess weaponry strong enough to kill normal dragons and require a vast army to even stand a chance of breaking through. You have earned the friendship of the Dwarves somehow and have been granted Dwarven defenses inside all of your properties.

Farming Land - 200/400 CP

Agricultural land is of incredible importance here. A demonstration of this is that the war between humanity and the orcs is solely due to the low amount of food that the Orcs possess. You have acquired a massive amount of farmland equal to that of a large city. The soil here will be perfectly suited to grow anything that you can dream of. For an additional 200cp you can purchase a Three Goddess statue. This statue produces a liquid that can multiply a crops growth speed dozens of times over as well as increasing their quality. The fountain will be capable of producing enough liquid to be used on the entire area and will do so automatically. Lastly you may purchase this multiple times in order to increase the total amount of land you have.

Titan Temple - 600 CP

The titans are heralded as the ancient ancestors of the Dwarves. There are two main aspects that make this temple valuable. First due to the sheer amount of elemental aura (by default this is Lightning) anyone that stays here will have their bodies strengthened. Second, this temple is placed in a valuable position. By default this will be an underwater Fortress. This will allow you to safely study the ocean and to prevent invaders from reaching you. This may not seem valuable at first, but even advanced wizards and dragons have to be careful here normally. You may alter this to another area if you wish however.

Nobility - 200/400/600 CP

One of the main reasons people choose to become knights is so that they can gain military achievements and acquire a Nobel ranking. This option allows you to skip that part and to achieve your position directly. For 200cp you can acquire a coat of arms and become a city lord. For 400cp you can become a Duke. This position is only beneath that of a King and in a larger kingdom can in some cases actually be a King. Lastly for 600cp you can become an Emperor. Even in the greater capacity of humanity this is a rare position. In addition to your rank you will be rewarded a corresponding amount of land. The amounts on average are a city, a duchy, and an empire (which is around 10 duchies). They will have a force of knights and wizards appropriate to their ranking as well.

- Knights receive the 200 CP option for free

Wizard

Blank Staves - 100 CP

When a Wizard wants to forge a staff they first require a blank staff that can be combined with the appropriate materials. This is a supply of unlimited blank staves of corresponding levels. With these as long as you have the materials you will be able to forge a staff of any level.

Portal Bag - 100 CP

Portal bags are spatial treasures given to wizards once they become official wizards. They possess the ability to store a large amount of equipment. This version will be a 10 meter by 10 meter space. This may not seem like much, but the average portal bag only has a 1 by 1 storage space.

Jade Pillow - 200 CP

A wizards mentality is of the utmost importance both in their general life as well and when attempting breakthroughs. This Jade pillow is made of a special material that relaxes the user and over time is even capable of increasing their power of will. This pillow will be effective on you regardless of how strong you are.

Monster Portal Ring - 200 CP

The Monster Portal Ring is an item typically used by druids in order to store their summons. This particular ring contains what is effectively a miniature world within itself. There is enough room in the ring in order to store any type of summon/monster. The best feature however is that the ring will gain a new space with each new summon you gain asked on the being. This way you will never run out of room and your creatures will always be capable of traveling with you.

Transformation Necklace - 400 CP

The transformation necklace is an artifact created by the Elven goddess of the moon. It grants the user the ability to turn into different races and allows them to hide their scent. Each race possesses a unique scent that allows them to identify each other. For example Abel uses this item to hide his identity as a human while in the elven kingdom and to conceal his dragon scent after absorbing the dragon core. Lastly you may merge this artifact with your soul in order to gain its abilities if you wish.

Holy Bone Card - 400 CP

This is a divine artifact that is capable of resurrecting anyone that's been dead for less than a week. They will retain all skills and knowledge that they possessed while they were alive. Finally they become loyal to you and will serve. Normally this artifact would

require divine energy in order to be used, but this version may be used with any energy you possess.

A Library of Your Very Own - 600 CP

Once a wizard has reached the limits of their talent they will normally start researching other possible methods to grow and start to document all of their knowledge in order to pass it on. This library contains two things: first it catalogs all of your combined knowledge in a format that allows you to easily review everything. Second, it contains knowledge that reflects your background. For example as a wizard specializing in fire magic it might contain the records from a group of wizards belonging to various ranks. This could include intermediate, elite, law defying wizards, and even some god ranks who used fire magic. It would contain all of their experiences, their personal research, and numerous other valuable notes that they had created throughout their lifetime.

Wizard Tower - 600 CP

Once a trainee becomes an official wizard they will build a proper wizard tower. A wizard tower is a magical fortress used by wizards both to defend themselves and to act as bases for their research. This tower comes with a number of unique features. First is the material, this tower is made of a powerful mineral that absorbs magic and grows more powerful as you do. It will start out equal to a Mourning Stone in strength. Second, as wizard towers typically have a number of floors equal to a wizard's level, so will yours. Each time you advance it will generate another floor. Third, it will possess an advanced artifact spirit. This spirit will manage the tower and its defenses such as golems and ballista. Fourth, it will come with a floating platform allowing the tower to be mobile and for it to become invisible. Lastly it will possess the numerous other features usually associated with a tower such as a teleportation circle and a defensive circle. Also this tower may be purchased multiple times if you wish to gain more than one. This will also link the spirits and networks utilized by your towers together.

Crafter

Dark World Magic Contracts - 100 CP

One of the most important items needed for someone to successfully develop is a proper inheritance. If you don't belong to a family with you however it is incredibly difficult to acquire one. A method used to deal with this are magic contracts. These contracts create unbreakable oaths that are impossible to be disobeyed. The only restriction is that however signs they must do so willingly. You receive a large supply of these scrolls and will be provided with more as needed.

Professions Badge - 100 CP

Sometimes it feels good to flex your authority. To go along with that concept you may take this item. This is a badge that represents your skill level and talent within a field. It will be recognized by any organization and its members. Even those who have no knowledge of the field will instinctively treat you with the respect you deserve. Lastly this will make it significantly easier to join any organization as this is undeniable proof of your achievements.

Blood of the Orc God - 200 CP

The Orc gods blood can be used as a powerful medicine to train the user's body. In addition it allows the user to extend their lives by a hundred years. Normally you would have to be a head knight commander to use this, but your version will be safe to use on anyone. You will receive a vial full of blood. You should only use a single drop at a time. Should you use the entire vial then you will receive a new one a week later.

Ancient Garden - 200 CP

A major limitation that alchemists face is that many plants will only grow in environments with a significant amount of mana and occasionally some other special requirements. You however have acquired this special property. This is a large garden filled with many unique and rare plants from this world. In addition if you have any seeds from new plants you may grow them here. This also can be used with animals if you want them to grow here increasing the chances that they will develop attributes. This building will expand to hold any new plants or animals that are added. In addition if you are too lazy to manage it yourself this garden will be taken care of by a number of alchemist labor puppets who will automatically harvest the plant when they are fully grown. Lastly if you already have a garden or similar option you may merge these combining their properties.

The Alchemist Catalog - 400 CP

In order to advance as an alchemist you must progressively learn more and more recipes. This is a catalog that contains every recipe that this world has known. This will include the recipes long since lost to time as well as those held in secret by various experts. Lastly this book will be retroactively upgraded with recipes from any jumps you have been to and will expand whenever you travel into a new jump as well.

Book of Runes - 400 CP

Perhaps the biggest challenge with learning runes is gaining access to them and having the appropriate equipment. This book contains all of the Runes that have been created in this world. Whether it is a rune unique to Heaven, Hell, or a random species it can be found within this book along with any variation such as specific level. Lastly this book will be retroactively upgraded with the runes from any jumps you have been to and will expand whenever you travel into a new jump as well.

The Ultimate Crafting Station - 600 CP

While the level of an item undoubtedly depends on who's making it, that doesn't mean equipment is irrelevant. This item will provide you with a crafting station suited to all of your talents. It will consist of divine grade tools personalized to your skills. For example a blacksmith would receive a forge capable of reaching ANY temperature and a hammer that can alter its weight. These stations will expand as your skills grow and you develop new talents. You will need to gather the materials yourself however. This station will provide you with the ultimate tools, but you still need the materials.

Untapped Cache - 600 CP

Similar to the other professions, blacksmiths are often limited by the materials they possess. After all, you can't forge a divine weapon out of common iron. By purchasing this you'll never be concerned about this again. This is a special chest filled with materials that you are capable of working with. The contents will grow as your skill level does. For example as a beginner you might only have common iron, but once you become a grandmaster you will receive unique ore capable of being forged into legendary artifacts due to the material alone. This will also grant you materials for any other crafting profession. The only exception is plants as they must be grown rather than made.

The Holy Kingdom

Crusader Equipment - 100 CP

If you're going to be a part of the kingdom then you should dress like it. This is a set of armor and weaponry that is given to the knights of the holy kingdom. This includes a sword, shield, and some other basic equipment. Granted these items are graded approximately level 15. After all the knights have only had the opportunity to truly flourish here allowing them to have stronger members compared to the other areas.

Statue of Faith - 100 CP

Within the central temple of the Holy Kingdom there is a statue that has been baptized for thousands of years with holy energy to channel faith. This faith is used to condense holy crystals that contain purified power of the gods. Your statue is perfectly tailored to you and will create crystals as it is given faith. For example having 50 million normal citizens or 1000 legendary zealots would allow you to generate a single crystal every year.

Divine Equipment - 200 CP

Anything directly forged by a god is considered divine equipment. These artifacts are typically far more powerful than a normal artifact. Some examples of divine equipment are the Transformation Necklace, the Holy Bone Card, the Barbarians Sacred Totem Pole, and the Godsend's ring. The ring's internal space is over 500 miles in radius and is effectively a small world. You may design an artifact or purchase one from canon with this. Lastly these versions will be perfectly bonded to you and will be incapable of being used by anyone else without your permission.

Angelic Crystal Statue - 200 CP

The angelic crystal is made from a fragment of an Archangel's soul. It is capable of gathering faith energy and has the ability to turn the user into an angel once a certain amount has been absorbed. While this does grant you a powerful new form it will be that of an average adult angel at least at first. By gathering enough energy you may eventually gain another set of wings and evolve.

Angelic Wings - 400 CP

These wings are a powerful artifact designed to promote an Angels strength. Normally an angel would gain its wings over thousands of years by slowly absorbing energy. This allows you to artificially promote your rank. Meaning if you were a four winged angel this would make you as strong as a six wing angel. The wings are also capable of passively absorbing energy allowing you to function at peak performance for days on end.

Guardian Wings - 400 CP

This is a defense system set in place by the demon from beyond before its injuries forced it into slumbering. This creation resembles a large pair of angel wings that float above the capital of the kingdom. This system is capable of performing a number of functions such as generating a shield around the entire kingdom, searching for criminals, and even launching powerful attacks capable of killing half gods. These are its main functions and since you're paying CP you won't need to spend any holy crystals. Instead you can use these to supercharge the guardian wings.

Devout Temple - 600 CP

Each god's temple effectively functions as their major stronghold and where they are at their most powerful. This is a temple built to suit you personally. It will automatically collect faith from your worshippers and if you are not a god then don't worry. Worship from being a famous leader and other individuals who look up to you still counts. Although this isn't quite as powerful as true worship. This temple will have enough defenses to successfully repel a god rank being such as a powerful angel or demon.

The Holy Kingdom - 600 CP

This option will allow you to purchase the Holy Kingdom or at least a kingdom of a similar level. This kingdom will have approximately 500,000,000 citizens and 3000 mad knights equivalent to law defying wizards. The other groups will have their size based around this ratio. All of its citizens will be fanatically loyal to you and treat you as their deity. Any modifications made to the kingdom will be retained and carry over to new jumps. Lastly post jump this kingdom may be made into a warehouse attachment if you wish.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Dragon Servant - 50 CP (First Free For Dragons)

Given the near divine status that the Dragons have they are treated like royalty virtually anywhere they go at least on the outer continents. To show their close bond with the Dragons the Elves send a devoted servant to each dragon in the Dragon Abyss. This is a servant who is utterly devoted to you. You may freely design their personality and appearance if you wish otherwise they will be created based on your subconscious desires. Each time you purchase this you will double the servants you receive. Lastly these servants do not receive any CP, but you may train them in any ability you possess.

Spirit - 100 CP

Most wizard towers and cities typically have some sort of spirit that runs all of the operations. The most common types are research spirits, battle command spirits, and management spirits. Research spirits are capable of conducting research and processing vast amounts of information. Battle command spirits specialize in commanding fortresses and puppets. Lastly, management spirits are the default spirit that runs the automatic services and keeps track of everything. For example an organization's management tallies points earned by its members and performs transactions with them. The strongest management spirits are capable of running entire kingdoms and in some cases even whole continents on their own.

Each time you purchase this you may receive one of these spirits or you may customize a spirit of your choice. Since you are paying with CP they will be enhanced so that they can handle all of your properties. For example choosing the battle command spirit would make it capable of running any military focused bases and ships you have. Even if you had a galactic empire it would be capable of running everything remotely. Lastly since it would probably come up the spirits will have absolute loyalty to you. So you don't have to worry about them going rogue or being hacked. A final bonus is that you may give the spirit a real personality if you want. Most of them are bland and only run things automatically according to their protocols.

Serving Staff - 200 CP

When a noble is given a castle or some other territory it will typically come with a steward who is capable of managing the territory on their behalf. This option allows you to buy a servant's staff filled with stewards, maids, workers, and other people capable of managing things on your behalf. Their capabilities will include running your businesses, providing upkeep for your buildings, and all of the other miscellaneous duties that you normally assign someone. This group of followers will fill in any available spots you have and new workers will be hired as you acquire more properties.

Giant Oak - 300 CP

The most important asset used by a Druid is a Giant Oak tree that they personally raise. They form a symbiotic bond with each other boosting their growth. Regardless of whether you are a Druid or not you have acquired one such Oak that has been infused with your essence. This tree will be able to assist in your training and stabilize your growth if needed. In addition as the tree is capable of gaining a sentient spirit it can receive power from faith and evolve into a tree of life. Even if this is considered the weakest divinity, it still possesses many powerful abilities. One in particular is the ability to create elite elves. These are the elves' ancestors and a more powerful variant of their species. This may be purchased multiple times for more trees. One final note is that normally only one tree is meant to be in each world. Your trees on the other hand will be capable of cooperating with each other.

Beloved - 300 CP

As there are many long living races here they treasure close relationships here. In particular are those who they can spend their lives with. You seem to be blessed however and have found a companion capable of matching you. This individual matches you perfectly both in talent and personality. If you wish you may design their appearance and personalities if you wish however. Lastly instead of a CP allotment they will mirror your abilities. For example if you are a fire element wizard then they might be an ice practitioner.

Professions Union - 200/400 CP

There are a number of unions and organizations created by each of the professions in this world. Each time you purchase this you may acquire an organization of your choice. Some examples are the alchemist union, the blacksmith guild, or the wizards union. There are two levels that you can choose from. For 200cp you can acquire an organization on par with the organizations in the outer continents. The strongest members of this organization will be on par with an entire kingdom. If you pay 400cp then you can acquire an organization such as one from the central continent. These are the true powerhouses even taking into account the whole world.

Follower Race - 300/400/600 CP

In this world the wizards have dominated the power structure through their might and have weakened many of the other races. As a result some have turned to the protection of their gods or other forces. This option will allow you to choose an entire race of followers. For 300cp you can choose a weakened species such as the Barbarians which are a powerful variation of the Orcs. For 400cp you can choose one of the stronger races such as the Elves, the Dwarves, or the humans who live in the Holy Kingdom. Lastly for 600cp you may choose a race of powerhouses such as the Dragons, Humanity with the Wizard Union, or the Ancient Elves.

The race's population will be based on their cost as well. The 300cp races will have approximately 50 million, the 400cp races will have 400 million, and the 600cp races will have 1 billion members (this is counting all of the continents together). The majority however will only be average members of their species. For example if you choose dragons then 70% of their race would be pseudo dragons and demi dragons. 20% would be true pureblood dragons and the final 10% would be real powerhouses that could shake the continents by taking action. They will have the necessary infrastructure such as cities and food supplies to remain self-sufficient. Lastly they will remain eternally loyal to you so you will not have to worry about an uprising or some other rebellion occurring.

Divine Order - 400 CP

While a god can simply have a kingdom and call it a day they aren't considered to be strong unless they have an order of warriors. This option allows you to gain one such group. Rather than getting a flat number this option will function more along the lines of a growing follower set. Based on your power and the size of your Holy Kingdom/center of power you will gain a larger set of servants.

Regardless you will always have at least 1 divine servant and a legion of empowered spirits. For reference the divine servants are basically beings typically tied to a holy kingdom and can fight off weaker gods on their own. A more powerful god may have dozens if not hundreds of servants. The empowered spirits are souls with a 100% loyalty towards you who chose to become warriors in the afterlife. Their numbers will depend on the total number of souls you possess.

Friends From Diablo - Varies

Throughout the story we see glimpses into the world of Diablo many years after both heaven and hell have chosen to leave the world. Despite this it doesn't mean that all of them are gone however. This option allows you to recruit or create a member of the Diablo franchise. Their power will depend on the price you are willing to pay. For 100cp you can create someone on the level of the average monster. This also includes most normal warriors such as a Paladin or an Amazon. For 200cp you can summon something like Deckard Cain or any of the NPCs that would inhabit the Rogue Encampment or Sanctuary. For 400cp you can summon a relatively powerful character or someone with great influence. This tier covers most of the normal bosses from the games or the end game enemies. For 600cp you can summon an ally such as some of the angels, notable demons, and particularly powerful monsters. Some examples of this level are the four lesser evils and the weaker Nephalem. Lastly is the 800cp option which includes everything above the mentioned options. Some examples of this would be Angris council members, the Prime Evils, Lilith, and the Angel of Death Malthael. The only characters you are not allowed to choose with this option are Anu and Tathamet. Alternatively you may purchase a member of the setting following the above examples for pricing. For example a Legendary (level 26-30) wizard would be 400cp and a god rank (36-40) being would be 600cp.

Summoned Monster - Varies

There are a wide array of creatures that inhabit this world. While the druids tend to rely on them more, every profession undoubtedly wants to have a power that can keep up with them. You may choose one such summon here. The exact power and rarity will depend on what you pay. For 100cp you can summon a monster like the set of ravens, the poison creeper, or the oak sage. For 200cp you can summon a monster such as the King type wolf Black Wind, or Flying Flame after he evolved into a pure blooded dragon. For 400cp you can summon a creature such as a pureblood giant dragon or something like a Beamon. For 600cp you can acquire a god level monster. Some examples of this would be an elder giant dragon or some of the sea creatures such as the sea dragons or dragon turtles. The final option is 800cp which includes everything above the mentioned options. The only canon example of a monster this strong is Super Diablo. Everything you choose from this level is as powerful as a Pinnacle God.

Divine Companion - 500/800 CP

This world used to have hundreds if not thousands of powerful deities. Eventually however the other races notably humanity rose up and fought back. After many years the vast majority of the gods were either killed or sealed away. Not all of them died though some made treaties with humanity or were later reborn through methods such as Abels resurrections. This option allows you to create or recruit one of these gods. For 500cp you can recruit a normal god such as the goddess of hunting or the god of wealth. The upper limit for this option would be the god of war or the god of mountains who was the dwarves main deity. For 800cp you may recruit a pinnacle deity such as the Dragon god or the Wizard Union President.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Era of the Gods - 0 CP

We are given glimpses into the past through relics such as the ancient fortresses and other treasures. We don't however get to truly see the glory of the ancient world. This option however allows you to do exactly that. You may choose a point during this universe's history to appear in instead of the default point. Maybe you want to explore the world when the gods ruled or perhaps you want to appear when the Demon from Beyond initially showed up. The end of the jump will be extended to the default period. Meaning if you go back 10,000 years then you will stay for 10,010 years total.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on

how long you plan to stay you may need to find some method of extending your lifespan.

Hidden Injuries +100 CP

As you get farther along your path you are likely to accumulate hidden injuries. These are minor injuries that have little to no effect. Given time however these can become a single greater issue. Due to one reason or another you have accumulated a large amount of these injuries. Unless you manage to find a potion or another time capable of healing you your path will become more difficult and your bottlenecks will be tighter.

I Need More Resources +100 CP

While it's hard to earn money it's incredibly easy to spend it. For one reason or another you can't seem to hold onto large quantities of cash. Maybe you are somehow forced to spend it or you simply lost it somehow. Either way you won't be able to hold onto large quantities of extra cash during your stay here.

Beautiful Blood +200 CP

Whenever you kill another being your body will gain a piece of bloodlust. This is one of the reasons that people who return from the battlefield are considered more dangerous since their aura of slaughter is much greater. Normally anyone with this aura would restrain it or do their best to dispel it. You are unable to do either. Your blood aura will only grow larger. Should it become strong enough then you will start to knock weaker individuals out with your presence. This will also make people far more cautious of you and make you appear like a madman. If you don't wish to reach that point your only options are really to avoid combat or to never kill any of your enemies. Given the nature of this world both options will be quite difficult.

End of the Line +200 CP

No matter how powerful an individual is they will get weaker as they age. Once they reach a certain point they may very well be unable to even fight anymore. You aren't at this point, but you are getting there. You are a very old member of your chosen species and as a result no longer capable of showing off your peak power. It isn't impossible to offset this, but most of the methods are difficult. The easiest method would be to acquire a long levity position to increase your lifespan.

Shining too Bright +200 CP

While you obviously want to be talented, sometimes being too talented can be a bad thing. Due to your impressive talents you tend to draw the eyes of older beings who have reached their limits along with those who are greedy. The biggest issue is that these individuals will emerge from your supposed allies. They won't be impossible to deal with, but generally they will be a higher level than you when they come after you. Your best measure would be to rely on a powerful ally or to hide and get your revenge from the shadows.

Endless Famine +200 CP

An unfortunate event that occurs on the Holy Continent is the great famines. Every now and then the conditions for growing crops across the continent will become devastatingly ineffective. During this time food will become the most valuable resource. This drawback will not ruin your land, but that in itself may create another problem. Due to their hunger duchies and even entire kingdoms will gladly head to war over food. So be careful if you decide to sell large amounts of food.

Emerging Cracks +400 CP

While the wizard union has done some good they also have acted as tyrants. Anything that can be viewed as a threat to them must either join them or be destroyed. You have somehow fallen into this category. They will not act overtly due to the war between them and the Holy Kingdom, but they will launch subtle measures to deal with you. This will start out with minor things such as restricting your teleporter access or what supplies you can request. Later as you grow it will turn into open threats and possibly assassination attempts. Once you reach the point where they cannot control you they will resort to their final measures such as targeting your friends and family in order to lure you into an ambush. You will have one advantage however. The wizard union is not united and it is likely that only a portion of them want to target you. In fact you may even have some supporting you from within. This will only stop once the members targeting you have been killed or if you can convince the president to force them into standing down.

No Toys Allowed +400 CP

It seems that your benefactor doesn't want you to get through the setting by relying on powerful artifacts. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of class system.

Fallen God +600 CP

Well there is good news and bad news when you take this. The good news is that you are a god equivalent to one purchase of the Godhead perk. The bad news is that you have been captured and imprisoned by the Wizard Union in their headquarters. Currently you are nothing more than a body that they harvest blood from. Soon however you will get an opportunity to escape. Maybe your followers will somehow break you

free or the Wizards headquarters will be attacked distracting them. Once you escape you will have the opportunity to recall your artifacts and to reignite your holy kingdom. You must be cautious while doing so however. The wizard union will be hunting you and will send their god level members after you as soon as they locate you. Should you avoid them long enough perhaps you could take your revenge. They will not stop until you have been captured or killed.

Wrath of the Divine +600 CP

This isn't good for one reason or another you seem to have gravely offended a deity. Perhaps you stole one of their main artifacts or challenged them. Regardless of the reason they will start hunting you. Due to the rules placed on them they will be unable to target you themselves at least initially. As the jumps get closer to finishing they will ramp up their efforts until in the last year they will disregard the consequences and launch an all out attack against you. Maybe you should try to find some allies to help weather the storm.

The Dragons Fury +600 CP

It appears you've made quite the blunder. Somehow you have managed to offend the entire dragon race. The dragons are a rather reclusive race that spend most of their time guarding the continents from external threats. Despite this they are amongst the most feared and respected races. Perhaps you enslaved one of their members or attacked them. Either way you've garnered true hatred from them. Similar to the Wrath of the Divine you'll face a stream of steadily increasing attacks as the jump progresses. In the beginning you'll face pseudo dragons, but near the end the Holy Dragons themselves will come for your head. This will not end until either you have died or the dragons have been destroyed.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document.

Striving For The Peak

Congratulations you are now the hero of our story. That's right you will be replacing Abel Harry. The jump will last until the story ends canonically or you die. You will face all of the challenges that Abel did without his plot armor and abilities unless you purchased the relevant perks. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Reward

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

The Demon From Beyond

The so-called Demon from Beyond is an angel that was gravely wounded during battle with the demons. Somehow it fell through a dimensional crack and landed in this world. For some reason it then decided to declare war on this world likely to gather faith power in order to heal itself. The divergence here is that before it fell into slumber it chose an individual to become its champion. That person was you, to represent this it gave you a spark containing its power that you can cultivate. Your goal for this scenario is to conquer the continent and unite it under the holy kingdom. You shall receive the full

support of the Holy Kingdom and if you take long enough the Angel will reawaken and assist you.

Rewards

For completing this scenario you will receive a variety of rewards.

- First you shall get to take this conquered kingdom with you. This includes all of the knights, saints, and other special beings in the kingdom as well as the survivors who serve you.
- Second, the Angel has decided that it shall accompany you as a company on your journey after you proved its faith in you.
- Lastly the spark the angel granted you shall be awakened to its full potential. You may become an angel on par with the Archangel 600cp version for free alongside a discount on the second level and will receive the appropriate powers. If you already had then you receive a full refund.

Demonic Incursion

During one of the battles a dimensional crack appeared that started to leak lava. When Abel sealed the crack he was given a glimpse of the other side's leader. It was an unbelievably powerful demon who nearly killed Abel with a glance. For this scenario you shall be inserted as a demon into that world. You must rise up the ranks and eventually take command of the world. After doing so you must pry open the crack to this world and conquer it as originally intended. To ensure that this task is possible you will be inserted into this world before Diablo became the worldmaster.

Rewards

For completing this scenario you will receive a variety of rewards.

- First you shall take both worlds as your prize. The demonic world and whatever remains of this world once it has been overrun.
- Second, for proving yourself the mightiest demon you shall be granted the second level of the Prime Evil perk for free. Should you already have it then you will be refunded and may spend it somewhere else in the doc.

Restoration of the Cube

Despite its immense power the Horadric Cube is merely an imitation of the true Kanai's Cube. Taking this scenario will allow you to challenge the Sescheron and the Tomb of King Kanai. This massive area is filled with demons, beast, and worst of all the Unclean. They are the survivors of the city who have been driven mad and resorted to cannibalism. You will succeed once you clear your way through the city and arrive at the tomb.

Rewards

- Your reward for accomplishing this task is simple. You gain the Kanai Cube, this is a powerful relic possessing abilities similar to the Horadric Cube on a grander scale. There is a link in the notes providing more detailed information.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

If you purchase both Archangel and Prime Evil then you probably would become something equivalent to the Nephilim.

Purchasing both Grandmaster Blacksmith and Grandmaster Alchemist will allow you to greatly expand what you can do giving the requirements for forging legendary war machines. For example some of the Dwarven super weapons require both grandmasters in order to be built properly.

Spoiler - It is revealed that the Demon from Beyond/The Angel is actually Archangel Tyrael not an average angel. So any direct references to the angel are probably referring to an average angel rather than an Archangel.

Kanai Cube Information - [Kanai's Cube | Diablo Wiki](#)

List of Professions

- Knights
 - Archers
 - Holy Knights
- Wizards
- Druids
- Priest
- Blacksmiths
- Alchemist
 - Potion Masters
 - Metallurgy
- Barbarians

Wizard Ranks

- Apprentice
- Official Wizard
- Intermediate Wizard
- Elite Wizard/Advanced Wizard
- Law Defying Wizard/Ruler
- Legendary Wizard
- Demi-God Wizard
- Early God Wizard
- Peak God Wizard

Knight Ranks

- Novice Knight
- Official Knight
- Intermediate Knight
- Elite Knight
- Knight Commander
- Head Knight Commander
- Holy Knight
- Mad Knight
- Legendary

Alchemist Ranks

- Alchemist
- Intermediate Alchemist
- Honorary Master Alchemist
- Master Alchemist
- Grandmaster Alchemist

Changelog

- Jump in Progress
- V1 is completed