

# Tavern in Another Dimension: Getting the Elf Queen Drunk at the Start

## By Sentry342

Alan transmigrated to a fantasy world, inherited a tavern, and activated the Tavern System!

First mission completed: renovate the taverns: Lafite red wine formula rewarded, hundred times speed up in the wine cellar!

Second mission completed: served a hundred customers and received good reviews: Budweiser beer formula rewarded!

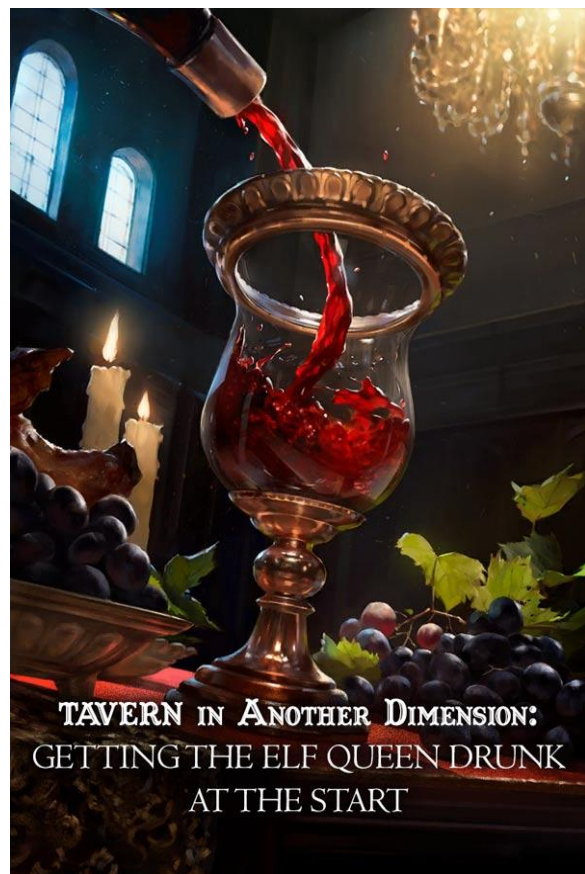
The third mission, fourth mission... As the tavern expanded rapidly, not only did our MC bring in fine wine, he also brought in all kinds of cultural influences from the modern era.

This alternate world was starting to turn a little strange. Inside the tavern, the elegant elf queen fell in love with rock music, she picked up an electric guitar and started screaming and howling.

The orcs, the knight, and the sorcerer sat down at the table and started a round of Texas poker, soon getting all worked up against each other.

A famous wizard raised up his Budweiser beer and muttered, "Don't ask how much I can drink, all I want is another gin!"

Whether you wish to join the chaos or simply enjoy your stay the choice is yours. Take these **1000 Choice Points**, they will allow you to gain a few skills to survive this world.



# Location

You can either choose one of the locations below or roll d6 and receive +50 CP to let the whims of fate decide your path.

## 1.) Alan's Tavern

This is the tavern owned by the protagonist Alan and a location that is destined to become world famous soon. Alan will soon be using this location to spread his goods and various new types of technology. Additionally this location is one of the most stable locations in the world for space magic and it seems that many important beings will flock here. You will appear outside of the tavern.



## 2.) Rock City

Rock City is the main city in which the story initially takes place. The city is reasonably well off and is home to a surprising amount of important individuals. The most important thing about the city however is that Alan's Tavern is located here and will be the center of many future events. You may choose to arrive anywhere in the city you wish. By default you will arrive near the main gates allowing you to either leave the city or to explore the city.



## 3.) Forest of the Elves

The Forest of the Elves is a large wooded area that the Elves inhabit. This area holds many remnants of the ancient war and is the area where the world boundaries are weakest. Due to this the elves maintain a vigil for any signs of the demons invading. You will start on the outskirts of the forest unless you are an elf. In that case you will start out in the middle of the village.

#### **4.) The Abyss**

The Abyss also known as the Demon Realm is a separate dimension from the Human World. As you may have understood from its name the world is home to the Demon Race. Currently there is a powerful barrier separating the worlds, but this barrier has been growing weaker since the Great War 800 years ago. You will be starting in a random location in the Demon Realm. The only specific location in the Abyss is the palace of the Demon King.

#### **5.) Imperial City**

Imperial City is the main capital of the Hailar empire. The city is normally filled with merchants and other businesses, but the war for the throne has put a damper on the city. Currently tensions aren't terrible, but they are noticeably increasing. Depending on what side you represent you could assist someone or simply leave in order to avoid the chaos.

#### **6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed.

## **Time**

You start out on the same day that the story begins. Alan will receive access to the system in a few minutes.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. These origins will primarily decide your in-jump history.

## Reincarnated Soul - Free

Interesting, it seems that Alan isn't the only reincarnated soul here. You are another being from our world or at least Alan's version of it. You have now arrived in this fantasy world with the knowledge of our world. You could simply go off exploring in order to live out your isekai fantasies or perhaps you could actually prepare before you get killed by a random monster.

## Defender - Free

You are one of the many warriors on the continent. You could be a warrior or you could be one of the physical combatants such as a knight. Regardless of your path you have primarily focused on cultivating your own strength and are likely a soldier or mercenary. Being a soldier will likely result in you having better equipment and more support from your forces. Being a mercenary however, will grant you far more freedom.



## Royalty - Free

So you are one of the ruling classes in charge of managing this world. This simultaneously offers many boons and drawbacks. You will have access to wealth, power, and better living conditions than many of the other people here. This however, will be counterbalanced by the responsibilities that you have as well as the constant threat of assassination. The royals end up with quite a bit of infighting here especially when there is some form of power gap.

## **Invader - Free**

Due to insufficient resources there are some groups trying to invade and take over various areas of the world. You are one of these beings or at least aligned with them. This option doesn't make you a bad person, but you are probably going to be the one in the wrong here since you're the one who started this. Maybe you can be a merciful conqueror?

## **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.



# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## ***Human - Free***

You are a normal human or whatever the local equivalent is. Humans in this world are a relatively weaker race. Despite this while humans may not be particularly powerful in comparison they still possess incredible potential that allows them to even surpass the gods. In addition their numbers allow them to produce far more geniuses than many of the other species. You will start out in peak physical condition for a human.

## ***Dwarves - 100 CP***

The dwarves are a race of short humanoid beings. They are approximately one meter tall on average. Despite their small stature they are remarkably strong. Dwarves love to drink and often are masters of the forge. One of the most important traits of the dwarves however are their straightforward nature. For example if you offend a dwarf an honest apology will normally resolve the situation. You may even become a treasured friend simply due to your attitude. If you continue to offend them however, you can easily end up with a life long enemy.

## ***Orcs - 100 CP***

While they are called Orcs it is more accurate to refer to this species as Beastmen. The members of this species possess two forms. One is a humanoid form that resembles a normal human with some traits from their second form. The second form is a bestial form similar to a large animal. For example the Orc Milton had the form of a massive bear. They possess the ability to freely shift between these forms at will. Their main advantage aside from this is that Orcs typically have powerful bodies compared to many of the other species.

## ***Goblins - 100 CP***

Goblins are a race of short green skinned beings. They are approximately the same height as the dwarves and have very similar cultures. In fact the races consider themselves rivals. The main physical difference is that the goblins tend to be more focused on agility rather than strength. Mentally however, the goblins are incredibly intelligent and function as amazing researchers. They believe in the power of machines and intelligence over the strength of the flesh.

## ***Elves - 100/200 CP***

The elves are a species born from nature with close kinship with the wilds. They primarily resemble normal humans although they tend to be more attractive and often possess thinner bodies. The elves possess three main advantages compared to other species. First they are incredibly long lived. For reference a 500 to 600 year old elf was compared to a 20 year old human. Second, the elven race's talent for distinguishing scent was far higher than other races. Third, given the sensitive nature of the elven race, they can sense emotions.

For an additional 100 CP you can become a royal elf similar to the Queen Orina. The royal elves such as the queen are far more talented than other members of their race. For example Orina's sense of smell was far more powerful than a normal elf allowing her to identify poisons and the differences in Alan's drinks.

## ***Vampire - 200 CP***

Vampires are a race of pale skinned beings with a thirst for blood. These beings are incredibly stealthy and can easily kill beings stronger than themselves due to their bites. In addition if someone receives their bite and survives they will normally become a vampire as well. Though here they are referred to as ghouls instead. Ghouls created this way are bound to their masters and cannot disobey them. They will retain their normal capabilities though they sometimes will become mindless berserkers if they possess little willpower. Aside from this each Ghoul also possesses a unique ability. The Ghouls possess a venom sac allowing them to release venom. Most of the time this is some form of neurotoxin, but you may choose two unique venoms. An example of this would be the Ghoul Foster whose venom was capable of sealing his targets power and knocking them out instantly for twelve hours.

## ***Angel - 100/300 CP***

Angels are a race of humanoid beings with large wings on their backs. They greatly resemble humans ignoring their wings. The amount of wings an Angel possesses depends on how strong they are. They can have anywhere from two to twelve wings. For 100 CP you may become a normal Angel. Angels possess powerful affinities for Holy and Light magic. In addition they are considered to be the natural foes of Demons and other evil beings. If you pay 300 CP instead then you may become an Archangel like Hewlett. The Archangels are a more powerful variant of Angels. They always possess at least six wings. They possess all of the same abilities as normal Angels to a much stronger degree. Lastly they also possess authority over Angels that are weaker than them.

## ***Demon - 100/300 CP***

Demons are a race of powerful beings from the Demon Realm. They are virtually immortal with an infinite lifespan. This trait ensures that while Demons typically have a slow cultivation rate they actually possess a number of powerhouses simply due to their inability to die. For 100 CP you may become an average member of the Demon race. These beings are more powerful than humans, but they do not possess many unique advantages. For 300 CP instead you may choose to become a Demon Lord. The Demon Lords are far more powerful demons who serve the Demon King. Each of them are comparable to some of the greatest warriors of the other races.

## ***Dragon - 300/600 CP***

The Dragons are an extremely powerful race of intelligent monsters. Dragons resemble massive reptilian creatures standing on four legs with a set of powerful wings. These creatures typically possess some form of elemental affinity granting them a powerful affinity and the ability to use the element. Their main elemental attack takes the form of a breath attack based on their element. For example a fire dragon breathes fire and an ice dragon breathes rapidly freezing ice.

For 300 CP you may become a Pseudo Dragon. These typically are some form of offspring to the true dragons. The incredibly low fertility rate of the dragons however makes them willing to accept powerful Pseudo Dragons into their ranks especially when their parent is supporting them. You will possess all of the standard powers wielded by the Dragons to a lesser degree. You will still however, be incredibly powerful compared to any of the other races. Paying 600 CP on the other hand will make you a true dragon.



## ***Magical Beast - Varies***

Magical beasts are animals who have evolved due to absorbing magic and become more intelligent. They often possess unique powers and special abilities. The type of magical beast you can become will depend on what you are willing to pay. For Free you can become a weak magical beast like Olivia's pet rat Meaty. Its unique power was its enhanced senses which allowed it to track almost anyone. For 100 CP you can choose a magical beast with a unique trait like the magic pigeon that Yupanki uses. It has a spatial power and possesses a small pocket dimension that it can store items in. For 200 CP you can become a creature like Ai Xiaohei who was a powerful panther. She had the ability to shift her size and had an extremely powerful physical body. For 400 CP you can become something like Ai Xiaobai, the Cerberus owned by Lolita. While he was only a puppy he still possessed incredible power and had control over an element. The final option is to become one of the rare creatures who can match the Dragons. This level of magical beasts typically are ancient beings with immense size such as Leviathans or other divine creatures.

## ***Hybrid - Varies***

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species \* 100 CP + Species cost. So becoming a Demon Lord x Archangel hybrid would cost 800 CP ( $300 + 300 + (100 \times 2) = 800$ ). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

## Skills, Abilities, and Perks

*All jumpers will be given a set of floating discounts to be used as they wish. You will receive two discounts per perk tier. 100 CP perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP perk free.*

## General Perks

### Magical Power - Varies

The most important and well respected profession in this world are the Mages. Mages are beings capable of wielding magical power and performing arcane feats. There are still many different levels of Mages. The first option is to give up on the ability to use magic entirely. That option will grant you +300 CP since you are closing off this route entirely. The next level is the Free option which will give you a basic level of magic equivalent to the average magic user here. For 50 CP you will reach the level of a Magic Apprentice. This level allows you to perform most simple spells and maybe a few advanced ones. The fourth option, 100 CP, is to become a Mage. This is the average level where magic users are acknowledged by others as proper magic users. The fifth option is the Grand Mage level for 200 CP. This level is when Mages start to become more popular and capable of using advanced spells. The sixth option is to become an Archmage for 400 CP. At this stage mages are recognized as true army killers and represent tactical threats for the various kingdoms. The seventh and final level allows you to become a Grand Sorcerer for 600 CP. This is the level of the ultimate magic powerhouses here. There are only five beings at this level in the entire world.

### Accepting Presence - 100 CP

Alan seems to possess a naturally calming aura which makes others calm down in his presence. By taking this perk you will now possess a similar presence. You will find that beings who are naturally angry, excitable, or have any other personality issue will be calmer in your presence. This will not be as effective on someone in an outright berserker rage, but it will still make it far easier to calm them down.

### **Revitalizing the Festival - 100 CP**

The Harvest Festival is a grand celebration that is thrown annually in the Kingdom of Oreste. As times became harder it became more difficult to host the festival. Alan however went to great efforts in order to revitalize the festival so that he could spread the name of his tavern. Like Alan you have the know-how needed to make inspiring festivals and celebrations. In addition you also can easily incorporate aspects from other cultures into your celebrations making them more attractive to other cultures. Lastly you can also make your ideas more appealing to others. Perhaps you want to invent a new celebration or are trying to replace a disturbing practice that was used previously.

### **There is a Proper Way to Drink This - 100 CP**

When Alan first serves his wine he instructs his customers on the proper ways to drink it. This covers the temperature, the cup, and some other small pieces of knowledge. These efforts may be small, but they have a noticeable effect on the enjoyment of the customers. By learning this concept you have gained an understanding of how to enjoy life. Now regardless of how long you live or what you experience you will still be able to enjoy any activity. In addition this effect also removes your sense of boredom. Even if you were doing a monotonous task that you had performed hundreds of times you could still do it with a smile on your face.

### **They Will Come - 100 CP**

When a famous crafter produces something there will almost always be someone who is willing to buy it. Even if the artifact is not special someone will try to claim it even if it is only for the sake of bragging. There will be a similar reverence for any products that you make. As you become more famous and renowned people will crave your creations. The biggest effect this will have is there will be an ever growing minimum price for your goods and even if they aren't special someone will try to acquire them.

### **Simplistic Loyalty - 100 CP**

The people of this world seem to have much more simplistic desires than many of the people from our world. For example when Alan gives two blueprints to his allies this simple act touches their hearts. As a result they promise to stand by him and to never betray him. By taking this perk you will find that the gestures you perform are far more impacting than you might expect. For example a minor gesture could have the same impact as a life changing moment. A larger instance however, would practically grant you the eternal admiration and loyalty of those you assist.

### **Thick Skinned - 100 CP**

There are some actions that can only be committed by someone who is truly without shame. These actions can range anywhere from ignoring teasing to blatantly ignoring how ridiculous a situation could become. This perk will grant you the ability to be shameless and be immune to any situation that would normally make you embarrassed. No action will be too far and no one will be able to use shame to make you back down.

### **Control Yourself - 100 CP**

As Alan starts to release various games and ideas from our world he becomes concerned that he will accidentally start a gambling crisis. To prevent this from occurring he carefully controlled the amount of the game produced and how much a single person can play. This perk prevents you from acquiring any type of addiction. Additionally this perk can be extended to any item you create or sell. This means that if you produced different medications you could ensure that no one developed an addiction from them. Lastly you may optionally disable this if you wish to spread addictions instead.

### **Master of the Song - 100 CP**

After Orina received Alan's gift she learned that she was remarkably skilled when it came to learning how to play different instruments and that she had a remarkable singing voice. This perk will make you a musical genius on par with some of the most famous and talented musicians the world has ever seen. There are two main effects granted by this perk. The first boon offered by this perk is that you will be able to rapidly learn how to play any instrument. The second advantage is that your singing voice will become impeccable and you will be able to sing on any note.

### **The Patent System - 100 CP**

As Alan started to spread more and more blueprint he realized the danger of giving them freely. To deal with this issue he explained the patent system to the city's governor and explained how to implement it. This perk will provide a similar protection to any of your creations or designs. It will make it impossible for anyone to steal your inventions or claim credit for your creations. This protection extends everywhere from competing designers to outright espionage.

### **DWARF POWER!! - 100 CP**

According to the Dwarves they have been able to protect themselves mainly due to their race's forging method. This forging method allows them to easily strengthen their bodies. By studying this method you have found that your physique has become well suited to body cultivation. Any form of exercise or physical training will be far more effective. This also increases your limits allowing you to more easily survive in extremely dangerous environments such as incredibly high gravity.

### **We Can't Force Him - 200 CP**

Whenever you display a valuable skill there is always a chance that you will be forcefully recruited by some of the more powerful groups. There are some people however, with a resolute will that will refuse to submit to anyone. You are now counted amongst these individuals and your decision will be respected. Groups and organizations will never force you to join them and they will never hold any ill will towards you. This will apply to any organization itself and any of their members. Instead they will choose to befriend you and build a friendly relationship with you.

### **The King's Favorite Child - 200 CP**

Due to attitude and capabilities, Princess Olivia was considered to be the favorite child of the king of Oreste. Like Olivia you seem to easily earn the favor of rulers and other high ranking officials. This effect also makes them view you much more favorably as a candidate to become their heir. As long as you possess some of the simpler qualifications you will be treated as a viable candidate. Lastly this will also ensure that you are recognized by any other candidates as well so you won't have to worry about a rebellion occurring should you take the throne.

### **Beauty and Charm - 50/100/200 CP**

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

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

For 200 CP you are unmatched in this world when comparing your appearance. Even the divine beings would admit their 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.

### **No Secret Can Remain Hidden - 200 CP**

Compared to her siblings Olivia actually was lacking in a few different fields. One of her main advantages however, was an unsurpassed network of information and spies. You will find that like Olivia no secret will remain out of your reach. There are a variety of ways that this can manifest. Perhaps you will find that your opponents will be loose lipped or that the

documents holding these secrets will be left in the open. You will find that these secrets end up in your care, but it will be up to you to decide what you will do with them.

### **Child of the Elves - 300 CP**

There was an individual named Jensen who was known as the Child of the Elves. He acquired this title when the Grand Elder of the Elves replaced all of his blood with the blood of the Elves. This granted him an extremely intimate connection with the Elves and he was treated as a close family of the entire race. You may choose to gain a similar connection with one race of your choice. This will grant you a close kinship with any member of the race or any sub races. For example choosing the Elves would cover all of the subtypes of Elves such as Light Elves, High Elves, Dark Elves, and any other variants.

### **Competition Brings Improvement - 300 CP**

Many will choose to hold their secrets close to prevent anyone from stealing them. This does offer some benefits, but true progress is born from competition. You can apply this effect to your own abilities as well as the groups which serve under you. Regarding your own powers you will find that as you gather more abilities they will have synergistic effects. The growing variability of your powers will provide more opportunities for them to combine creating a cycle of improvement. Regarding your forces this effect will cause a similar cycle of improvement as you implement more and more systems within your forces. This will cause the rate at which your technology develops to increase with every new option. All of these different systems will be combined by your people to create a greater product.

### **Pharmacist - 300 CP**

Pharmacist is the main term used to refer to alchemists in this world. Pharmacists are capable of crafting pills, performing medical procedures, and tend to have extremely powerful affinities for plants. This perk will grant you a number of skills. The first is the knowledge and skills of a top tier pharmacist. The second, is the knowledge of this world's healing methods such as unique treatments or healing spells. Lastly you will gain a green thumb making you far more effective when it comes to working with plants. Any plants you grow will grow at a significantly faster rate and produce superior products. The final boon this offers is that you will feel a kinship with nature aligned beings such as the elves or sentient plants.



## **100 CP**

### **Absolute Calm - 100 CP**

A useful ability that Alan possesses is the ability to maintain a perfectly calm appearance regardless of his emotions. Whether he is being intimidated by a powerful warrior or being seduced by a beautiful temptress his expression never changes. You now share this ability and will be able to conceal your emotions regardless of what methods are used. Even a being who can sense emotions would be unable to tell what you are feeling.

### **Rapid Renovations - 100 CP**

Whenever Alan renovates the tavern it is expanded in size and acquires many new features. The interesting part however is that all of these changes are done in a single night. You seem to have studied this process and learned how to greatly speed up the rate at which you can build anything. Through either some form of magic or simple efficiency any process that involves creation will only take a fraction of the time it would normally. For example a team of builders would normally take weeks if not months to completely renovate a building. You would be capable of doing the same thing in a few days.

### **Bestial Tongue - 100 CP**

There are some unique methods in this world that allow animals to communicate with people such as the Demon Race's ability to communicate. This ability allows them to speak with abyssal creatures regardless of their specific species. This perk grants you a similar ability. You will be capable of understanding any creature or beast. This however will only allow you to speak with them, you will not gain any special powers based on languages unless you actually learn them.

### **Have You Forgotten About Your Debt - 100 CP**

Deals and agreements seem to hold a higher level of importance in this world. This concept now seems to apply to you as well. Specifically this ensures that anyone will honor their debts or any agreement they owe you. If they incur a debt they will always pay it off in some way. An example of this would be them working in your business or perhaps they might offer you a valuable treasure instead of money.

### **Shrink and Grow - 100 CP**

An ability possessed by many powerful demon beasts is the power to shrink and grow their forms. For example Ai Xiaohei normally takes the form of a small black kitten. Her real form however, is a massive black panther the size of a small house. You may now use this power as well. The upper and lower limit depends primarily on how strong you are. Regardless of how strong you are you will be able to alter your size by a factor of five.

## 200 CP

### **Intoxicating Brew - 200 CP**

It is one thing to simply make wine, but it is another thing altogether to truly brew it. You have developed the skills needed to truly create wonderful alcohol and draw out the best parts of the liquid. This could be the intoxicating flavor of the wine or the stalwart might within a beer. You may apply your skills to enhance any type of consumable that you can create. This includes food, drinks, potions, and anything else that falls under this category. Your creations will stand apart from the rest.

### **Jumper Will Have Many Admirers - 200 CP**

A number of the older customers such as Wayne joke with Alan telling him that with his talents he will definitely end up with many admirers. This actually ends up being proven true as Alan is frequently in the company of many incredibly important and beautiful women such as the Elf Queen Orina and the Human Princess Olivia. Like Alan each of them seem to be willingly to accept each other in order to acquire their target in this case you. The oddest part is that these situations will occur even without your input. You may inadvertently find yourself with a group of lovers without effort, let alone if you actually try. You will find yourself in the company of many powerful and attractive beings that you are attracted to. In addition, this will give a buff to your capabilities so that you can ensure that all of you end up happy and satisfied. Lastly, this will give flirting skill on par with Asmodeus without his crippling fear of commitment.

### **We Will Not Kill Them - 200 CP**

Unfortunately assassination is one of the main methods that royalty relies on in order to advance their agendas. There however, are some beings that will be spared. You are now counted amongst these individuals. This could be due to you being more valuable alive, them caring for you, or some other reason altogether. Either way your enemies and those acting against you will be unwilling to use assassination to deal with you. In addition they will often be willingly to offer you a way out in order to avoid further conflict. Just remember that sometimes being a prisoner isn't always the preferable option if you stay true to your side.



**Who Doesn't Use Foreign Aid - 200 CP**

The battle for the throne is one of the bloodiest conflicts that can occur in a kingdom. The conflict between the princes and princesses relies on the forces that they can amass in their quest to eliminate each other. You would be one of the more likely candidates to succeed given the skill and fortune that you have when it comes to recruiting new allies. This includes new talents, various mercenaries, and even enemies now turned allies.

**Something's Going to Happen - 200 CP**

One of Olivia's most useful talents is a form of danger premonition. She has the ability to sense danger or anything that poses a threat to her. For example when a group of assassins are following her she immediately realizes that something is wrong. This perk will give you a similar power. You will gain a sixth sense that activates anytime you are in danger. The more danger you are in, the stronger this sense will become.

## **400 CP**

### **The Hidden Blade - 400 CP**

Assassins are some of the most feared warriors. They may not be considered to be the most respected warriors, but everyone knows not to openly criticize them. This perk grants you the skills and knowledge of a master assassin. This will include how to wield various weapons to a high degree with a particular focus on subtle and ranged weapons. Second, you will gain the tactical planning skills needed to properly plan out a complete assassination including escape routes and whether you need any additional forces. Lastly this gives you a high degree of luck when it comes to finding targets and acquiring contracts. You will often be recommended or stumble upon contracts with high pay or notable rewards.

### **Master of the Theoretical - 400 CP**

While skills are very important they are often reliant on knowledge. To gather this knowledge many people will spend many years under another's tutelage. You have already done this and received two qualifications. First you have amassed a truly immense amount of information about virtually every field. This information is not enough for you to be considered a master, but enough that you could be considered a skilled member of the field. Secondly, you did choose to focus on three specific fields. You have gained a truly unrivaled understanding of these fields compared to anyone else in the jump. Most importantly however is that post jump these fields will be updated to the equivalent of the new jump. For example if you choose blacksmithing, engineering, and physics then traveled to Marvel then you could probably forge a set of armor surpassing anything Tony Stark could make. You may purchase this perk multiple times if you wish

### **This is a Very Nice Place - 400 CP**

Frankly it is amazing what impact a nice environment and a friendly face can have on someone. Your properties and territories seem to radiate a comforting aura that relaxes anyone who enters. This aura greatly decreases the desires of anyone who wishes to cause chaos. For example when the Demon King Abraham stayed in Alan's tavern he slowly lost the desire to invade and simply wished to enjoy his stay in the human world. The amount of time it takes for this effect to completely destroy negative intent depends on how deep the desire they possess is. For example Abraham only became relaxed after two days in the city since he was hiding from the powerful warriors in Alan's tavern.

### **You've Come Far Kid - 400 CP**

By relying on your quick wits and a few opportune moments you could develop a business rapidly and that is exactly what this perk is meant to do. You have gained the knowledge and intuition needed to develop your business and organizations rapidly. It will only take you a fraction of the time that someone else would normally need to do so. For example after only being open for a month Alan was able to turn his rundown store into a luxurious tavern. He quickly transitioned from having no customers to frequently serving royalty and legendary heroes.

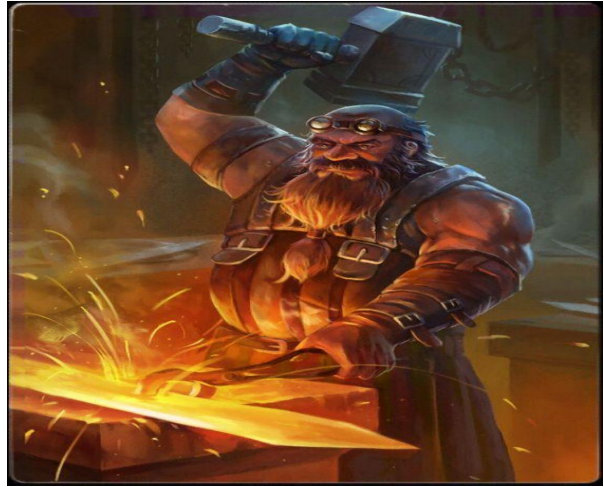
### **Get Them Out of There Now - 400 CP**

A commander needs to be able to constantly monitor the status of their forces in some way so that they can properly coordinate. You seem to have found a way to constantly monitor the beings that serve you so that you can determine their condition. This ability allows you to instantly identify when any of them die, are put into critical condition, or if something major happens to them. For example if a scout was knocked out and captured you would be able to know that it occurred immediately. In addition to this you also gain insight into identifying the threat level of an operation. This threat can vary depending on the strategy that you employ as well as who is tasked to perform it. So you will realize that sending a group of knights in is a horrible idea if they are not supported by a mage or vice versa.

## 600 CP

### **Master of the Forge - 600 CP**

There are many individuals who have acquired their wealth by working in the forge. These blacksmiths and crafters are amongst the most respected professions in the continent. Choosing this perk will make you a master craftsman on par with Wayne, Bart, Shaman, or any of the other figures. You will become a master of enchanting, forging, and any of the other crafting skills that are used in this setting.



### **The Tavern System - 600 CP**

The tavern system is a unique ability that Alan acquired after he transmigrated to a new fantasy world. The system provided Alan with a number of boons such as the ingredients to produce virtually any alcohol in existence. Second, he received a tavern which would constantly be upgraded as Alan grew more successful. Third, one of his more important treasures was a cellar that sped up the growth rate of anything contained inside one hundred fold. Aside from this there were a number of other boons as well. Most of these items were granted as rewards for accomplishing various tasks made by the system. Some of the main rewards are blueprints, titles, and new products. You will be able to equip titles and receive various boons depending on the title. For example the Expert Brewmaster title made any drinks Alan made taste far better.

### **I Can Make A Drink For Any Purpose - 600 CP**

While many of the drinks in Alan's tavern attract people due to their flavor they are far from the most amazing thing you can find there. Some of the most amazing drinks are the six physical type whiskeys. These drinks provide a boost to the five physical attributes of the body such as physique, agility, charm, speed, and perception. These drinks were later improved further to create an entirely new cultivation method for the continent. You will now possess similar capabilities when it comes to creating items such as these. The drinks or other items you make can be imbued with unique abilities and concepts. Maybe you want to make a drink that increases your learning ability or one that unlocks the ability to use magic instead. It would seem that now the only limit you have when it comes to inventing new treasures is your own imagination.



### **The Uplifter - 600 CP**

While the continent of Hailar possesses many magical treasures unseen in our world, they are surprisingly backwards in other areas. For example Alan was able to effectively revolutionize the entire world with the blueprints for an electric generator, a lightbulb, and a smog purifier. You are capable of similar feats without the assistance of any such items.

This perk grants you a number of effects. First you will now be capable of rapidly uplifting entire worlds technologically and culturally over a short period of time. You could easily come up with a plan to turn an average feudal world into a technological wonder in, but a few years. Second, you gain a boost to your logistical abilities to ensure that you can handle all of the background work needed to perform a wide scale task like this. Lastly you gain a boost to inventive creativity allowing you to identify any areas that can be improved and how to best go around them.

### **The Most Talented Man in the Continent - 600 CP**

Before his injury Wayne was considered to be the most talented being in the continent and later after his injury was proven true once again. He was the only person in the continent who simultaneously cultivated as a mage and a knight to a high degree. This talent allowed him to equal the Demon King in strength in a fraction of the time. You will now possess a similar level of talent. Given enough time you could easily become one of if not the most powerful beings in the jump.

# Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All jumpers will be given a set of floating discounts similar to the perks. You will receive two discounts per item tier. 100 CP items will become free and subsequent purchases will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP item free.

## General Items

### **Tavern in Another Dimension - Free/100 CP**

This is a copy of the novel "Tavern in Another Dimension". It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.



### **VIP Discount - 200 CP**

One of the simplest, but most effective rewards that Alan is given is a 10% discount on any purchase that he makes. Purchasing this will grant you a similar status and any transaction you will be discounted. You may purchase this item multiple times to increase the discount you can acquire. It however will be capped at 90% meaning that you can purchase this nine times at most. Allowing you to purchase this item a tenth time would more than likely destroy the economy of any setting you went to if you were not careful or if you did it intentionally. This boon will be fiat backed so you will not have to worry about the justification for why this works.

## 100 CP

### **Mahjong Table - 100 CP**

One of the rewards Alan received from the system was the blueprints for a mahjong table which is a type of game. He gave the blueprints to Wayne so that he could forge a table to play it. In the end Wayne created a magical version of the game that can be stored in the form of a small silver ball. The ball can expand and turn into a table to play the game anywhere. You will receive one of these tables to play and if you wish you may optionally select a different game instead. Perhaps you would rather play chess or battleship.

### **Sufficient Capital - 100 CP**

As you grow stronger money will typically start to become less relevant to you. This doesn't mean that it isn't useful though. Even if it's only to pay off some less expensive items or pay someone else. Buying this will give you the equivalent of 1,000,000 dollars and an annual income of 100,000 dollars. This can come in any form of current such as bills, coins, or crystals.

### **The Wine Cellar - 100 CP**

This cellar is a spatial treasure used to store wine. This cellar also has some additional special properties such as an ever expanding space and a special temporal effect. The expanding space allows the cellar to expand as needed allowing you to store as much wine as you want. The temporal effect is the second effect causing everything inside to age at a rate 100 times faster than the outside world. This effect allows you to rapidly age wine and other items to a higher quality. Lastly it will come with some basic wine from this world such as the elf wine, orc wine, and holy water from the angels.

### **Gift for a Friend - 100 CP**

Sometimes you don't need to buy an expensive gift, but something with a personal touch. This is a box containing a set of gift wrapped presents. There is a different item in every box. The special traits of these presents are that each of them will be perfectly suited to the person you give them to you. Regardless of the item they will always be extremely meaningful to the recipient. For example if they are depressed the gift could mean a lot or they could simply be the perfect gift for any occasion. Lastly these gifts will always be effective regardless of who you give them to. So even a being who normally hates everyone would appreciate this and thank you. Maybe you could give one of these to someone who needs it like SCP-682 or the Primarch Perturabo.

## **200 CP**

### **Blueprint Package - 200 CP**

One of the most useful and random rewards that Alan receives from the system are blueprints. These blueprints are perfect guides to construct one type of machine or useful technology. This item is a box containing six blueprints. The blueprints will be random, but they will always be useful in some way. This could be a minor boon or it could be a lifesaving treasure that you desperately need. You will receive a new set of blueprints once every month.

### **A New Instrument - 200 CP**

This is an item similar to the golden ukulele that Alan bought for Orina. Alan's gift for Orina was a golden ukulele named Elf. It possessed a hidden ability that allowed it to enthrall the listeners. The greater the skill of the performer, the more attention the listener will feel, causing them to immerse themselves in the performance. This instrument possesses a similar ability making it both a wonderful instrument and a powerful weapon on the battlefield. You may choose what type of instrument you want. Some examples include a guitar, a trumpet, a drum, or anything else you can think of.

### **Expansive Fields - 200 CP**

Many of the ingredients Alan uses such as the magic grapes must be grown in fertile fields with large amounts of ambient magic. This item is a large field that is capable of adapting to suit any type of plant that you wish to grow. The field will grow as needed and generate any unique environments needed. For example some plants can only grow in the presence of elemental energies. Lastly this field will come with a number of caretakers who tend to the crops and harvest them as needed. You may design the appearance and personality of these beings as you wish.

### **Hidden Array - 200 CP**

Sometimes there are matters that need to be concealed in order to prevent anyone from discovering them. This is a type of array designed to perfectly conceal the energy of anyone inside. You may choose to freely install this area on any property you possess. In addition you may optionally install it on any new properties you acquire as well. It will only prevent outsiders and traitors from sensing energy. The array is the perfect tool for hiding various activities or prisoners since no one will be able to learn about them without personally finding them.

## **400 CP**

### **The Eye of Truth - 400 CP**

The Eye of Truth is an ancient spell that allows the caster to view anything within their range. As they gaze further the amount of mana needed to maintain the spell increases. This item is a device that was created based on the spell. It operates as an advanced surveillance system that can view anything within its range. This system is capable of bypassing any defense and can identify active threats alerting anyone who is monitoring the device. You will receive one of these devices in each of your fortresses or cities as well as the blueprints needed to make more. Lastly you will receive a copy of the Eye of Truth spell if you wish to use it personally.

### **High Class Property - 400 CP**

In order to run a business you must first acquire property to build on. This is a plot of land located in a perfect location allowing you to easily gain access to your customers. In addition this property has plenty of space to accommodate any buildings you need. It will start out with a large building for any initial business and a house capable of comfortably holding a dozen people. As you become successful the plot of land will grow allowing the buildings to expand or new ones to be constructed as well. Post jump you will gain a new property that has a similar level of value and use to you.

### **Tree of Life Seed - 400 CP (Discount Elf)**

The seed from the Tree of Life is considered a holy relic of the Elves. If you keep it on your body the magic power contained within it can constantly regulate your body, making you stronger and stronger, and increase your vitality. The seed will improve you at a constant rate without any limit. So it may slow down later on when you are stronger, but it will always be capable of refining your body further.

### **Kill Team - 400 CP**

Sometimes the easiest way to deal with your opposition is simply to kill them. This kill team is a force made up of a large number of assassins and spies who serve you. There are members of every race in this organization and each member possesses immense combat prowess. All of them are skilled in assassination, espionage, and other stealth operations. If they are captured they will never reveal your secrets. They will either kill themselves or find some way to inflict damage on their captors. Post jump this group will expand with additional members. Lastly regardless of which jump they are in they will be equivalent to the top level assassins of the setting.

## 600 CP

### **The Dragon Riders - 600 CP**

The Dragon Riders are a powerful organization that commands the respect of the Dragons. This respect convinced the Dragons to work with them, allowing them to create incredibly powerful warriors. These warriors work in pairs with a single dragon and a member of one of the other races. By taking this option you will become the leader of this organization and gain the loyalty of all of its forces. It will start out with a force of a hundred riders and will be capable of growing in number as you expand. Should any of them die they will be quickly replaced. Lastly this will come with a large facility to house all of the Dragons, a training ground, and all of the supplies needed to run an organization like this.



### **My Empire - 600 CP**

There are a vast amount of different empires here spread under the banner of each race. You seem to have found yourself in command of one of these empires. Perhaps you built it from the ground up or you were the successor of this empire. This empire will be on par with some of the smaller races or equal in strength to the larger human empires. You may choose the demographics of the empire and the main structures that it possesses. The demographics covers the species, gender ratios, and any other traits related to the inhabitants of your empire. For example some of the empires are focused on militaristic strength while others focus on economic power. You may purchase this option multiple times for different empires or to make a single super empire.

### **Rail System - 600 CP**

One of Alan's most ambitious projects is when he attempts to create a railroad that would allow for travel to occur throughout the entire continent. This is a similar transportation network that you can install connecting every property and location that you possess. How advanced this is will be based on what level of technology you possess. For example if you have only gone to medieval settings then this will be a simple hand powered train. If you have gone to something like Stellaris however then this network will be made up of teleporters or some form of gate network.



### **Body Cultivation System - 600 CP**

Combining many of the unique drinks the system gave him and knowledge that he gathered Alan produced a brand new type of cultivation system. He perfected this system over multiple decades refining it into a proper system. This item grants you a copy of the completed system along with any items needed to cultivate it. This will include perfected versions of each type of wine that will always be effective no matter how powerful you become. These drinks provide a boost to the five physical attributes of the body such as physique, agility, charm, speed, and perception.

Physique refers to a person's health, resistance to disasters and diseases. It has an important relationship with immunity. Perception refers to their senses as well as the ability to distinguish right from wrong and the ability to judge. Charm refers to a person's beauty as well as their ability to influence others. At higher levels this effectively can become low level mind control. Agility refers to the coordination of the hand and eye. So this stat can determine your skill with various weapons. The Speed stat refers to the speed of movement and your maximum speed.

# Companions

If it is not otherwise specified then each companion receives 600 CP 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/Create companion 50-400cp**

Depending on how much you pay you can import a number of companions into this jump. For 50cp you can do this with 2, For 100cp you can create or import 4, for 200cp you can create/import 8 companions, 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 100 CP 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.

## **I Always Wanted a Pet - Free/50 CP**

One of Alan's greatest desires was remarkably simple. He wanted a pet that he could take care of and hug when he was sad. His dream was fulfilled when he found Ai Xiaohei and Ai Xiaobei. These creatures were a demonic cat and a puppy Cerberus respectively. This option will grant you one Free pet of your choice. You can choose any species, but if it is a powerful species then you will receive a weaker version. For example if you wanted a pet dragon then you would receive a tiny dragon a foot or two long that could shoot puffs of fire. You may customize the personality and appearance of this pet within reason. If you wish then you may pay 50 CP to receive another pet. The main advantages the pet possesses are that they will be immortal and that hugging them will always make you feel better. After all, even a galactic tyrant needs something to relax every now and then.

## **Full Staff - 100 CP**

One of the main issues that Alan had to deal with was having enough employees to deal with all of his customers. If he had this group then he would never have had to worry about this issue. This is a set of followers capable of fully staffing any business you possess. They will be at the peak of their field in skills and capable of handling any task they are assigned. The only restriction is that this will not give you an army of elite soldiers. Security is acceptable, but not an outright army. If you wish you may customize the appearance, race, and personality of these beings or leave it up to a random design.

**Budding Princess - 100 CP**

Given the sheer amount of royal individuals it shouldn't be that surprising that one of them ran into you. This is a young princess or prince if you prefer one of the numerous kingdoms. They seemed to quickly befriend you and have decided that they are going to be visiting you frequently. If you wish you may optionally have a romantic relationship with them and they will be accepting of any other relationships you have. You may customize the personality, appearance, and race of this companion within reason. This is discounted if purchased multiple times.

**The Guardians - 400 CP**

The Guardians are a set of a dozen beings with immense power whose duty is to protect you. Each of these beings are talented and powerful beings of various professions. Nine of these beings are on par with the stronger champions of each race. Two of them are on par with the Demon Lords such as Asmodeus and Beezlebub. The final member is on par with Wayne or the Demon King. You may customize the personality and appearance of this companion within reason. This is discounted if purchased multiple times.

# 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.

## **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.

## **Incompatible Appearance +100 CP**

The Chief Knight Stanton is actually a rather kind soul when he is not performing his duties. Unfortunately his face is very fierce looking and always appears serious. This is sad since he greatly enjoys caring for children and tending to flowers when he is free. His face however, scares most children away and makes them unwillingly to approach him. You will now have a similar issue. Your appearance will be opposite of your personality. For example if you were very kind and a pacifist then you might have the body of a great warrior that intimidates everyone you meet. On the other hand if you were a bloodthirsty monster you might have a small statue and a childlike face making you appear innocent.

## **What Do You Mean I've Been Cutoff ? +100 CP**

Given the nature of this jump it would be rather sad if you were unable to drink any alcohol. Unfortunately that is exactly what this drawback does. For the entirety of this jump you are not allowed to have any alcoholic beverages. Now this can be either a horrible punishment or a simple restriction depending on who you are. Hopefully you are able to enjoy the parties without any pick me ups.

### **Why Can't I Keep Anything +100 CP**

Whenever the system upgrades itself it requires a large amount of gold coins or some other valuable material. This demand has ensured that no matter how much money Alan earns he constantly has to spend it. For the rest of the jump you will be unable to hold onto a large amount of extra money. Somehow you will be forced to spend it or lose it in some way. Maybe it will be taken by one of your friends or you will have to spend it on some form of renovation. Either way you will not be able to buy many unnecessary items during your stay.

### **They're Just a Human +100 CP**

Depending on your position and family there are some people here who are critical of relationships with other species. For example the Third Elder and the Great Elder were hesitant to allow Orina's relationship with Alan before his value was greater than any conflicted feelings they felt. This was due to Orina possessing the royal bloodline of the Elves. Those around you will treat you similarly. Should you attempt to have a relationship with anyone belonging to a different species, those around you will do their best to convince you that it is a bad idea or try to sabotage the relationship.

### **Wait That's It +100CP**

The story has an incredibly anticlimactic ending. After setting up a major conflict the story undergoes a thirty year timeskip to show the ending where everything has been resolved. By taking this drawback you will find that many of the situations you end up in will have anticlimactic endings. For example if you were fighting through a massive castle to battle a Demon Lord, you would find that the Demon Lord was already killed by someone else. Basically the endings of these situations will be disappointing and make you feel unsatisfied with the outcome.

### **Bowing to the Family +200 CP**

The Demon Lord is considered to be one of if not the greatest threats in this world. Logically someone would like this would be an unchallenged overlord that bows to no one, well almost no one. The Demon Lord is extremely faithful to his family and willing to do anything they request. So technically the Demon Lord's wife and daughter are able to do anything they want. Although neither of them actually abuse this power. By taking this drawback you will find yourself in a similar situation where you are completely devoted to your family. Unlike the Demon Lords family yours will be willing to abuse this. They will be unlikely to depend on something on a mass scale, but you will more than likely be sent on miscellaneous tasks or have to acquire some special items. These tasks will often be time consuming or far more difficult than they are worth. If you wish you may take these family members with you as companions for Free should you still tolerate them at the end of the jump.

### **You're Too Nice For Your Own Good +200 CP**

There are some people who possess pure hearts, making them treat others with great kindness. This however can become dangerous if they fail to keep caution in mind. You are one of these individuals, unfortunately it seems that no one ever told you that there are bad people as well. You will find yourself frequently getting tricked in some way due to your naivety. This won't always lead to a major consequence, but this is certainly going to get you into some difficult situations. For example if you are a business owner you will probably be constantly swindled.

### **I Was Known as the Dragonslayer +200 CP**

The adventurer Wayne used to be a rare talent destined to reach the peak of the world. Unfortunately his talent drew the jealousy of others and they tricked him into accepting a high rank mission to slay a dragon. The dragon was a higher level than him and unfortunately Wayne was crippled after the battle. He only had the strength of an ordinary man and could not muster his previous might anymore. Like Wayne you have suffered some sort of crippling wound. This wound has weakened you to the point you can only use 10% of your full power. The only good thing is that this wound can be healed. There will be some items in the world capable of dealing with this injury. For example Wayne was healed by the high level Lafite wine since it could eliminate the ice elemental damage the dragon caused.

### **You're Grounded +200 CP**

A rather amusing occurrence is that of the Dragon who crippled Wayne. After their battle he was called back by his clan and ordered to remain there by the clan leader. Like the young frost dragon you have somehow become locked into a certain location. The area is approximately the size of a large city, but you have been forbidden from leaving the area for any reason. Perhaps you are being held there by your family, you may have a responsibility to keep you there, or you may simply not wish to travel. Either way you will likely be well acquainted with the area by the time you leave the jump.

### **Gambling Addiction +200 CP**

When Alan first released some of the games from our world into this fantasy world he forgot about the addictive effects they can have. By taking this drawback you will now acquire an extreme gambling addiction. You will be willing to spend everything you have in order to fulfill your addiction even if it drives you into debt. It will require immense willpower in order to control yourself and you will frequently encounter issues that will test your willpower.

### **World Boundaries +200 CP**

There are a number of separate dimensions in this world which are kept apart by the world boundaries. These boundaries restrict powerful beings from traveling to other dimensions in

order to protect their inhabitants. For example the Demon King was unable to leave the Demon Realm because he was suppressed by the world boundaries. Regardless of how strong you are you will now be restricted to your current world. This means that if you arrive in the human world then it will be impossible for you to travel to the Demon Realm or the Angelic Realm.

### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. 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 system.

### **Magic Restriction +400 CP**

There are some environments in this world that naturally possess higher levels of ambient magic. For example many areas of the Demon Realm are like this. The issue however, is that if you leave these areas it is common for powerhouses to be unable to access their full power due to the insufficient amount of magic. You will now have to deal with this issue as well. While you are in this jump you will only be able to access half of your power. The important part is that nothing will allow you to use your full power while you are here. This world is unable to provide for you Jumper so you will have to deal with what you have.

### **I Never Thought They Would Betray Us +600 CP**

While the War for the Throne is one of the worst conflicts that can occur in a kingdom there is a cardinal rule all of the participants must follow. They are not to use the kingdom's forces or more importantly not to enlist foreign aid in the battle. Unfortunately it seems that almost everyone has decided to break this rule. All of the important members of the kingdom have sought out aid from foreign enemies and are marshaling the kingdom's forces. This will make the conflict far more bloody than it would have been normally and will make the kingdom ripe for invasion after the war concludes. Lastly even if you do not take direct part in this you will be certain to feel the after effects of this and have to deal with many new issues.

### **The Fog of the Abyss +600 CP**

There is a phenomenon where toxic magical fog will spread throughout certain areas in the Demon Realm. This fog makes the beings inside more aggressive over time and is poisonous to weaker beings. Normally Alan would be able to deal with the fog and eliminate it before it got worse. Now however not only is he unable to deal with the fog, but it has started to rapidly spread. Soon it will cover the entire world. The only two ways to deal with the fog are to either possess no magical power or to be too powerful for it to affect you. Maybe you can come up with something to deal with this since the rest of the world is going to fall into chaos if nothing is done.

### **Ghoul Plague +600 CP**

The Ghouls are considered a plague wherever they go and almost every other race will attempt to kill them on sight. This is mainly due to their need to consume the blood of others and their incredible reproductive rate. The Ghouls however have grown tired of this oppression and been preparing to rise up for many years now. Normally the dominos would fall preventing their plan from succeeding, but now things seem to have changed for the worse. Many of their plots were far more successful than they were previously and this has had many horrific consequences. Some of the effects include successfully killing Wayne and Kyurem, supplementing the throne of Hailar, and many other far reaching moves. This has had some consequences such as making hostilities between the Dragons and other races as well as giving them an entire kingdom to use as a staging area. Should you be a Ghoul and aligned with the rest of your race then instead the opposite will occur. The vast majority of your race will be extinct and the entire continent will be hunting you. You will not be allowed to leave the jump until this conflict has been settled once and for all.



# 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 500 CP as well to spend on the document upon completion.

## The Tavern Keeper

Congratulations, you are now the protagonist of our story. That's right you will be replacing Alan. The jump will last until the story ends canonically or you die. You will face all of the challenges that Alan 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.

### Rewards:

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.
- 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 Abyssal Conquest

The Demon King is considered to be one of the greatest warriors in this world. His conquest was only halted due to the limitations imposed by the world boundaries and later due to the peace agreement he reached with Alan. In this scenario you will be inserted as the Demon King at the beginning of his conquest when he was merely one of the many members of the Demon Race. Your goal for this scenario will be to accomplish his original missions. You will need to become the leader of the Demon Race and to make the Demon Race prosper. You may optionally go about it differently than the Demon King attempted to, but you must accomplish these missions somehow.

### Rewards:

For completing this scenario your rewards are plentiful.

- First, you will gain the full might of the Demon King. The Demon King was the most powerful Demon alive and believed to be the single most powerful being in the jump.

Your power however will be boosted even further making it so that you will be truly unchallenged and worthy of this title in the larger multiverse.

- Second, having either conquered the world with your army or by restoring the Abyss you will now get to take this world with you. It will contain all of the territories and races that we have been shown alongside those who never were revealed. Although some additional areas may either be lost or gained depending on how you went about your journey.
- Lastly you will get to take the entirety of the Demon Race with you as your faithful servants. This will include the Demon Lords and any other forces that you created. You may optionally make all of the named Demons such as Abraham, Asmodeus, Beezlebub, and Lolita companions for Free if they are still alive and loyal to you.

# 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

All perks that have active and passive effects such as scenario rewards may be freely toggled on and off.

## Story Link

- <https://vipnovel.com/vipnovel/tavern-in-another-dimensiongetting-the-elf-queen-drun-k-at-the-start/chapter-148end/>

## Magic Rankings

- Magic Apprentice
- Mage
- Grand Mage
- Archmage
- Grand Sorcerer

## Changelog

- Jump in Progress
- V1 is completed