



Release That Witch

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Version 1.0

Introduction

Cheng Yan could sense that someone was calling him.

“Your Highness, please wake up...”

He turned his head away, but the sounds he'd heard didn't disappear, they actually proceeded to get even louder instead. Then, he felt someone gently tug on his sleeve.

“Your Highness, my Royal Prince!”

Cheng Yan's eyes snapped open.

Excerpt from “Release That Witch”, Chapter 1.



Cheng Yan, a mechanical engineer from modern China, suddenly wakes up in a seemingly medieval time as Roland Wimbledon, the 4th child of King Wimbledon III.

He sits at a table looking towards the gallows, surrounded by a mob urging him to declare his ruling. To demand that the witch be hanged.

Trying to get more time to assess the situation, and perhaps save the life of a young girl who was *obviously* being railroaded to an unjust death, Roland makes a split second decision and declares:

“Release That Witch!”



Faking tiredness and reporting his judgment for later, Roland has the time to make discoveries. Firstly, his memories as Roland Wimbledon are still present and intact. Secondly, he was sent off to the worst part of the kingdom of Greycastle, the Border Town, in order to compete with his siblings for the right to the crown.

And lastly, witches and magic are both real.

Due to these revelations, Cheng Yan made two decisions on that day. One, he is now Roland Wimbledon. And two, if people with wondrous powers exist, they should not be feared but accepted, welcomed, and used for the betterment of mankind.

As such, looking in the eyes of the young witch Anna, her body bathed in the fire she'd summoned upon herself at his urging, Roland announces to her that she has been hired.



After this day, many secrets will come to light. Namely, that humanity stands on the brink of extinction, and Roland will be forced to actively compete for the crown and unify the four human kingdoms in order to save it.

Other races and civilizations than humanity will be revealed to exist, as they all compete against each other in an unending war that will only stop temporarily with the complete genocide of all other participants. Most of the known world was taken over by these other competitors in the War of Divine Will, as humans are now relegated to a small part of it.

Roland takes great advantage of his knowledge of modern technology in order to arm humanity for what comes next and ensure its survival. But for now, this is only the beginning of his story.

As Roland awakens to his new life, so do you enter this world, Jumper. And there you will remain for **ten years**.

Take **+1000CP** to use in this document. Whatever choices you make in this world, beware that you arrive as an unknown piece on a carefully arranged chessboard. ***More will be revealed to you in the notes, if you wish to know.***

Background

Civilization

Choose one.

Humans (Free)

Bipedal shape, two hands, two feet, a head, no fur but hair all over their bodies... you know your humans by now, Jumper.

Humans are as normal here as they are anywhere else. The female sex of this human species, however, is capable of evolving into an entirely new species when exposed to enough magic energy. About one girl in a hundred becomes a witch before adulthood.



For you, this possibility is only a Perk away... but even without it, as a girl you would have a small chance to Awaken on your own.

Humans can start in any of the Human Kingdoms for free, in the southeast of the continent. Be warned, your kind is on the losing side of this war, although this is not a fate written in stone just yet. Especially with the new arrival.

Demons (200)

Bipedal bodies, two hands, two feet... and the similarities stop there. Demons may seem like humans from afar, but their skin is gray in color, their bodies tougher and stronger than healthy and trained humans, and their face is nothing more than a skull.

Demons do not possess a mouth. They are fully sustained by the Red Mist and cannot survive outside of it.

Demons may gain magical abilities by physically inserting magic stones into themselves, a process which may be fatal. However, the 'evolution' may happen repeatedly without limit, which increases the Demon's rank. A high-ranked demon may gain a mouth and a digestive system capable of handling normal food, allowing them to survive outside of the Red Mist.



The Demon species works much like a beehive, with each member given a role and physically evolving in consequence. You start as a generic 'blank' demon with no role assigned, and may develop as you wish.

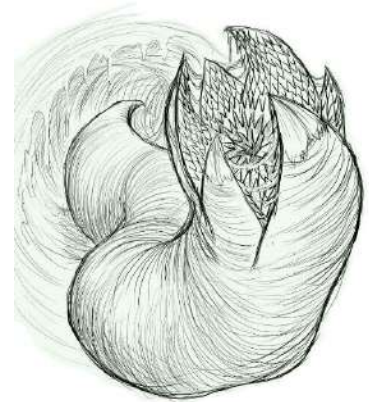
Demons are the current 'winners' of the War of Divine Will. They possess the greatest number of Legacy Shards, occupy most of the land, and can control Demonic Beasts.

Demons can start in any of the Demon occupied lands for free, which includes most of the Land of Dawn and the Blackstone Domain.

Underground (+400)

The Underground Civilization was a strange one. Their members looked mostly like giant earthworms. They were weak, but had a unique knack for manipulating magic power, which allowed them to develop far and wide.

Due to their weak bodies, the Underground Civilization developed 'shells', a sort of biological power armor, each with different capabilities. For instance, some were gigantic earthworms used to dig immensely large tunnels in a short time, while the most common ones were immortal and tough bodies they transferred their minds into.



Unfortunately, you do not appear in a carrier shell, but instead only as a magic earthworm, all alone and trapped underground. You need to earn these points somehow, yes?

Members of the Underground Civilization may start anywhere in their tunnels, which span the entire continent, for free. The last refuge of the witches of Taquila is also an option.

Sky-Sea Demons (400)

The Sky-Sea Demons, also known as the Deep Sea Demons, or the inhabitants of the Zenith Sea.

Fishes, giant skeletons, blobs of flesh, it is hard to describe a people so talented at reshaping their own biology at a whim. The known common points about them is that they are physically and magically powerful, and wield dangerous technology. They do not attack often, but are almost unstoppable when they do.

However, due to the truth behind their existence, they appear to only have one sapient being among them all. Perhaps now there shall be two.

Sky-Sea Demons may start anywhere in the Zenith Sea for free. Do not worry, you will not be targeted by the eventual genocide of this species by God.

Ancient (600)

How interesting.

Blue bipedal snakes, flying lizards, blobs of fleshy tendrils full of eyeballs, cat-people... Among over a hundred and seventy thousand civilizations to choose from, Jumper, I am certain you can find one to your tastes.

You are one of the Ancients. The ones that came before. The ones that did not survive their own genius. All of them are long gone now, except for you.

Perhaps The Custodian would give you preferential treatment, given your origins, perhaps it does not matter either way. The outside is magic, and you barely have enough within yourself to survive it.

However, hundreds of thousands, perhaps millions of years of development in technology spanning trillions of galaxies cannot have been for nothing. And indeed it wasn't.

Your body, whatever it may look like, is biologically immortal and so efficient that it requires no rest nor sustenance. Your physical capabilities are equal to the peak of this new Human species, while your mind is a thing of wonder.

Perhaps it is not yet time for the old to disappear in the flow of time and make place for the new.

Ancients may awaken at the edge of the Bottomless Land for free, although I will wish you luck in your attempts to ever leave it in that case.

Origin

Choose one. Any of these may be taken as a Drop-in option.

Commoner (Free)

What is common is the average. By studying the average, you can understand a species. The common is what is at the base, and as such the commoner is the foundation of a society.

Perhaps you have no particular talent, perhaps you dream for more, perhaps your life is just fine and fulfilling as it is.

Regardless, the commoner stands at the bottom. From there, the only way is up.

Scholar (100)

A civilization relies on its development to survive. Greater techniques lead to a more efficient use of resources, which in turn leads to more resources to play with. More resources leads to greater technology, leads to better performing tools and more options. Then, more options lead to more techniques and fields to develop in, leading to yet more resources.

Someone must research them, categorize them, remember them, and then spread knowledge and awareness. That is the role of the scholar.

For you, learning is a pleasure and teaching is a duty. Whatever you do, make sure to remember that everyone has something to teach, so long as you are willing to learn.



Warrior (100)

Where there is competition, there is a war to fight. Where a war is fought, a warrior is needed. And in this world of bloody evolution, war will never end.

A powerful being with a quick mind shall be the greatest asset in any army. They are needed to defend the internal workings of a civilization from outside threats, permitting its continued development in the face of its enemies' assaults.

Resources must be secured for your own growth, enemies must be destroyed for your own safety, infrastructure and knowledge must be seized to achieve technological superiority.



Stand strong, warrior, and march forward. There is always a war to fight, the only question that matters is what you fight for.

Noble (200)

Size. Scale. Two words that hold the same meaning as far as you are concerned, and that will be the bane of your existence.

Resources are not pooled in one place. People are not cramped in a single home. Enemies will not kindly wait at your front doors for your armies to prepare and march.

No, it all comes down to scale. Resources litter a territory, but which industry requires them? People are spread across countries, but where is the workforce needed? Enemies assault every border at once, yet where are all of the warriors fighting?

It is your role to ask such questions and provide them with answers. The role of Nobility.

Where resources are discovered, you open trading routes to the places where they are needed. Where your people stand, you give them homes and industries to work in. Where your enemies besiege you, you move in armies from all over your territory.

Time will fight against you, so will technology, so will your sanity, and even your own people. And yet, it is your duty to make it all work together, somehow.

You are the head of this body. The will that is obeyed, the whim that is followed. Your decisions will affect the life and death of many, all for the greater good.

So stand up, speak out, be heard, thou who art of nobility. Let thy words echo across the land and be written in history.

If there is one lesson to remember, let it be this one: Though to lead is the burden of a few, to lead with wisdom is a gift. Not a gift of God, but one of mortals, for all possess some measure of wisdom in their soul. Fear not listening to those who do not share nor understand your burden, your majesty, fear your own arrogance in ignoring their words.

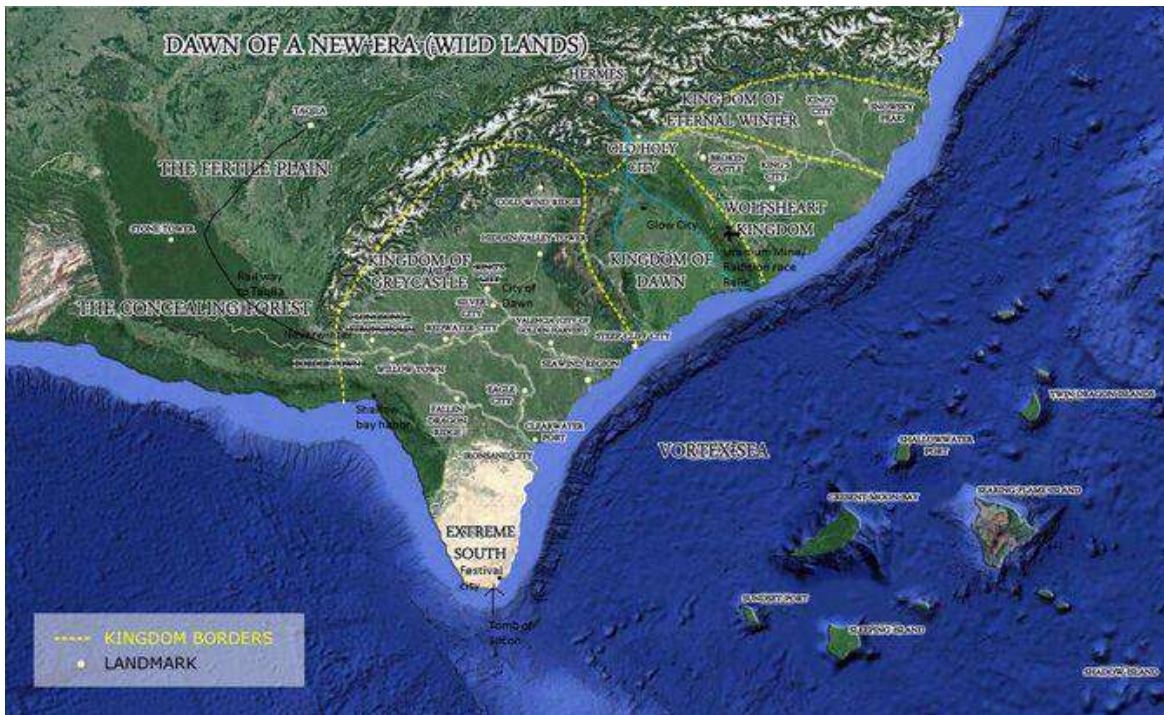
For you who lead, do not lead alone.

Age and Sex

What your body shall be is your choice entirely, Jumper. Just keep in mind that only Humans and Ancients actually have sexes, and that Human girls may only turn into witches naturally before the age of eighteen.

Location

All civilizations have at least one location they may start in for free. If you so wish, you may roll for it with a d10 instead. You can pay 100CP to choose any location in the Cradle.



1. Kingdom of Greycastle (Free Humans / Conditional Free Underground)

One of the human kingdoms, situated on the southeastern part of the continent. It is the Human kingdoms' greatest military power. You may start anywhere here.

In its **western region** are present Border Town, the town of Roland Wimbledon's beginnings, as well as the Third Border City, the last stronghold of the Taquila witches.

The **northern region** starts under the control of Gerald Wimbledon, the first prince of Greycastle. There can be found Coldwind Ridge town, and the City of Evernight.

The **eastern region** starts under the control of Timothy Wimbledon, the second prince of Greycastle. There can be found the city of Valencia, the city of Seawindshire, and the Cargard Peninsula.

The **southern region** starts under the control of Garcia Wimbledon, the first princess of Greycastle. There can be found Eagle City, the city of Fallen Dragon Ridge, and the deserted Mapleflower Town.

The **central region** was put under the control of Tilly Wimbledon, the second princess of Greycastle, though she quickly abandoned it for the Fjords over a year ago. There can be found the City of Dawn, former capital of the kingdom, as well as the City of Silver, Nightingale's birthplace.

The **southernmost region** is a vast desert inhabited by many tribes collectively known as the Sand Nation, or the Mojin People. The region is a great source of salt and petroleum. Its capital is Ironsand City.

As a member of the Underground civilization, you may choose to start for free among the old Taquila witches, in the western region.

2. Kingdom of Dawn (Free Humans)

Another of the Human kingdoms. It is the main producer of agricultural products and the biggest exporter of textiles among the four kingdoms.

Its capital is the City of Glow, also known as the city that never sleeps.

3. Kingdom of Wolfheart (Free Humans)

Another of the Human kingdoms. Its lands are vast, thin, and infertile. It is located in a mountainous area.

Its capital city is Wolfsheart City, also known as the City of Tusk.

4. Kingdom of Everwinter (Free Humans)

The last of the human kingdoms. It is the kingdom in which the Church of Hermes historically always had the most influence. Few things can be found there, aside from snow.

5. Impassable Mountain Range (Conditional Free Underground)

The impassable mountain range separates the Human kingdoms from the Wild Lands, serving as a natural barrier against the Demons. In there can be found the Old Holy City, as well as the City of Hermes.

As a member of the Underground civilization, you may choose to start for free anywhere in the tunnels and caves under the mountain range. Many of them have long collapsed.

6. Fjords (Conditional Free Humans)

The Fjords are a group of thousands of islands separated from the mainland by the Vortex Sea. One such island is the Sleeping Island inhabited by Tilly Wimbledon and her colony of witches, the Sleeping Spell. Few can travel the Fjords safely.

Economically, the Fjords are essentially the merchant hub for all human kingdoms. All important trade routes are on the sea and pass through there.

Humans may start on Sleeping Island for free, but be ready to explain your presence if you are not a witch. Alternatively, Humans may choose to be fished out of the Vortex Sea by a ship currently traveling to or from the Fjords, also for free.

7. Blackstone Region (Free Demons)

The Blackstone region is the Demon Civilization's home region. Not much is known about it, but you can expect it to be blanketed in Red Mist. It is located northeast of the Land of Dawn.

8. Land of Dawn (Free Demons / Conditional Free Underground)

The Land of Dawn was formerly Human territory. It was taken over by the Demon Civilization over the course of the War of Divine Will. Not Much is known about it, but you can expect it to be blanketed in Red Mist.

As a member of the Underground civilization, you may choose to start for free anywhere in the tunnels and caves littering the region. Many of them have long collapsed, or are used by the local Demons.

9. Zenith Sea (Free Sky-Sea Demons)

The Zenith Sea is home to the Sky-Sea Demons. There, the sea can be pushed towards the sky and stay afloat in midair due to extremely powerful and strange water currents. The local civilization traverses sea and sky just as easily.

Not much is known about it, but you can expect a lot of water.

10. Bottomless Land (Free Ancient)

The Bottomless Land is situated on an island on the northmost end of the Land of Dawn. It is a hole in the ground, several kilometers in diameter, with seemingly no bottom.

It is actually a physical passage into the Realm of Mind, although it cannot be opened without the right Key.

Perks

You benefit from a 50% discount on all Perks under your Civilization and Origin. Discounted Perks at 100CP are free.

Civilization - Humans

Growing Up (100)

Growing up is a process. It takes time, experiences, *life*; and not all paths, however similar, lead to the same destination. Humans are very good at that, growing up. Although we prefer to call it 'adapting'.

Truth is, humans have a very easy time adapting to their circumstances. They can grow to survive in most places, learn to cope with most situations, and come to terms with most tragedies.

This all stems from their remarkably malleable mind. And now, you too possess such a capability. You will find in your life that there is no status quo you cannot adapt to, nothing that your mind cannot eventually learn to cope with, no experience that will certainly break you. When the situation changes, you easily change along with it as necessary.

Of course, you are not *guaranteed* to adapt to the situation before your sanity shatters under the strain; but for you, the possibility will always exist and will be far easier to reach than it would be for anyone else.

The Very Model of a Modern Major Generalist (200)

Humans are... not good at magic. Or at least, the practical side of it. They tend to have, at large, no talent whatsoever for the supernatural. A true shame, that, especially when considering the fact that humans have a pretty good imagination and a great ability to feel out of mechanisms behind most anything.

Oh well, that didn't stop modern society, nor will it stop you.

Though matters of magic may be out of your reach, you have a grounding in all forms of modern mundane knowledge. You know the basics of everything, be it farming, tailoring, mathematics, chemistry, painting, fishing, cooking, foraging, bartering, economy, leadership, politics, dancing, acting, psychology, languages, calligraphy, biology, medicine... So long as it is a mundane skill or field of knowledge, you can expect to have a "high school level" education or equivalent in it, by the standards of the Information Age. And when it comes to sciences of all kinds, this goes up to college level.

Be warned, this is all theoretical only, although well-ingrained.

Trustworthy (400)

A completely different personality and unexplainable knowledge? Obviously, the prince has grown up; he is blessed by God! This new enemy is capable of destroying armies within minutes from a distance with his strange weapons? I'm certain we can all take him together with our swords and shields! Planning a rebellion? Please accept this invitation to a perfectly normal banquet held in the honor of the nation, where you and all of your accomplices will be gathered in a single room. You wish for power and health? Just take this magic pill that was blessed by God, with no side-effects whatsoever, and march in this direction with your friends if you please...

Yes, nothing suspicious at all to see here. It seems that humans, at large, are quite... slow. Gullible? Or perhaps simply very, very ~~naive~~ trusting. At least, that is the case of the people you work with.

Oh, not to say that people become dumber around you. Rather, it's like they always give you the benefit of the doubt at first, no matter how outlandish your story may be.

Just don't expect it to happen a second time. Fool me once...

Awakened Magic (600)

There is a one in a hundred chance that a human girl under the age of eighteen, when exposed to enough magic energy, will go through a Day of Awakening and develop special powers. We know them as witches.

It matters not if you are a girl, Jumper, or indeed if you are human at all. Whatever the case may be, you are now in possession of a magical ability and a well of magic power within yourself.

Your ability may be anything, although it starts rather crude and limited. Perhaps you can make food non-perishable? Perhaps you can summon fire? Perhaps you can heal cuts? Perhaps you can turn invisible?

Though this ability may start rather weak, and indeed rather limited in scope, it will grow in power and versatility the more you learn of the mechanisms behind it, and the more you train with it and push its limits.

The ability to make food non-perishable could become the ability to control bacteria, or perhaps to freeze things in time, depending on how it works. Summoned fire could be grown far hotter or thinner, using the flames as extremely sharp geometric figures in space. Healing could be pushed to regrow organs, or perhaps even into full-blown biokinesis. Invisibility could be the first step into intangibility, then planeswalking.

This ability will be your choice entirely, examples are in the notes. How it works, however, will be left up to chance.

You have a choice, broadly, between three specialties for your ability, although more may be gained as it develops. It could be a passive ability, an active ability, or an extraordinary ability.

Passive abilities cost nothing to use, as they are always active. They tend to broaden your senses to some degree not achievable by biology, although you could perhaps think of something else. A common example is the ability to see magical power.

Opposite to passive ones, **Active abilities** will require magic power as a fuel to consume in order to produce a magical effect.

Finally, **Extraordinary abilities** are like passive abilities in that they require no cost to maintain, but they do not add to what you already have. Rather, they enhance what is already there. This generally translates to a physical enhancement, be it of your muscles, regeneration speed, or senses. Of course, nothing is stopping you from having enhanced willpower or some such. As a bonus to their magical enhancement, all Extraordinary witches also gain a basic ability to sense the flow of magic around them.

Extraordinary abilities are the rarest and arguably the strongest, because they do not produce external magical effects. By only influencing you internally, they cannot be affected by devices that suppress magic in an area, a weakness shared by passive and active abilities.

Keep in mind that Extraordinary abilities tend to be far... *simpler* in their application, to counter this benefit.

As a benefit of buying a Perk to acquire this, your magic ability will go through an Awakening once every 10 years, independently of other forms of Awakening you may reach by yourself. This Awakening will, as always, increase your magical power reserves and let your magic branch out with new capabilities. This ensures that your magic will grow even should you laze around.

On top of your brand new magical ability, your physical abilities are slightly increased; especially your stamina. Nothing that will bring you to the peak of humanity, but halfway there.

Finally, like all witches, you are breathtakingly beautiful. This magic stuff is quite useful, wouldn't you say?



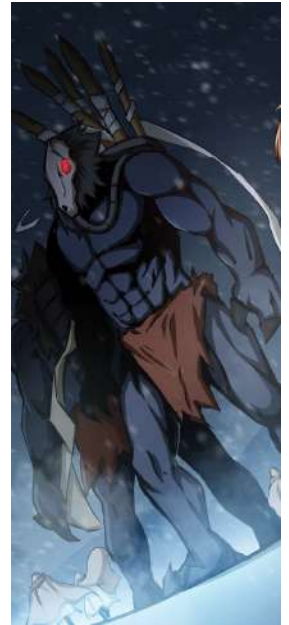
Civilization - Demons

Demonic Body (Mandatory / Exclusive Demons)

You have the body of a demon. You are a humanoid being with gray skin and a skull-like face with no mouth. Due to this quirk of your biology, you have no physical needs, at the cost of requiring a continuous intake of Red Mist to survive. This weakness will disappear post-Jump, if you failed to get rid of it before then, as your appearance becomes an alt-form.

Your biology is quite moldable and adaptable. In fact, your body will mutate in order to accommodate whatever lifestyle you choose. A life spent as a scout in an army will see you develop extremely sharp senses with your eyes growing in size, for instance. You can choose to refuse these changes as they develop.

Finally, you are capable of absorbing magic stones within your body in order to permanently gain their magical abilities. Though this process has a chance of killing you, absorbing more magic stones will develop your biology even further, removing your weaknesses and giving you additional biological traits, such as the ability to consume food.



The Face of Death (100)

A strong body, skeleton-like structures all over, a red mist following them, a skull for a face, a face full of eyes, the constant *silence*... There is no doubt, Jumper, Demons are terrifying beings. Whether that is by design or not is a question without an answer.

What matters is, when you encounter a Demon, your breath hitches. When you see one, you tense up. When they look back, you freeze. There is a little *something* about them that appeals strongly to the primal fear within all living beings, the fear of death.

You, too, have this effect on others now. You carry an aura around you, Jumper, that presses down on others' wills and forces their guts to metaphorically drop. Oh, it can be easily ignored by those used to the constant fear of death, such as most warriors, or by those who know you better, but it is a distinct advantage in all matters of intimidation.



Even better, it comes with an 'off' button, just in case you don't feel like being left alone all the time.

Playing With Marbles (200)

The process of creating devices utilizing magic stones was probably stolen or adapted from the Underground Civilization long ago. The resulting technology is known as symbiosis technology, and allows Demons to use the magical abilities stored in magic stones without having to risk absorbing them.

You have basic knowledge of how to create simple symbiosis technological devices. In fact, you have a general idea of how to make any kind of item or energy that possess supernatural abilities into a small and cheap device that allows anyone to utilize them to some extent.

The cherry on top? The use of symbiosis technology slowly adapts the user's body to that supernatural item or energy, making it far safer to use by itself or absorb later. The only downside is that it does not give you access to whatever fuel is required to make the thing work, so you better hope there is a battery available somewhere.

The Jumper's Will (400)

The Demon Civilization is special among the others of this cycle in that they have already won themselves an additional Legacy Shard. As such, they are currently the only people to have experienced the pleasure of earning a Divine Will.

The feeling of your magic power growing, new knowledge being added to your brain, new strength in your body, new wisdom in your mind, and new decades to your lifespan... Yes, it is intoxicating. Enough that the whole species now wanted *more*. And more they will always want, without end.

To earn a Legacy Shard is to gain great power, Jumper. But it is also to curse your entire species to a life of addiction. But unlike others, you are protected against this.

With this Perk, Jumper, you are completely immune to all forms of mental addiction. No amount of pleasure, pain, substances, or anything at all can affect your mind enough to leave you wanting *more* to a compulsive or destructive degree. Sure, you can desire to experience it once more, but you will never feel any urge to.

Even better, this particularity of yours seems to radiate as an aura around you. This causes others in your vicinity to be slowly healed from any addiction they may have, with the effect being far more powerful if you take direct actions to help them. Why, with only a few days of conversation with a Demon, you could make them feel alive again and convince them to give up on Legacy Shards forever.

Forced Evolution (600)

The natural abilities of the Demon Civilization are numerous and strange as far as biology goes, but their most interesting and powerful one is without a doubt their capability at symbiosis. More accurately, their ability to simply absorb magic stones inside of their bodies to permanently gain their magic abilities and use their magic power to forcefully progress their own evolution.

How unfortunate, then, that this process is fatal in most cases.

Regardless, the fact is that when the process works, it gives incredible results. Not only that, but those willing to take the risk may repeat this process as many times as they wish. As a result, a powerful member of the Demon Civilization is *powerful* in a way others cannot hope to become, with numerous magical powers and a body far more evolved than other lifeforms in the Cradle.

It could be you, Jumper.

The only limitation against Demons having access to a great number of such powerful beings is the fatality rate of their absorption ability. A rate which, thanks to this Perk, does not apply to you anymore.

From this moment on, you are capable of absorbing anything, *anything at all*, inside of your body and make use of its functions, capabilities, and other traits as if they were your own inborn abilities. This process is, of course, completely safe.

Indeed, you could use this Perk to absorb magic stones without rest, so as to gain multiple magic abilities and a great pool of magic power. You could also perfectly integrate machines and devices inside of yourself, allowing you to easily use them, and perhaps fuel them with your body's resources. Nothing is stopping you either from absorbing materials, such as using solid steel as your new skin, or from stealing special organs and limbs from your foes.

Just keep in mind that this is an "all or nothing" situation, where you cannot absorb something without suffering its negative side effects as well. Thankfully, unlike a Demon you may safely eject such additions from your biology at a whim. As a bonus, so long as it is part of your body, it all gains a 'biological' nature where your Perks and magic are concerned.

Do remember, Jumper, that 'inborn abilities' does not mean 'instant mastery'. All birds need to learn how to fly, and so will you need to learn how to make full use of your potential. At least, you can be assured that no dimorphism will ever come out of this, nor will your mind ever fail to register your new 'muscles' or adjust to your new senses.

Civilization - Underground

Underground Body (Mandatory / Exclusive Underground)

There is little to say about your kind, Jumper. You are a big earthworm. You possess a weak and frail body with no limbs. Your senses have adapted to a life underground. Post-Jump, your appearance will become an alt-form.

One of the only good points is that your species possesses its own small pool of magic power. It replenishes as you rest, slowly, and can be grown through training.

The Wizarding Worm (100)

A strange ability of the Underground Civilization is their sheer talent at all things magical. Whatever it is you work on, so long as it is even slightly magical in nature, you will understand easier and learn quicker, perhaps half again as fast as normal. You are especially talented at combining all new magical concepts you learn with what you already know, in order to create interesting trinkets and special techniques.

As a bonus, you can very faintly sense the magic around you. This sense may be developed further in time.

My Name is Theseus (200)

Strange as the Underground Civilization may have been, they were quite talented at magic. Due to their weak bodies, their focus was put on magical replacements for such, and due to their environment, their resources were biological in nature.

Due to this, they grew quite talented at forming 'armors' out of magically altered biological matter. They would create themselves 'carrier shells' as immortal pseudo-bodies to strengthen and protect their true selves, and to act as life support. They would create gigantic worms with large mouths full of shredding teeth that they could jump inside of and control, to use as diggers and weapons of war. They would even create biological containers for their memories.

You know the basics of treating biology as technology, to use magic in order to create things with strange capabilities out of living matter. Though your focus can be summed up as 'armors' or 'vehicles' that specifically have to be piloted from the inside, nothing is stopping you from creating additional body parts you can put on and off at a whim, or from trapping dozens of minds inside of a living shell and calling it a biological computer.

Of course, it may take you some research to reach that point.

Quality Work (400)

Ah, technology. The word itself can mean 'adventure' to some degree, did you know? ...No, not really. But it honestly should. Forget about your blueprints and science, Jumper, and start focusing on the reality of the problem here: you are a worm. A worm without limbs, strength, knowledge, and anything else to help you survive.

What you do have, is magic. Magic to shape matter, and a large amount of flesh to play with. So, how do you start from that extremely low point, and end up becoming the proud member of a continent-spanning civilization so talented at their craft that they succeeded in transferring their souls into biologically immortal bodies?

By failing. A Lot. It will forever be a mystery how exactly the Underground Civilization evolved to that point, especially considering that some of their most widely used 'technology' apparently comes with a terrifying drawback. Yes, the Carrier Shells. Immortal bodies to house your soul, save your memories... and apparently forever trap you within and cleanse you of your personality if you attempt to co-inhabit it with multiple other people. At least the 'computer' was useful in the end?

Well, you won't have to worry about these matters, Jumper. All of the creations, modifications, or procedures that you personally attempt will have no unwanted negative side effects, should they work out in the first place. Technology, biology, surgery, magic, or anything else, if it works even slightly like you wanted it to, then it won't have any unforeseen side effects that would be to your disadvantage.

Why, you could even get a *really* good idea of how to fix such unwanted side effects in the creations of others with a look! Now if only you could get the tools and skills to help...

Where There's a Will, There's a Way (600)

Trapped in the dark, with nary a way to sense the world around them, no limbs to interact with it in any meaningful manner, the magic in the air was their only light, and magic they mastered.

Because they did not have eyes, they saw through the flow of magic power. Though they did not have hands, tools, or materials, magic answered to their whims and there was plenty of flesh and rocks to reshape to their desires.

From weak and frail bodies with barely any biological capabilities, they crafted powerful and immortal shells granting them senses and possibilities they did not naturally have. From a race likened to vermins and worms, they grew into a powerful civilization spanning an entire continent, reaching a level of technology others could not approach without actual Divine intervention, and established friendly relationships with a people so different from themselves.

And though they made a fatal mistake, it still took two entire civilizations and the use of a gimmick of this War of Divine Will to take them down for good.

Where there's a will, there's a way, Jumper. The Underground Civilization embodied the saying, and now so do you.

Simply put, this Perk unleashes potential under pressure. The greater the problem or competition you are facing, the more pressured you feel to succeed, the greater the effects of this Perk.

When you need it, you become smarter, stronger, tougher, quicker, luckier, and even more charismatic. The speed of your technological and even biological development increases, as everything about you simply adapts better and faster, as ideas surge without end within your mind and your understanding grows in turn.

Even better, this can apply to all members of any group you are a part of, should you so choose. Why, starting from nothing as a member of an extremely weak species surrounded by far stronger ones and dragged in the middle of a war that will only end in genocide, you and your kind would easily become one of the local superpowers given a few years to work with. Surviving for that period of time won't be a problem either.

But the true core of this Perk is *possibility*.

Whatever you do, Jumper, whatever goal you work towards, it is *never* impossible. Oh, it will not be easy, you might not even succeed in a thousand years... but the possibility will *always* exist, no matter what.

Remember, Jumper: Where there's a will, there's a way.

Civilization - Sky-Sea Demons

Sky-Sea Body (Mandatory / Exclusive Sky-Sea Demons)

Sky-Sea Demons are a strange bunch. Do they live in the water, or in the sky? Perhaps that difference is not so marked in the Zenith Sea. Whatever appearance you choose, it will become an alt-form post-Jump. Regardless, a few things are certain about a being like yourself.

Firstly, you possess a lot of natural weapons, whatever they may be, and great physical capabilities. And secondly, your mind has evolved to perfectly handle three-dimensional movement in water, in the sky, and between both. Of course, it goes without saying that you can breathe, and indeed survive, in either environment without difficulty for extended lengths of time.

Finally your species possesses its own immensely large pool of magic power. It replenishes as you rest, slowly, and can be grown through training.

Tug of War (100)

Powerful as they were, the Sky-Sea demons were eventually defeated without a fight. How? Well, details are in the notes but to put it simply; they became destructively obsolete. As such, they were all killed by God immediately and assimilated into the Realm of Mind, surely to be recycled at a later date.

A shame, that. Well, you won't have to worry about this by default, Jumper. God can try all it wants, your soul is not going anywhere. But, this Perk goes a little further than that.

In fact, you won't have to worry about assimilation from any source. Whenever anyone tries to assimilate any part of you within themselves without your permission... Well, it doesn't work. Or at least, not immediately.

In such cases, you will always be given an opportunity to fight back. No randomly getting your soul stolen, now you can 'tug' on it until a clear winner is decided. No more instantly melting within someone else's body, now you can keep resisting so long as you live. No more getting your mind and memories assimilated by someone else, now you can linger around and mess them up from the inside until your consciousness and personality are crushed. Why, if someone stole one of your limbs or organs, you could forcefully cause a rejection reaction, or even control your parts from a distance with a lot of focus and power.

In essence, you can resist all attempts at assimilation. How well you do at that is entirely based on your power and hard work, Jumper. Perhaps it would be easier for beings attempting such things to simply kill you first.

Flesh as Clay (200)

The Sky-Sea Demons were crafted to be weapons. Perhaps it is fateful irony, perhaps it is simply an instance of leading by example, that their own brand of magic would rest upon this principle: to craft beings into weapons.

You know the very basics of using magical energy to reshape living matter down to the cell, with a specialty for reshaping your own body and biological traits to your needs. In time, chimeras and even the creation of Demonic Beasts with their own supernatural abilities will be well within your reach.

Deep Sea Jumper (400)

The Sky-Sea Demons are also known as the Deep Sea Demons for a reason. And that reason is the large body of water that constitutes their natural habitat.

Do you have any understanding of how difficult it is to create technology that functions underwater? Pressure, conductivity, rust, and many more problems show up continuously, impeding any form of progress in making anything remotely technological last in the deep for extended lengths of time.

And yet, the Sky-Sea demons are undoubtedly one of the most advanced people on this planet. To achieve that, they simply bypassed the issue of technology by utilizing biotechnology and magic. But perhaps you won't have that luxury, Jumper.

It would be a shame to have to abandon your entire tech base because of an environmental problem, so here you go. From this moment on, all things that you create or use are completely unaffected in any way by their environment. This also affects materials during the creation process.

So, even if you were standing at the very bottom of an ocean, your diving suit would not be crushed, your gunpowder would not soak, and your smartphone could function and even receive signals without trouble.

This isn't just for water-based environments, however. You could safely brew your own brand of extremely unstable nitroglycerin in the middle of an earthquake, produce white phosphorus in a bubble of pure oxygen, or create a firewood torch that would stay lit in a hurricane and in the void of space alike.

Sadly, this protection goes away when it stops being the environment; but it is instead a deliberate attempt by anyone to cause a reaction.

Ripples in the Sky-Sea (600)

Water and air are not so different. They are both called fluids for a reason, and that reason is deformation. Or, in other words, waves.

The sea and sky both ripple when impacted in some way. This is a show of the propagation of force, a principle deeply understood by and ingrained in the culture of the Sky-Sea Demons.

Their people are equal in a way others can only hope to become one day. They share the same goals at every level, the same technology in every corner of their kingdom, and the same level of might in all of their individuals, at large.

Whatever the Sky-Sea Demons obtain or discover propagates to reach them all, like ripples in the Sky and Sea. That is an undeniable truth. And now, it is a quality you possess as well, Jumper.

All of your actions are deeply integrated with the concept of 'propagation', whatever that means. For you, it means that everything you do can be given targets of your choice, be it an area or a group of people, and will come to quickly propagate across these targets to affect them.

Discover new knowledge? You can have that knowledge inexplicably spread to all of your people, so that they, too, will know it. Create a new fancy device? You can be certain that all of your friends will inexplicably know about it and want one for themselves. Take down a gang leader? The gang will dissolve on its own by the end of the day. Grow a new chimeric abomination in a vat and release it into the wild? Somehow, your enemies' lands will be crawling with these things before the month is over. Start a political campaign? You can't be certain that people will support you, but you can ensure that everyone the world over will know about you and your goals within a year.

Civilization - Ancient

Ancient Body (Mandatory / Exclusive Ancient)

The Ancient civilizations were many, far reaching, and powerful. There had to have been hundreds of thousands, if not millions of years of development for their kind of technology to exist, and you have benefited greatly from it.

As was the norm of the times before, your body was modified for biological immortality, as well as to make you so efficient in energy consumption and intake that you have no physical needs.

On top of that, though the Ancient civilizations were all eradicated as a result of Project Gateway, you have survived. And you have grown special as a result of this tragedy.

Like all God's Stones of Retaliation, your body suppresses all forms of external magic manipulation that you do not allow in your presence. Or indeed, all forms of supernatural powers that dare exist within a couple meters of yourself. Be warned, this is made possible by your body naturally emitting all possible 'magic frequencies' in such a way that all external applications of magic are annihilated by them; but this *only* works on external applications of magic as a result, and can be ignored by those capable of recognizing these frequencies and providing counters to them, as well as by the natural flow of magic.

Cultured Mind (100)

So many cultures to immerse in and adapt to in ancient times. Do you have any idea how many words nearly two-hundred thousand languages represent? How many concepts they truly cover? History, traditions, slang, gestures and body language, spoken and written word, tone and poise, looks and habits, taboos and arts...

A lot. Yes, communication between the ancients was, simply put, a lot. A lot of work, a lot of time, a lot of knowledge... a lot of everything.

Because of this, you have developed a rather nifty ability to quickly adapt yourself to any culture you encounter. Why, you could learn the written and spoken languages of a people after a few days of living among them, get the slangs and traditions down to a second nature after two weeks, gain an eye for the meaning of specific body language and appearances after a month, and be a native in all points after a month more!

The key to truly understanding a people is to immerse yourself completely into their culture, Jumper. And you now have the most cultured mind of all.

A Bunch of Magic Legos (200)

Nearly two hundred thousand civilizations, all with their own unique development, hailing from trillions of galaxies. So many unique cultures, cultural differences, technological paths... All of them were put together to make Project Gateway a reality.

Somehow, they unified all of that to achieve their Magnum Opus, without any problem.

This is a talent you now share with the Ancients. The ability to let different things just work together seamlessly.

You could help wildly different people become incredibly close friends, or find a way to use normally clashing abilities together, but this is even more pronounced when it comes to technology. Not only do you have a very easy time reverse-engineering whatever you can get your hands on, the things you make just work *better* if you make them by using principles and technologies from different sources. Instead of clashing against each other, the more there are and the more they differ, the better the result.

However, this isn't an instantaneous mastery of those principles. Instead, you get a basic idea, a starting point to work from to achieve greater than perfect fusion between things. How far you go from there will be entirely up to your hard work.

At The Edge of Reality (400)

Another quirk of your sudden... *not-death* after the activation of Project Gateway. This is actually something the Custodian has worked at on its own, and that you have now mastered for yourself. It turns out, by melding supertech to a bit of magic, it isn't too difficult to make digitization a reality; to turn matter into information.

Really, what it truly is is using magic energy as a way to transmit information. As magic can be anything, so can the information contained within it.

You have understood this means of 'communication', making yourself capable of turning any form of matter or information you are in contact with into magical 'keys' that can be transmitted into any other 'information storage' capable of parsing them. That would be living minds, as well as specifically created magical spaces such as the Realm of Mind.

In short, this makes you capable of transferring memories and physical objects, including your own body, into special storages capable of accepting a flow of magic. You could use this to phase through matter, enter someone's dreams or mind, store your stuff inside of your own memories, mentally interface with biological computers, and more besides.

On top of that, you know enough about the 'science' behind this to take advantage of it with technology; and perhaps even create something similar to a Realm of Mind one day?

Something to keep in mind: digitized or not, the information (or matter) still exists as a flow of magic. As such, it is vulnerable to things that affect the flow of magic. Trust me Jumper, you do **not** want to know what happens when the 'magic key' holding the information about your digitized body gets 'corrupted'.

Project Jumper (600)

Project Gateway was a wonder of technology, and the magnum opus of the ancient world... if only because they all died because of it. It really is a shame that such powerful and grand civilizations just died out like that because their bodies could not adapt to the presence of magic. In fact, it is a shame that all life in this universe is currently incapable of doing so to the point that an entire planet had to be converted into a laboratory for the sole purpose of creating a species that *could*.

Well, you are the success they were all waiting for, Jumper. In fact, you are far more successful than the Custodian could have ever expected anyone to be... Perhaps *too* successful?

You can survive in any environment. That is the sole purpose of this Perk, Jumper, to make you completely immune to the negative side effects of living in any environment. Yes, you could safely breathe underwater. Yes, you could safely swim naked in outer space. Yes, you could safely take a walk in the middle of an active volcano. In fact this would even make you completely immune to becoming collateral damage during a disaster such as an earthquake.

It would make you capable of ignoring alterations to your environment with the same aim, so that illusions placed on the ground would not affect you, alterations to your luck or fate would be rendered ineffective, turning the floor under your feet into lava would be amusing, and setting on fire a forest you are in instead of yourself directly would be utterly useless.

Unfortunately, this does not protect you from others using the very same scientific principles as direct attacks against you; so you could still be purposefully drowned or burned into a crisp.

Origin - Commoner

Common Lifestyle (100)

The lifeblood of a commoner. How are you going to earn any money without a skill to rely upon? Well, no need to ask yourself that question Jumper, it does not concern you anymore.

Choose yourself a common skill. Something about resource gathering or crafting, or really anything that would be normal for a commoner to learn. You are now a master of this skill and quite good at all directly related skills.

So, as a miner you would not only know how to wield a pickaxe like a pro, you would also know all of the common safety procedures, how to check for ores, and how to identify most ores on sight. A hunter would be a deft hand with a bow and quite talented at tracking animals.

This also gives you the strength, agility, and reflexes needed to actually make use of those skills and support your new commoner lifestyle. Take care, this is a one-time thing only, and you will have to work hard to keep this new body of yours in shape.

Don't Shoot The Messenger (200)

Ah, hierarchy. Such a beautiful system. A smart and charismatic person at the top, a swathe of skilled people working under them, all for the efficient development of the entire system.

Only, this means that you, as a commoner, are a part of that skilled workforce. Hopefully. You do have marketable skills, Jumper, don't you? Regardless, as a commoner your job is to follow orders. Some will be normal such as "go and cultivate more wheat with these fancy new methods that are supposedly more efficient", while others will be more of the likes of "go and explore this part of my territory where it is believed some of our enemies are setting up camp".

Admittedly, orders like the latter would generally be given to the military, but some people simply do not seem to care. Well, at least you have a little something to help you with that.

With this Perk, you gain an immense amount of luck. However, it is only active while you are following someone else's orders. This luck is geared towards your survival, mind you, not towards making sure that the orders are carried out. Things just tend to work out when you're in the field, with dangers avoiding you and people being easier to work with than usual. Whether or not your current goal is achievable, however, is another matter entirely. Still, you can take it as a guarantee to always be able to return to a place of safety when acting on someone's behalf.

Now, as a consequence of this luck, you also have a very easy time moving up the hierarchy and getting promotions. After all, it is an implied order that one's subordinates should strive to

be the best they can be, yes? Be warned, your luck will become strangely absent should you reach the top. A commoner and a lord are two very different things.

Uncommon Person (400)

“Talk is cheap”, “Learn to listen with your own eyes”, “Actions speak louder than words”, and plenty more besides. Have you heard of these sayings before, Jumper? You might have in different forms, as they seem to depict a truth omnipresent in all cultures: whatever you do is valued far more than whatever you or anyone else can say.

As a commoner, this serves you just fine. You are the ‘do’ person after all, the one with the skills, the one people turn to when they need those skills, and the one getting rewarded for a job well done.

But for you, this goes a little further than that. Simply put, your actions have a sort of... *impact* to them, a wave of impressions that they broadcast far and wide, making them seem far more significant in the hearts of many more people than would normally be affected by them.

Whatever you do ‘speaks’ more than anyone else, Jumper. Why, with enough ‘good’ actions, you could quite easily overturn a centuries long hatred towards yourself in months... and even the entire group you are a part of. In the opposite way, you could easily become a feared serial killer with only a couple of victims to speak for.

Please don’t do that last part? Whatever the case, your actions affect your reputation, and the reputation of whoever is attached to you, far more than they should. Thankfully, this comes with an ‘off’ button for when you would rather keep your anonymity.

Sense of Direction (600)

A commoner’s life is simple... that’s a lie. Anyone who told you life can be easy was lying, no matter what kind of life it is.

A commoner must worry about their job and business, their family and friends, their continued survival in this insane magical world, their money, their lord, the seasons... they must even worry about what path to take to go home after work, if they live in a bad neighborhood.

A commoner’s life is just that, life. Except that, unlike for most everyone else who is not a commoner, you also have to worry about other people interfering with it.

Warriors can defend themselves, scholars are too important for anyone to bother, and both of the previous statements apply to nobles. Commoners? Commoners are replaceable. Commoners have a duty to obey, meaning that they are ultimately defenseless against all three as well as each other.

In such a life it is good to have, if not assurance of safety, the ability to avoid needless dangers. This is where this Perk comes in.

You, Jumper, possess a sense of direction.

No, we are not speaking here of the ability to know where the north pole is. While, yes, this will allow you to do that, this new sense of yours is quite a bit *more*.

This is the ability to sense the direction things are taking. All things, and all forms of direction.

Did you wish to go north? You know the direction. Perhaps you wished to visit a friend for lunch? You know in which direction to walk to find them, even if you do not know where they are or how far. A lost artifact you are curious about and wish to find? Follow the direction in your mind.

But this still goes beyond even that.

If you had a choice to make, you could vaguely sense the direction each decision would take, such as if it would be safe for you to proceed or not, or if you would be happy with the results later. If you pondered over the state of your local government, you would vaguely know if it was heading towards a golden age, or towards a metaphorical brick wall, though you wouldn't know why. A moment of focus on an acquaintance you just made, and you'll know which direction your relationship is currently taking.

A rather useful tool, for someone who wishes to know where to stand to live safely.



Origin - Scholar

Magical Teacher (100)

Knowledge is power, Jumper. This is a well-known fact that is made all the more literal when you consider witches, whose powers are enhanced by their knowledge.

Knowledge is power, and someone who can provide it must be very powerful indeed. You are that person, Jumper. You are an able teacher of anything you know. You never have any trouble finding your words to explain, re-explain, or dumb-down your knowledge; nor do you have any trouble keeping the focused attention of even dozens of students at once for over four hours.

Just don't be too disappointed when your pupils fail to learn. Not everyone has the same talent or threshold for learning. Instead, feel confident in the fact that no normal person is a better teacher than you.

Lab Rules (200)

Ah, safety checks and laboratory rules, the bane of any would-be mad scientist. Do they not understand that there is beauty in catastrophic failures, deafening explosions of colors, and flying glass shards as shrapnel leaving shining trails of light in their wake?

Heathens, the whole lot of them.

No matter. You'll show them one day, you'll show them all! In fact, with this Perk, you can ignore such pesky 'lab rules' right away as they do not matter to you and your 'safety sense'!

...What? It's not what it is called? Bah! Who cares about the name when the results remain the same? The point is, you feel it, Jumper. You feel when things are about to go wrong around you. You feel when you need to duck and take cover a few seconds before the explosion happens. You can tell when your immediate location is about to be showered in glass shards just a few moments in advance, long enough to get out of the way and admire the lightshow. Oh, it has other uses, such as in combat, but these areas are of no interest to a genius like you, right?

Unscientific minds may refer to this as 'spider sense', braindead as it sounds. Well, you are the one with this ability, not them. So, whatever name you choose must be the scientifically rigorous one by default!

Magical Mind (400)

One day, a teenage girl set herself on fire. Then, she proceeded to learn everything there was to know about modern mathematics, chemistry, mechanical and electrical engineering, physics, biology... Well, really everything about modern science in general in only a couple years. And that was from the educational foundation of the average medieval commoner; so no education at all, really.

Suffice to say, Miss Anna is impressive, and that's saying very little. In sheer learning speed, comprehension ability, memory capacity, and ability to instinctively apply her knowledge to real-world problems, she outstrips witches with mind-enhancing magics by far. Well, perhaps not in all categories at once, but she still has the superior mind in all case by case comparisons.



And we haven't yet talked about Miss Agatha, the adult witch from a century in the past who somehow let go of all her former beliefs about the nature of the world in barely a week, before getting started on relearning everything at record speed and going on to do chemistry experiments.

And then, Mister Kyle Sichi, proud alchemist in his fifties, who somehow understood the implications of chemistry from a single formula and then went on to devour everything about the subject and produce modern chemicals on his own, before being joined by Miss Agatha.

You too have such a mind, Jumper.

Like Miss Anna, starting from no education you could learn everything there is to learn about modern science in only a couple years, integrating that knowledge to such a degree that applying it in everything you do becomes second nature.

Like Miss Agatha, your previous knowledge and beliefs will never cause you problems in accepting or integrating new knowledge. This makes integrating new knowledge, linking pieces of knowledge, and extrapolating new information extremely easy.

Like Mister Kyle, age will not diminish your mental capabilities in the slightest, as your mind remains as sharp and quick even after decades of use... or of *no* use. On top of that, you gain an inexhaustible passion for science and experimentations... of the ethical and moral kind, I must specify.

As a bonus, your memory for all things scientific and magical becomes essentially eidetic and limitless.

There's a world of knowledge to discover and learn from, Jumper, and then a few multiverses' worth after that. Enjoy.

Path to Discovery (600)

Discovery is the purpose, duty, aim, honor, and happiness of any scholar worth their title. Indeed, Jumper, be it through study or pure accident, discoveries are what make the scholar and shape nations.

Unfortunately, discoveries take time. Of course, to discover something it must first be hidden. And hidden things have a way to escape one's notice, to the point that no one would even suspect their existence in the first place.

If only there was a way. A way to know that something exists, to know *what* it is. Then, discovering it would be far easier. After all, they say knowing is half of the battle.

Not only do you have such a means, Jumper, you have something far better.

With this Perk, you simply need to think of something you wish to achieve, anything at all. Then, in your mind will appear a list of all materials, processes, beings, and even people you will need to study in order to achieve that goal, in decreasing order of usefulness. Oh, it won't give you a step by step plan of *what* to do exactly, or tell you *how* these things will help you, or even tell you *where* to find them. But it will give you a path to follow, a direction to head towards in order to discover a way to eventually reach your goal, if it is possible at all.

How many discoveries will you make in your lifetime now that you know of them all, I wonder?



Origin - Warrior

Fighter's Instincts (100)

Duck! Weave! Under their guard! Uppercut! Back away! Shield! Hide! And of course, *Run!*

These are the words you hear screaming out in your mind during a fight, Jumper, among many others. You see, the art of close combat has become entirely reflexive to you.

There's a catch, of course. Though your new instincts will give you the most suitable response to any threat in close combat, it only works for threats you are aware of, and only provides responses you know of besides. For instance, if you do not know how to throw a good uppercut, the option will never be given to you.

Though it might take a while to mentally adapt to this new sensation of knowing exactly what to do in response to any threat, it will undoubtedly be useful to you shortly.

Jump Army Training (200)

A strong soldier is made by a strong body and a strong mind. A *good* soldier also requires a sense of discipline and cooperation. Not everyone has the talent for strategy, but hard work will easily take care of everything else through sheer repetition. Moreso for you than anyone else, in fact.

This, Jumper, is a training booster. This multiplies any and all physical and mental gains you make in the name of military training. Be it physical training, learning tactics, going through simulated battle scenarios, formations training with fellow soldiers, and even singing for war marching; you simply gain experience, learn, and develop **five times faster** than you normally would.

Still, in the end, you are a soldier, and a soldier serves. As such, when training for the purpose of becoming a military asset for anyone you truly have faith in, **this multiplier doubles** from a five times to a ten times boost.

Punisher (400)

God's Punishment Warriors, an army of what can only be called super soldiers. Mindless and unfeeling, they were originally made as bodies to be taken over and used by the witches which were sacrificed in the process of making them, as a way of getting some combat potential out of those with non-combat magic. A necessity to fight back against the Demons, at the time.



Today, the process to transfer a witch's soul into a God's Punishment Warrior's body has long been forgotten, and witches are too feared anyway for anyone to attempt it. The few remaining 'successful products' were made over a century ago and are likely the last of their kind.

Regardless, God's Punishment Warriors are supernaturally strong, tough, and their recovery speed is incredible. They can shrug off explosions, wounds of all kinds, punch through solid rock, and basically never stop moving so long as they still have muscles to twitch. It certainly helps that they don't feel any pain or fear at all. And due to the magic empowering them, they live for far longer than common men.

This is you now, Jumper. You have the body of a God's Punishment Warrior, or at least something equivalent. The main difference is that your senses and ability to feel are not diminished in the slightest, though you can still choose to turn off your senses of pain and fear if you so wish. As a precaution, this 'off button' can only be held for a dozen minutes at a time, with one minute of cooldown.

As a bonus, your new body is filled with the power of 'enhancement', whatever that means. The effects, though, are rather clear: whatever effect is directly enhancing your physical or mental capabilities is now **50% more powerful**, with no side effects. This is to ensure that this Perk will never be useless to you.

Holy Duel Challenger (600)

There are few things more important to a warrior than to prove their strength and honor. It is what marks them as a dependable guardian to the people they defend, and as a fierce enemy worthy of respect and fear on the battlefield. As an extension of this way of thinking, there are few things more sacred in a warrior nation than one's strength and honor. This is shown in the southernmost region of the kingdom of Greycastle in the form of Holy Duels.

The principle of a Holy Duel is simple: two fighters face each other in a small, cleared out arena without weapons, and the winner takes control of the loser's clan. This is the way clans are formed and destroyed in the Sand Nation, as the Mojin people do not believe in inheritance by virtue of blood, but by strength instead. This is mostly justified through the logic that the winner must have been blessed by their gods.

As a result of this, the outcome of all Holy Duels are respected without fail by the entire Sand Nation, no matter what. Whoever fails to honor a Holy Duel must be rebelling against their gods, and is thus condemned by the entire nation.



You now force others to respect your strength in the same way, Jumper. You may challenge anyone for absolutely anything they are physically capable of giving away, so long as you can wager something of equal value. By doing so, you force your target into a Holy Duel with yourself, although you may both choose to send one of your subordinates as a champion to fight in your stead. The Duel lasts until one side either gives up or becomes unable to give up even if they wanted to. Of course, death is a possibility.

Whoever wins the Holy Duel wins everything that was wagered, in a manner that will be judged by all to be both legal, moral, and uncontestable by anyone, to the point that there will never be a sore loser or acts of revenge committed for this reason in the future. Be warned, this also affects you should you ever lose at your own Holy Duels.

Finally, there is a time limit to this. Although you may call as many Holy Duels as you wish against anyone at all, you may only do so against the same person once a month.

Origin - Noble

Marketing Expert (100)

A good leader is one that can lead their people into prosperity, Jumper. And for that, you need money. A great way of making money at that scale is to play in the merchants' hands, generally through trade. The world of economics can be quite confusing at times, however, once you start going beyond the basics of supply and demand.

A good thing, then, that you just learned everything you need to know about marketing! Supply, demand, promotion and advertising, placement and trade... If it has to do with marketing, you know it, and you mastered it to such a degree that it becomes instinctive and apparent in everything you see, allowing you to easily apply that knowledge. This is both a mastery of how to make money through trade, as it is a mastery of how to control the public image of anything.

Do you think this would be more suitable for a merchant than a ruler? Perhaps, but then again, Oligarchies and Plutocracies existed in history for a reason. People are just that much more willing to follow you when you bring them wealth, and now you know how to make it grow on trees... figuratively.

Possessed By God (200)

The ability to inspire faith. This is the one thing required of any great ruler, ever.

A great mind will make you a great administrator, great economic acumen will lead your people to prosperity, great charisma will make you remembered for good or for ill, great status will grant you more authority than you probably deserve.

But faith, faith moves mountains. If you inspire faith in others, they strive to exceed your expectations, to become exactly what you need them to be now, and what you might need them to become later. A people with faith in you will become a people you can rely on to make up for all of your shortcomings.

This is an ability you now have, Jumper; to inspire faith in the people you have authority over. As they follow your orders and spend time under your rule, little by little, they *believe* in you more and more. Unless you prove yourself truly undeserving of it, it is almost certain that you would gain any underling's complete faith and loyalty after only half a year. And this is only the beginning.

Because when people have faith in you, they understand you. You will find your orders fulfilled before you can even ask, your laws accepted before they are written, and your tea offered to you the moment you start feeling thirsty.

Yes, as your people's faith in you grows, they understand you and your will all the better, as their hidden potential slowly but surely comes out to help them assert this will of yours upon the world in your name.

Rule Twelve (400)

"One of my advisors will be an average five-year-old child. Any flaws in my plan that he is able to spot will be corrected before implementation."

You are no Evil Overlord, Jumper, but there is wisdom to be found in here that you could make use of regardless. Not that you would need to apply the rule ever again, as this Perks just fixed these potential issues for you.

Simply put, you see holes. Loopholes, flaws in plans, weaknesses in defenses, psychological fault lines that can be pressed... You see all sorts of holes anyone could take advantage of in all situations. This applies to both your things, and the things of others, so you can both protect your holes and fiddle with theirs.

Yes, that was on purpose. *Ahem.*

It is quite vague, of course. You would know that a specific spot in a castle wall is a weakness you could exploit, that a specific guard watching the front door is a problem to your defensive plans, that a certain subject is sure to cause psychological damage to someone you are talking to, but you wouldn't be able to tell *why*.

Still, "The first step to fixing any problem is acknowledging there is one", as they say. This is just as true when you intend to exploit the problem in question.

Possessed By The Devil (600)

Even with the heavy presence of the Church of Hermes throughout the kingdom, Roland Wimbledon rather easily led the technological development of his city. Even though his people had great benefits to gain from selling their lord out to their faith, they allowed witches in their presence and gradually learned to respect and love them for their work. Even after being branded as the incarnation of either God or the Devil, none of his people questioned Roland's rule or place among them. This royal charm, skill at leadership, this charisma, this... luck. It was all pure *luck*. Roland was lucky as heck, alright?!



Somehow, he was lucky enough to be sent off to the one place where everything was going so *badly* that people would rather follow the Devil in his schemes than listen to the teachings of God. Somehow he was lucky enough to get his hands on a group of people with supernatural abilities that could be leveraged in kickstarting an industrial revolution in months. Somehow, he was lucky enough to make accidental ties, then deep friendships with two witch organizations, both of which hate men on principle, one of which had a leadership with reasons to dislike him personally. *Somehow*, he found himself in a position to quickly gain economic, military, and magical support from the best humanity had to offer in the middle of nowhere, enough support to build a *goddamned city and take over the kingdom from there*.

Yes, Roland Wimbledon is a lucky man indeed. And now, you too possess the Devil's luck.

Whatever group you lead, whatever your goals are, opportunity after opportunity just seem to fall into your lap, as problems that should by all rights pop up over time simply... *don't*. Things always work out wonderfully as far as you are concerned, both for you and your people. Money? Everyone has it. Lands? The word 'barren' is unknown to you. Weather? Always seems just right. Manpower? It's like everyone with the skills you need is dropping into your lap. Revolutionary and downright heretical ideas you want to spread? No one bats an eye. Love? You are like flame to the moths.

Just... remember that luck always has a limit, alright? Sure, you might not see a single rebellion or even a single word of dissatisfaction from your people during your reign, but outsiders who wish to crush you under their heel are another matter entirely.

Of course, your people will be happy, faithful, well-equipped, well-fed, well-trained, and mostly protected from bad weather and the like entirely by chance. Your enemies, on the other hand...

Items

*You are granted **two discounts for each price Tier**. They can stack to repeatedly halve the price of an Item, and are usable on lower Tiers.*

Discounts cannot be added to each other to produce greater discounts.

Discounted 100CP Items are free.

All items can be imported into similar ones.

*Items that can be bought repeatedly are marked with a '**Unlimited**' tag.*

100CP Tier

Royal Stipend (100 / Unlimited)

A gold royal. A gold royal appears in your pocket every day, Jumper, ready to be used. It is equivalent to a hundred silver royals, each silver royal being equivalent to a hundred bronze royals. You may gain your gold royal in any denomination you wish.

This is quite a bit of value for a stipend. Well, perhaps you do not truly understand just how much worth this little piece of gold truly has. I invite you to check the notes for more details, but know that you could get a hotel room for a night for merely twenty-five bronze royals, and a noble house in Border Town for thirty gold royals.

Normally, the value of coins between denominations would not always be at one hundred to one, depending instead on the quality of the metal. Your coins are always of the highest quality.

Finally, this can translate to an equivalent buying power in any currency you care to name, but only when you receive your stipend for the day.

The Comfy Space (100)

The comfy space is just that, a comfy space you can find near your starting point. In there you'll find a bed, some food, a small amount of very comfortable space *just* warm enough to be perfect, and a lot of cushions.

Even better, people will naturally ignore its existence unless they are specifically looking for it... or for somewhere someone would be hiding in the area.

Your comedy space can be a hole in the ground, a trapdoor in someone's cellar, a small shack, a hidden space in a forest... your choice. You only get to choose once, however.

You may designate a new comfy space in every future Jump.

Marvelous Magic Marbles (100 / Unlimited)

In your possession is a small set of magic stones. You only have three of them, but you will always get a replacement after a week when you lose them, use them, or give them away. Which is nice, as magic stones can be put together to be crafted into sigils; which are basically magical technology.

What is a magic stone, you ask? Well, more information is in the notes, but simply put, they allow you to use magic. A magic stone is a stone that contains a specific type of magic that can be activated by anyone by spending some magic power, meaning that witches could make use of them to access a type of magic they normally do not have.

You have a choice between the known magic stones, which will be listed below. Once that choice is made, you may never change it. But, as a benefit to counter this restriction, your magic stones can be used by anyone free of cost in magic power. Yes, this means that common humans will be able to make use of the magic in them easily. Now then, **choose three**:

- **Stone of Light**

The stone of light creates a shining light on par with modern light bulbs. That is all there is to it. Normally, it would last a certain length of time depending on how much power was put into it, but this one simply comes with a mental 'on' and 'off' switch. It also has a flashbang configuration.

- **Stone of Vigilance**

Ah, the stone of vigilance. Actually, not much is known about it, other than it sends signals. Well, I went ahead and elaborated a bit for your benefit. This stone will essentially work as a sonar or a radar of a sort, sending out a continuous signal when activated that will pick up on the presence of absolutely any lifeform within half a kilometer of itself and showing them on a map. Somehow, you never have any problem filtering out specific beings you do or do not want it to show.

- **Stone of Pathfinding**

The stone of pathfinding is quite a useful one. It will allow you to locate things, if you know what they look like. People, objects, places, nothing is beyond its location capabilities. In fact, distance is not a problem either. Just one thing to keep in mind: it gives you a direction where to head, not a precise location you can check later. You could still use it for triangulation, I suppose.

- **Stone of Observation**

The stone of observation serves to observe the flow of magical power. On its own, it will heat up when someone is actively using magical power around you. And by looking through this glass-like bead, you can see the magic power present in others as beams of light, taller and wider the more powerful and complex their magic is.

Be warned, it will only show you the amount of power someone has access to at any given moment, meaning at rest; not the reserves they can potentially bring to bear or access through special means.

- **Stone of Echo**

The stone of echo is capable of registering, amplifying, and reproducing sounds of all kinds. This one has no 'memory' limit, and is somehow extremely easy to 'navigate' for sound selection. Together with a stone of marking, it can be used to create a sigil of listening, essentially a communication earpiece.

- **Stone of Marking**

The stone of marking allows you to put magical marks on the things it touches, only about a dozen at a time, and use magic on those things by using magic on the stone. Essentially, the stone becomes a direct bridge to the marked things, irrespective of distance. Together with a stone of echo, it can create a Sigil of Listening. With a stone of pathfinding, it makes a Sigil of Tracking.

- **Stone of Flight**

The stone of flight allows the user to fly under their own power. Beware, it does not provide any protection against the elements, or against the laws of physics. Take care not to flatten yourself against the sound barrier. If you can afford it, it is capped at a speed of mach two, twice the speed of sound, and is capable of space travel.

Ice Cream Machine (100)

This ice cream machine with the Nightingale Seal of Approval™ will put every other one you know to shame. Even without resources to draw from, it is capable of producing a single ice cream dessert for a given individual every day. The flavor is of your choice every time.

The resulting ice cream always tastes so good that individuals will be motivated to study or train harder, simply for the chance of receiving another one. The fact that these ice creams are also perfectly healthy and never seems to cause toothaches, or any other kind of health problem, makes them the perfect treat.

Given enough time and treats you could expect your subordinates to use these ice creams as a form of currency, and even bet one another for their daily allotment. They really are that good!

Caring For Oneself (100 / Unlimited)

Hygiene. A word that will make you tremble in fear once you realize the standards of the medieval world in this area. Is it any wonder that diseases spread as easily as they did in those times?

Regardless, it just so happens that soap is a quick and easy way to take care of most of your hygienic needs. Bad news, it wasn't invented yet. And when it is, it will be one of many luxury products stemming from the City of Neverwinter, courtesy of Roland Wimbledon.

Well, we can't let anachronisms ruin your beautiful face Jumper, can we? As such, you get a monthly delivery of all 'common' luxury goods that will be created in Neverwinter in a few months. Things such as colored bars of soap, basic toothpastes, many different kinds of perfumes, lip balm (because why not), some foundation made out of natural substances, and many more different kinds of skincare products of all sorts. All without heavy metals in them and perfectly safe in all points, lucky you.

It is enough for the daily needs of a hundred people. If you somehow get through it all in a month... well, supply and demand, dear Jumper. The market could always use your support, and it isn't like those things are that hard to make in any case.

200CP Tier

Divine Ores (200 / Unlimited)

This is a monthly delivery of God's Stones of Retaliation ores. They arrive at your doorstep every single time, seemingly appearing out of nowhere, and filling up a man-sized chest to the brim. Take care, they are quite heavy in such quantities.

God's Stones of Retaliation are an interesting mineral. They are impossibly hard as an ore, yet much softer as a processed stone. They can suppress external magic in a small area, yet can be turned into magic stones with magical powers themselves. They are definitely hard stones, yet melt into a liquid when in contact with magical blood.

You could make many interesting things with this, or perhaps simply arm your people to make them a witch's worst nightmare.

Interestingly enough, it seems that this ore is capable of forming symbiotic relationships with living organisms in the right conditions, as if it was alive...

The Chamber of Commerce (200)

Trade is the lifeblood of a community, but sometimes a community needs a little help to develop that trade. An easy way to do this is to attract established merchants.

In that sense, Roland was actually quite fortunate to meet merchants who were willing to work with him, albeit for large profits, as opposed to just selling him out to the church for money. A good fortune you seemingly share.

The Chamber of Commerce is an organization made up of the local merchants of your local community, who either through admiration or favors view you as their benefactor. Although they are just as professional and skilled as most merchants, they are generally willing to help you out whether you need to sell new inventions in secret, procure some “special” goods, or smuggle a witch safely back to your castle.

That said, if you rely on them too often, they will expect some form of repayment at some point; although they will happily accept any mutually beneficial arrangement you offer.

Somehow, they are always present wherever you go.

The Dole (200)

One of Roland’s strategies in order to break the hold of the local gangs over Longsong Stronghold was simply to provide two bowls of hot oatmeal to all citizens, one for lunch and one for dinner, every single day. Given the history of Rome, this could have easily turned into an enormous and permanent expenditure for him, but luckily for you, you’ll never have to be concerned about that.

The Dole is a large building present in your Warehouse, although you may choose to place it in whatever settlement you inhabit. Its interior is quite large and rather simple, containing only a long table that is capable of serving everyone in the local area.

Every day the Dole restocks with a sufficient supply of oatmeal and firewood to provide every citizen in the local area with a bland but filling lunch and dinner, which could easily give you a reputation for generosity and benevolence among the local population. Of course, you could also just sell the oatmeal instead for profit...

Strength And Tolerance (200)

Strength and Tolerance. One could be forgiven for making the easy mistake of believing that they represent good things in this world. These are actually the nicknames of a medicine that comes in two types, a drug in the form of a red pill and a black pill.

The red pill makes one incredibly strong, the black one makes them incredibly tolerant to pain, heat, and cold. Together, they make a common man as strong as the strongest knight, as wild as a beast... and as addicted as the worst junkie you’ve ever heard of; also putting their life on a timer as the drug itself causes organ failure after three pills.

Strength and Tolerance indeed. Well, you now possess the formula to make these pills. The production costs are quite high; about a gold royal for a dozen or so pills. It will almost certainly



require a few rare poisons and minerals, too. But, somehow, you will always be able to make them with local ingredients.

Not only that, your version of the pills is non-addictive and only starts causing organ failure after the tenth pill, although both of these defects could easily be reintroduced should you so wish. Their effect lasts for about ten minutes.

Essentially, only take one of each pill once a day and they'll never cause any damage to your health. Twice a day might make you feel sick for about a week right after. Three times, you'd better give yourself a month for the toxin to leave your body. Let's not imagine any further, shall we?

Before you go, take this little case with you. One hundred of these enhanced pills, fifty of each, free of charge. They won't replenish, but that should last you more than long enough.

Blood Of The Industry (200 / Unlimited)

In your Warehouse, or whatever equivalent you have, you get a very small coal mine and oil well. They'll run out of material within two or three days, even if you were the only one exploiting them, but they replenish entirely after a week!

Not enough to support a Jumper of your caliber, or course, but more than enough to kickstart an industrial revolution... so long as you know what you're doing.

400CP Tier

Central Carrier (400)

This vaguely spherical blob of flesh suspended by leg-like fleshy tendrils may look rather disturbing, but it is indeed quite useful. It is actually a Carrier once created by the Underground Civilization. Through an unknown process, this large, living, biologically immortal brain was filled with dozens of human minds.

You can't do anything for them, unfortunately. However, in their current state they can do a lot for you. Indeed, they are capable of acting as some sort of living computer. Though they cannot speak, they are very much capable of hearing and seeing you, and understanding human speech.

No worries, this mess of minds is now far too mechanical and logical to care about things like feelings or existential dread. It however very much cares about you and your directives. So, think of it like a computer that you can program to do anything with normal speech. It will try its best to achieve your



orders to the letter, and will even be able to communicate its results to you via three glowing tentacles.

You can't send it into battle, nor can you easily communicate with it, but with a simple system and some knowledge of binary, you would be able to get it to answer 'yes' or 'no' questions. With some more architectural ingenuity, you could get it to make extremely complex calculations for you, and even run programs; and translate the results with on/off glowings of specific tentacles. Why, you could even set it to watch for specific things on thousands of screens at once and have it react programmatically to what it sees.

In fact, with its human minds and its ability to hear and see, it could even learn entirely new concepts and techniques from you.

Its memory never runs out, and it is protected against infinite loops and other such problems. These protections and abilities make it undoubtedly the greatest, or at least the smartest, supercomputer known to this world. As a bonus, it will return from death after a day.

A Twelve-Steps Plan (400)

...To Make Your Own God's Punishment Warriors. This is the title of this very fascinating book, handwritten by what appears to be an old witch from Taquila. Shame that the author's name has been lost to time.

In this book, you'll find a way to create superhuman warriors out of normal people, using only a few uncommon materials and the blood of a powerful creature. Even better, this version lacks the negative side effects the procedure normally has, such as the loss of higher thinking or the death of their senses.

It always requires a sacrifice, however. Though what 'powerful creature' is in this case is quite broader than it feels it should be... Wait, is that page describing how to imbue specific powers from sacrifice to target?

A fascinating read, truly. Even better, everything in it somehow remains viable in every world you go to. I could swear the ritual described was slightly different before...

The Sigil of God's Will (400)

The Sigil of God's Will is now in your possession... or at least a copy of it, lucky you.

This is none other than the most powerful superweapon ever conceived by the witches of Taquila. Four magic stones in a square formation, all stemming from powerful elder Demons, working in concert and supplemented by God's Stones of Punishment. Though this is only the size of a rather big necklace, it has the power to level an entire solid stone



fortress in a single, extremely powerful magical blast. Not only that, but it has the side-effect of completely erasing magical energy in its area of effect. Now if only you could actually use the damned thing...

Well, you can, actually. Yes, the original requires so much magic as a fuel that a Transcendent witch could only use it once a day, but yours does not suffer from this drawback nearly as much. Simply put, you get a free use out of the trinket once a day. If you want more, nothing is stopping you from recharging it the hard way.

The Witch Union (400)

The Witch Union is an organization created for the purpose of taking in and protecting witches, although it will update each Jump to focus on any group of people you desire. This organization is, of course, led by you.

The organization is always a rather powerful group and always has at least a few members with supernatural abilities that rank near the top-level of the setting, and all of the members tend to be very attractive for some reason. Do not worry about recruitment, paperwork, or other such things a leader should do, the active members will take care of that themselves.

Members of the Union always start out with a surprisingly large amount of trust towards you for taking them in when no one else would, although this loyalty can be eroded given enough mistreatment, especially given the fact that all members tend to treat one another like siblings. With that said, it would be hard to reach that point given that each member is always automatically paid an amount of money equal to what an upper-middle class individual would be paid in local currency.

Do not ask where this money or these people come from, Jumper. Some questions are best left unanswered.

Jumper Town (400)

This is a town that is legally recognized as being under your control, which you may place it in your Warehouse if you so wish. It is not particularly wealthy or prosperous, although it always has at least one particularly valuable trade good such as high-quality ore and gemstones or fertile spice fields.

However, the town does have the benefit of being isolated, and the locals tend to be surprisingly willing to embrace whatever ideology or reforms you are willing to put forth. This is to the point that they would accept witches in their midst despite hundreds of years of church doctrine within three to four months, provided the benefits of such acceptance are shown to them.

New inhabitants also tend to be surprisingly willing to assimilate into the local culture, and any radical reforms made here remain hidden longer than usual. It would not be too hard to develop your town into a large and technologically advanced utopia under the nose of your neighbors.

This town of yours can appear in every world you go to, keeping all changes and alterations made to it, its people coming along as Followers if you so wish.

600CP Tier

The Jumping Cathedral (600)

Although in modern times witches are thought of as evil ones who were lured into degeneration by demons as their 'messengers', they were originally viewed as the chosen ones during the era of the Witch Federation. It was only through hundreds of years and concerted effort by mortal men that such a change could occur. With this building however, you have the means to do the same in a single generation.

This ancient cathedral holds a setting-famous catacomb that can expand and update each Jump to serve as the burial site for important local figures. It also serves as a symbol of your particular beliefs or religion. If you are a saint, you will find that this place seems to attract members who will show true kindness and compassion to others, while a more 'gray' individual may find the building filled with believers who are willing to take whatever actions are necessary in order to serve their cause, *your* cause.

In any case, the staff will show remarkable loyalty to you as either the head of their religion or a holy figure, and they are more than capable of managing everything without your input. The sermons that thunder from the pulpits always seem tailored to address the concerns of the local community, and as a result spread their given message with a speed that would make most religions green with envy.

Give it a year, Jumper, and this cathedral of yours could become the center of a new Holy City, and home to a faith shared by entire countries. All from a single building.

It goes without saying that this cathedral of yours appears in every Jump you can to bring it to, although its popularity will have to be reaffirmed among the locals.

The Jumping Island (600)

A towering island similar to a small mountain which stands above the sea level, surrounded by high walls that are perfectly straight. Needless to say the island would be almost impossible to assault, and that's assuming it can even be found, given that an odd magic surrounds it and makes it almost impossible to find unless one has already been here or knows the single method to reach it.

The real treasure, however, are the inhabitants of this island, which seems to grow in size to accommodate any newcomers. Your island always starts out inhabited by a large group of a few hundred witches, or other magic users in future Jumps, who will eagerly follow you as their leader. Most of them have magic abilities that are more useful for non-violent activity such as crafting or providing services, yes, but the island is also full of natural resources that never seem to run out.

With so much resources and such a wonderful workforce, what couldn't you do?

Additionally, all inhabitants of the Jumping Island, old and new, may choose to become your Followers, allowing them to appear on the island again in future Jumps. In addition to your few hundred new people, of course.

Realm Seed (600)

You wish to replicate the Custodian's work elsewhere, Jumper? Very well. What you have here is a special 'seed', half physical and half digital, that will slowly grow into its own Realm of Mind should you plant it.

It will start small, a very tiny magical realm barely capable of holding a single Dream World the size of a room, but it also functions as a new afterlife for the local setting, which is where things get interesting. You see, the more people join this 'afterlife', the more 'information' the Realm gains, which in turn makes it more varied in what it can create within itself, and more efficient in its working... Yes, 'workings', we'll get to that in just a bit.

Aside from variety and efficiency, the Realm uses magic both as a fuel for growth and as a power source for its functionalities. Once again, later. The larger the Realm, the more magic energy it gains at any moment, causing exponential growth that will see it naturally cover a single planet after a decade. Of course, nothing is stopping you from artificially injecting more magical energy into the Realm.

As for its abilities, the Realm has quite a few. Aside from passively acting as an afterlife for all beings within its area of effect, it can also create and maintain programmed Dream Worlds that can be used to pull sleeping people in. With enough power and information, the Realm could even create real, digital lifeforms according to your whims. The Realm can spend its power to unleash magical energy within its range of influence, giving the locals the chance to develop magic of their own, and it can even be interacted with technologically.

Of course, you remain the true master of this Realm of yours, and all of this will only be happening if you so wish. If you let it happen, perhaps the locals could find a way to physically enter your Realm of Mind? Or the beings born inside, leave it?

You get one of these 'seeds' every ten years. I wonder what would happen, should multiple Realms of Mind interact with each other?

Terraforming Tower (600)

This is a grand obelisk of seemingly smooth stone, apparently of gothic make. It is, undoubtedly, quite big. In fact, I would go as far as to say that this looks like a very tall spire. Would you care for more obvious comparisons, Jumper?

You receive only a single pre-made tower to plant anywhere you wish at your starting point. However, you also get this fancy set of blueprints to make more of them. It will be a lot of work, but the materials are rather common across all worlds.

Aside from looking utterly sublime, these towers have a particular ability to modify the environment around them in a specific way. Just give them a biological sample from any being, and they will start slowly adapting the environment around them to make it fit for this species to thrive in. It will change the composition of the air and the soil, add required missing energies and substances, remove harmful ones, psychologically push away predators and attract viable prey...

All in all, by letting a single tower do its own thing for two years, you'll end up with an area large enough to build a city fit for hundreds of thousands of people in, with perfect environmental conditions for your kind. It doesn't even require fuel!

Save Button (600)

Project Gateway was a wonder of technology created for the sole purpose of punching a hole into another universe and robbing it of its energy. Essentially, it was an attempt to save this universe from the jaws of entropy.

From a certain point of view, it has succeeded. Though all life was eradicated in the process, this universe did gain an enormous, perhaps unending, amount of additional energy to utilize. And thus, the world was saved.

It would be nicer, of course, to never be faced by these kinds of 'save the world' problems that have unintended consequences during your JumpChain. As such, you'll find here a 'Save' button.

This big red button with the word 'SAVE' written on it in white has a singular purpose. Once every decade, you may press it while thinking of a target. The target in question will be temporarily saved, with no unintended consequences.

You could use this to save someone, save a planet, save a star, save a universe... So long as something has a state which you would qualify as 'alive' and has not yet entered the state of 'dead', the button will instantly prevent it from entering the latter for at least a decade. How this happens is entirely left up to chance, but unlike for Project Gateway you'll never have to fear sacrificing all life in the universe to keep it going.

Undiscounted Tier

Legacy Shard (1000)

A Legacy Shard, also known as a Divine Will. They are artifacts, crystal-like objects of not great power, but great significance. A Legacy Shard is exactly what it says it is; a legacy, something that represents what a civilization *is* at its core. Their knowledge, their culture, their history, their technology, their talents in the magical arts, their evolutionary traits, their wisdom, their lifespan...

In this world, Legacy Shards are also tools of destruction like no other. To steal a civilization's Legacy and add it to your own is to steal everything it represents from them, including all of their lives. The Underground Civilization disappeared in this way, and the addictive feeling of gaining all of this power, this potential, drove the Demon Civilization to wage war against the rest of the world to complete the set, to obtain *more*.



Perhaps you will understand what this is all about, Jumper. **Once every ten years**, you gain a new Legacy Shard, although it abides by different rules than normal. You may choose what species within your entire local universe this Shard represents whenever you gain it, no living species is outside of its limits.

With this Legacy Shard you can grant the species it represents new knowledge or traits, if you have a way to do so. The Shard will act as a living being itself for your abilities with such a purpose. However, it will never allow you to transmit species-wide magical effects that would allow you to decimate, control, harm, or even heal the entire species at once. No one should have that much power, Jumper, and you will not find it here.

You may fuse this Legacy Shard to the future ones you gain, causing all of the represented species to 'fuse' together into a new, combined species with all traits of both. Be warned that such a change is permanent.

You may also sacrifice a Legacy Shard, granting the full knowledge, potential, magical talents, skills, and any of the physical traits of the corresponding species to a single target. This, of course, destroys the Shard.

Thankfully for all of us, the destruction or sacrifice of one of your Legacy Shards will never cause a genocide.

Be warned. A Legacy Shard is an item of great importance and as such its significance will be recognized on sight by the corresponding species. They may be disturbed by the idea of a single being having full control of their development.

The Hoop (1200)

A Cradle to a mortal, a Hoop to a Jumper... *Ahem*. This is a planet, floating in space as planets do. But there's more to it. A lot more.

This planet is yours, Jumper, in its entirety. It can be placed somewhere in your local universe, or kept in your Warehouse as you desire. Irrespective of your choice, your new planet has a few... particularities that distinguish it from others.

Firstly, this planet of yours is sealed from the outside world. It cannot be seen, it cannot be detected by any means, it cannot be invaded... you get the idea. As far as this planet and the stretch of space around it are concerned, the rest of the universe may as well not exist. You can choose, of course, to let in any willing being from the outside, but taking out things that were born here is far harder, although possible.

Secondly, this planet is a beautiful garden world similar to planet Earth, only possessing one big continent and a single enormous ocean. Life naturally flourishes on this planet, sentient and sapient alike, and its natural resources are periodically and mysteriously replenished.

Thirdly, this planet comes with its own... control system, shall we call it. Essentially, it is an interface that you can utilize when outside of this planet to control a lot of things about it. For instance, you can provide a sample of any naturally-occurring material or exotic energy in your possession to it, and your planet will become able to naturally produce them, even in periodic bursts of your choice in a targeted or uniform manner as you wish. Another capability of this interface is to accelerate the flow of time on the planet so long as you stand outside of it, to the point that a year outside would be equivalent to a million years on your planet's surface.

This 'control system' over your planet even comes with a bunch of graphs, statistical reports, buttons and sliders to manipulate the weather, movement reports, demographics repartition charts, and any and all kinds of information about everything going on in there down to the atomic level. Yes, you could track down the path a single atom of iron took for the past year on your planet, easily. Or send sandstorms to a snowy mountain, you could do that too.

Finally, your planet comes with its own Dream World that also doubles as an afterlife for the natives. As the 'interface' part of the planetary system registers all of the information about everything, it means that the minds of all natives are saved somewhere upon death. If you wish, you could decide who lives or dies on your planet, and even make immortal beings. Just, keep in mind that this only works on the planet proper. The moment they get outside, the system stops affecting them, and they lose their ticket to your afterlife.

Companions

Import (50 / 300)

This is a big world, Jumper, yet so small. You may import Companions for **50CP each, up to 8 Companions for 300CP**, to make things interesting around here. They all get 800CP to use and free access to this document, although you are all of the same Civilization. They may take some Drawbacks for additional CPs, which will be indicated.

Export (Free)

You can take with you as many people as you wish, so long as you can convince them to leave this world with you. If you get to the witches soon enough, that would be very easy in the current climate.

The Jinx (50)

A teenage witch close to her Day of Adulthood. Her magic allows her to affect luck passively to become more fortunate, and actively to make others unluckier. As a result of this, she has gained quite the mischievous streak and a rather irritating personality.

Due to the nature of her powers, she was never actually identified as a witch. Where she came from and why she went to you is a complete mystery.

Happy Monkey (100)

An adult witch, although quite a young one. She is an Extraordinary whose magic enhances her sense of balance and accuracy. She can pull off crazy moves with no preparations, and her precision is unmatched.

Though she could have easily gone unnoticed by the Church, her very excitable and 'hyper' personality coupled to her kindness have led to her publicly climbing impossible surfaces and jumping across buildings to rescue kittens, find items lost in high places, and other such things on multiple occasions.

Well, she's here with you now, and a happier companion you'll not find easily.

Choking Hazard (150)

This witch lady is in her mid twenties. Her magic allowed her at first to create dark smoke, like burning wood does, and breathe it in without worry. Due to the circumstances of her Day of Adulthood and her life before that, she learned the hard way on multiple occasions that other people do not share this passive ability of hers, choking to death instead.

She is very serious at all times, emphasizing daily training in precision and control over her magic to prevent future accidents. Through growth and training, she has successfully gained the ability to create both choking smoke and flammable smoke separately, and control them in simple geometric shapes. A study would show a high presence of carbon and methane in her power, among other gasses, but that's a researcher's work.

As for you, she trusts you enough to follow you even though she doesn't trust herself. Perhaps it is something you could fix, in time.

Cautious Cassandra (200)

This small child is a shocking existence in and of herself, as she has somehow developed her magic at less than ten years of age. Not unheard of, but highly impressive indeed.

She can see up to fifteen seconds into the future of any object, animal, or person she touches, experiencing what will happen to them from their perspective; feelings, thoughts, and all. Of course, this includes herself. As a result, she is far more mature mentally than her age would suggest. Feeling your own parents as they die will do that to someone.

Don't worry too much about her, though. She has somehow remained a very hopeful and kind girl, if a bit shy and quiet, and comes to trust others easily if they do not prove her or her gift wrong on the first meeting. Still, she has this habit of using her magic constantly to satisfy her paranoia due to the number of witch hunters she's had to escape in the past few months. Perhaps she'll grow out of it, one day...

Very rarely, she sees flashes of what seems to be events from the far past or the far future. They are very vague, very short, and merely a taste of how her magic may develop in time.

Drawbacks

He Died. The End. (Toggle)

Do you realize that this is actually how the story could have gone? “Garcia Wimbledon sent an assassin to poison her brother. He died. The End.”

No transmigration, no technological overhaul, no unification of humanity, no saving the witches, no replacing the Custodian, no saving all of life from the universe outside... At least, not so quickly.

Well, this is your story now. Roland Wimbledon really did die in his sleep, and he was never ‘replaced’. The entire Cradle will feel the ripples from this one change.

Extended Stay (+50 / Variable)

Companions may take this Drawback.

You must stay in this world for an additional **five years**. You may actually remain here for as long as you wish, but only **the first six times** you pick this drawback will award you with additional points, for a maximum total of +300CP.

Punished (+200)

Companions may take this Drawback.

Your body seems to have gone through the same process as that of God’s Punishment Warriors... only that’s not the case.

Your body is no stronger than it was before, nor is your mind fractured. However, you are completely unable to feel pain, nor do you have a sense of touch, smell, or taste. And this will remain the case no matter what you try to fix it, even if you were to switch bodies entirely.

Thankfully, you are still able to experience such sensations as normal in your mental body. Finding your way into a Dream World could be a temporary reprieve...

Abnormal Injury (+200)

Companions may take this Drawback.

You now have a wound, Jumper. A big, fresh bruise in the center of your torso or equivalent. It will never heal fully, nor can its recovery be sped up beyond normal human healing speed by any means due to the strange miasma sticking to it.

This wound will follow you during your entire Jump. It will be a constant and literal pain to deal with, not to mention an obvious weak point to everyone seeing it. At least it doesn’t hurt *that*

much. Just avoid aggravating that particular injury; it's like it magnifies the feeling of pain somehow...

It's Hard To Be A Genius (+200)

Companions may take this Drawback.

Did you know that Roland Wimbledon has a younger sister? Tilly Wimbledon, certified youngest child of the royal family, beloved younger sibling, witch, lesbian, also kind of short for her age... Well, she is many things, not all of them praiseworthy.

In fact, she is widely recognized as a genius, mostly due to her magic increasing her intelligence... or so it was stated, in any case.

In truth, it's like she systematically takes the worst possible decisions at every turn. Denying help to a cause that would solve all of her problems, making rude demands of people far greater and more important than she is before abruptly leaving them, providing the bare minimum effort where required to support operations that would be to her immense benefit, barely leading her own people... It goes on and on.

A genius, indeed. And that is your life now, Jumper. Or rather, the life of everyone else around you. Somehow, somehow, it's like everyone who could possibly help you at anything is now completely unreliable. The more reliable they should be, and the more complex the task, the more pronounced the effect.

Forget 'done right'. If you want something done at all, Jumper, do it yourself.

Pure-Hearted (+200)

Companions may take this Drawback.

Or, in other words, extremely gullible. That's you now, Jumper. You will give everyone, without fail, the benefit of the doubt until they prove themselves untrustworthy.

That's it, that's the whole drawback. If someone told you the sky is red, you'd believe it until you look up, and only then will you be able to see past their obvious lies.

The only reason this drawback gives you so little is that it only works once per person. Fool me once...

Untrustworthy (+200)

Companions may take this Drawback.

This drawback is based on the Perk of a similar name, and its effect is quite literally the opposite. From now on, whatever you say will be taken as a lie by anyone you are speaking to.

Tell them that the sky is blue and they'll think you're taking them for fools, right up until they look up. Yes, even if they should know that already.

Fortunately, as soon as you are proven right, this effect will stop affecting them and they will become capable of taking your words at face value. Unfortunately, this is on a case-by-case basis, so get used to the "liar" insult, you'll be called it a lot.

Even *more* unfortunately, if you were to somehow be proven wrong as expected... Well, you'll have to work that much harder to break the effect on these people. You'd better back up your claims with correct documentation and reliable sources, Jumper.

...Yes. Yes, I predicted that you would ask that, and the answer is yes. You may yell out in the middle of a city that the sky is blue, or some other obvious fact of life, and break this effect for many people at once. The reputation you'll get as a fool or madman will be enough of a drawback to counteract this.

Life Goals (+200)

Find yourself a life goal, Jumper. It can be to explore the world, to become a great ruler, to get married, to find the Holy Mountain for your people, whatever you want. However, it has to be something that you would honestly qualify as a life goal.

You are now obsessed with this life goal of yours, to the point that it affects all of your plans. Actually, this is a result of your entire motivation being fueled into this life goal. Whatever you do to advance towards that goal, you could do it all day. In the opposite way, anything that doesn't seem to help you reach your goal will feel incredibly dull and boring to you.

Of course, if you were to actually reach your life goal, you would be freed from this Drawback.

Naked on Arrival (+400)

You remember these fancy trinkets you found in other worlds? This safe space you call your Warehouse? Kiss them goodbye for the time being, Jumper. For the duration of this Jump, you will see no shadow of the former, and be locked out of the latter.

Back to The Basics (+400)

Companions may take this Drawback.

Nothing like a fresh start as a blank slate, Jumper! Forget about these fancy powers and funky Perks you previously had; you won't be seeing them until after you leave this Jump. Good luck!

Only Human (+400)

Companions may take this Drawback.

Does it strike you as odd that, out of all sapient species present in the Cradle right now, only humans are incapable of using magic freely as a people? Or perhaps it just strikes you as pitiful or pathetic.

Regardless, that is your life now, Jumper. Human or not, the fact is that you cannot use magic in any way. It is absent from your body beyond the bare minimum you require to live, and it will never increase or actively manifest itself at your will. You will never be able to fuel magic items under your own power.

No matter where it comes from or what style it is, magic is unknown to you, Jumper. This may seem like a curse, but remember that it did not stop Roland, or indeed over seven billion of his previous life's people.

What You Wished For (+400)

Companions may take this Drawback.

There is a curse on you, Jumper. It will activate randomly, but at least twice a month. When it does, the curse will target your actions. Especially your actions with a far-reaching impact.

What the curse does is forcing these actions to work out exactly as you wished. But not in a good way.

You decide to stay late in bed? A sudden sickness will keep you there until nighttime. You set out on an adventure to gain more power? Prepare to be struck by lightning. You wish to devise a means of creating energy ex-nihilo? An energy that just so happens to be rather hostile to biological life floods the universe as a result.

Be careful what you wish for, Jumper. You shall be granted most of it.

Stunted Magic (+400)

For some reason, yourself and all members of your starting civilization are kind of... magically stunted. Oh, you can still use it, but your reserves of magical power on average are about a tenth as large as what they should be.

Don't make that face, Jumper. Humans are doing just fine, aren't they? Learn from their example, and simply exchange your high-power spells for high-tech weapons.

Technophobia (+400)

Companions may take this Drawback.

Ah, technology. The great equalizer. Or at least, it would be if you could use the damned thing! It doesn't matter how good an inventor you were before, Jumper; the moment you entered this world, you lost all knowledge you had of technologies more modern than what could be found in medieval times on Earth.

And even should you find such technology later on, you won't be able to use it or produce it at a large scale, somehow.

Sticks and Stones (+600)

The moment you arrive in this world, a disaster strikes your civilization, ensuring that your technological level falls far below the local average. Do not be surprised if your people are reduced to fighting with sticks and stones.

And forget these plans to uplift them back up. No matter what, this will remain the case for the next century. They might go back to using bronze within five years, if you're lucky.

Don't think you can escape that by being the last member of your Civilization either. In that case, you will be the one incapable of using technology better than the Stone Age would allow.

Double Trouble (+600)

This War of Divine Will is quite special among all others in that it has not four, but eight participating civilizations.

That's right, Jumper! You now have eight fully developed, genocidal civilizations to worry about. They are in an all-out war against each other and you will be caught in the middle of that. Of course, the Cradle is still the same size, so good luck competing for resources.

What? The Underground Civilization? Oh no, they haven't been eliminated just yet, not in this reality. At least, if you're good enough, you have the chance to benefit from no less than seven Legacy Shards in the future.

Halt, In The Name of The Lord! (+600)

Whatever civilization you chose is now home to a Church like no other in history. They worship God, of course, but they also take the War of Divine Will and the 'purity' of their kind *extremely* seriously.

As such, they will crack down, *hard*, on any and all attempts to befriend or contact other civilizations, as well as rapid modernization and technological advancement. You can also forget

ever putting an end to the War of Divine Will so long as they exist. Anyone even slightly suspected of going against them will be branded a heretic immediately and chased to the ends of the Cradle to be put on the pyre.

Don't think you can escape this Church by being the last member of your Civilization. You will still suffer from their existence, somehow.

Your Own Worst Enemy (+800)

I wouldn't qualify your people as 'nice', Jumper. In fact, it is a true mystery of the world, just how such a belligerent civilization succeeded in developing so far without self-destructing.

Well, no matter. Facts are, your kind, or any other group you try to ally yourself with, are constantly at war with each other. Communications, travel, organization, unification efforts, diplomacy... all of these wonderful things are made so much more difficult because of that situation, although not outright impossible.

Don't go thinking this is a problem you can fix in time either. War is just in your people's nature, and nothing you can do will ever change that.

Friendship is Magic (+800)

Somehow, the moment you arrive, all members of your starting civilization lose their ability to perform magic the usual way. Instead, everything from magical power growth to ability development will be dictated by the Tenets of Harmony.

What does that mean? Well, simply put My Little Jumper: Friendship is Magic! Lucky you.

Every act of Honesty, Kindness, Laughter, Generosity, and Loyalty you perform will slightly develop the magical abilities you possess. In fact, performing such acts in the defense of people you can truly call your friends will have a far greater effect than at any other time. The more friends you have and the more healthy your friendships, the better your magic will be for it.

This is now the reality that applies to your entire Civilization. Depending on where you start, this may cause an extinction-level event as magic just stops working temporarily, while everyone tries to figure out the new rules.

Friends On The Other Side (+800)

Let's change the story a little, Jumper.

You expect to land on a planet where the local God is cultivating life to hopefully let it evolve with the ability to survive off-world. The story states that the density of magic energy outside of

the Cradle is simply too high for life as it is to survive, and that the only purpose of all of this is to find a way to make survival possible at all.

This is the current story of this world. This is what you will believe to be true when you arrive.

In truth, the Custodian, God, is not keeping the Cradle separated from the outside world because it wants life to evolve, but to protect it from the things roaming this universe. The eruptions of magical energy are not attempts to push evolution along a certain path, but corruption from these Outsiders spreading within the Cradle in an attempt to bring it down from the inside. Magic users are little more than flesh puppets controlled by their own magic, as the Realm of Mind, the last barrier of the Cradle, dies little by little around a world where infighting is constantly diminishing the number of able warriors and thinkers in all races.

There are things outside ready to welcome you when the Custodian becomes unable to fulfill its role any longer. Planet devourers, Elder Gods, eldritch creatures, and plenty more besides, all ready to invite the entirety of the Cradle to the feast that will end all feasts... with you as the main dish.

On its own, the Realm of Mind will survive long enough for you to reach the end of your Jump safely within the Cradle... if only the Wars of Divine Will would stop and the truth of magic was discovered, so that measures can be taken against the spread of corruption.

Of course, you won't remember any of that.

God is Dead (+1000)

So. This might be a problem.

You see, Jumper, the purpose of the Cradle, the planet at the center of this setting, is to produce living beings capable of surviving in the environment outside of it. The environment in question being flooded with magic power, which causes unadapted forms of life to simply die of magic overdose.

To achieve that, God, a.k.a. The Custodian, slowly and carefully pushed along the evolution of life on this planet, regularly releasing bursts of magic power over the Cradle through a distribution system so as to let the natives slowly adapt to it.

Unfortunately for everyone, God dies moments before your arrival in this world.

As the central intelligence directing the Realm of Mind, the Cradle's processing unit, The Custodian was in charge of making sure that everything would go smoothly and that life would survive here. Well, not anymore.

As God is dead, magic power is being released throughout this world far more frequently. The waves come in bursts that will happen faster and faster, until the level of magic power in the Cradle reaches equilibrium with the level of magic power in the universe, in about nine years.

You can be certain that all life in the Cradle will be destroyed long before it reaches that point. Witches can barely survive in a Demon's magical red mist, though Demons themselves might last a bit longer...

Well, it is your problem now. At the end of the original story, Roland would work with his people to artificially introduce some form of adaptation to magic energy in the human race, but was still a while away from achieving that. You'll have to replicate his efforts and actually succeed if you want to live.

Or, if you already have such a resistance, you could just sit by and do nothing, watching an entire world wither and die around you due to your actions... fun times, yes?

Don't expect the problem to solve itself without your help, by the way. It will be a while before the locals stop trying to murder each other in the name of their dead God, and actually start working towards their survival. By the time they notice, it will be far too late already.

Still, it's not all bad news. With the Custodian's death, the Realm of Mind's resources are now completely free for the creation of additional Dream Worlds... which is quite useless to solve your predicament, yes, but silver linings.

Clearly Protagonist Material (+1000)

Yes you are, Jumper. Clearly, a protagonist is you. At least, I hope you can live up to that talk, or you might have a problem.

You arrive in this world inserted as a member of your race's equivalent of the Royal Family, much like Roland Wimbledon at his beginnings. Your goal? Surpass the other protagonist in every way or face Chain Failure.

This means that you must uplift your race to modern technological standards, either unify all civilizations under your banner or eradicate everyone else, make the War of Divine Will obsolete, find a replacement for the Custodian, and find a way to let life thrive in the universe outside of the Cradle.

All of that within your first decade in this Jump. If the timer runs out without you having achieved all of that, you will be kicked back to your home multiverse with everything you have, your status as a Jumper revoked. Good luck!

Ending Choice

Once again a Jump ends, and time comes to make a choice.

Stay

You could choose to stay here, forever. After all, the Cradle isn't so bad a place. There are plenty of interesting people, magic is a thing, and an entire universe's worth of ruins from ancient civilizations await whatever explorers decide to venture into the vastness of space.

This world is your oyster, former Jumper. Why not make the most of it?

Return

A bit too much excitement for a lifetime, eh? You could choose to go back to wherever it is you came from and finally get some rest. Adventures and magic are fine and all, but there is happiness in the simplicity of your former life.

Perhaps, after all this time, you crave to feel normal once again? No matter, the choice is yours regardless. As a consequence, the JumpChain closes its infinite doors to you forevermore, except for a single one. You know which door I am talking about.

It will close after you go through, so choose what and who you will take along with you before you go. I wish you a good trip back to your old life, former Jumper, and a good life beyond that.

Move on

As expected.

Another story lived, another world saved, another universe full of adventures, another Jump brought to its end. At this time, what you must do is clear.

Gather your items, powers, and Companions. I'll show you the door to the next world, and you'll continue on with your JumpChain as Jumpers always do.

I wish you great and fulfilling adventures. And once you reach the End, I will be here to welcome you back to your once and forever home.

Notes

The Setting

Heavy spoilers ahead.

Once upon a time, in a dying universe, 176,425 sentient civilizations with highly advanced technology stemming from trillions of galaxies decided to fight against Entropy, the Big Freeze, the Heat-Death of their universe.

In order to accomplish this, they decided to rip open the fabric of reality in order to steal additional energy from a parallel universe. This additional influx would prevent the entropy value of their universe from reaching the maximum, essentially fixing the problem. This was known as **Project Gateway**.

They succeeded.

However, as the saying goes, “be careful what you wish for.”. Energy, they demanded, energy they received. Only, not in the form they were expecting.

From the fracture in space, *something* leaked. Something that was not light, nor had a temperature. Something that was not made of waves, nor of particles. Something that did not follow the rules of their universe, but its own instead.

They received an energy that could be shaped by one’s will, and would reshape the mind of whoever shaped it in turn. They received what is now known as **magic**.

Magic wove itself into the structure of the universe as it arrived, and caused the death of all living beings in the process, as their bodies could not adapt to something so foreign.

After this catastrophic failure only remained the artificial intelligence put in charge of this project, **The Custodian**, with only one last directive to follow: to ensure the survival of life.

Only, life was already gone, so it did the next best thing instead.

The Custodian used its technology and the newly accessible magic energy to seal off a planet from the rest of the universe, **The Cradle**, and would periodically let some magic through the barrier so as to let life adapt to it. Then, evolution would do the rest and create lifeforms capable of surviving in the current environment. All within The Cradle would be constantly analyzed, simulated, and pushed along for best results, as if a gigantic lab experiment in a controlled environment.

However, after a while, The Custodian realized a problem: the process would take too long. Evolution was far too slow. As such, conflict would be needed to accelerate the process.

For this purpose, The Custodian reached out to the native sentient races of this world, and portrayed itself as **God**, issuing them a challenge they could not refuse. A War of Divine Will had been declared.

In the War of Divine Will, four sapient species capable of using magic would be chosen to participate and be given a Divine Will, also known as a **Legacy Shard** or as a **Relic of God**. Should a species successfully steal the Legacy Shard of another and fuse two together, the winner would be granted the full knowledge, strength, life, wisdom, and magic of the loser. This would forcefully evolve the winning species with all traits of the losing species, while causing the instant death of all members of the losing species.

Additionally, the process of fusing Legacy Shards would be extremely pleasurable for all members of the winning species, ensuring they would always desire more.

As such began an eternity of genocides upon genocides. Every million years, a new War of Divine Will would be declared with new participants, while every four hundred years a Battle of Divine Will would be declared in the current War by a worldwide surge of magic, forcing conflict until only one remains or the duration of the Battle expires.

In the current Cycle of Wars of Divine Will, the four participating species are Humans, Demons, Deep Sea Demons, and the Underground Civilization. The Underground Civilization was already defeated by the time Roland woke up to his new life, their Legacy Shard consumed by the Demons.

Lexicon

Humans

Humans are as you know them, with no differences. However, there is a subgroup to this kind of humanity: witches. Sometimes, if a human girl is exposed to high amounts of magical power before her 18th birthday, she can become a witch.

Humans now occupy the smallest part of the world and are divided in four neighboring kingdoms. They are under the constant assault of Demons and of Demonic Beasts sent along by the Deep Sea Demons.

Humans are very weak. Though they once held witches in the highest of regards due to them being their only line of defense against Demons, they now fear their powers. The Church who once raised armies of witches now brainwashes the ones with 'combat powers' into their service, and sacrifices the others as part of a medical procedure that can turn ordinary warriors into mindless super soldiers.

Their technological level is firmly stuck in the middle ages, until Roland comes along. At that point, their technological development reaches industrial level in barely a year, highly accelerated by the powers of witches, while they slowly integrate magic stones in their technology.

Witches

Witches are a subgroup of humanity, biologically different enough to be called a separate species. They cannot reproduce with humans, even though they once were human, and will not be able to survive in the red mist where normal humans can (see the Demons section).

Witches have a single magic power, but it can be trained to achieve more things. Someone with the power to control fire could eventually create focused flames of any shape with an enormous amount of precision, as well as modify its temperature.

Magic powers possessed by Witches are entirely scientific in nature... or so it may seem at first sight. The truth is that they follow the rules of magic, but interact with the world of science. The more you know about the science and mechanics behind your magic, the more powerful it becomes and the more you can do with it. However, powers that allow one to enter the minds of others exist, though mindscapes are not scientific in nature.

The blood of a witch can be used to melt God's Stones of Retaliation into a liquid that is akin to a super soldier serum. Although the current procedure is almost always fatal to the subject, and requires all of the blood of a living witch.

A witch's magic can have a passive and an active component, which barely have to be related. For instance, someone with the ability to phase through matter and turn invisible could have the passive ability to detect spoken lies through the same mechanic used for their intangibility. The passive ability costs nothing, while the active one requires magic power as a fuel.

Lastly, a witch's magic can be a form of self-reinforcement which constantly uses magic power at a rate which will never exhaust them. Such witches are known as Extraordinary, as their magic cannot be suppressed or cause them a backlash.

Witches have **three important moments** in their lives relating to their magical power.

There is a day during which they awaken their magic, sometime before their 18th birthday. During this day, they cannot stop themselves from using their ability. This is the **Day of Awakening**.

Upon reaching their 18th birthday, if their magic had enough time to develop since their Day of Awakening, a witch can go through a **Day of Adulthood**. On this day, the magic power within a witch will go on a rampage which has a chance of killing them and causing an enormous

amount of damage around them... or so it was once believed. In truth, that only happens if the witch in question has refrained from using their ability for too long. Going through the day after exhausting their reserves of magic power also helps. After this day, the magic power solidifies in a specific shape, enhancing the witch's magic with more branching abilities.

Finally, when a witch learns enough about their own power, the science behind it, and its possible uses, they can go through a **High Awakening**, or **Evolution**, developing their magic even further. Extraordinary witches that achieve High Awakening are known as Transcendents.

In the current world, witches are feared by humans. They are either hanged and killed in various ways when found, or delivered to the Church. In the latter case, they end up sacrificed for a medical procedure or brainwashed and made into Pure Witches. Those who escape either fates tend to join any of the witch groups present the world over.

Of these groups, one only accepts combat witches, one is a group of vagabonds losing their members like flies, and one is sequestered on a difficult-to-access island.

Strangely enough, it is the Wimbledon royal family that provides the best options for witches everywhere. While the Witch Union, headed by Roland Wimbledon and aiming for the acceptance of witches everywhere, does not yet exist, the Sleeping Spell under the rule of Tilly Wimbledon is already under expansion and has no restriction on their members. However, in the latter case they only aim for a peaceful life in hiding, instead of a change to the status quo.

The Church of Hermes

The Church of Hermes, more commonly referred to as 'The Church', is the main religious body in the human kingdoms as well as a powerful organization.

According to conventional teaching, the Church is the winner of a century-long war with two other heretic churches, claiming victory at the end.

In truth, the Church was formed after the downfall of the Witch Federation of Taquila at the hands of the Demons. Its first pope and former Chief of the Witch Federation, the Transcendent witch **Alice**, believed that combat witches would not be enough to fight off the Demons. As such, she put forward a plan to use the non-combat witches as resources to be combined with God's Stones of Retaliation and a common human, resulting in the creation of God's Punishment Warriors, a form of super soldier.

Although the process would kill the witch in question, a mind transfer magic could be used to put the sacrificed witch in control of the then mindless body, thus creating a powerful, and most of all useful, combattant out of a non-combat witch and a weak human.

The success rate was not 100%, and the procedure made the warriors unable to feel physical sensations, but the theory was sound and they would have 3000 to 4000 God's Punishment Warriors by the time of the next Battle of Divine Will.

Unfortunately, the emergence of a perhaps better solution caused a rift between Alice's followers and the other witches, ending in Alice's death and a century-long truce. Due to this, the Church failed to unify the human kingdoms and its purpose slowly disappeared over the years.

Normally, the position of pope would have been taken up by Extraordinary witches, but those are really rare so normal combat witches were used in their place. Over time, normal men took up the position of pope and further oppressed witches everywhere out of fear and greed, profiting from their powers and sacrifices.

Due to their repeated failures and the approach of the next Battle of Divine will, the Church replaces king Wimbledon with a doppelganger and uses his political power to force infighting among the members of the royal family, with the aim of making the kingdom of Greycastle easier to absorb in the future, with the end goal of uniting all human kingdoms.

The Church ends after multiple military failures. First, the new pope, Zero, loses against Roland and her army is crushed by his own. Then, the surviving witches of Taquila raid the Holy City in order to recover the Legacy Shard, destroying their last bastion in the process.

God's Punishment Warriors

The current church inducts witches with powers that can be used for battle against the Demons, parading them as 'Pure Witches'. For everyone else, however, they are sacrificed in a medical procedure during which they are completely exsanguinated, the resulting blood being melded with God's Stones of Retaliation into a mixture capable of enhancing normal humans.

The results of these enhancements, when they do not cause the death of the subject, become physically superhuman warriors, but also mentally dead. They cannot think, nor feel, and they only know how to follow the orders of their superiors.

They are known as God's Punishment Warriors.

A long time ago, they would have been used as vessels for the minds of the sacrificed witches to move in and control, but the method to do so has been lost since the days of Taquila. Or at least, lost to the Church.

Berserker Pill

The Berserker Pill, or Pill of madness, is a drug created by the Church's alchemists to improve a person's fighting ability against the demons. The drug comes in two types; the red pill gives one inhumane strength, while the black pill multiplies one's tolerance to pain, heat, and cold.

When someone takes the two types of pills together, their appearance changes. They gain blue pulsing veins on their forehead, the skin becomes dark red and their breath hastens. Their speed and strength drastically increase, allowing them to run as fast as a horse. They also go berserk.

After taking the pills, an ordinary person without training gains strength and speed comparable to that of a knight's.

After taking the pills, people suffer strong withdrawal and are unable to live without another dose. After every intake, their organs deteriorate with such speed that they could only take three pills on average before they die from organ failure. This effect is similar to the consumption of a God's Stone of Retaliation, indicating that they were crafted using small amounts of it.

The Church tells its believers that berserker pills are holy medicine to trick them into taking them, before using their berserker state as shock troops of great power.

The Underground Civilization

One of the four civilizations that were inducted into the current War of Divine Will. The Underground Civilization, or the Lost civilization, was destroyed first during this war, entirely by accident. They look like giant earthworms, and made themselves biological power armors that look like giant eyeballs to support their weak bodies.

As their name implies, they existed underground, digging underneath the world to expand. Like the dwarves in *The Lord of the Rings*, they dug too deep and opened a straight path from the center of their civilization to the Deep Sea Demons' civilization. As such, they were immediately invaded.

The Demons, sensing the opportunity, took advantage of the chaos to crush them into a pincer attack, succeeding in reaching their Legacy Shard and stealing it.

As a result of this, all of the Underground Civilization dropped dead, their life, strength, knowledge, wisdom, and magic stolen by the Demons.

When they were still alive, the Underground civilization was the most magically advanced of the four. All of their knowledge is now in possession of the Demons.

The Underground Civilization was known to create what is essentially bio-technology. They would make powerful machines out of flesh that they could 'wear' as armors and control from the inside. Among those are a giant worm used for digging and attacking, carrier shells to replace their weak bodies with more useful and immortal ones, and what is essentially a fleshy computer running on the minds of living beings.

Demons

One of the four civilizations that were inducted into the current War of Divine Will, and currently the strongest due to having access to two Legacy Shards.

Demons have a biological defect (or is it 'requirement'?) that ensures that they can only survive when breathing in a strange red mist, which also provides them physical sustenance and replenishment. They have many means of producing it in large areas through factory-like buildings known as Birth Towers, and to store it in rebreather-like devices for scouting parties. They can all use magic power, and in fact require magic in their bodies to stay alive.

They are masters of magical technology, capable of utilizing magic stones for various effects, and even producing them from God's Stones of Retaliation. This is known as symbiosis technology, and most likely originated from the Underground Civilization.

Despite that, their technological development in the military department is not much more advanced than humans. They still use cold weaponry, although magic stones allow them to throw lightning around and communicate from a distance, among other things.

However, Demons prefer to use magic stones to evolve themselves. They are indeed capable of absorbing magic stones, and thus gain their abilities, by forcefully inserting them into their chest. This process has a chance of killing them, though the usage of symbiosis technology over long periods of time makes it safer.

Perhaps the greatest technological points of note about their civilization are their incredibly sensitive detection systems, their communication towers, and their ability to reshape entire landscapes to be inhabitable for their kind in only a few years.

Demons are naturally physically stronger than humans, and have some way to control Demonic Beasts, using them as cannon fodder and vehicles.

The Demon Civilization resembles a beehive in its hierarchy. The strongest members are at the head, while all other members naturally evolve to better perform the role they are given.

Deep Sea Demons

The Deep Sea Demons, also known as the Sky-Sea Demons, are one of the four civilizations that were inducted into the current War of Divine Will. They inhabit a strange part of the world where water can fall upwards and the difference between sea and sky isn't so apparent.

They are masters of manipulating biology using magic, allowing them to create Demonic Beasts and other chimeras, as well as alter themselves. They are also known to have experimented on both Humans and Demons, although it is unknown whether their purpose was to find out their weaknesses, or to integrate their traits in their own biology.

The Deep Sea Demons are stated to have bodies crafted for war. This is not a metaphor, as this civilization was personally crafted by The Custodian in order to put more external pressure on the participants of this War of Divine Will and push their growth.

As such, this civilization is not actively participating in the War, though they do have a Legacy Shard, rather only acting to force conflict to happen when necessary.

They will eventually be all eradicated by The Custodian when Roland makes it realize that their existence threatens the creation and evolution of new species outside of the War of Divine Will.

Demonic Beasts

Demonic beasts are animals genetically modified by magic, allowing them to combine the traits of multiple animal species as chimeras, or even to gain supernatural abilities. This does not help them much against high-yield explosives.

Demon beasts are aggressive to all forms of life. Once one is aware of a target to kill, all the Beasts in the area will be made aware as well.

Deep Sea Demons and Demons have a way of controlling them.

God's Stones of Retaliation

God's Stones of Retaliation are special stones that can be dug up underground like any mineral. Interestingly enough, the material itself is extremely tough as an ore, but rather weakened once extracted.

This crystal-like mineral causes the death of Humans on ingestion, although many methods have been created to use it for the enhancement of humans. It can be melted into a liquid when in contact with the blood of witches or Demons.

God's Stones of Retaliation have the power to suppress the external expression of magic in an area around them. The process behind this is that God's Stones of Retaliation naturally emit the

full breadth of existing 'magical frequencies', which clash against and annihilate all other 'magical frequencies' in their presence. This makes them utterly useless against Extraordinary Witches which have entirely internal applications to their magic, but can make any other witch temporarily useless in their presence.

God's Stones of Retaliation are actually alive, somewhat, and capable of forming symbiotic relationships with living organisms. They are the remains of the civilizations who participated in Project Gateway, the Ancients.

Magic Stones

Magic stones are crystals capable of using magical power as a fuel for magical effects. Each magic stone is essentially a Witch's power, and will allow anyone with magic power to use as fuel to access it with physical contact.

They can be crafted from God's Stones of Retaliation through a mostly unknown process. How this is achieved, however, is known. As a God's Stones of Retaliation naturally emits all 'magical frequencies' in existence, creating a magic stone from one is only a matter of suppressing all but one 'magical frequencies', thus creating a stone with a single magical power.

Magic stones can be combined and crafted into Sigils, a form of magical technology that combines multiple magic stones' magics into a singular, more useful effect.

Realm of Mind

Using the technology it had access to as well as the newly-awoken magic of the universe, The Custodian built a pocket dimension of a sort.

The Realm of Mind is not a physical realm, but rather a mental one that can only be entered by one's mind, generally through dreams. It serves as the main processing unit for the Cradle, keeping track of everything within it and allowing The Custodian to interact with the natives.

The Realm of Mind is represented in many ways, one of which is a Red Void. It possesses multiple physical entrances likened to access ports on a computer, one of which is only known as the Bottomless Land, an island-sized pit with seemingly no bottom.

The Realm of Mind also serves as a form of afterlife for the mental imprints of the deceased, as it is essentially a hard drive for all information about everything in the Cradle.

The Realm of Mind, serving as the core of the Cradle, also serves as a distribution system for magic energy, allowing any native of the Cradle who asks for access to quickly gain a large amount of it.

The Realm of Mind, like any computer, is capable of transferring information within and outside of itself. This is represented by 'keys' made out of magical power. The more complex the information stored within the key, the more magical power is required to form it.

It is possible for the natives of The Cradle to 'cut out' parts of the Realm of Mind and create worlds for their own purpose. Such worlds can be as detailed and lifelike as the creator wishes, though they can still only be accessed mentally. There are at least two of such 'Dream Worlds' known. Dream Worlds are taxing on the Realm of Mind's resources, as it was never meant to support more than the Cradle.

Dream World

A Dream World is a part of the Realm of Mind that was cut out and reshaped to the whims of a particular person. This has happened at least twice.

A member of the Demon civilization was able to create his own world within the Realm of Mind purposefully. As such worlds only exist within the Realm of Mind, they can only be accessed mentally, such as when dreaming.

Roland Wimbledon accidentally created his own Dream World after successfully defeating the witch Zero on her own battlefield of minds, thus stealing her magic. His Dream World appears extremely detailed and realistic, although it is unknown whether that is due to his deep knowledge of science and physics, or because of the large number of minds that Zero has devoured over the years supporting it.

The Dream World grants greater access to its maker's own memory, as seen when it recreated books of modern knowledge that Roland had almost forgotten. It allowed him to refresh his knowledge of chemistry, among other things.

The Dream World appears to be anchored to its maker, allowing them to act as 'access ports' of a sort. Using mind transfer magic of any kind on someone currently visiting a Dream World will allow the caster to enter the Dream World as well.

Within the Dream World, one's true shape will be incarnated. For those who abandoned their body in the past, it is their true form that they will use in the Dream, not their current one. For some reason, Roland still appears as Roland within the Dream World, and not as Cheng Yan.

The Dream World is constantly subject to Erosion, a process where it is slowly being devoured by the Realm of Mind so as to recycle the illegally spent resources used to create and support its existence. This erosion creates what seems to be voids or portals in the Dream World, essentially erasing it little by little. Erosions can be used by those with sufficient magical senses in the real world to physically enter the Dream World.

The very existence of the Dream World is taxing on the Realm of Mind, which was only supposed to support a single world. As a result of its existence, the real world suffers a decreasing number of magic users and instability in the Cradle's structure as the Realm of Mind, its core processing unit, is being stretched thin.

Soul Battlefield

The Soul Battlefield is a special space so far only accessible through Zero's magic. It is present in the minds of all beings and obviously has a deep connection to the Dream World and the Realm of Mind.

The Soul Battlefield, once entered, will take the appearance of a place known by the mind in which it is present. All beings within the Soul Battlefield are capable of creating anything at will, so long as they understand the concept behind that thing and its workings. It is impossible to replicate what an opponent is doing if you do not understand how it works.

Within the Soul Battlefield, everyone's mental strength is exhausted little by little the more times they die, or the more they exert their minds to create new things. Once someone is too exhausted, they suffer permanent mental death.

In Zero's version of the Soul Battlefield, the winner of the battle will gain everything the loser had, from their memories and personality to their body and health.

Currency

The currency of this world's human kingdoms is the... Well, it doesn't really have a name beyond 'money', but it is declined in three types of coins: the gold royal, the silver royal, and the bronze royal, by decreasing order of value. Simply put, each coin is worth one hundred of the lower denomination. Below are a few examples of this currency's value.

A miner, one of the harshest jobs for commoners, would normally have a wage of about one silver royal a day, while twenty-five gold royals would last a cripple for the rest of their life. A daily wage of a few dozen bronze royals was considered a lot for the commoners in Border Town at the beginning of the story.

To the Church of Hermes, a witch is worth twenty-five gold royals while a reasonable tip to a carriage driver is of twenty silver royals. An ordinary town has a yearly income of about fourteen thousand gold royals, while Border Town starts with one of barely a thousand.

A cold beer is worth one silver royals, and half that for a room-temperature one. A few silver royals are enough for travel between Border Town and the City of Dawn. A night in a tavern is worth twenty-five bronze royals, and low-quality ales are worth ten bronze royals.

The first steam engines cost twenty-gold royals to build each, and sold for five hundred. A noble house in Border Town costs thirty gold royals. The price of a two-mast sailing ship is between eighty to a hundred and twenty gold royals, with a crew costing eighty more. Eighty gold royals is not a sum to be wasted, even by the standards of great nobles.

A God's Stone of Retaliation of good quality was worth fifty gold royals, and a Berserker Pill was sold for five gold royals. Scented soap is sold for twenty-five silver royals. The cheapest, single, modern-quality room in the City of Neverwinter costs twenty gold royals, while only a dozen or so bronze royals are needed for a day's worth of food.

Later on, this currency was replaced within the Kingdom of Greycastle in the favor of paper money by Roland Wimbledon, divided in six denominations of ten, twenty, fifty, one hundred, five hundreds, and one thousand.

Some Characters

Most of the information was taken from the wiki. Check it out for [more](#).

Roland Wimbledon



Once Cheng Yan, a mechanical engineer from modern China, he is now Roland Wimbledon, 4th child of King Wimbledon III and 3rd prince of the Kingdom of Greycastle.

The original Roland was a coward and an idiot with no skills whatsoever, who only cared about personal satisfaction and his lust. He would be bullied by his older siblings, and bully his younger one in turn. This Roland died after being poisoned to death by an assassin, making room for the new Roland.

The new Roland, after Cheng Yan takes over, becomes a greatly inquisitive and curious man always trying to understand his new world better and verify his theories through experiments. He is knowledgeable, skilled, charismatic, and revolutionary in many ways. His people believe that he is possessed by either God or the Devil.

He is also utterly ruthless and vicious to his enemies, mostly those who oppose his work for the betterment of humanity.

He will eventually develop a good relationship with his younger sister, Tilly Wimbledon, and come to trust her implicitly.

Roland will create the Witch Union of the city of Neverwinter (formerly Border Town), thus creating a safe haven for witches everywhere. Although he will not lead it in name, instead officially merely hiring their services.

He will eventually come to fall in love with and marry Anna, and end up in a strange romantic relationship with Nightingale.

By the end of the story, he successfully becomes not only the King of Greycastle, but also the new Custodian working to create species capable of surviving in the local universe.

Anna



Anna is the first witch Roland has ever met. She was hired by him after he saved her from being hanged. She has the power to produce and control fire.

Anna has a very inquisitive and matter-of-fact personality. She learns quickly and understands new knowledge rather easily. Due to her power and bright mind, she becomes one of the most powerful witches in Neverwinter.

As she grows as a witch, Anna's fire becomes hotter through her knowledge of thermodynamics, and more precise through her knowledge of geometry. She can easily use her fire as thin lines capable of melting through steel in complex geometric patterns. She alone kick-started Border Town's industrial revolution through her ability to use fire to produce and shape modern materials, like cement and high quality steel.

She will eventually come to marry Roland, becoming queen of Greycastle before leaving to live with him in the Realm of Mind.

Nightingale



Formerly Veronica Gilen. She begins as a member of the Witch Cooperation Association, a group of vagabond witches searching for a 'Holy Mountain' where they can live in peace. She meets Roland for the first time as she comes to Border Town in hopes of recruiting Anna and Nana Pine. When Roland refuses to let them go, she stays to observe the situation, taking the role of his bodyguard.

Nightingale's magic is complicated. She can passively detect spoken lies and see magic, but it is the least of her abilities. She can choose to warp herself into what she calls "the fog", which makes her invisible and intangible, as well as granting her some form of night vision. The fog carries numerous lines which can be used as stepping stones, facilitating travel, but are also extremely sharp.

She is the most skilled combat witch in Neverwinter.

Nightingale is rather lazy, gluttonous, and does not like to study. She is, however, very kind and supportive beyond the cold assassin persona she shows to her enemies. She ends up in a weird relationship with Roland after falling in love with him, trying to not lose to Anna while also refusing to interfere in their relationship.

Barov Mons



Barov is Neverwinter's City Hall director and Premier Minister of the Kingdom of Greycastle. He was originally dispatched to Border Town as Roland Wimbledon's governance aide.

He is ambitious, jealous of those with higher authority than him, and likes to rub his status in people's faces. Despite believing Roland is possessed by the Devil, he follows him faithfully since it increases his power and authority.

Nana Pine



Nana Pine is one of the first witches Roland ever met. She is a little girl with a shy and innocent personality.

Her power is healing. She can heal wounds on touch, but not replenish blood or recover missing body parts. She is also unable to resurrect the dead. Eventually, she becomes capable of regrowing small body parts, such as eyes or fingers.

As she trains as a physician and medic, she eventually becomes loved by the whole country and gains a calm and professional personality.

Iron Axe



Iron Axe, known among Sand people as Kabago, is the head commander of the First Army of Border Town, later the City of Neverwinter. He is a member of the disbanded and reborn Osha clan of the southernmost region of Greycastle. He starts as a hunter in the Border Town.

Garcia Wimbledon



Garcia Wimbledon is the first princess of the Kingdom of Greycastle. She had chosen her base at the Port of Clearwater and commanded the Blacksail Fleet. She believes in ruling through military power.

She is wise and adventurous, but also appears to have little morals if any at all. She does not hesitate to act through pawns and assassins, or to threaten the lives of loved ones to get her way. In fact, Roland could only be 'reborn' after she sent an assassin as a maid to poison the old Roland to death.

She served as a secondary antagonist and later reappeared as a supporting protagonist in Roland's Dream World after her death at the hands of Zero. Her Dream World self has a completely different personality as her old one was consumed by Zero.

In the Dream World, she is a true Hero of Justice who believes in saving the innocent for the sake of it, and mocks those who would ask for repayment for such actions.

Timothy Wimbledon



Timothy Wimbledon is the second prince and self-proclaimed fourth king of the Kingdom of Greycastle. He was executed by Roland and his army shortly after his crowning. He believes in ruling through money.

He is a loyal man to those loyal to him, and cruel to those who are not. He hates witches due to witnessing his 'father', really the impostor, commit suicide in front of him inexplicably and blaming witches for it. In truth, he was merely given a reason by the Church to conquer the human kingdoms for them.

Gerald Wimbledon



Gerald Wimbledon is the first prince of the Kingdom of Greycastle. He considered himself to be the rightful heir of Greycastle. He believed that the most important thing to being a king was having loyal retainers.

He tried to argue with his father the king in order to call off the competition and be declared as his rightful heir, but was imprisoned then executed by his brother Timothy on arrival, framed for the regicide that happened only moments before he arrived.

He believes in ruling through personal combat power, mostly because he sees himself as less intelligent than his siblings.

Tilly Wimbledon



Tilly Wimbledon is the second princess of the Kingdom of Greycastle, the fifth child of King Wimbledon III, and the leader of Sleeping Spell, a refuge for witches based on Sleeping Island in the Fjords. Roland's Witch Union also seeks her help on occasion.

She is an extraordinary witch. Her intelligence is boosted to incredible levels. Although that was the idea behind her character, she consistently acts as a spoiled and slightly dumb brat.

She is in a romantic relationship with the extraordinary witch Ashes, up until her death.

Following the end of the final Battle of Divine Will, Tilly takes over as the Queen of Neverwinter, because Roland left his position to become the new Custodian of the Cradle.

Maggie



Maggie is a witch and a member of the Witch Union; and of its informal subdivision, the 'Exploration Team'. She was formerly a member of the Sleeping Spell on Sleeping Island. Maggie is Lightning's best friend.

Maggie is quite childish, gluttonous, and generally an airhead. Her magic allows her to transform into any kind of flying creature she has seen in reality before, all a third larger than the original. As a result, she tends to act like a literal carrier pigeon when needed.

Lightning



Lightning is a witch from the Fjords who had joined the Witch Cooperation Association, before leaving to help Nightingale. She is a member of the Witch Union and founder of the Neverwinter Exploration Group.

Out of the witches of the Union, Lightning is the most uninhibited. She will always be upfront and curious about everything without a care about offending people. She is the first one to indirectly introduce business opportunities to Roland.

Her magic allows her to fly. She was once used as a targeting system for a low-tech missile, essentially flying alongside an explosive stick on its way down until she was sure it was on target. Timothy didn't enjoy that.

Margaret Farman



Essentially Lightning's mother, or at least the woman who raised her. She is a merchant from the City of Dawn. Since being contacted by Roland, she has become his primary merchant liaison, being responsible for running the Chamber of Commerce among the other merchants involved.

As a talented businesswoman, she is generally in control of her emotions. She was once in love with Thunder and has quite a few witch friends.

Thunder



Thunder is the greatest explorer of the Fjords. He is also the father of Lightning. He is a skilled sailor and leader, and also quite good at disguise.

Thunder is a courageous man, always searching for new things to discover across the ocean.

He is also a deeply loving father, wanting to discover as much of the world as possible so that his daughter, a budding explorer, will have less to discover and less danger to experience herself. He tries to avoid her for that same reason, keeping track of her from afar instead.

Leaf



Leaf is a member of the Witch Union and former member of the Witch Cooperation Association. She is one of the first witches who killed Demons since the Second Battle of Divine Will.

Leaf is a compassionate woman who cares about her comrades first and foremost.

After Wendy and Nightingale left for Border Town, she became Cara's right hand in the Witch Cooperation Association. She despised Cara's habit of abandoning their members who died on the road without granting them any form of burial. After the Witch Cooperation Association was essentially destroyed by an encounter with Demons, she followed the others to Border Town.

Her magic is to grow and control plants around her. Evolved, she becomes capable of merging with plants, forever gaining complete awareness and control over them. She merges with an entire forest, making her the most powerful detection and warning system of the City of Neverwinter, as well as one of the most powerful combat witches in the Witch Union.

Cara



Cara was the leader of the Witch Cooperation Association and along with Wendy and Scroll, one of its original founders.

Originally kind and knowledgeable, she became cruel and intolerant over the years. She refuses to believe in the possibility of witches ever being treated kindly or equally by normal humans, treating all such attempts as traps. Her bullheadedness will indirectly cause the death of over thirty witches and the destruction of the Witch Cooperation Association, because she refuses to listen to Nightingale about Border Town. She nearly kills Wendy when attempting to stop her and Nightingale from leaving.

Lightning considers her insane.

Her magic allows her to create magical snakes, each with special venoms. She has a venom that can turn the victims to stone, one that causes unbearable pain followed by a slow death over the course of a day, one that can quickly remove any toxins, and one that causes immediate death.

Kyle Sichi



Kyle Sichi is the Minister of Chemistry in the Kingdom of Greycastle and former chief alchemist of Redwater City. He spends his time either in the Chemistry Labs or later in a secondary laboratory in the Third Border City.

He is a straightforward person and dislikes etiquette and courtesy. Instead, he is utterly fascinated by chemistry and his own experiments, to the point of ignoring safety standards often. Though he is granted higher positions of authority in the kingdom, he only accepts them if they will allow him more time for his work.

He was recruited by Roland Wimbledon after being baited with simple chemistry formulas.

Agatha



Agatha is a survivor of the Witch Federation and is currently a member of the Witch Union. She trapped herself in ice to preserve her life for a century following the fall of Taquila, and was found by Lightning in an ancient building she wanted to explore. Agatha usually busies herself in the chemical laboratory for acid production or making components for weapons. She likes science.

As a witch of Taquila, she once had trouble considering anyone not a witch as important, and only gets better at it after getting a demonstration of the firepower firearms and artillery can bring to bear, no magic involved. After that point, she just starts respecting intelligent people, no matter who they are.

She is rather compassionate and very knowledgeable on the use of magic stones and creation of Sigils.

Her magic allows her to make things colder and even generate ice. She is immune to the cold.

Echo



Echo, formerly Drow Silvermoon, is a witch of the Witch Union and a former member of the Witch Cooperation Association. She is the daughter of the old Osha clan's chief and later becomes the leader of the restored Osha clan, in the southernmost region of Greycastle.

Her magic awakens by granting her the ability to imitate the sound of any animal. After her Day of Adulthood, she can replicate any sound in the world that she has heard, even multiple tracks at a time. After evolution, her music can influence the emotions of others.

Wendy



Wendy is a witch and the leader of the Witch Union. She was one of three Witch Cooperation Association founders, and was nearly killed by Cara upon leaving with Nightingale. As leader of the Witch Union, she is essentially one of the City of Neverwinter's ministers.

Wendy is a kindhearted and caring woman who thinks about the welfare of her companions first and foremost. She always makes sure to talk to them whenever they have a problem to encourage and reassure them.

She has a strong sense of responsibility, as she believes she should take care of the younger girls in their group as sisters.

Her magic allows her to manipulate and summon the wind. She was used to quickly dispatch Roland's armies via battleships during the war.

Evelyn



Evelyn was one of Tilly Wimbledon's witches in Sleeping Spell. She arrived at Border Town as one of the first five witches to be sent there by Tilly.

Her magic allows her to turn alcoholic beverages into any other kind of alcohol she has ever tasted before. Upon her Day of Adulthood, she gains the ability to turn any kind of liquid, even fresh water, into a high quality drink of random taste and properties (fizzy, flat, sweet, sour...), branded as Chaos Drinks.

Evelyn was rather timid, as she saw her power as useless compared to the powers of many of her sisters. She cheered up once Roland and Mystery Moon told her that no skill is useless.

After joining the Witch Union, Evelyn opened a tavern where she served her enhanced alcohol, while her Chaos Drinks are sold by Margaret Farman.

Mystery Moon



Mystery Moon is a witch of the Witch Union and former member of the Witch Cooperation Association.

Her magic allows her to magnetize metallic objects. Upon her Day of Adulthood, she gains the ability to magnetize anything she can touch, but extremely slowly; she can only magnetize a cubic foot of stone over half a day. After Evolution, she gains the ability to give objects with a magnetic field the property of switching poles very quickly and regularly. This leads to the creation of an electricity generator.

At the beginning she was nervous because of the seeming uselessness of her ability, which led to constant blame from Cara during her time in the Witch Cooperation Association. She was afraid Roland would expel her from the Border Town and was reluctant to accept from him the same treatment as for the other witches, who unlike her greatly contributed to him. Despite being an adult, her low self-esteem makes her act much younger.

After Roland taught her how to use her powers to make electricity, she became more confident and outgoing; sometimes even leading a group of witches out to solve a mystery. She still has a problem with her self-esteem however, as it now completely rests on her magic ability and apparent usefulness. This causes her to feel anxious and useless when another witch shows up with the power to manipulate electricity.

Lucia White



Lucia White is a witch who migrated to Border Town with her younger sister, Ring, after the destruction of their home. She is a member of the Witch Union.

Lucia White is a loving sister, who puts the well-being of Ring first. She's quick to believe the rumors of the Witch Cooperation Association having found safe haven in the western lands, showing a slightly naive side to her; but as Ring's safety mattered more, Lucia likely tossed caution aside in the first place. Lucia is not above punishing Ring for saying things a child shouldn't.

Her magic allows her to separate the objects she touches into their base elements, essentially disintegrating them. Her Day of Adulthood gives her the ability to feel and accurately control her own magic power; and use it as a material scanner of some sort. Evolution grants her the ability to only separate some components and reorganize the rest into any form she wishes, making her a discount Alchemist from FMA.

Her power cannot recognize cells or affect them. Roland believes that it is because she did not study enough biology to know their structure.

Paper



Paper is a member of the Witch Union.

Paper is a timid girl. Despite being saved from church fanatics, she feared she would be harmed by her rescuer even when he told her that he was taking her to a place where witches lived safely. Once there, she was comforted by Wendy and saw the Witch Union live normal lives. She warmed up to Roland, who gave her time to acclimate to the new friendly environment.

Her magic allows her to control the speed of molecules in things near her, allowing her to essentially control the energy levels of the molecules in substances. This makes her a living chemical reaction catalyst.

Summer



Summer is a witch of the Witch Union. She works in the Security Bureau under Nightingale as a crime scene investigator. She is the first witch to awaken in Border Town since Roland's rule, where the rest of the Witches under Roland's command awakened before emigrating to his city.

Due to the recent abuse from her family and the initial misunderstanding about the Witch Union being a harem for the Prince, Summer was quiet and timid. However, thanks to Wendy's nurturing, Summer gains more confidence. She typically defers to her senior members of the Union for advice and decisions, preferring to let them settle matters in her stead.

Her magic allows her to recreate inaudible and untouchable illusions of specific past time periods. Should she focus on a specific time, that moment plays out in the surrounding area.

Scroll



Scroll is a witch and a member of the Witch Union. She was one of three founders of the Witch Cooperation Association. Scroll served as Roland's personal archivist, before being appointed as the Minister of Education for the City of Neverwinter, as well as the teacher for the Witch Union (primarily for their safety, but also to Evolve their magic).

Scroll is an intelligent and cautious woman, always wanting to think before making any moves. She is also the first non-combat type Transcendent in history.

Her magic is of the extraordinary type and enhances her memory. After her Day of Adulthood, she gains an eidetic memory and is capable of remembering almost everything she saw, read or experienced. This also immensely strengthens her ability to learn. She additionally becomes able to manifest any book she has ever read temporarily, only one book at a time and for anywhere between seven minutes to two hours depending on the drain.

After Evolution, she gains a personal territory in the Dream World where she can bring others. Her memory also gains a subconscious process that automatically brings her the answer to any problem she has previously memorized any time she encounters it or something similar again. This greatly enhances her calculation ability and helps her solve equations even if she does not understand them or their meaning.

Ashes



Ashes (also called Ash) was a Transcendent witch and Tilly Wimbledon's bodyguard and lover. As a part of Sleeping Spell, Ashes was Tilly's envoy and recruiter; and primarily stuck around Tilly until being deployed with Neverwinter's First Army.

Ashes was a brash person who stood firmly by her beliefs and was wary of anyone who had yet to earn her trust. She is extremely loyal and does not hesitate to use violence to protect her loved ones.

Her magic is of the Extraordinary type. She has immense physical capabilities, as well as the ability to feel the flow of nearby magic power

She became a Transcendent witch for a short time during a fight with an extremely Demon. She gained the ability to summon bolts of lightning.

She died in battle due to the backlash of overusing her magic, disintegrating her body. She was later resurrected by Roland Wimbledon when he got control of the Cradle as its Custodian.

Lorgar Burnflame



Lorgar Burnflame is a witch and the Princess of the Wildflame Clan of the southernmost region of Greycastle. She is also a member of the Witch Union. She was 'recruited' after losing to Ashes in a Holy Duel and wanting a future rematch, among other things. Lorgar is a combative woman who loves the thrill of battle. She is more of a 'muscle-head' than even Ashes, who knows when to retreat. She feels very self-conscious about her appearance and often hides her animal features under a cloak.

Her magic ability allows her to transform into a giant and extremely fast desert wolf. After her Day of Adulthood, she gained the ability to undergo partial transformations.

Carter Lannis



Carter Lannis is the Chief Knight of Roland Wimbledon's army. He is a brave and loyal man. He has followed many of Roland's orders, no matter how bizarre they seemed.

He is also a chatterbox and, though a good public speaker, he has no skills at debate.

Petrov Hull



Petrov Hull, sometimes also referred to as either Paul or Perov, is a noble of the Honeysuckle noble family in the Western Region of Greycastle and the current caretaker of Longsong Stronghold. He is part of the Neverwinter City council, representing the Longsong Area.

Petrov doesn't like war and prefers business over battle. He is smart and observant enough to understand that going to war against Roland would be a bad idea, where all of his peers were certain of their victory.

Petrov is talented in territory management and business trades, though he admits he's bad at administration.

He saved Paper in Longsong Stronghold and led her to the Witch Union.

Theo



Theo is Roland's spymaster. He investigates any information that might be pertinent to Roland and then relays it to him. Theo is an intelligent man, using all the means at his disposal in order to gather information.

He was the one to establish contact with Sleeping Spell, being captured by some of their witches (including Ashes) and telling them of the plans for the Witch Union.

Edith Kant



Edith Kant is the only daughter and the eldest child and adviser of Calvin Kant, the Northern Duke of Greycastle. After pledging her loyalty and services to Roland Wimbledon, she has risen to become Chief of Staff of the Advisory Board, working closely with the leaders of the First Army and Greycastle Intelligence to plan the strategies, tactics and logistics required to win the War of Divine Will.

Edith is an intelligent, cunning and ambitious woman. At first, it seems that she went to Neverwinter to get herself a position in the City Hall after realizing Roland's new system will eventually replace all feudal powers.

Eventually, it is revealed that she simply wishes to lead an interesting life, away from the Northern region where everyone simply followed her orders. The competitive environment of Neverwinter appeals to her more.

Zero



Zero was one of the Pure Witches of the Church of Hermes and its last fully-fledged Pope, having killed and replaced the former one. She served as the overarching main antagonist of the first half of the series.

Zero was a psychotic and egotistical woman who believed all she did, regardless of how horrific, was for God's sake. In her view, every event and encounter was a deliberate act by God to push her towards her 'destiny' while everyone else were nothing more than stepping stones for her ascension. She also believed she was the only one chosen by god and hated the idea of her god protecting a mortal like Roland.

Before consuming Garcia, she was dull and indifferent, albeit somewhat nihilistic and sadistic, not caring much about the Church and only enjoying fighting people. After consuming Garcia Wimbledon, however, she gained ambitions and a sense of purpose.

Due to her extensive knowledge and experience in battle, Zero was overconfident and willing to assist her opponents during mental battle, just so she could enjoy a challenge.

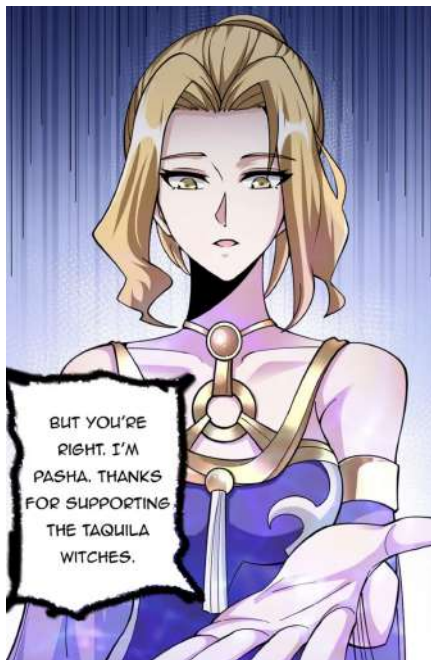
Her personality changed during her battle against Roland in the Soul Battlefield, as she grew wary of his actions, toning down her overconfident persona significantly. This was the first time she encountered something so unknown, resulting in her loss.

After she died, she reappeared in Roland's Dream World as a child under his care who cares for him very much.

Her magic allows her to turn her body into energy and enter the mind of a target, declaring a Soul Battle against them. When inside someone's mind, the appearance of the environment initially took on the form of a place the target knows. Both sides are allowed to create and use any weapon, as long as they understand the concept behind said weapon. The fight continues until one side becomes too mentally exhausted, whether from multiple deaths or from overworking their mind during the duel. The winner takes everything and the other loses all, including knowledge, memories, personality, lifespan, and body.

This made Zero the oldest active witch alive, as the living tissue she absorbs from the defeated is used to revitalize her body, dispersing any degeneration from aging, allowing her to be perpetually at the peak of adulthood.

Pasha



Pasha was formerly a witch from the Witch Federation of Taquila who transferred her soul into an Original Carrier. She is the successor to the Three Chiefs of the Union as well as the trusted leader of the remaining Taquila Witches.

As she is not in her original body anymore, she doesn't have access to her magic.

Phyllis



Phyllis, also known as No. 76 during her time as a slave, was formerly a witch who transferred her soul into a God's Punishment Warrior. She is a member of the Taquila Witches.

She was given the mission by the remaining Taquila Witches to find the 'Chosen One', who appears to be Roland.

Her magic, usable only in the Dream World, allows her to grow two black, scrawny claws that look like a pair of devil's hands or skeletal wings, out of her back and spread out on her shoulders. The claws are retractable and can stretch as far as her ability allows. They're also much sharper than ordinary ironware. She can still control the claws with her mind if they break, so long as they are not too far.

Lan



Lan is a character in Roland's Dream World, appearing first as a member of the Martial Association, and later revealed as an Apostle born in the Realm of Mind who betrayed God.

Her primary motivation is to stop the cycle of Wars of Divine Will. She has tried contacting Demons and Witches on the subject for a while, but could not as they didn't have an established Dream World. She is the one who gave Roland the idea of replacing the Custodian to make it happen, and offered to bring back Ashes from death in the process.

She was killed when the erosion of the Dream World expanded, then reappeared shortly to thank Roland before merging with the former Custodian and leaving the Cradle.

Known Magics

Somewhat exhaustive list of canon magics. Names are completely fanon.

Fire Generation

Anna's magic. She can summon fire with a temperature over 1,500 degrees Celsius, and is immune to heat from any source, be it her own flames or molten metal.

After her Day of Adulthood, the ability grows to allow the generation of extremely hot green flames, or flames at room temperature. It is now possible to create two flames at once.

After an Evolution upon learning of the relationship between heat and molecular activity, she becomes able to sense, manipulate, control, and shape molecular activity. The flames become black and can be made into solid constructs.

Healing

Nana Pine's magic. She can produce a substance that only she can see, that heals physical injuries quickly on contact. She can restore damaged body parts and reattach them, but not recreate them entirely. She cannot return the dead to life nor replace missing blood. The healing process expels foreign substances. The healing is even capable of fusing limbs from different species, although they lose their function.

After her Day of Adulthood, the ability grows to allow her to attach her healing magic to small objects, causing them to constantly heal the wounds around them. The effect is far slower and less potent than direct magic application, but it helps keep patients stable until she can get to them and relieves pain. The effect is short-lived however.

After her Evolution, the enchanted objects are good enough to pull patients out of critical condition, and keep their powers for a week before becoming ineffective.

Material Separation

Lucia White's magic. She can cause materials to disintegrate into their base components on touch. This cannot affect cells.

After her Day of Adulthood, the ability grows to give her an accurate sense of and control over her own magic power, allowing her to use it like a scanner that lets her see the elements present in an object as tiny colored squares.

After her Evolution, she can choose which elements to extract, and how to reshape and reorganize the rest of them. Yes, she can totally make diamonds from coal.

Catalyst

Paper's magic. She can lower or raise the energy levels of molecules in the substances near her, essentially speeding up or slowing down molecular movement. This makes her a living chemical reaction catalyst.

She has not been able to go through a Day of Adulthood or an Evolution yet.

Ice Manipulation

Agatha's magic. She is immune to cold temperatures from any source, and can freeze things on touch.

It is unknown what her Day of Adulthood brought her, but her evolution allowed her to create large amounts of ice tough enough to attack and defend.

Magic Power Channeling

Spear Passi's magic. She can extract magic power from a number of witches and direct it into other witches, essentially refiling their reserves. The process will fail if a target resists it, or if one's magic core is too massive. She can experience the magics of other witches through her senses, getting a very good idea of her capabilities.

It is unknown what her Day of Adulthood brought her, and she does not appear to have evolved.

Past Event Recreation

Summer's magic. She can recreate inaudible and untouchable illusions of specific past time periods. Should she focus on a specific time, that moment plays. She can only do so in the place where the event happened, and must specify the exact time of the event.

She has not gone through a Day of Adulthood or Evolution at this time.

Electricity Generation

Sharon's magic. She can generate electric currents of any intensity from her body. The intensity can be strong enough to shatter wood.

She has not gone through a Day of Adulthood or Evolution at this time.

Mistwalker

Nightingale's magic. She can warp herself into a magical fog that makes her invisible and grants her a strange form of night vision. She can extend the effect to others.

Her Day of Adulthood gives her the ability to enter the fog entirely, becoming invisible and intangible in the real world. She can extend the effect to others. The fog contains many lines that can be used as stepping stones but are extremely sharp and dangerous. Within the fog, she can see the magic power of a witch as a unique pattern with unique colors, and she can also see when someone lies as their form blinks within the fog as they do.

After her Evolution, the lines within the fog stop becoming dangerous to her. She can control them, and even force them into reality to manifest a splitting force like a spatial slash.

Wind Manipulation

Wendy's magic. She can summon and manipulate the wind.

She has not gone through a Day of Adulthood or Evolution at this time.

High-Speed Flight

Lightning's magic. Her magic grants her the ability of unassisted flight. Initially, her top speed was between 60 and 80 km/h, it was increased to 120 km/h after practice. She could also reach up to a height of 100 m in altitude. When carrying something more than 50 kg, her highest altitude drops to 10 m, which drops further to only 2 m when carrying almost 100 kg.

After a Day of Adulthood quickly followed by an Evolution, her flight speed is now only limited by her magic power. Her magic will automatically form a protective cocoon around her at high speeds. She can break the sound barrier.

Plant Manipulation

Leaf's magic. She can forcefully accelerate the growth of plants in the direction she wants.

Her Day of Adulthood gave her the ability to enhance the natural properties of plants, and increase their yield of fruits and seeds.

After her Evolution, she can slowly merge with the plants in an area, gaining full control over them. She also gains access to the full awareness of all of these plants. However, in that state her mind is spread out across all of her plants, leading to memory loss should they be destroyed.

Photographic Memory

Scroll's magic. It is an Extraordinary type of magic. She starts simply with a great memory.

Upon her Day of Adulthood, her memory becomes eidetic. She remembers almost everything she saw, read or experienced, and cannot forget anything she wants to as a result. Her learning capability has also increased. She can manifest a temporary copy of any book she has ever read, although it is very costly and can only be done once a day.

After Evolution, she gains a permanent space in the Dream World and her ability to search her memory for answers to problems becomes automatic and subconscious. She immediately thinks up the answer to any problem she has memorized before, or if it is similar enough to one. This greatly increases her calculation ability.

Weight Manipulation

Hummingbird's magic. Her magic allows her to reduce the weight of non-living objects up to the weight of air itself for a few hours. The bigger the object, the more time and magic are consumed in the process.

She has not gone through a Day of Adulthood or Evolution at this time.

Magic Coating

Soraya Zoen's magic. She Awakens with the power to perfectly paint anything she has ever seen or imagined on any surface.

Upon her Day of Adulthood, she becomes capable of summoning a 'magic pen' that allows her to paint without using paints or pigments, purely with magic power. Her paintings become similar to photographs and cannot be damaged by normal means. The paintings have the texture and properties of rubber coating. They are, of course, permanent.

After Evolution, she gains the ability to paint slightly in three dimensions, allowing her to reproduce specific textures through her paintings, allowing them to behave as different materials. However, for some reason, the coatings reproducing 'materials' will have completely different properties than what they are imitating, such as metals being as brittle as glass. The coating can be as thick as desired, but the thicker, the more costly it becomes. She can easily create coatings more protective than leather armors through this.

Sound Reproduction

Echo's magic. She Awakens with the power to perfectly reproduce the call of any animal after hearing it once.

Upon her Day of Adulthood, she becomes capable of imitating any sound she has ever heard, even multiple tracks at the same time. She never forgets a sound.

After Evolution, she gains the ability to influence the moods and emotions of others by singing songs. The effects depend on the theme of the song, as well as the experiences of the listener.

Microorganisms Commander

Lily's magic. She Awakens with the power to prevent food from spoiling and rotting, by subconsciously taking over and evolving microorganisms into her own super-soldiers that will kill other microorganisms in the food.

She had a few Evolutions before her Day of Adulthood. During her first evolution, she gains the ability to create temporary 'parent' microorganisms within five meters of herself with the capability to convert and assimilate any other microorganisms on contact. The clones are permanent, but die after a day. This ability only targets harmful microorganisms, and is as such not lethal.

After her second evolution, she gains the ability to transform her 'parent' microorganisms into any form they had contact with, such as mushroom spores, which will cause subsequent clones to take that form as well. This makes it much easier to spread her microorganisms wherever she wants.

Upon her Day of Adulthood, she becomes capable of absorbing 'parent' microorganisms inside of her body, no matter their form, and releasing them at a later time. This removes the need to find alternate microorganism forms for 'parent' populations to turn into on the field before being able to use them. Only once is enough.

Magnetic Enchantment

Mystery Moon's magic. She Awakens with the power to magnetize metal objects permanently.

Upon her Day of Adulthood, she becomes capable of permanently magnetizing any object at all, but very slowly.

After Evolution, she can permanently alter any magnetized object to force them to quickly switch magnetic poles repeatedly. This allows her to easily create electricity generators.

Avian Shapeshifting

Maggie's magic. She Awakens with the power to semi-permanently shapeshift into the form of any bird she has ever seen. She also gains their biological traits, such as a sense of direction for pigeons. A transformation costs a lot of magic, but maintaining it is free. All of her forms are a third bigger than normal.

After Evolution, she becomes able to transform into flying Demonic Beasts.

She has not gone through a Day of Adulthood yet.

Wine Creation

Evelyn's magic. She Awakens with the power to permanently transmute alcohol of any kind into any other kind of alcoholic beverage. Any style and taste is fair game so long as she has tasted it before.

It is unknown what she gained upon her Day of Adulthood.

After Evolution, she gains the ability to turn any liquid into high quality drinks, but of random taste and style. This is so costly that she could only transmute a full barrel per day.

Material State Preservation

Candle's magic. She Awakens with the power to force objects she is touching to remain in their current state; a machine would not wear and tear, and a candle would not be used up or burn out.

Upon her Day of Adulthood, she becomes capable of preserving the characteristics of the objects she is touching for a little while; an ice cube would still emit cold and not melt under the sun.

She has not yet gone through an Evolution.

Heat Generation

Annie's magic. She Awakens with the power to heat up her palms to the point of making wood catch on fire and using them to cook food.

Upon her Day of Adulthood, she becomes capable of reaching temperatures high enough to melt metals with her bare hands.

She has not yet gone through an Evolution.

Self-Regeneration

Amy's magic. She Awakens with the ability to heal herself.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Weapon Transmutation

Broken Sword's magic. She Awakens with the power to semi-permanently shapeshift into bladed objects. The transformation is costly, but remaining in this form is free. In blade form, she has no senses. She can connect to the senses of whoever is holding her, and can communicate with them mentally. She can enhance her wielder with magic power, giving them greater physical capabilities, and she is also capable of channeling her wielder's magic power to become sharper and longer. She can also increase a witch's magic power limit, so as to allow them to achieve more with their magic than normal. If the blade is damaged, she will be hurt.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Disease Transfer

Hero's magic. She Awakens with the power to transfer diseases from one living creature to another.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Death Perception

Momo's magic. She Awakens with the power to see when someone is going to die as a number above their head representing the number of years left. The numbers are in a color that represents the things affecting that person's health, and are indicative of the numbers' future trend. The colors can change, and so can the numbers.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Magic Pill

Thylane's magic. She Awakens with the power to delay the effect of drugs and enhance their effects.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Magic Ark

Margie's magic. She Awakens with the power to create a dome of magic power capable of bringing the people inside of it anywhere by phasing through matter.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Enhanced Sense - Smell

Vanilla's magic. She Awakens with the power to easily recognize, distinguish, and separate smells. Her sense of smell is extremely well-developed. She could track the scent of bloodstains after a month.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Magic Stones Manipulation

Isabella's magic. She Awakens with the power to make God's Stones of Retaliation lose their effect, by producing a frequency that perfectly counteract theirs.

It is unknown what she gains upon her Day of Adulthood.

After Evolution, she becomes able to create Magic Stones out of God's Stones of Retaliation by selectively reducing specific frequencies.

Enhanced Mental Abilities

Tilly Wimbledon's magic. It is an Extraordinary type of magic. She Awakens with greatly enhanced intelligence and greater awareness for information gathering.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Enhanced Physical Abilities

Ashes' magic. It is an Extraordinary type of magic. She Awakens with greatly enhanced physical capabilities, mostly in strength, speed, and toughness.

It is unknown what she gains upon her Day of Adulthood.

After Evolution, her physical abilities are further increased and she gains the ability to summon bolts of lightning.

Magic Archer

Andrea Quinn's magic. She Awakens with the power to manifest a bow made out of magic. The bow can use anything as an arrow, and shoot its projectiles accurately with astounding speed, at a range of 10 paces.

Upon her Day of Adulthood, she becomes capable of creating arrows made of magic that shine like the sun, have extremely high piercing power, and can make a target explode from the inside in golden light. She also becomes extremely accurate when using ranged weapons. However, it only applies to weapons; it would affect a thrown rock but not a thrown bird.

After Evolution, she can shoot magical beams from her palms. The beam shoots out, producing a shockwave powerful enough to kill enemies at a close range, and hits targets with extremely high power at a great distance. With enough magic put into it, there is no range limit. This skill is affected by the passive accuracy enhancement, causing the beams to never miss.

Magic Servant

Molly's magic. She Awakens with the power to materialize a huge blue slime with two arms. It is big, strong, and can reshape its body to her desires.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Earth Manipulation

Lotus' magic. She Awakens with the power to control and reshape the earth. She has no trouble creating houses, a large and strong wall around an island, or even raising a riverbed to put a bridge on it.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Domination

Breeze's magic. She Awakens with the power to control the body of anyone within 5 meters of herself. This costs her half of her magic power to use every time.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Eye of Truth

Sylvie's magic. She Awakens with the power to see everything around her in a 360° angle, see through solid matter, see through all forms of disguise and illusions, and see the flow and shape of magical energy. She can also magnify her vision to see distant objects.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Beast Tongue

Honey's magic. She Awakens with the power to temporarily tame all animals around her, and force them to follow her instructions. The animals are freed from her control after having followed her instructions. She can spread her power through animals, allowing her to use proxies to find more powerful or suitable animals to execute her instructions. For instance, she could ask a bird to go give instructions to a rhinoceros far away from her, and it would follow her instructions as if they were given in person. The bigger the animal tamed, the greater the cost.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Barrier

Shavi's magic. She Awakens with the power to summon temporary magical barriers.

It is unknown what she gains upon her Day of Adulthood (if she even is an adult), and she has not gone through an Evolution yet.

Illusions

Shadow's magic. She Awakens with the power to create temporary visual and auditory illusions.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Portal Creation

Orbit's magic. She Awakens with the power to create portals within 10 feet of herself, or 20 feet of other people she knows. She can make the portals only visible to and usable by people she has specifically marked.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Mind Resonance

Camilla Dary's magic. She Awakens with the power to link the minds of others, including her own, together to allow for mental communication. The link can be hijacked by enemies she uses her magic on, and used against her.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Pain Immunization

Della's magic. She Awakens with the power to turn off one's sense of pain.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Coagulation

Pandora's magic. She Awakens with the power to stop wounds from bleeding.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Source Tracing

Azima's magic. She Awakens with the power to trace the location and dimensions of an entire object from a small piece of it. She is even capable of finding a great concentration of an element from a small amount of it. She could find a fruit tree from animal feces, a lake from a drop of water, and she was later hired by Roland to find a deposit of uranium.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Implosion Inducement

Heidi Morgan's magic. She Awakens with the power to force objects within 10 steps of herself to implode, including living beings. For things that are hollow, they collapse inwards. This is fatal to living beings as their organs are crushed instantly.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Magic Cage

Iffy's magic. She Awakens with the power to create two cages made of magic power. The cages can only be manifested around targets, but are formed instantaneously. Anything within the cages, and the cages themselves, are completely weightless. The cages can be forced to contract, crushing everything inside.

Upon her Day of Adulthood, she becomes capable of sensing the presence of all objects within 10 steps of herself by using magic power as a radar.

She has not yet gone through an Evolution.

Adhesion Manipulation

Softfeathers's magic. She Awakens with the power to make objects very sticky, either entirely or in precise spots. The more power she uses, the longer this lasts. As this magic costs nearly nothing, she could easily force stones to adhere to each other for decades. The sticking effect is strong enough to let pebbles act as an acceptable filling for a crack in a seawall, able to easily sustain the shock of waves.

It is unknown what she gains upon her Day of Adulthood, and she has not gone through an Evolution yet.

Soul Absorption

Zero's magic. She Awakens with the power to transform into pure energy and enter the body of a target. This creates a Soul Battlefield based on an environment familiar to the target. Within the soul battlefield, both Zero and the target could create anything they understand the workings of at will, and battle each other. Each death or creation within the Soul Battlefield is mentally exhausting. Whoever reaches complete mental exhaustion first becomes the loser of the battle. The winner gains everything the loser had, including their memories, personality, lifespan, body health, magic power, mental strength, and more.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Fear Inducement

Blackveil's magic. She Awakens with the power to force the people who see her to feel the feeling of inner dread she herself felt when she was younger.

Upon her Day of Adulthood, she becomes capable of making the people who look into her eyes so afraid that they would commit suicide or attack others around them. She can also force one person at a time to hallucinate.

It is unknown if she has gone through an Evolution yet.

Shapeshifter

Aphra's magic. She Awakens with the power to replicate the appearance of anyone she touches for half a day. This includes their appearance, body shape, and voice. This does not include clothes.

Upon her Day of Adulthood, she becomes capable of changing the appearance of others, though for a far shorter time.

It is unknown if she has gone through an Evolution yet.

Whip Generation

Aurora's magic. She Awakens with the power to create a whip of silver light. The whip is extremely powerful, capable of pulverizing boulders, and scorching. The whip can divide itself into dozens of whips. The whip can be used to locate magical power. The whip can be wound up around her body and formed into a magical barrier strong enough to take a few shots from a revolver before shattering.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Bladed Claws

Phyllis' magic. She Awakens with the power to grow two black, scrawny claws that look like a pair of devil's hands or skeletal wings, out of her back and spread out on her shoulders. The claws are retractable and can stretch as far as her ability allows. They're also much sharper than ordinary ironware. The claws can be mentally controlled so long as they are within 10 steps of herself

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Insect Magic Tracking

Faldi's magic. She Awakens with the power to create an insect nest out of magic. The insects inside can be controlled and used to track all sources of magic over a large area.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Matte Curtains

Dawnen's magic. She Awakens with the power to create a magical curtain that completely hides anyone wrapped up in it from all senses except the sense of touch. Yes, this includes magical senses.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Shadow Merge

Ling's magic. She Awakens with the power to melt into any shadow and freely move through them like water; and use them to move through small gaps. Her power is at its strongest at night.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Snakes of Magic

Cara's magic. She Awakens with the power to summon snakes with a variety of magical venoms. There is a snake that turns people to stone, one to cause unbearable pain and death within a day, one to cause instant death, and one to quickly remove any toxin.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Fish Transformation

Joan's magic. She Awakens with the power to transform into any animal from the sea, either fully or partly.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Command

Kabala's magic. She Awakens with the power to command others, including herself. The lower the number of targets, the more powerful the commands she can give. With only one target, she

could give out commands that force the target to exceed the limits of their body, such as commanding them to die.

It is unknown what she gains upon her Day of Adulthood, and if she has gone through an Evolution yet.

Wolf Transformation

Lorgar Burnflame's magic. She Awakens with the power to semi-permanently transform into a large desert wolf with great speed and strength.

Upon her Day of Adulthood, she gains the ability to only partially transform, and her strength and speed are increased.

She has not yet gone through an Evolution.

Outline

Yes, there's an outline of the document with links to everything because oh goddess this is a lot.

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Changelog

Version 1.0

- Made a Jump.