

Maou-Sama No Machizukuri!

~Saikyou No Dungeon Wa Kindai

Toshi v1.01 by Complex_Ad_5944

Beings that create and control monsters and demons, beings that build and reign over malicious labyrinths, the chosen individuals to possess an overwhelming Unique Skill... They are the Demon Lords.

Demon Lords entice people to come to the labyrinth they've built and eat the people's despair as their nourishment.

However, Creation Demon Lord Procell has decided that he will obtain people's hopes and not their despair as nourishment, and built a happy town instead of a malicious labyrinth to collect human beings.

This is the story of an eccentric Demon Lord, his inner thoughts, and his poker face.

Within the next 10 years you will be in this kind of world, so to start the jump we give you +1000 CP, use them as you like.

Location

Your location will default to another Demon Lord's castle, a human city (if you are human) or at the dungeon of your Demon Lord.

Gender and Age

Choose the gender and age you want.

Origin

You will begin this jump as a Drop-In,

Demon Lord (200 CP)

You are one of the new Demon Lords or Star Children. As the new Demon Lord, you will have one year to build your dungeon and create your minions. Demon Lords are more of a title, so they don't have a specific race, so you can choose the race you want and customize their appearance, but keep in mind that all of this is cosmetic.

If you want, you can choose one of your Alt-Form or even be a human with the title of Demon Lord.

Human (+200 CP)

Humans are the most abundant race in this world, being the dominant race. They, out of their own greed, challenge dungeons to gain fame and riches.

Monster (Free)

You are a subordinate of a specific Demon Lord. As a loyal subordinate, you will obey your master, unless he/she shows weakness. Should your master prove unworthy of your service, nothing will stop you from attempting to kill them and take their place.

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Perks

All origins receive their 100 cp perk for free. The rest of the perks of origin are discounted..

You can turn on/off any Perk at your will or dial their strength.

Undiscounted

Rank (Free/100 CP/200 CP, Rank B is free for Demon Lords)

The power of this world is measured by the Rank an individual has. Be it Human, Monster or Demon Lord, the Ranks will determine how powerful they are.

For free, you have the power of a C Rank. Although in this world's standards, it is the level of a veteran or someone who should not be underestimated, it is not within what we could call "strong".

For 100 CP, you have the power of a B Rank. We are talking about those who are considered the elite, being the minimum to be called a Demon Lord. Belonging to this group, is to be considered as someone talented and with great power.

For 200 CP, you have the power of an A Rank. In this league are those who are considered "Monsters" in power and talent. We are talking about the Rank where only the Heroes of humanity, powerful Demon Lords and their trump cards can reach. Before the little known S Rank, this Rank was the pinnacle of known power (at least on a mortal level).

Faces (Free)

The manga does a good job of showing the intentions or feelings of the characters through their faces. A sadistic character will show a face that will make even the bravest of souls tremble, a smile can soften the heart of the most apathetic, and so on.

You are able to make these types of faces, externalizing your feelings or emotions if you so wish. Depending on the type of feeling you want to convey, those who see your face will be affected by it, but since it is a free option, don't expect too much, at best they will be affected for a couple of seconds.

I Know a Little Bit of Magic (Free)

Magic is not something very common in this world but it is not something rare either. There are many magicians both on the human side and on the Demon Lord side.

Choose a type of magic, you will receive all the basic knowledge of that type of magic. You can choose between elemental magic, healing, physical strengthening, space magic, etc.

All the knowledge you will receive is the basics, so don't expect something "broken". Your skills will be comparable to that of a D-Rank Monster.

General Knowledge of Culture and Language (Free)

Going to a new world is not as daunting as all the generic isekai make it out to be. Culture and language shock can be a big obstacle for those lucky (or not) who were transported there.

As soon as you enter each jump, you will receive all the basic information (culture, history, economy, etc.) of the world or universe you are in. You will not be so alien to society, being able to blend in with the rest of the people without them noticing that you are a foreigner or ignorant.

You will also have an excellent command of the language (writing, speaking and understanding) of the country or kingdom you are in. This does not include magical languages that give special powers or advantages, we are talking about languages that serve only the purpose of communication between people.

A Fictional Medieval World (100 CP)

Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.

With this option, the world where you are will be a very clean and neat place, free of bad smell and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished they will not lose their attractiveness, but will give them a more mature appearance in a good way, even the oldest people will have a very attractive appearance.

No Friendly Fire (100)

In battles where there are several parties fighting, it would not be unusual for someone to attack their ally by mistake if they do not calculate their attack well, even more so if they are area attacks. But this is not your case.

Both you, as well as any subordinates or allies, when using area attacks or attacks or status effects that can affect more than one person, these will not affect your allies, only being effective against their enemies. In the case that you throw a large fireball against two battalions that are fighting, it will only hurt your enemies, your allies will not be affected, regardless of whether you launched the attack directly at them.

Today's Enemy Is Tomorrow's Ally (100)

Procell has fought against several enemies, both Demon Lords and humans. By defeating them, he has gained the favor of most of them, turning them into allies or agreeing to non-aggression pacts.

Like him, every time you defeat an opponent or enemy, instead of holding a grudge against you, they will recognize your skills and ask you to be their ally. Depending on the animosity they have towards you, they will become allies or friends or just forced allies.

If the enemy holds a strong grudge against you, this Perk will have no effect.

I Know My Powers Very Well (200)

All Demon Lords and Monsters have a great understanding of their powers from birth or acquisition. And you share that talent as well.

Any ability, power or perk you have, you will understand it perfectly. You can measure its power, versatility and even its weaknesses and strengths.

This knowledge will help you to get the most out of it and use it in the most optimal ways possible. So you don't have to worry about losing control when using them or causing collateral damage to your surroundings. Your control is so precise that it will only affect those you target.

Another effect is that your abilities, whether physical, mental, magical, etc., will never deteriorate. It doesn't matter if you haven't used them for centuries, when you use them again your mastery over them will not be diminished or deteriorated. You will always be in your best condition, even if you spend all day lazing around.

Anti-Theft Protection (200 CP)

There are many methods to steal a person's abilities, not just their skills, but also their property.

This protection will make it impossible to steal your skills, as well as your Perks, Powers, and anything you buy in any jump.

This also applies to your material assets, so any theft or robbery will be ineffective against you. The only way others can obtain your property or goods is through legal means or with your consent.

Spoil of War (200 CP)

It is common that at the end of a war, the winning side will take all the resources of the losing side. In the case of wars between Demon Lords, even between humans, they will plunder everything the losing side possesses.

When you defeat your opponent in a war or any event or contest, you will be able to claim all of their possessions, both material and subordinate. Anything in their possession will become yours, as well as any subordinates under their command will swear eternal loyalty and obey you.

If you Kill Him Once, He'll be Dead (400 CP)

Killing an enemy doesn't always mean you've finished him off, just ask the Demon Lord "Black", even when dead, he managed to kill another Demon Lord in the Web Novel.

This Perk allows you to kill a person or being permanently, so once killed or eliminated they will not rise again. This also applies to avatars or beings controlled by your enemy, if you kill these avatars

you will also kill those who control them as long as you have a power equal to or greater than these puppeteers.

Mastery (400 CP)

There are many experts in different disciplines in this world, such as magic, weapon use, martial arts, etc. This also applies to non-combat areas such as alchemy, healing, etc.

You are an expert in one of those specific areas, being able to compete with those who have managed to reach a level of mastery in those disciplines.

Your knowledge is extensive in those areas, so if you chose to have a mastery in the sword, you will be an expert in various styles of the use of this weapon, both offensive and defensive, as well as different schools of it, having a great variety of skills in your arsenal.

Zero Collateral Damage (400 CP)

In many cases, the battles fought in this series have left collateral damage in the surrounding areas. Many wars between Demon Lords have resulted in a large number of civilian casualties as well as economic damage. Luckily, this is not something that keeps you up at night.

When fighting an enemy, regardless of the scale of the conflict, all of your properties and those within them as well as those not related to the conflict will not receive any damage. The collateral damage from any conflict you participate in will be zero, affecting only those who directly participate in it.

Abyss of Magic (600 CP)

Magic is widely used in this world, being used in skills, energy sources, etc. Your knowledge in everything related to magic is very deep, being an expert in several schools that are related to magic such as spells, alchemy, BioMagic (a mixture of biology and magic to create magical beings or increase the magical properties of beings), MagiTech, spiritual arts, etc.

But it is not just your knowledge, you have great creativity that will allow you to innovate and improve those spells, inventions and everything related to magic that already exists. You are even able to detect the weaknesses or disadvantages down to the smallest detail of these in a matter of seconds and create solutions that will be the most optimal in a matter of seconds. With your knowledge, analyzing the potential of these for use is child's play for you. You can even create a new discipline or magic system without problems.

Your talent is monstrous, being able to learn different magics or skills related to it just by seeing them. You can even know all the information about any object or being created with magic or modified with it, being able to reverse engineer them in a matter of seconds.

To top it off, your magical power is abyssal, being comparable to that of an unlimited source. Your large pool of Magical Power along with your rapid recovery of Magical Power, will make one think that you have an unlimited amount of this.

Almighty (600 CP)

The Creator is an all-powerful being in this universe. He is responsible for creating all the Demon Lords. This being has twelve worlds under his care, being the observer and judge who watches over everything that follows the natural order of things.

Like the Creator, you have the ability to create anything just by using magic power. You can create beings, objects, races, etc. Your power is limited to your imagination and magic power.

At first, you will have a hard time using this ability, being very versatile but difficult to control, you will be able to create simple things at most. With practice (and a lot of magic power), you will be able to expand your options, being able to create powerful metals or even life. Having a more solid foundation in your knowledge and an abyssal magic power, creating worlds could be something possible for you.

Post-Spark, creating universes will be child's play for you. You will even be able to create beings as powerful as gods without much effort.

Power Attracts Power (600 CP)

It's amazing how a rookie like Procell went from being the owner of a settlement in the middle of nowhere to becoming the most influential and powerful person in the world.

The effect of this Perk is simple but very useful. As you increase your wealth, your power or your influence, you will increase the others as well. Giving an example, if you increase your military power or your own power, proportionally to this increase, you will increase your wealth as well as your influence on people and territory. After all, the meaning of power is broad, so it is not unusual that gaining more power in one area also gives you more power in another.

The proportional increase will be limited to what you can achieve in the place where you are. If you are in an isolated world, where there is no contact with other worlds or universes, it does not matter if you have the power to destroy all existence, the acquisition of wealth and influence will be limited to the world where you are.

Demon Lord

Demon Lord Aura (100 CP)

A demon lord must command respect among his subordinates. But earning respect is not a given, it is something you have to earn.

As long as you are stronger than your subordinates or you prove yourself a competent leader, all of your subordinates will be completely loyal to you.

I recommend that you put in the effort, if you show weakness or incompetence, this effect will not work.

Think Outside the Box (100 CP)

Demon Lords are very doctrinal about what they should do and how they should do it. Most would rather create dungeons and get DP based on negative emotions or the souls of those who die inside them. But you are different from those old-fashioned types.

You are a person who looks for unorthodox alternatives to carry out jobs or projects. Your creative and unconventional way of thinking will allow you to find solutions that at first seem like bad ideas but in the long term bring greater benefits.

A clear example is how Procell preferred to create a city instead of a dungeon. At first the investment of DP and resources was very high, but in the long term and with effort, he achieved a great constant source of DP. As well as an alliance with several humans who were very useful to him.

Protected (100 CP)

Demon Lords are selfish and greedy beings. They are not the type to help others in need, much less help their Juniors. They are capable of killing anyone who may prove to be a threat, either due to hostility or because they are too talented and powerful.

Whether it is due to luck or because you have that special something that softens the hearts of people (and Demon Lords), you are a person who will receive help from those superior to you or stronger than you.

Veteran Demon Lords will not see you as a threat, but rather will be interested in your potential, giving you help or advice to increase your power. Even when negotiating, they will use conditions where both you and they benefit. As long as you do not show hostility or directly attack them or their allies, you will not have any problems.

Post-Jump, this will apply to any race or being in the world or universe you are in.

Quality Above All (200 CP)

Compared to a human army, a Demon Lord's army is minuscule in comparison. But to balance the scales, their numbers are made up for by having powerful individuals who can mop the floor against ten human opponents.

The effect of this Perk is simple, all of your subordinates who are B Rank or higher will have their stats increased by two hundred percent (200%). In future jumps, this effect will affect all subordinates who are of an equivalent level (according to the power scale that value that jump) to B Rank or higher.

The Domain of a Demon Lord (200 CP)

A Demon Lord is one who inspires fear in his enemies and admiration in his allies. And like any Demon Lord, you can affect both your allies and your enemies.

You have the ability to release an aura that will initially cover a radius of 100 meters. This aura will increase the stats of all your subordinates by two hundred percent (200%). At the same time, this effect will reduce the stats of all your enemies or opponents by fifty percent (50%).

You can expand the radius of this effect, but it will depend on the amount of magical power you have, so if you have very low reserves, the radius will only cover 100 meters and the duration of this ability will be very short.

As a final bonus, this stat boost provided by this skill also affects you, so both you and your subordinates will be affected by this Perk.

Harem Lord (200 CP)

Demon Lords are special beings. These guys are not only powerful, but they are also unique, being charismatic if they put their mind to it.

You are a magnet for attractive people of the opposite sex (or the same sex or both if you want). Not only will you attract them, they will also fall madly in love with you if you put in just a little effort. Defeat a Demon Lord in a simulated "war", she will fall in love with you and become an ally who will always help you. Be a little nice to your Demon Lord in charge, she will pamper you and help you whenever you ask, in exchange for you "pampering" her. Your subordinates will line up to be with you, offering themselves body and soul to their Demon Lord.

Basically, you are a popular guy without having to try too hard.

Many Steps Ahead of My Rival (400 CP)

Procell is not a Demon Lord with only luck. This guy is very intelligent and cunning, being able to come up with several plans to defeat rival Demon Lords, as well as being prepared for any situation that endangers him or his loved ones.

You are a genius when it comes to making plans, being able to have one at your disposal for any type of situation. Thanks to your intellect as well as your ability to analyze the true nature of your opponents, as well as your allies, you can predict any conspiracy against you or act that could harm you.

You are also an expert at creating countermeasures for any attack or conspiracy against you, making it blow up in your enemy's face.

In short, you are a strategic genius who is several steps ahead of your enemies, so any type of conspiracy or dirty play will be useless against you, as long as you have the resources and power to confront them.

It should be noted that this does not save you from a force more powerful than yours, so a direct attack from several Demon Lords will be difficult to counter if you only have a few B-Rank monsters and no allies to help you.

Rebirth (400 CP)

Rebirth is one of the special rewards that the Creator gives to those Demon Lords who gave him good entertainment. But you do not have to beg for this from the Creator, as you have the ability to do it yourself.

Twice in a year, you can turn any monster or Demon Lord into a medal, then use it in a combination to obtain a stronger monster. This created monster will retain all of its memories of the monster or Demon Lord you used Rebirth on, as well as all of the abilities it had. The new monsters will be more powerful than they were before, gaining powerful new abilities, as well as an increase in their stats, being able to increase one rank from what they had originally. Of course, these monsters will be totally loyal to you.

The disadvantage of this ability is that it can only be used if the monster or Demon Lord gives their consent before using this ability on them. Another limitation is that it cannot be used on humans. The last drawback is that the monster or Demon Lord must not be stronger than you.

Post-Jump, you can use this ability on any race, human or not.

Plunder (400 CP)

Demon Lords who destroy a rival Demon Lord's dungeon core can gain the powers of that opponent. They don't steal the powers, they just gain equal power. But you are not just a simple Demon Lord, you are a special one thanks to this Perk.

You have the ability to steal the skills of other Demon Lords just by defeating them in battle, and not just their skills, but also their stats if you wish. You don't need to destroy their dungeon core to steal their skills, just defeating or killing them is enough.

Post-Jump, you can apply this to any opponent you defeat or kill. You are not limited to just battles, any kind of competition is valid to use this skill.

Mighty God (600 CP)

Religion is a powerful tool to control the masses. This method is not only used by humans, but also by Demon Lords to control humans.

You have the ability to form a cult around you from scratch, being able to attract thousands of followers with just a half-hearted speech. Your words are so convincing that anything you say will deeply resonate with your believers. This goes so far that if you ask them to attack a nation because it threatens your religion, they will group together to destroy them. We are talking about people who will obey you blindly.

Aside from having thousands of people in your power, you will also gain magical power or its equivalent from them when they pray to you. This increase in your magical reserves is not the only benefit you will get from their prayers, it will also increase your stats depending on the number of believers you have. A hundred believers will give you a little power, but millions will give you a huge power boost. This increase has no fixed limit, so the more followers you have, the more powerful you will be.

As a final advantage, you will not have to worry about your cult rotting from within thanks to the corruption of opportunists, these will be easily identifiable to avoid any future problems. Each representative or person of authority that you choose will be a faithful believer who will seek above all the benefit of the cult or of you before his own benefit.

The only limitation of this ability is that you will have to do "some miracles", such as healing sick people and other things of that nature. You will also have to interact with your followers from time to time or send your representatives to do similar acts. If you do not care about maintaining your image, it is certain that many of your cult's followers may gradually lose faith.

Awakening (600 CP)

Some Demon Lords, those with great potential and power, can unlock a powerful ability. This ability is called Awakening and it is the trump card that can turn the outcome of a battle in favor of the one who can use this ability. But because it is very difficult to unlock, as well as use (due to entering a berserker state, where you can't differentiate between allies and enemies), it is not something you see very often. Because of the high cost one must pay to use it (lifespan), you will only see veteran Demon Lords making use of it, and it is only used in extremely necessary cases.

This ability will initially increase a Demon Lord's power by one Rank, as well as enhance their abilities. A powerful effect for a high price. But since you are paying CP, you will get some extra benefits aside from the one mentioned above. For starters, you will be able to stay in this state permanently without having to sacrifice your lifespan. The next thing is that you will have complete control over this state, so it will not negatively affect your reasoning and common sense. Lastly, any limitations or disadvantages that all your Perks and Powers have will be removed. This includes those skills and their equivalents that are not Fiat-backed. The use of Items that have penalties or limitations will also be affected by this effect.

But to make things clear, the use of resources (fuel, ingredients, etc.) or magic power or equivalents is not considered a limitation. So that magic that requires magic power to activate and sacrifices some skill or your life expectancy, will only need to use your magic power to activate it. In case you have to sacrifice or use resources for its activation or use, you can use your magic power to replace them.

Post-Jump, instead of increasing your Rank, you can choose to increase all of your stats (or your power) by 200%.

Child of the Stars (600 CP)

The Demon Lord of Creation has a very useful ability, and that is to access all the memories of the world or those worlds under the Creator's domain. This has allowed him to have the knowledge to create weapons, food, etc.

Like Procell, you can access the memories of the world or universe where you are, being able to obtain all the knowledge of all the inventions created by humans (as long as they are not magical or other energies and are objects). But this is not limited only to the worlds or universe where you are, you can also access the knowledge of parallel worlds and universes of the world or universe where you are. The best thing is that you will know in detail its method of elaboration or creation, as well as what components or ingredients make it up.

But organizing all this knowledge will require more than the average capacity of a human. Your brain is like a supercomputer, capable of processing, analyzing and classifying a large amount of information obtained in a matter of nanoseconds. Another advantage is that you are able to predict the usefulness that these can give you through mental simulations, being able to analyze the best use for your greatest benefit. And if that were not enough, you can perform multiple tasks at the same time, thanks to your parallel thinking, being able to concentrate on multiple tasks without any problems.

Basically you are a super computer with a good search engine. You can take advantage of those mental abilities when using your Perks, Powers, Items, Skills, etc. if you want, empowering them and using them in optimal ways.

Human

He/She's a Nice Guy/Gal (100 CP)

You have a special gift that makes you make a good first impression on anyone you meet. This is useful for relating to both humans and other races. But I suggest you behave yourself, a good impression will not compensate for the bad actions you do, so if you act like an idiot afterwards, their opinion of you will probably change.

There is Always a Legal Loophole (100 CP)

Humans are very cunning beings. No matter what work of fiction you read, they always manage to bend the laws in their favor, regardless of whether these laws may harm other people.

You are an expert at finding loopholes in any law, contract, etc. These loopholes will always be favorable to you, so you can take advantage of these naive people to obtain the greatest possible benefit for yourself.

I know a Bit About Dungeon Exploration (100 CP)

The job of adventurer is a very popular one among humans. Despite the great risk that comes with exploring dungeons, the treasures within them make up for it.

You have a great knowledge of all the basics of dungeon crawling, your knowledge being on par with someone who has done dungeon exploration for five years.

You are not a walking encyclopedia, but with your knowledge you could write a basic guide.

The Power of Numbers (200 CP)

The human race is a very large race in most series. Their numbers are far superior to other races, representing more than 70% of the world's population most of the time. Numbers are the main advantage of the human race compared to other races.

All of your subordinates will receive a stat boost depending on the number of them under your command. For every million subordinates you have under your command, they will have a 10% stat boost. So if you have about three million at your disposal, your subordinates' stat boost will be 30%. The maximum stat boost they will get is one thousand percent (1000%), so it doesn't matter if you have quadrillions of subordinates under your command, the boost will be stagnant at that percentage.

As a final bonus, this stat boost also affects you, so both you and your subordinates will be affected by this Perk.

Human Resilience (200 CP)

The willpower of humans should not be underestimated. No matter how many times they fall, they keep getting up.

You have an enviable willpower. No matter what tragedies hit you, or how many times life brings you to your knees, you will never give up and you will keep moving forward. You are a fighter, so despite any adversity, you will keep fighting. Not even a Demon Lord and his army of monsters will be able to lower your morale.

Easily Forgivable (200 CP)

Humans are beings who commit atrocities almost as despicable as any vile monster would, but no matter what we do, the consequences of those acts are not always proportional to the punishment one would deserve.

Any consequences you have to face for any crime or immoral or dishonest act, will be lighter than what you would really deserve. No matter the severity, you would only receive a punishment that puts you in your place.

If you attack a city and commit horrible acts, it is very likely that they will strip you of all your property and kill some people in your close circle, but they will leave you alive and unharmed, as well as some of your family and friends. In addition, no one will hold any resentment against you or anyone related to you, since you paid for your crimes.

The Great Merchant (400 CP)

If there's one thing humans are experts at, it's trade. They've always taken advantage of any opportunity to make a profit from it, no matter the situation.

You have the skills of an experienced merchant, being able to analyze the market in any area (be it city, country or world). Thanks to that, you can identify which products or services will generate large profits and the most efficient and effective way to produce or provide your product.

Because of your talent, you can make a city in the middle of nowhere become the world center of all commercial activity. As long as it has good things to offer, but someone like you is capable of identifying a good goose that lays the golden eggs.

If this doesn't convince you, you are capable of raising a commercial empire as well as keeping it at the top. As long as you personally direct it, it is impossible for it to fall.

You also have a great talent for choosing loyal subordinates to help you with your business.

Manipulator (400 CP)

Humans are experts in the art of manipulation, second only to the most cunning Demon Lords.

You are an expert manipulator, influencing people with great ease. Even they will believe that any idea you give them is a decision they made themselves.

You are able to read people with ease. You can tell what they are like, both their personality and morals, with just one look. Winning them over and manipulating them is easy for you. Predicting what they will do is not a challenge, being very precise when it comes to knowing what they will do.

You can manipulate the populace with great ease, knowing with precision what words to use, how to use them, when to use them, and with whom to use them.

Furthermore, you are able to measure the consequences of your actions with great precision. Any conspiracy, idea or anything you want to implement or do, you can calculate the impact it will have on the place where it is (be it within a city or on a global level). So every move you make will have a reason why you do it.

A Necessary Evil (400 CP)

Despite the horrible things humans have done as a race or how inferior they are compared to other races, they still exist. Contrary to what one might think, the world (or at least this series) is made for humans to be the dominant species. Many hardships will be imposed on them, but everything is for their growth and development.

You and those you consider allies or are under your command or government are favored by the world or universe where you are. To be more precise, in the world where you are, events will occur that will make you develop or become more powerful.

But do not think that it will be a given, events will occur that will corner you and in some cases you will have losses on your side in order to overcome those challenges or misfortunes. But on the bright side, those close to you will survive and will not go through something so horrible that it traumatizes them. These events will not leave them standing still either. It will be a blow, and a hard one, but not something that will knock them down or leave them in a bad position for a long time.

The harder the blow, the greater their growth will be, becoming stronger and more capable thanks to that experience. In short, what doesn't kill me makes me stronger.

The Eternal Golden Age of An Empire (600 CP)

Humanity has built several empires throughout history. But no matter how big they are, due to external or internal factors, these empires collapse, leaving only records of their golden ages.

This is not your case, jumper. Any empire you build will remain standing no matter if the world is on fire. The world may fall into chaos due to a tyrannical Demon Lord, but your empire will be the last bastion of humanity that will resist his tyranny. No matter what you do, your empire will not fall and your people will continue to fight.

Another advantage is that any organization, kingdom or empire you build will never fall into decadence. Any internal threat that threatens your empire will be quickly detected and eradicated by your own subordinates or inhabitants or workers.

In addition, your empire, when it reaches a golden age, will remain that way, unless another power achieves another uprising that elevates it even more. It will be necessary for another power to directly attack your empire, kingdom or organization. But the good thing is that if that power attacks your empire, it will not completely fall. Your empire may not be in its golden age, but it will still be standing, resisting until it can rise again and fight back.

Human Diplomacy (600 CP)

Humans are not the most powerful race, on the contrary, they are a race that depends on their numbers and cunning to survive. But these are not the only skills they have honed, diplomacy is also something they have mastered (even if it doesn't seem like it)

Your ability to dialogue and persuade people is that of an expert diplomat. You can negotiate with a powerful Demon Lord, being a simple peasant, being able to obtain several benefits from him without having to give up anything important. You can even gain his complete support, having to only act as an intermediary between him and the humans.

But this is not limited only when you are in an unfavorable situation, you can also reach agreements that benefit you, being the other party weaker than you, managing to convince them that they are the ones who are benefiting from that agreement. If you are the king of a powerful nation, you can convince other nations to submit to you and give you their resources. They will accept, and even think that it was an agreement that benefits them by being protected by you. They will think that by joining your nation, they will develop their own, improving their lifestyle as well as other aspects such as technology, education, etc.

If you negotiate with your equals, you can be sure that the biggest benefits will go to you. Your partners will come to think that this is fair, so they will not blame you for taking the biggest share of any benefits you make together.

Basically, you are the diplomat that any country would wish to have.

Unlimited Potential (600 CP)

The creation of Demon Lords is solely for the purpose of allowing humans to grow as a race and society and become stronger. This results in humans becoming more powerful with each passing year, decade, century, etc. With unlimited potential, this race could do incredible things.

Like every human, your potential is unlimited, you don't have a ceiling that limits how far you can grow. That growth will depend on your efforts and talents, so there may be bottlenecks but not a limit.

This applies to both your Fiat-backed and non-Fiat-backed abilities. If that doesn't convince you, it also applies to all your Perks and Powers from previous jumps, this jump, and future jumps.

Keep in mind that to develop your abilities, Perks, and Powers you will need a lot of training and understanding of them, but all that effort will have its reward.

Monster

Appearance (100 CP)

The monsters that serve a Demon Lord are very varied. You can find some that are attractive, others that look tough, elegant, etc.

You can customize your appearance to look more attractive, or if you want to be a tough guy you can have a more intimidating appearance. If you want to have a more monstrous appearance, you can choose to have the appearance of a monster of your choice.

Your limit is your imagination, but remember that this is purely aesthetic. Since you choose to have the appearance of a dragon being a Rank B, it will not be possible to have a gigantic size, having to settle for a size more in line with your power.

Morale Booster (100 CP)

You have something that makes your teammates' morale increase, giving them their best. Whether it's your cute appearance, or your cool appearance, your teammates will feel motivated to be around you.

The only thing that can motivate your teammates more than your mere presence, is the speech of your Demon Lord.

My Breads Are The Most Delicious (100 CP)

Your culinary skills are top-notch, able to compete with chefs from world-renowned restaurants. Any meal you prepare will be a delight to the palate of whoever consumes it.

Don't worry that after consuming your food, they will lose the taste for other dishes that are not prepared by you, since their palate will not be permanently affected.

I Get Along With Everyone (200 CP)

You are the type of person who can relate to anyone, regardless of their race, status, personality or ideology.

You are the type who will always be appreciated anywhere you go thanks to your social skills, as long as you are friendly and behave yourself.

Another advantage is that you have great control over your bloodlust.

Singing Goddess (200 CP)

You have a captivating voice, to the point that people with a weak mind will be charmed just by hearing you. Your voice is honey to them, so you are very persuasive in bringing weak-willed people under your control.

But this effect is enhanced when you sing, being able to affect the minds of average people so that they follow your will. You can dominate a crowd with your songs. Depending on what you sing, you can transmit your intentions to them so that they follow it. If you sing a song that criticizes the government in power, the people who listen to you will feel dissatisfaction with that government, growing in them a desire to rebel against it.

Unfortunately, this ability has its limitations. Raising the euphoria of a crowd so that they feel happy or calm down momentarily, with just one song it will be enough to satisfy the public. But wanting to implement an ideology or encourage a rebellion against your enemies, several songs will be necessary to be able to affect them from their core.

Green Fingers (200 CP)

Your talent for growing plants, vegetables, fruits, etc. is enviable. You can make any crop mature in a quarter of the time it would normally take.

By having extensive knowledge in this field, being an expert in caring for plants and other crops, you can turn a barren field into a fertile one in a matter of days.

By having extensive knowledge on this subject, you can identify any plant, mushroom, vegetable, fruit or herb with just a glance. You are able to know all the information related to it, such as its name, maturation time, care, etc.

This effect also applies to all those of a magical nature and equivalents.

Alchemist (400 CP)

You are an expert in potion making. You can create everything from simple potions to rare elixirs. You also have the knowledge to identify any effect of a potion, and can nullify it if it is negative.

If that is not enough for you, you have a strong resistance to status effects such as poisoning and paralysis. You are immune to any type of effect of aphrodisiacs and drugs that are harmful to you.

But your specialty is not limited to potions, having a great knowledge of the physiognomy of any race, being an expert doctor capable of using science to cure bodily ills.

With this Perk, you are able to cure both mundane illnesses, as well as those of a magical or equivalent nature. You can even cure status problems.

Best of all, you have a great talent for innovation, so this knowledge you gain is not just your floor. You have an excellent instinct for knowing how to improve a potion or create something new (be it potions or medical procedures).

Naming (400 CP)

A named monster is not only powerful, it is also one that shares a strong bond with its demon lord. This name also gives the monster status, being considered by its peers as superior.

The benefits of this Perk will be several. First, it will increase all of your stats from the rank you purchased in this jump, giving you a "+" to the rank you purchased, if you purchased an A Rank, you will be an A+ (basically increasing your stats by 200%). The second benefit is that you will have a powerful bond with your Demon Lord, being able to communicate mentally as well as use their magical source as your own magical source to use your magic and skills. In future jumps, you can choose a follower or Companion, to use this ability. Lastly, this name can be considered as your true name, so you are immune to any kind of mental control or domination of your will as long as no one knows that name. In case someone knows your true name, they can dominate you. For practical purposes, this true name will not be your public name, only being known to you and your demon lord during this jump. In future jumps, this name will be known only to you, but it will not be difficult for another person to access your name, if they have the skills to discover it or if you share it with another. This last benefit of the name can be canceled if you consider that the risk is not worth it.

The Great Administrator (400 CP)

Duke is one of Procell's most competent subordinates. Apart from his great power, he is one of the best administrators you could find. Thanks to him, our protagonist's dream city was realized, being often mistaken for the owner of the city.

Like Duke, you have an impressive management skill. You can make a small settlement in the middle of nowhere become one of the most important cities in the world in a matter of months (although you will need the necessary resources to achieve this, both material and human).

Your resource management is sublime, choosing the most capable people in the right place, as well as managing the resources at your disposal and using them in the most efficient and effective way possible.

Another advantage is that you are a great mediator, having a great talent for communicating with people and solving problems, both personal and professional.

Transformation (600 CP)

The classic transformation that increases your power to astronomical levels. This transformation will give you a huge increase in your stats, if an A-Rank monster uses this ability, You will become an S-Rank monster.

Aside from increasing your stats, you will be able to gain powerful skills, which you can use while in this transformation. You can also enhance your skills that you already had, so a simple fireball that you throw while you are transformed can seem like a big fireball that will burn everything that crosses its path.

Another advantage is that you can save your magic power or equivalent to enhance your transformation. So if the same A-Rank monster has accumulated enough magic power to have a second transformation, it will increase its power, reaching S+ Rank. The more you accumulate, the more powerful the transformation will be.

The transformation will last as long as you have the magic power to maintain it, if you run out of your reserves, you will return to your base form. Since you are paying CP, you will not be exhausted when your magic reserves run out and you return to your base form.

The Greatest Inventor of All Time (600 CP)

Power isn't everything, intelligence and creativity are very important to stand out among your peers.

You are a genius without equal. You are able to analyze objects and know their structure and how to recreate them with just a glance, being able to reverse engineer anything that already exists. Although the more complex what you want to recreate is, the longer it will take you to recreate it.

Another advantage is that you are very creative when it comes to innovating. You have a talent for creating something new or improving any existing invention. So you can be the pioneer of something new or the one who perfected something already existing.

If that is not enough, you are ahead of your time, being able to make notebooks in a world where the technological level of the same is in the medieval era.

Finally, you are able to combine technology with magic or its equivalent. You can create powerful robots that run on magical power. The combinations you make will work harmoniously, so the combination of magic and science will not give rise to weaknesses in your creations, on the contrary, both will complement each other and eliminate the weaknesses or disadvantages of the other.

S Rank (600 CP)

The only ones that have reached this level are some powerful Demon Lord monsters. Their rarity is such that one can appear every hundred years. You being one of those chosen few.

As an S-Rank monster, you have stats that surpass the power of an average A-Rank Demon Lord. You can specialize in raw power, magic, or supporting your comrades.

S-Ranks are also beings that have "Cheat" abilities. You can have the ability to control all aspects of death, be it resurrecting the dead, as well as healing people who are close to death. Or abilities that

allow you to purify a contaminated place in a matter of seconds. Another option would be to have an intellect that is far ahead of your time, creating things that could exist in 500 years. Remember that these are not "broken" abilities, they do not destroy the balance, so an ability that allows you to travel through time or Reality Warping is an absolute no.

The power of an S-Rank is a power that automatically makes him/her the ace of his/her Demon Lord. An S-Rank alone can destroy a city with great ease. To give another example, a Fighter-class S-Rank can easily defeat ten Fighter-class A-Ranks.

To make things clear, you will start at level 1, as your stats will be on par with an average A-Rank. But as your level increases, at just level 40, your stats will be on par with a level 100 A-Rank.

Items

All origins receive their 100 cp Item for free. The rest of the perks of an origin are discounted..

You can import any Item or connect it to your Warehouse.

Undiscounted

Clothes (Free)

This set of clothes will make you go unnoticed wherever you are, adapting to the fashion of the time and place, as well as the season of the year.

The clothes have self-repair and cleaning functions. They also fit perfectly to the wearer's measurements.

Documentation (Free)

You will receive all the legal documentation necessary to be a "legal" citizen in the place where you are. In the case of being a Demon Lord or Monster, this documentation will serve to justify your false identity among humans.

This documentation will register you as a regular John Doe, so do not expect to have V.I.P. treatment.

Some Money (Free)

A little money so you have some cash in your pocket. You will receive each year the equivalent of 186,000 dollars of the currency used in the place where you are.

Maou-Sama No Machizukuri! ~Saikyou No Dungeon Wa Kindai Toshi Novel and Manga (100 CP)

The complete collection of Maou-Sama No Machizukuri! ~Saikyou No Dungeon Wa Kindai Toshi. This collection includes both the Light Novel and the Manga. A great source of information to survive in this world.

Blue Bird (100 CP)

No, not the social network. This bird serves as a means of communication between people. This bird can transmit messages from the person to the recipient, no matter where they are.

The bird is made of magical energy, making it difficult to detect by any means of surveillance or interception. This means of communication is infallible, so no matter how difficult it is to transmit the message, it will reach its recipient without problems. Also the speed to transmit the message is instantaneous, so no matter the distance, the message will arrive in seconds.

This bird can transmit audios as well as videos (more like memories because it stores in its "memory" what it sees and can show it as a projection), so it can be very useful in this world with medieval technology.

Luxury Furniture (100 CP)

Someone of your status cannot be in a place full of poor quality furniture. You have a lot of furniture to install in your room, such as beds, wardrobes, chairs, tables, etc.

This furniture is of the highest quality, being handcrafted and luxurious items. The only one who can compete with you in terms of the quality of his furniture is the king of a wealthy nation.

Declaration of War (200 CP)

Wars are a very common occurrence in this world, both between humans and demon lords. But before starting one, one has to follow some protocols for a matter of customs and legalities.

This document allows you to declare war on any faction or group you want without having to go through unnecessary protocols in the process. Also, any law that allows you to declare war between nations or certain groups of factions, will not be able to take effect since this document gives legal, diplomatic and social protections (protecting your image from the general public, without being seen as the bad guy).

Another advantage is that through this document you can impose the conditions you want, no matter how unreasonable they are. If any of these are rejected, you have a legal and diplomatic justification to declare war.

Every jump you make, you will receive ten of these documents.

Resources (200 CP)

Each year you will receive a ton of five resources (minerals, food, water, etc.) of your choice. These resources can be anything you want, but these cannot be crafted items, only raw materials that can be obtained naturally.

Increase In Technological Level (200 CP)

This device, which takes the form of a statue of a dog or an animal or creature of your choice, has the effect of making all of your properties (be it facilities, machinery, etc.) evolve to the technological level of the world or jump you are in, as long as their technological level is more advanced than yours.

But this does not only affect your properties and other things that are in your position, it also affects your Companions and Followers. They will receive the technological knowledge equivalent to what they currently have, so a follower of a medieval jump who is an engineer or similar will gain knowledge equivalent to an engineer from the year 2024 if you go to a jump that is set in the modern era.

Magical objects, as well as knowledge related to magic, will not apply in this effect. This only affects mundane objects and knowledge, nothing supernatural.

Wealth (400 CP)

Every year you will receive an amount equivalent to one hundred million dollars, in the currency used in the place where you are, so you can spend it on whatever you want.

Don't worry about taxes or declaring the money, that has already been taken care of.

Alliances (400 CP)

Each time you enter a new jump, you can choose a faction or a country to become your ally. This is more of a sponsorship than an alliance, where you will receive help or have very favorable conditions when you make contracts or treaties.

Keep in mind that this alliance can work in your favor or against you. Although you will have a power protecting you, you will also have to follow their customs and habits or tolerate them. Not to mention that your alliance could cause factions or nations hostile to your ally to see you as their enemy.

The alliance you form can be with an individual or a being, if you want. As such, they can sponsor only you as an individual or your faction or organization. But do not think that this help is eternal, if you provoke any action that harms them or betray your allies, this alliance will be terminated.

Facilities (400 CP)

Whether you are a Demon Lord or a King, having something in your city, country, or dungeon that gives you an advantage over others can be beneficial when negotiating or using your own resources for your purposes.

Attached to your kingdom, dungeon, or warehouse, these facilities will have a wide variety of uses. You can choose an area in which you can take advantage of these facilities, you can have facilities that specialize in the medical field, facilities that specialize in the magical field, etc.

Along with these you will receive the staff to work in them, being efficient at what they do. Unfortunately, don't expect there to be any warriors or types that are useful outside of this job, so you can only take advantage of them as long as they do their job within these facilities as researchers, teachers, etc.

Castle of The Sky (600 CP)

There is no castle in the sky in this series, but it is a good option for those who want a mobile fortress.

This castle in the sky covers an area of 900 square meters. It can levitate in the skies thanks to a magical mechanism, making it impossible to interfere with it and make this colossus fall. It also has a powerful barrier that can easily repel attacks from several S-rank monsters. This barrier can also condition the temperature within it, as well as adjust the conditions within it to make it habitable. Additionally, it will have a security system to repel external enemies such as those "rats" that by some miracle were able to infiltrate.

Your castle has several facilities, such as bathrooms, bedrooms, game rooms, libraries, training arenas, infirmaries, etc. On the outside, it has beautiful gardens, swimming pools, outdoor training arenas, workshops, a greenhouse to plant all kinds of vegetables, fruits, etc.

If that's not enough, you have an army of A-Rank Golems (two hundred golems) at your command. These will serve as your personal army, as well as your bodyguards and security personnel.

As icing on the cake, inside your castle is the control center for all this wonder. Its function is to control the barrier, as well as the Golems. You can also activate the self-sustaining mechanism, this mechanism will deploy several E-Rank Golems to take care of its maintenance, as well as other support tasks within this property (basically the staff of this place).

This castle is a mix of technology with magic, so despite its modern appearance, it has many magical components.

You can customize this castle and its surroundings to your liking. Of these 900 square meters of land, you can choose how many square meters your castle will occupy.

Twelve Worlds (600 CP)

Congratulations, jumper, you are the owner of twelve worlds. These are exactly the same as Earth, both in geography, ecosystem, etc. These are habitable for the human race. The best thing is that they are connected to each other, so you can travel through the portals that connect them. Like our planet, you will have many natural resources at your disposal.

At first glance it seems like a very advantageous purchase but it has its little trick. These twelve worlds do not have any kind of magical power or its equivalent, they are totally mundane. As you can guess, they only have mundane resources, so creating magic weapons will be difficult.

The planets will not be inhabited by thinking beings, so you will only find animals, insects and other mundane life forms. If you want to populate it with humans or other races, I suggest you encourage large-scale immigration to inhabit these planets.

I'm afraid that the space race will not be possible. The twelve planets are in the same galaxy, having a moon and a sun respectively. So unfortunately you won't find any other planets and stars. One description could be that of a solar system but with a reduced space, where you will find the sun, a habitable planet (for humans and other life forms) and the moon. Small pocket dimensions connected to each other.

Despite all these limitations, if you have some means to incorporate magic or its equivalent, along with natural resources of an unworldly nature, nothing limits you from doing so. If you can create things and rewrite reality, you can change many boring aspects of these worlds and make them more exciting.

The Most Prosperous City in the World (600 CP)

Avalon stands as the most prosperous city in the world, renowned for its vast array of products and services. Its unique offerings, both rare and highly useful, have attracted merchants from around the globe and a diverse population of civilians. Strategically located near the dungeon of a powerful Demon Lord, Avalon has become a permanent home for thousands of adventurers. The abundance of talent in the city has been fundamental in creating a utopia where monsters and humans coexist harmoniously. However, this success was not handed to them easily; Procell and his monsters faced numerous challenges to build this thriving community—luckily, your situation is different.

You are the owner of a city rivaling Avalon in prosperity. Your city boasts a wide variety of products and services from across the world, along with unique offerings that can only be found there. Despite lacking certain raw materials, your city has established itself as the center of global trade, where all these goods are crafted or sold.

Your city excels in technology and knowledge, featuring top-tier facilities in education, healthcare, and more. This includes advanced magical knowledge and martial arts training. As a result of its prosperity, your city attracts a multitude of visitors and immigrants, many of whom are highly talented individuals who will enhance your human and non-human capital with their skills and expertise.

To further bolster your city's strength, you have five S-Rank humans or monsters as subordinates, each specializing in different areas such as security and administration. While not all of them are combat specialists, their diverse skills will more than compensate for any deficiencies.

Your city also boasts impeccable security, maintained by one hundred A-Rank Golems patrolling the streets and ensuring order. With a culture free from corruption and an open-minded populace that does not discriminate based on species, these Golems serve more as a symbolic presence than a necessity.

Additionally, your city is recognized as a neutral zone, granting it its own sovereignty, laws, and autonomy. No country or nation can declare war on it or impose taxes or abusive conditions, as long as you adhere to established laws and international treaties.

Each of your city's inhabitants will be considered followers.

Post-Jump, your city will adapt to the technology, knowledge, and culture of the new world. However, if the advancements in this new environment are more primitive than what your city currently possesses, this effect will not apply.

Demon Lord

Basic Package (100 CP)

You will be given three A-rank medals to create your own subordinates. Also an ancient demon lord will protect and guide you for an entire year so that you gain knowledge and experience.

Post-Jump, beings as powerful as Demon Lords will provide you protection for an entire year.

Spy System (100 CP)

Information is a very valuable thing, regardless of whether you are human or Demon Lord. That is why Procell had several devices to record conversations of his enemies to obtain information.

You have twenty devices that would be the dream of any expy, these record video and audio, transmitting the information to a notebook so you can watch the recordings whenever you want. Do not worry about the power source of the devices and the notebook, since it is unlimited and will never stop working.

These devices are undetectable, being useless to track using magic or technology. Both their shape and size would fool anyone into suspecting them. And they will be impossible to hack, so you will not have to worry about the theft of information.

The design of these devices is up to your imagination, being customizable each one to your liking, but their function will be the same. Being these special, they can withstand any environment so that there are no inconveniences when you use them.

Patent Records Books (100 CP)

Avalon once became the most visited city in the world because of the unique and peculiar products offered there. But that advantage can be lost if others manage to produce those unique products and market them elsewhere.

This book will record all of your inventions, be they objects, skills, books, etc. The effect of this book is to prevent others from learning, copying, or reverse engineering any creation you make, unless they have your permission. Even if your students want to pass on or teach others your knowledge, they must have your permission.

Medals (200CP)

Each year you will receive twelve A-Rank medals, or you can receive twenty-four B-Rank medals. If you want, you can do a combination of both, for example receiving six A-Rank medals and twelve B-Rank medals.

You can choose the type of medals you receive, so if you want the elemental type medals (which are A-Rank) you can choose them. You can also get multiple of the same medals, so if you want to receive three "Fire" medals, there is no problem.

Griffin Transport (200CP)

In a medieval world, the means of transport used could not be called the most efficient. These are limited to carts, land mounts and ships. These are long and uncomfortable trips. Luckily this is not something that worries you.

You have ten Griffin Transport at your disposal, it is like a cart but this one is lifted by four Griffins to make air trips. The speed they reach is not that of a modern airplane, but they can make long trips, taking much less time than their land or sea counterparts.

If your concern is security, these carts are equipped and designed to protect the load inside them, if what is transported is only objects. In case of transporting humans, the carts are equipped with all the comforts to make the trip pleasant.

This means of transport can carry up to one ton of weight. As for human transport, each cart has a capacity of up to ten people.

Griffins are living creatures, so take care of them and don't exploit them.

Encyclopedia of Monsters (200CP)

Many Demon Lords are not sure what monsters they will get from a particular combination of medals. Since they rely heavily on luck, they must rely on whatever information they can get (which is very valuable, since information is power) to at least have a general idea of what kind of monsters they will get and what abilities they may have.

This book is a complete guide to all existing monsters and what medals you need to use to obtain them. There is also detailed information on their Ranks and abilities.

Post-Jump, this book will be updated to include different monsters or species from the worlds or universes of the jumps you visit.

Advertising (400CP)

You can have the most impressive dungeon ever created, but if it's not known, it will be nothing more than a waste of space and DP.

Regardless of the location, you have advertisements for your dungeon in the most popular and visited centers. And because the information is reliable, many adventurers and other people related to that area of work will be very interested in visiting your dungeon. Expanding the publicity by word of mouth.

Prepare to receive many visitors, because thanks to all this marketing strategy, your dungeon will be the most popular and visited by adventurers and other people who make a living with that business.

Post-Jump, this advertising can be used in digital media or other platforms.

Occupation Permit (400CP)

Creating a dungeon is not easy, you don't decide where to build it, you build it where you can. Many of the good places are monopolized by veteran Demon Lords or are used by humans to do their human things.

This permit will allow you to build your dungeon in any place you want, regardless of whether there are any buildings or other dungeons. And don't worry about future problems, these buildings or dungeons will be relocated somewhere else. The place you build your dungeon will not be affected by the change, on the contrary, everyone will think that your dungeon is not out of place, they will even think that the other buildings or dungeons relocated were always in those new places.

Creator's Reward (400CP)

The Creator is a very twisted being who sees Demon Lords, beings of great power and feared by humans, as simple tools for his purposes and jesters for his entertainment. But that doesn't mean that his treatment is bad, on the contrary, if they manage to meet the demands of this being, he will reward them in proportion to their feats.

Each jump you enter (including this one) you will receive three rewards from the creator, given at the beginning or during your jump. The first is a Rank S monster of your choice, being able to customize all its statistics, as well as its gender, personality, skills and appearance. The second gift is the "Rebirth", which you can use twice during your jump. The third is the elimination of any being that you do not like or see as a threat, be it a Demon Lord, a king or anyone else.

These rewards cannot be accumulated, so if you do not use them during your jump, you lose them.

Miracle Pill (600CP)

A certain Demon Lord artificially created A-Rank heroes that he used as weapons of war against other Demon Lords. Despite being artificial heroes, their power was real. These were made in secret laboratories, but it would be very troublesome to have to use resources, time, and facilities to achieve something that can be done by other alternatives.

Every jump, you will receive a total of one hundred pills that will increase the power of whoever consumes them equivalent to that of an A-Rank. The effect of these pills is immediate, so there will be no negative effects after consuming them.

The stats of whoever consumes this pill will all increase to A. They will also have a fixed level of 50, so they will not be able to level up. An A-Rank is someone whose strength can destroy fortresses with a single fist, cast magic that can eliminate regular armies, a mental power and willpower that will not easily defeat them in the face of adversity thinking logically and not losing focus, an intelligence and processing and analysis capacity that will make any scholar look like an idiot, a resistance that could withstand attacks from even an S-Rank and an amount of magic power that would make your average mage look ridiculous. Basically they are heroes, the pinnacle known by most (if we do not take into account the S-Ranks).

They will not gain special abilities, but if they had abilities such as magic or some martial training, this increase will enhance them. I recommend being selective about who you give this pill to.

As an extra, you will receive the recipe for its preparation, obtaining variants of it with local ingredients from the jump where you are.

Golem Armies (600 CP)

You have a large army of Golems at your disposal, to be more precise about a thousand Golems. These are made up of five hundred C-Rank, three hundred B-Rank, one hundred and fifty A-Rank and about fifty special S-Rank golems. All of them will be considered followers.

The power of these golems will be average for their ranks, but the advantage is that once they are destroyed, others will appear the following month to replace the fallen ones.

But since you are paying CP, these golems will be equipped with firearms such as machine guns and the S-Rank golems will have powerful magical souls. With these guys you can easily defeat a veteran Demon Lord in direct combat.

These golems are the ones that follow simple orders, so it is not advisable to use them in battles where precision is necessary to defeat your enemy.

These are not only limited to combat, you can also use them for other jobs such as construction, security, etc. as long as they have to perform simple tasks.

Another Core (600 CP)

A dungeon core is the life of a Demon Lord, and contains all of the Demon Lord's power (skills, stats, and levels), as well as abilities such as DP usage. Destroying them also means destroying the dungeon along with all of the Demon Lord's monsters created by combining medals or purchased with DP. Basically, a Demon Lord without a Dungeon Core is a weak being who could barely reach Rank D or F at worst.

This second Dungeon Core will be a backup in case your first core is destroyed. The destroyed core will transfer everything (skills, power, DP, etc.) to this backup core, preventing you from losing all of your power and monsters.

For logical reasons, it will not appear immediately in the place of the destroyed core, leaving a time lapse for intruders to leave thinking they've finished their job. So there will be a kind of simulation that will make it seem like your dungeon is destroyed along with your monsters (these will be stored in your backup core until you install it somewhere to build your dungeon), in order to confuse your enemy.

This backup core can be placed somewhere else to build your new dungeon, keeping everything that the old one had (monsters killed before destroying the old core, as well as used resources will not be reincorporated).

This core also serves as a 1-Up.

Each new jump you enter, you will receive a new core. These cannot be accumulated, if you did not use one during your jump, you lose it.

Human

Basic Equipment (100 CP)

The basic equipment of every adventurer, equipment and weapons of your specialty (mage, warrior, etc.).

My Humble Business (100 CP)

You are the owner of a small business, your stock of merchandise is up to you but it is very simple and common.

As expected, you have all the permits to engage in commerce, and all the taxes that the government or organization of the place where you are may require are fully paid.

As an extra, you have a means of transportation according to the one commonly used in your trade to transport merchandise.

Basic Adventurer Kit (100 CP)

A couple of healing potions, a two-week supply of non-perishable food and water and general information about the dungeon or place you are going to (its surroundings, monsters, etc.),

Elixir (200 CP)

Demon Lords are very Machiavellian beings. They don't limit themselves to using only direct means to harm their opponents, they also use more indirect means. Some examples are brainwashing, infecting a key target with a disease or curse, etc.

This elixir can cure any type of disease or curse, regardless of its rarity or complexity. The downside is that it can only be used once per jump, so you'll have to use it wisely. If you don't use the elixir in your jump, another one won't appear, so you can't store more than one elixir.

Noble Title (200 CP)

You are not a commoner like the rest of the 90% of the population, you belong to a privileged minority that prevails over the rest.

You have a noble rank of Baron, a low position but it belongs to the nobility.

Every jump you make, you will receive a portion of land in the country you want, an annual income according to your title and all privileges that you have by right to this rank. In case of places where there is no noble class system, you will have a position equivalent to the social system that exists (in a democratic system, you will be a high class person but not powerful like the owner of a multinational).

Dungeon Map (200 CP)

This map shows all the locations of the dungeon's treasures, secret paths, hidden rooms, trap locations, and all the information that will give you a huge advantage when invading a dungeon.

Every time you enter a dungeon, this map will show all the aforementioned information, marking points of interest so they are easily identifiable. This map is easy to read, so a novice should be able to use it without any problems.

Being a map, don't expect it to give you as much detailed information as you can about defeating your enemy. The information on this map is what a map would have.

Post-Jump, you can choose another medium to display this map, such as an app on your phone or a 3D map in more futuristic jumps.

Casino (400 CP)

You own a large casino that could be considered the flashiest (in a good way) in the whole world. A casino where luxury and extravagance abound in it. A good trap to attract rich guys and take all their money.

This casino will be equipped with the best that this type of place can have (bars, security system, etc.), as well as a great variety of "games" such as cards, roulette, and other options that will make your casino not feel monotonous or boring.

In addition, you will have a staff to take care of your casino, including professionals who will take care of legal matters, accounting, etc. These guys will be totally loyal to you and very competent, so you do not have to worry about betrayals or other problems that can happen within your casino.

High-Grade Equipment (400 CP)

This equipment is an adventurer's dream, being almost on par with relics from noble houses due to its power and rarity. This equipment is made from the highest quality materials, being made by experts in craftsmanship, blacksmiths, enchanters, etc.

Your equipment can easily resist attacks (magical or physical) from monsters and Rank A Demon Lords, having protection against various elements and other advantages to greatly reduce the damage received.

Your weapon of choice will be empowered to deal damage to any type of enemy, being able to pierce any type of resistance your opponent has, as well as hurt incorporeal enemies or those with special conditions to cause damage. But hurting those with powers that are in the range of divine or conceptual is impossible.

You will not need to maintain this equipment, as it has self-cleaning and repair functions, as well as adjusting to your body and combat style.

My Company (400 CP)

You need a steady source of income to cover your expenses, Jumper. This source is not a simple store or shop, we are talking about a company that is under your command. It offers various products (from a certain area, such as cosmetics) and quality services, with your brand recognized worldwide.

This business will have several branches spread throughout all the important cities of the country or empire where you are, having a headquarters in the city that you think is most convenient.

Apart from your company and its branches, you will have a very competent and loyal staff spread throughout all your stores. You can find salespeople, legal and administrative staff and everyone else you will need to make your company work. All of them will be considered followers.

Post-Jump, you can incorporate new products or services from jumps you visit to expand the variety of what your business can offer.

Human Army (600 CP)

This is simple. You have under your command ten thousand well-trained and equipped soldiers who will obey you blindly. This army will be composed of humans of different ages (18 to 50 years old), but if you want, you can choose their gender as well as their ethnicity. You can also have a mix of everything. As well as what he specializes in, whether it's magic, hand-to-hand combat, or whatever combination you want.

They will be under the same flag (yours), having military uniforms and equipment that identify them. You will also have the military resources for this army, with weapons, means of transport, supplies, etc. All of them will be considered followers.

50% of your army will be made up of E-rank soldiers, 30% D-rank soldiers, 15% C-rank soldiers, 4.8% B-rank soldiers, and the remaining 0.2% A-rank soldiers.

With this force, you are able to invade the dungeon of an ancient Demon Lord without any fear.

Legendary Weapon (600 CP)

A legendary weapon worthy of someone as amazing as you, jumper. This weapon is made of an unknown but powerful material. It is also infused with many enchantments, making it effective against any kind of monster. This weapon is not only the treasure of a country, many will recognize it as the treasure of humanity made by someone who is beyond the mortal limit.

Like every legendary weapon, this one is in a class above the rest. Its power is capable of killing S-Class monsters with a single attack, although it must be a clean hit.

If that doesn't convince you, the weapon is linked to your spirit, so it doesn't matter if it is destroyed, and can be repaired by simply absorbing your magic power. Like every legendary weapon, this one can only be equipped by you and will not need maintenance, always being in its best condition.

You can choose the weapon that best suits your style, both in melee combat and at a distance. If you are a mage, you can choose a staff or a grimoire.

Kingdom (600 CP)

You are the owner of an economically stable country with the size of Germany, as well as without any social or political inconvenience. The citizens are totally loyal to you, there is no corruption and the crime rate is zero. The maximum number of inhabitants will be two million, the distribution between men and women is at personal discretion. The best of all is that you impose the rules, it is an absolutist regime where all the power is in your hands. But be careful how you are going to govern your citizens, if you are a tyrant who massacres without control or does acts so heinous that they harm all the inhabitants of your country, it would not be strange that sooner or later there will be a revolt. If you are somewhat hedonistic there would be no problem with some laws like virgin women will be deflowered by the king, people will accept it as something natural and will not do anything about it, even the people involved will only see it as a civil duty.

Post Jump, you can import this country to other worlds if you wish, with all its inhabitants. Anyone who lives in the country or becomes a citizen will become your follower.

Monster

Candies (100 CP)

An unlimited supply of your favorite treats, including chocolate and candy in any flavor you want.

Unlimited Bread Supply (100 CP)

An unlimited supply of all types of breads. Both regular and flavoured.

Collection of excellent quality alcohol (100 CP)

Each year you will receive twelve barrels of the spirits of your choice. If you prefer something more refined or classy, you can receive the equivalent in luxurious bottles.

Magic Apples (200 CP)

You have a supply of one hundred of these apples each year. Being magical, they have special properties, which is that eating one will heal minor injuries as well as fully restore your stamina. As a bonus, these are more delicious than normal apples.

The best thing about these is that they can be used as ingredients for high-quality potions or even elixirs.

Super Computer (200 CP)

This computer (notebook) can be considered one of the most advanced (within the year 2024 in our world), having all the components and programs necessary to get the most out of it. It has several programs to perform calculations, simulations, etc. As well as all the hardware for these programs to work.

The computer has an unlimited battery, as well as being indestructible. If this seems little to you, it is resistant to any type of environment, so a very hot place will not affect its performance. It is also waterproof, so you do not have to worry if it is wet or thrown into a river.

Post-Jump, when you are in futuristic places or places with technology superior to this device, this device will be updated (both software and hardware) to the technological level of the place where you are.

Free Movement Permit (200 CP)

Many monsters don't have as much freedom as they would like. Demon Lords don't like their subordinates to run wild without any kind of control, even high-ranking ones.

This permission will give you more freedom when you have to do your job. Your demon lord wants you to do a task, you have complete freedom to choose what methods you will use, as well as the time you will take to do it (as long as it is a reasonable amount of time).

Another effect is that you cannot be punished or sanctioned for not following formal rules, so you can break protocols as long as this does not negatively affect your colleagues and your boss.

Post-Jump, you can use this permission, as long as you are subordinate to someone.

Subordinate of My Species Line (400 CP)

When a Demon Lord creates a monster through "Synthesis", it unlocks the species line of the created monster from the list of those that can be purchased with DP, with the Rank of the same being two levels lower (if you created an A-Rank monster, you can buy species of the same Rank of C-Rank).

You have under your command thirty monsters of the same species line (two levels lower than your Rank). These will be completely loyal to you, following your orders.

Being inferior versions of you, they will not have all your abilities, even the ones similar to yours will be inferior versions. All of them will be considered followers.

Workshop (400 CP)

Combat is not your thing, it's more about production or research. Since your specialty is most useful outside of the battlefield, you'll need a place to put it to good use.

You have your own workshop or facilities to do the work you're most skilled at. If blacksmithing is your specialty, a workshop would be ideal. If farming is your thing, a fertile field with an appropriate environment for you to develop it to your liking.

Your workplace will be well equipped with everything you need to get the most out of your skills. It won't be short on equipment and anything that isn't raw material (you'll have to get that separately).

This place also has a magic barrier that will only allow access to you, as well as those you authorize so you don't have annoying interruptions.

Doll of Oneself (400 CP)

They will probably try to kidnap or kill you, which is a practice often used by other Demon Lords to eliminate enemy threats or use you as a hostage, especially if you are someone essential to your Demon Lord. To avoid this, this option could be useful.

You have about five hyper realistic dolls of yourself. These dolls will be like robots or homunculi that will perfectly imitate you. Having your same appearance, personality and gestures.

Being inferior versions of you, these will be two Ranks lower than yours. Their skills will also be nerfed, so don't expect them to be at your level.

The good thing is that they will be obedient and loyal to you, being able to do the work you assign them (limited by their skills). They can be very useful as helpers if you are swamped with work.

In case they are kidnapped, they have a mechanism that will make them explode when a certain time passes (you can set the timer to the time you want). The explosion will be able to kill someone of Rank A.

Army of Monsters (600CP)

This is simple. You have under your command a thousand well-trained monsters that will obey you blindly. This army will be composed of different kinds of monsters with different kinds of abilities, giving your army greater versatility. All of them will be considered followers.

Many of these monsters will be those with low intelligence that will only follow simple orders, while the rest will be those with at least human-like reasoning. These thinking monsters will be the commanders or elite of your army, while the beasts will be more cannon fodder.

50% of your army will be D-Rank soldiers, 30% C-Rank, 15% B-Rank, 4% B-Rank, and the remaining 1% A-Rank.

With this force you are capable of destroying a human nation in a matter of days.

Reliable Weapon (600 CP)

The weapons that Procell and Roro have created are very powerful, being able to injure A-Rank monsters without much difficulty. Being a very advanced weapon for the time, many of their enemies did not have any kind of countermeasure at first.

You have a powerful weapon (shotgun, assault rifle and any war weapon), being very effective and capable of injuring A-Rank monsters with just one shot.

It will be a combination of science and technology, so it will not use conventional bullets, but your magic energy to create different magic bullets that will be effective against enemies depending on their weaknesses.

Being a special weapon, it will be made to measure for you, adapting to your fighting style and use. It will also adapt to your power level, so no matter how powerful you are, this weapon will be able to handle as much power as necessary. As you can guess, this one will not need any maintenance, as it can be repaired when it is destroyed (taking only a few minutes).

As a last feature, it can only be used by you, having an anti-theft system that will seriously harm all those who use it without your authorization (being deadly for those of Rank B or lower).

Battle Suit (600 CP)

Brute force isn't everything. With intelligence, one can create means to compete against it and defeat it if possible. That's something Roro has understood perfectly, being the mastermind behind Avalon's technological development.

This battle suit, similar to those that appear in the Infinite Stratos series, will give you power equivalent to that of an A-Rank in terms of power and endurance.

Depending on the combat style you choose, you can have as your main weapon a sword capable of cutting mithril with a single slash or a hammer whose impact would generate a small tremor in the area. If your style is ranged attack, you can choose to use two cannons that launch pure magic power capable of disintegrating several B-Rank enemies or another ranged weapon that pierces any lower A-Rank target. The choice of weapon is up to you.

Another advantage is that unlike Roro's battle suit, this one has unlimited energy, so you can keep fighting until your body runs out or your suit is destroyed.

The suit is customizable to your liking, so you can create one that suits your combat style, but it must have the same aesthetic as the one in the Infinite Stratos series. It's not a question of fanaticism, it's just that Roro's was in the same style.

Demon Lord Power (Only Demon Lord)

Depending on the Rank you purchased, you will be given a certain amount of PP (Power Point). If you purchased Rank B, you will have +400 PP. If you purchased Rank A, you will have +600 PP to spend in this section. In this section you can only buy with the given PP, you will not be able to convert CP to PP or vice versa.

Demon Lord Book (Free)

A skill that allows a Demon Lord to control and manipulate various attributes and properties of their dungeon such as shape, size, rooms, and traps within. It also allows them to summon any monster available to them. All at the cost of DP. To use the skill, the Demon Lord has to chant [I shall Compose].

Storage (Free)

A skill that allows a Demon Lord to store up to ten monsters inside a pocket dimension and transport them. This can be used to transport large monsters through small areas or have powerful monsters stay close to the Demon Lord at any given time.

Discharge (Free)

A skill that allows a Demon Lord to create their unique attribute medal once a month. These medals are used to create new monsters without the need for DP.

Medal Creation (Free)

All Demon Lords can create a medal of their type once a month, these medals being original. So if you are the Demon Lord of Time, you can create "Time" medals.

Synthesis (Free)

A skill that allows a Demon Lord to fuse together medals of different attributes to create a monster. Monsters will be considered followers.

Dungeon Creation (Free)

A skill that allows a Demon Lord to create their home/Dungeon.

Naming (Free)

Demon Lords can name their created monsters, which are considered "Contracted Demons". This kind of monster has several advantages, such as sharing the source of magic power with their Demon Lord as well as increasing their power, being able to have a stat boost or new abilities. It is safe to name up to three monsters, but if more than that number is named, the Demon Lord runs the risk of running out of magic power for a month or losing their magic power forever in the worst case scenario.

Aura of Terror (100 PP)

This is one of the basic abilities of every Demon Lord. You can release an aura of fear that will cause those weaker than you to enter a state of panic for a minute.

Stat Boost (100 PP)

Simple but useful, with this option you can choose one of your stats and increase its Rank to a higher one, for example increasing your Magical Power from Rank B to Rank A.

Species Control (100 PP)

There are several Demon Lords that have distinctive features of animals such as birds or mythological creatures such as dragons. They are able to control those species that are related to their appearance, as if they were kings.

You have the ability to control animals, insects or creatures that have characteristic features to your appearance, being able to control them regardless of whether they are monsters of your creation or not, as long as they do not have an intelligence equal to or greater than that of an average human. For example, if you have canine features, you can control dogs, wolves and creatures that have those characteristics such as werewolves.

The limitations of this ability is that you cannot control monsters of other Demon Lords, as well as monsters of equal or stronger than you.

Concept (200 PP)

You are the representation of a particular object, be it swords, animals, etc. This in itself will give you abilities related to it. For example, if you are the Sword Demon Lord, you can use physical attacks using parts of your limbs as sharp swords, being able to cleanly split a rock. Or if you are the Poison Demon Lord, you can create different poisons and substances from your body to use as means of attack or as support.

Although this option seems very powerful at first, remember that it is only worth 200 DM, so those abilities will be in the power range of a Rank B Demon Lord.

Subelement Control (200 PP)

Aside from the four main elements (water, fire, earth and wind) there are elements derived from these. Having the ability to control one of these.

You can choose elements such as steel, mucus, etc. Your control over these will be limited to the control of these elements themselves, so they will not be as versatile in use, but they will make up for it by being more powerful or resistant. For example, if you control steel, you will be able to control any type of thing made of steel, as well as cover your body with this element to make it more resistant.

Copy (200 PP)

This skill allows you to create clones of your monsters or other people, but these will be weaker than the originals, being a lower Rank of their original version.

You can also apply this skill to yourself, so you can have your copy fight on the battlefield while you watch in a safe space.

Transformation (400 PP)

This ability allows the user to transform into a beastly form, acquiring different abilities as well as an increase in their statistics that will add a "+" to their Rank.

These transformations can vary in dragons, great wolves, etc. The user will be able to use the common abilities of these beings, for example, if they transform into a dragon, they will be able to throw flames from their mouth and fly.

The time of this transformation is limited, so at most you will be able to use it for a few minutes, but with practice and training you will be able to extend that time.

Evil Power (400 PP)

This ability would fit an H very well. By the creator's wish, Demon Lords cannot reproduce and leave offspring. But that does not apply to you.

You can impregnate anyone (or yourself) when having sex, having great control over your fertility. The baby born will have a power that will be added to the "+" of the mother's Rank. So if the mother of your child had a Rank B, your child will have a Rank B+.

Elemental Control (400 PP)

You are able to control any of the main elements with great mastery (be it water, fire, wind or earth).

The power of the basic elements is very powerful, making such Demon Lords have Rank A.

This also allows you to control them, for example, the Water Demon Lord will have control of hydrokinesis, generating both water attacks and controlling the water in his environment. This control even relates to related elements, so the same Demon Lord can control ice as well as fog.

Berserk (400 PP)

This state allows the user to gain a large boost to their stats in exchange for their sanity. Normally this effect could be countered with discipline or other alternative sources, but since you are paying, you will not have the negative effect. Basically, you will increase your stats to a higher Rank, but the effect will only last for a few minutes.

Creation (600 PP)

This skill is very broken. A skill that allows the user to materialize items from his memories. However, things having a trace of magical power as well as living things can't be created.

The magic power used to create the desired item will depend on the mass of the item. A candy will only require a little magic power, but an assault reflex will have a higher cost.

But what this special ability does is to be able to combine three medals, instead of two, to create a monster. This has the advantage that it cancels out the effect of creating a monster of a lower rank than the medals used, being common that the combination of three medals of the same rank create a monster of a higher rank than those medals (e.g. combining three Rank B medals, there is a 100% chance of creating a Rank A monster). This gives the possibility of having at least Rank B monsters in your party. In case of combining medals of different Ranks, the Rank of the monster will depend on the Rank of the medals. If you use two Rank A medals and one Rank B, there will be a 50% chance that the monster created will be Rank S. If you combine two Rank C and one Rank A, the probability that a Rank B Monster will be created is 50%, the other alternative being that it will be Rank A.

Another very useful skill is the ability to create any type of medal you want. The Demon Lord of Creation's medals are not ordinary medals, when combining them with others, you can choose what type of medals you want that "Creation" medal to become, so if you combine that medal with two others you can choose a type of medal that is more compatible with the two mentioned.

Time Control (600 PP)

This power is a very powerful one. You have the ability to control the flow of time around you as well as your own flow of time.

This ability allows you to control the flow of time around you. This allows you to assign a certain radius to speed up or slow down the flow of time that other people have, affecting them both physically and mentally. You can slow down their flow of time to the point that it seems like time has stopped, or you can speed it up so that within that area things happen ten times faster than normal time.

Another ability is to rewind objects or people to a state of minutes ago, allowing you to remove a mortal wound by just rewinding that wounded part of your body to the state it was in before the wound. This applies to others, so you can "return to normal" a city that was destroyed an hour ago. This applies to both objects and people, so you can bring someone back to life who died, returning them to their "original" state.

The last advantage is that you can control your own time and that of other people, so you can extend your lifespan or shorten it if you wish. This applies to your mental abilities, you can speed up your thinking speed, as well as your perception and reflexes. You can even stop the time of non-living or non-sentient objects (even dead bodies), leaving them in a static state where they will not rot or decay.

The big disadvantage of this ability is that it consumes a lot of magical power, so only a Demon Lord with large reserves of magical energy could use these abilities. The other disadvantage is that to control this ability you will need a lot of practice, do not expect to "stop" the time of your surroundings for several minutes on your first try.

Black (600 PP)

A power that makes even the most powerful Demon Lords tremble.

This power is very versatile, as it allows you to control everything that has an attribute or ability that is related to the color black. This varies from controlling shadows, black magic, etc.

But the most dangerous thing about it is that it allows the user to control people who have negative emotions. This allows you to give orders to those affected by this ability as if they were slaves to your will or even possess them in case you die.

Another very dangerous ability is to corrupt the world with negative emotions at the moment of your death. If you die, you can release a great miasma that will cover the entire world little by little. This miasma will make people enter a state of fury, hatred and resentment, generating great chaos where everyone fights against everyone. This ability can affect monsters, humans and Demon Lords alike.

Dungeon (Only Demon Lord)

This section will allow you to create and customize your dungeon to your liking (and the amount of AP you have). It will be placed in any area you wish within the world, and will become a Warehouse attachment after this jump. Post-Jump, you can place your dungeon in a pocket dimension so you don't have to place it in a specific place in the world, and you only need to have a designated place to place the dungeon entrance. Think of it like Solo Leveling dungeons, but it would have a fixed entrance in a specific place.

You will receive +1000 AP (Aesthetics Points) to spend in this section. You can convert CP to AP at a ratio of 1:2. You cannot convert AP to CP.

Import (Free)

Do you have any properties that you can turn into your own dungeon or assign a sector to so your dungeon can function?

Any properties you have can be imported to add these options. Keep in mind that these must respect the space limit of the dungeon, so you cannot apply them to larger properties. What you can do is import them (if the future jump has an import option) into future jumps so that these options can be applied to your new properties.

Core (Free)

The Dungeon Core is the most important thing a Demon Lord has. It is essential for customizing and upgrading the dungeon, as well as for obtaining DP and resources that can be obtained from it.

Normally, a Demon Lord, in order to build his dungeon, needs to place the core in a certain location. Once the location is chosen and the core is installed, it cannot be moved from the place where you installed it, making it impossible to create a second dungeon.

Also, the core is very important for the survival of the Demon Lord. Although he does not die if the core is destroyed, all the monsters he created or bought, as well as his dungeon will be destroyed.

Also, if the core is destroyed, if it is destroyed by another Demon Lord, he can access the power of the Demon Lord whose dungeon core was destroyed.

The dungeon size cannot exceed 10 square kilometers. As for height or depth, it will depend on what the physical environment allows.

Three Floors (Free)

Dungeons usually have a floor with three rooms or sections separated by a wall. These can be expanded with DP, but it is not a cheap option. Have about three floors for free in your dungeon. Keep in mind that the top or deepest floor must be the core of your dungeon.

Theme (Free)

Each dungeon is customized to the Demon Lord's tastes. It can be a castle, a cave, or a tower.

You can customize the shape and appearance of your dungeon to your liking, giving it a theme that suits your taste. But keep in mind that this is purely cosmetic, so you won't get much benefit from this option beyond the appearance of your dungeon.

DP (100 AP)

DP is the currency Demon Lords use to customize and upgrade their dungeons, as well as purchase monsters and medals.

For each purchase of this option, you get about 10000 DP.

Safe Area (100 AP)

Dungeons are not peaceful places, there are monsters everywhere ready to kill intruders. That is why it is necessary to have some designated places for adventurers to rest and recover.

Each floor of your dungeon has a safe area that will repel any monsters or dangers within your dungeon. These places are ideal for adventurers to rest without worry.

Portals (100 AP)

Your dungeon has multiple entrances so that adventurers don't have to go to the location of your dungeon.

You can set up portals in designated areas for adventurers to enter. These portals can be simple entrances, portals like those seen in Solo Leveling, magic circles, etc. You can set up as many portals as you like, but make sure they are not in other demon lords' territory.

Traps (200 AP)

Traps are what give a Dungeon some class.

Your dungeon is equipped with different types of traps, whether they are the classic ones like poisons, arrows, slippery floors, etc. You can customize them and place them in different places in your dungeon. If you want, you can make your dungeon a place of only traps and zero monsters.

Resurrection Device (200 AP)

It would be problematic if the high death rate of your dungeon discouraged future challengers from exploring it.

This device will allow every person who enters your dungeon with your permission to be resurrected if they die inside it. This mechanism has no side effects, should a person die inside your dungeon, their body will return to the state they were in before entering it. You can choose a location in your dungeon to serve as a "save point", where those who die inside your dungeon will return to their state before entering that particular "save point".

For practical purposes, you can give out accessories (rings or bracelets) that serve as substitutes instead of having to give your permission to each adventurer individually. The generation of these accessories is unlimited, so if you want to make some extra money, you can sell them to adventurers.

LiveStream Device (200 AP)

A dungeon can offer entertainment to people who don't go there. Adventurers aren't the only ones who will be interested in visiting your dungeon.

These devices show different locations in your dungeon in real time, and can serve as a means of entertainment for people to watch all the battles that adventurers have against the different monsters in your dungeon, whether normal or boss.

The amount of images that will be transmitted will be unlimited, as they will appear as screens that hover at a height visible to these viewers.

You can create an entertainment business with this, monopolizing all the profits and acquiring DP for the large amounts of strong emotions that people feel when watching these transmissions.

Treasures (400 AP)

There needs to be some bait to attract adventurers. They are not philanthropic people who want to raid dungeons just to kill evil Demon Lords. The main reason they raid dungeons is that they can make a good income from them.

Your dungeon is filled with treasure chests that contain valuable or powerful items. These can range from rare items to useful weapons and armor. There are also other rare items such as magic grimoires and gold coins or precious stones. You can choose the locations where these chests will be distributed. Once these are extracted what is inside them, over the next twenty-four hours, these will be filled with other similar items.

Mines (400 AP)

The minerals in your dungeon are resources that can attract many adventurers. Depending on the rarity of these, it can serve as publicity for more people to venture into your dungeon. These minerals, or rather the mines of these, can be acquired through DP, but it is not something cheap. Luckily we have an option that may interest you.

You have a great variety of minerals, which varies from precious stones such as rubies, sapphires, emeralds, diamonds, etc. as well as platinum, gold, silver and copper. We can also include other resources such as iron, coal, stones, etc. But this is not the only thing it has to offer, it also has mines of Mithril, Orichalcum and Adamantite.

These mines are inexhaustible, but the amount of minerals that you can extract from them during a year will vary according to their rarity. So do not expect to extract the same amount of gold and Orichalcum in the same year.

Post-Jump, you can include other minerals that the jump you are in has, creating another mine of that mineral.

Eden's Garden (400 AP)

This option allows you to add growing areas for different plants, vegetables, mushrooms, fruits, flowers and herbs to your dungeon. The variety is wide, including both those that are more mundane and those that have magical properties.

These areas will have the perfect conditions for growing them, such as temperature, soil, etc. It is impossible for one to negatively affect the development of the other because they are conditioned by different factors such as temperature, soil quality, etc. Regardless of the differences, they will grow without problems, being in harmony with each other.

Post-Jump, you can include other plants, vegetables, mushrooms, fruits, flowers and herbs that the jump you are in has, creating another planting area.

Another Dungeon (600 AP)

The dungeon created by a demon lord has the disadvantage that it will be permanently installed in the place you designate it to be. Therefore, it is very important to choose an ideal location, since there are no second chances to relocate the dungeon.

This second dungeon, unlike a conventional dungeon, can be placed anywhere you want (as long as it is physically possible). You can change its location without limits, relocating it to different places as many times as you can.

Another advantage is that this dungeon does not need a core to function, having unlimited energy for its operation. Therefore, you do not have to worry about an invader destroying the core of the dungeon.

The disadvantage is that you cannot use DP in it, depending on all the purchases you made in this section. But what you can do is collect DP that invaders generate within this dungeon, so you will have two sources of DP income, your dungeon and this one.

100 Floors (600 AP)

Normally, a first-time Demon Lord's dungeon will only have three floors, and you'll need to pay DP to add more floors. But since you're paying with CP, we'll make an exception.

You get a dungeon with 100 floors, which you can customize to your liking (this customization being limited to everything you've purchased in this section).

These floors don't necessarily need to be used to house monsters, and can be used as residences or storage. You can also place portals on each floor to prevent those floors from being invaded by adventurers, but the core floor of your dungeon cannot be isolated.

Control Center (600 AP)

The dungeon core is the lifeblood of the dungeon. If it is destroyed, say goodbye to your entire dungeon, monsters, DP, and all the power you've accumulated. It doesn't mean a Game Over, but you do have to start all over again.

This defense mechanism will protect the room where the core of your dungeon is and the core itself. The security system varies in a combination of traps, defensive golems, etc. that will make it very difficult for a group of S-rankers to invade your dungeon. They can eliminate some of them during their attack, reducing the power of your enemy.

As a final defense mechanism, the core will be teleported to a pre-selected area of your dungeon in case the intruders manage to get through all your defenses. The disadvantage is that you can only do this once.

Companions

Import (Free/100 CP per or 400 CP for eight)

You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (Free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Demon Lord (100 CP, Free for Monster)

A B-rank Demon Lord who isn't much to look at but has one particular advantage, he/her's a person who won't see you as an inferior or disposable pawn, he/her'll see you as an equal and a friend.

This guy/gal will have all the free options of the "Dungeon" option and 400 PP to buy whatever skills you want.

You can customize his/hers appearance and personality to your liking.

Monster (100 CP, Free for Demon Lord)

A B-Rank Monster that isn't much to look at but has one particular advantage - it's totally loyal to you.

You can customize their appearance and personality to your liking.

DRAWBACKS

You may take any amount of drawbacks you like.

Momicell +100 CP (Only Demon Lord)

For a strange reason, all the monsters you create will tend to have very defined characteristics, but not of a particular element or racial traits. Your creations will have characteristics that highlight some personal fetish. If you are lovers of mature women, all your creations will be milfs. If you like women with large breasts, all your summons will be women with those characteristics.

Prepare to receive embarrassing nicknames from other Demon Lords, after all your creations are proof of your fetishes.

Ugly or Beautiful +100 CP

The character designs in the manga are very extreme, either the characters are ugly or they are beautiful. Unfortunately, this world has these characteristics. You will not find a middle ground, people will be beautiful or ugly, both men and women. Even you are not saved, so if you do not have a

beauty perk or you were not good looking in your life before being a jumper, your appearance will not be so graceful.

Demonic Neighbor +100 CP (Only Human)

Bad news, jumper, no matter where you are, the place will be near a demon lord's dungeon. This demon lord won't be a powerful one, but having one around isn't always a good thing. The reason is simple, you will be forced to go to the dungeon, whether it's your family or the local noble. Since the mortality rate is very high among adventurers, I hope you have the power to get out of this risky situation alive.

Bloodlust +100 CP (Only Monster)

Monsters have a very notable disadvantage, which is that they have a great hatred towards humans, and have the need to kill them. Many monsters can control this bloodlust, but you are a special case, since you cannot control it.

It will not be impossible for you to suppress this bloodlust, but you will have to work hard to achieve it, or be named by your demon lord (although it must be a kind one like Procell).

Generic +100 CP

If you like simple plots and one-dimensional characters, this option is for you

During your time in this jump, all the people you meet and interact with will be very simple. You won't know if you're in the canonical work or a poorly written fanfic.

So Horny +100 CP

You are a very lustful being, to the point that you will need to have a "lover" once a day to calm your lust. I advise you to get a harem or look for people who provide that type of "services".

Absent Parent +200 CP (Only Demon Lord)

Most newborn Demon Lords have received the support of their Protector Demon Lords, but unfortunately you are the exception.

As soon as you reach this jump, the Demon Lord in your charge will abandon you, leaving you to your fate. Do not expect any kind of guidance or advice before the Meeting with the other Demon Lords.

You will also not be able to get the Basic package option during this jump.

Everyone's Mockery +200 CP

Prepare to be despised and underestimated by the other (Demon Lords, Humans, etc.) during your time in this jump. The first impression they will have of you is that you are a weakling, so you will have to demonstrate through your achievements what you are really worth.

This stigma will not be permanent, as long as you show your power, your peers will begin to respect you.

Not in My Territory +200 CP

Starting your dungeon is harder than you think. No matter how well made it is or what advantages you offer to visitors who enter, there will always be some external factor that prevents your dungeon from gaining popularity.

If you want to create a traditional dungeon, some old Demon Lord will use indirect means to discourage adventurers from challenging your territory.

If you are a Demon Lord like Procell who wants to create a city, many humans will see your project as unfavorable to their own interests. These will harass you with vulgar representatives who will impose abusive conditions so that you can continue operating your city or they will harass anyone who thinks of settling, preventing you from having visitors.

This is bad, because in order to gain DP, Demon Lords need to absorb human emotions (be they happiness, fear, etc.).

Whether you are a human or a monster, you will be discriminated against wherever you are, so you will have a very lonely life. As a monster, being an outcast, you will be sent on missions abroad so they will not have to endure your presence. For humans, you will be an outcast who will not be welcomed anywhere, only the dungeons will tolerate your presence.

Nameless +200 CP (Only Monster)

No matter how many accomplishments you achieve, your demon lord will not consider you worthy of receiving a name. In general, a named monster, aside from gaining an increase in its base skills and statistics, also creates a special bond with its demon lord, giving it a higher status than other monsters.

Monster Magnet +200 CP (Only Human)

Dungeons are very dangerous, there are many bloodthirsty monsters, eager to kill those hateful humans who invade their lands for their simple greed.

Unfortunately for you, you have a special gift that attracts monsters to you. You are basically a walking bait, being the most desired target for these monsters. Luckily, most of your hunters will be weak monsters (by the standards of the dungeon you invade), but there will always be that small possibility that you will come across a named monster, or worse yet, a demon lord.

Solo Journey +200 CP

I'm afraid you won't be able to import previous jump Companions. It seems you can only have Companions that have been purchased in this jump.

Your followers from previous jumps are also banned during this jump.

Uncontrolled Subordinates +400 CP (Only Demon Lord)

A Demon Lord must display his greatness to both his peers and those who dare to invade his domain. But above all, they must show his dignity to his subordinates.

Unfortunately, some subordinates under your command do not respect you. When executing your orders, they will take various liberties, interpreting them at their convenience. If you are not very detailed and clear, it is likely that they will twist it to their advantage.

Another disadvantage is that they will ask for greater rewards than they deserve for the work done. If you do not give it to them, they will show antagonistic attitudes towards you, they will even plan to kill you to take your position.

Failure +400 CP (Only Monster)

No matter what you do, in the eyes of your Demon Lord you are an utter failure who never contributes anything to the group.

Every accomplishment you achieve will be overshadowed by the achievement of some of your companions, or worse, will be credited to someone who did nothing.

Useless subordinates are often treated as cannon fodder, so expect several dangerous missions in which you will be considered a disposable pawn.

Demon Lord Trauma +400 CP (Only Human)

In the past, a demon lord destroyed your homeland and killed your loved ones. This has left a deep trauma in you that makes you lose the will to fight as soon as you enter a dungeon.

To sum it up, inside a dungeon you are a weak person, so if you were hoping to fight against the dangers within it and claim its treasures as a reward, it is impossible for you.

Enemy of Humanity +400 CP

All human nations have marked you as a dangerous being, capable of destroying the world. So all of humanity has united under one flag with only the goal of eliminating you.

Prepare to face wave after wave of human attacks on your dungeon. The bad thing is that they won't just be simple adventurers, heroes and champions will invade your territory to cut off your head. Armies made up of the elite of each kingdom will march to destroy your dungeon.

I hope you are prepared to defend yourself from all these invaders.

If you are a human, nations will see you as a walking bomb, so they will give you two options: enslave you or kill you. Even in the human world you will not be safe.

Anti-Jumper Alliance +400 CP

Bad news, jumper, it seems that some Demon Lords of your generation (or the new Demon Lords if you are a human or monster) see you as a potential threat, so killing you is the only option.

Prepare for four new demon lords to challenge you to a "War" or challenge you to defeat them in battle. The worst thing is that they will have support from demon lords of previous generations. The good thing is that their help will be limited, so they will only lend them some of their demons, if you are unlucky, they may be Rank A demons.

Too Greedy +400 CP

Regardless of race, there have been many characters shown to be too greedy in this series. And as luck would have it, it was that greed that got them killed or left them destitute.

You are a greedy person, capable of declaring war on other Demon Lords or human kingdoms to gain their power or resources. You are even capable of taking on several of them at once because of your impatience and desire to monopolize everything.

You can calm this greed to a certain extent, avoiding unnecessary wars with world powers or allies. But even that will not prevent your desire to plunder those hostile to you or those you see as a threat, the weaker the better.

Power Loss +600 CP

Lose the Perks, Powers and Items from previous jumps, and can not import any companion or access your Warehouse, at least you still have your Body Mod.

Black Demon Lord Target +600 CP

This is bad jumper, the Demon Lord Baram considers you someone dangerous for his plans, so he will do everything possible to eliminate you.

This Demon Lord is a particular one, not only do you have his demons at your disposal, he also controls three countries that are world powers through a religion, being considered a god.

This guy will not waste his time attacking you directly, he will use more indirect means, such as using humans, using other demon lords and other immoral but effective methods.

Being an A-Rank Demon Lord, he is considered one of the most powerful demon lords, to the point that other renowned demon lords avoid him.

Time Out +600 CP (Only Demon Lord)

It is a rule that no Demon Lord can attack newborn Demon Lords for a period of one year. This is so that rookies can become stronger, avoiding abuse by veterans.

Apparently you are not included in this rule, so any Demon Lord, novice or not, will have complete freedom to declare a "War" on you. And don't think about rejecting it, because the Creator has set up a war in which no "War" can be rejected.

Good luck trying to survive in this sea of sharks.

Hero of Humanity +600 CP (Only Human)

Prepare yourself for an unpleasant stay, jumper. It seems that a curse placed by a demon lord has affected your body, weakening it every year, slowly killing you.

This curse can be removed if you manage to kill the demon lord who cursed you, the problem is that you don't know who it was.

Prepare yourself to begin a long journey, invading dungeons and killing every demon lord you find. If you fail in this task, death will be your fate.

If you have any perks or luck items or items that allow you to find that demon lord, I'm afraid that won't be an option, since for some reason these won't work to find the one who cursed you.

Berserk +600 CP (Only Monster)

Dragons are powerful monsters, being considered at least as a B rank. But that power has a great cost, a Berserk state that will make the monster uncontrollable and full of bloodthirst. This state will make you uncontrollable, not being able to differentiate between ally or enemy when you are in the middle of combat, even outside of it.

Unfortunately, you suffer from this same state, without the advantages of being strong. Your state is so volatile that in a moment you will go from a state of tranquility to one of violence, destroying everything in your path.

You can manage to control this state by training your willpower, which unfortunately any Perk that increases it will be useless, so with time you will be able to overcome this problem.

Why Me? +600 CP

It seems that you have caught the attention of the "Creator", seeing you as entertainment that could distract him from his eternal boredom for a moment. Despite being a selfish and volatile being, he does not directly interfere in the lives of the different Demon Lords, you will be the exception.

During your stay in this jump, you will be transported to one of the twelve worlds under the jurisdiction of the "Creator". The reason is simple, this being wants you to defeat the most powerful Demon Lords of this world (about ten to be more precise) in different wars. You will have one year to complete this task, so you will have to do a speedrun to consecrate yourself as the most powerful.

If you thought that this challenge was already difficult, I assure you that this is the worst part. When you are teleported to that world, you will do it alone, without your dungeon and the monsters that are not stored in your "Storage". This includes Companions and Followers that are not in your "Storage". But you can make use of alliances and gain allies with the inhabitants of that world.

In case you are a Monster or Human, you can choose up to eight Companions or Followers to help you with such a titanic task.

I forgot to mention that any facility, kingdom, etc. will be banned. But you can use the rest of the objects such as weapons, armor, etc. So you can access your warehouse, but its use will be limited to only extracting and storing objects or resources.

Scenarios

Each scenario will be exclusive to a particular Origin you have chosen. Upon completing them, you will receive 600 CP as a reward for that achievement.

Repel the Intruders (Exclusive to Demon Lords)

Like every Demon Lord, you need humans to collect DP and increase your power. So invasions of your dungeon are an everyday occurrence that benefits you. But not always everything is beneficial.

During the ten years of your stay, you will have to repel the attack of several adventurers who have the objective of destroying your dungeon and killing you. Although the relationship between adventurers and Demon Lords is one of mutual benefit, they see you as a danger that must be eliminated.

In the first two years, you will have invasions of G-rank adventurers and some F-rank adventurers. In the next two years, these will be F-rank adventurers and some E-rank adventurers. In the next two years, these will be E-rank adventurers and some D-rank adventurers. In the seventh year, these will be D-rank adventurers and some C-rank adventurers. In the eighth year, these will be C-rank adventurers and some B-rank adventurers. In the ninth year, these will be B-rank adventurers and some A-rank adventurers. In your last year of stay, these will be A-rank adventurers, heroes and human champions will attack your dungeon.

In case you fail, consider your chain failed.

In case you chose the "Why Me?" drawback, you can choose the year you will be transported to that world, so you can manage your timing.

In case the duration of your jump is greater or less than 10 years, you can make a time proportion equivalent to 10 years to apply to this challenge with respect to the duration in this jump if it is less or greater than 10 years.

End Them All (Exclusive to Human)

The purpose of the Demon Lords' existence is the evolution of humans. And for this, humans have to face these guys, honing their skills, increasing their power and learning in order to eliminate such a threat to our species.

Unfortunately, you are not the type of person who is characterized by being patient, so for you this jump is not a simple sightseeing trip or to obtain powers and other things. Your purpose is to eliminate all the Demon Lords that are currently alive.

During your stay in this jump, your challenge is simple, it is to eliminate all the current Demon Lords along with their dungeons and monsters. Therefore, you have to eliminate the Demon Lord and the core of his dungeon.

Apart from the ten years of your stay, you do not have any conditions or instructions to perform this task, so you can manage your time as you wish as well as the order of your attacks. But I suggest you watch out for some veteran Demon Lords, these guys are in a league above.

To lessen the difficulty of this challenge, you will appear in a timeline or universe where the “Creation” Demon Lord Procell does not exist. You do not need to fight his S-rank monsters.

MVP (Most Valuable Player). (Exclusive to Monster)

The life of a monster serving a Demon Lord is not easy. You are involved in everything your Master does, whether it is fighting, advising, defending, etc. And depending on your results, you will be considered as someone valuable or just another nobody who serves to fill space in his ranks.

A loyal and special monster like you is not a simple nobody, you are a jumper, an existence that many would envy. As such, you will have to prove your worth with actions.

During these ten years, you have to become not only the right hand of your Demon Lord, but also the MVP of your group. This will force you to get involved in the most important events that happen to your Demon Lord, being the main pillar of your group.

You are not obliged to be excellent in all areas (combat, production, etc.), but your contributions should be the greatest compared to those of your allies. If combat is not your thing, you can be a superb strategist who manages to win all the battles, or a super spy who sabotages all their operations, etc.

You don't have to always win, some defeats won't affect you too much. But you have to achieve achievements that make up for your losses.

Choices

Go Home

Stay

Continue

Notes

Demon Lords

Demon Lords, or the Children of the Stars/Planet, are beings created every ten years by the Creator. Their purpose is unclarified, but under the theories of the Demon Lords, some believe that their existence is to assist human development in the world. All Demon Lords have a special attribute that also embodies their Unique Skill.

The appearance of Demon Lords is all different. Some can be born with an almost completely human appearance while some could have beast-like features or even be almost completely inhuman. But they all possess a humanoid shape of having two legs and arms.

All Demon Lords have a maximum lifespan of three hundred years, so far the only Demon Lord known to escape the lifespan limit is Marchosias. Although Dantalion has extended his existence, he did so by slowing down his own time, making his age somewhere in the early to mid two hundred's, but he is still expected to die once he reaches the three hundred year limit.

Powers and Abilities

All Demon Lords possess a special Attribute that represents who they are. This Attribute determines their medal and Unique Skill.

Dungeons

The home and headquarters of Demon Lords. All Demon Lords receive a Dungeon Core after graduating from their educational period to construct their dungeon somewhere. In the event that the Demon Lord dies, the Dungeon will remain active even without a controller. If the Dungeon Core is

destroyed, the dungeon, all monsters, and the Demon Lords' powers are all stripped from the Dungeon's Demon Lord. Rendering the Demon Lord powerless.

Monsters

Monsters are the followers of Demon Lords. All monsters possess a rank according to their species scaling from G to S. Monsters have two absolute rules that they must follow, they have to follow any order given to them by their ruling Demon Lord, and they cannot harm the Demon Lord. There are two main ways that Demon Lords can obtain monsters.

The first is using DP. With this method, Demon Lords can only summon G to F rank monsters. But they can also summon monsters who are part of the same bloodline as monsters under their control albeit two ranks lower.

The second method is to use [Synthesis] to fuse two Medals to make a monster in possession of the two attributes used without the need for DP.

Before also possess ranks. Demon Lords all have either B rank medals or A rank medals that they can create once a month.

There are exceptions to this, imitation medals are copies of medals used by a Demon Lord that can be bought with DP. Imitation Medals are one rank below the original so a B rank medal will become a C rank one. The Creator has also been known to reward Demon Lords with S rank medals as well.

When creating a monster using medals, the monster's rank is determined through the power of the medals used. Two A rank medals are likely to make an A rank monster with the low chance of creating a B rank monster, while two B rank medals are likely to make a B rank monster with the low chance of creating a C rank monster.

By using an A rank medal and a B rank medal, it's more likely a B rank monster will be made but no chance of a C rank monster and some chance of an A rank.

The monster that is born will always possess the properties of the two metals used in its creation. But when fusing two metals, compatibility is important to consider. If two incompatible metals are synthesized, although a monster will be born it will most likely be weakened due to the conflicting powers.

Monsters can also be created through the Maelstrom which can be bought with DP. The cost of a Maelstrom is a hundred of the desired monster, but will continuously produce a single one of that monster per day. Under these conditions, it will only take roughly a third of a year to turn this investment into pure profit.

Power Level

This is to give a rough measure of a Rank's power, though it is more accurate for those specializing in attack or support. For those high Rankers who specialize in production and other areas, their Rank will be reflected in their skills.

G Rank:10-B: Human level

G+ Rank:10-A: Athlete level

F Rank:9-C: Street level

F + Rank: 9-C: Street level

E Rank:9-B: Wall level

E+ Rank:9-B: Wall level

D Rank:9-A: Small Building level

D+ Rank:9-A: Small Building level

C Rank:8-C: Building level

C+ Rank:High 8-C: Large Building level

B Rank:7-C: Town level

B+ Rank:High 7-C: Large Town level

A Rank:Low 7-B: Small City level

A+ Rank:7-B: City level

S Rank:7-A: Mountain level

S+ Rank:High 7-A: Large Mountain level

Stats

Stats are related to an individual's Rank. The higher the Rank, the higher the stats. Like Rank, stats are measured by letters. Depending on your Rank, at least two stats will match your Rank. So if you are an A Rank, you will have at least two stats of that same Rank, the rest will be in a lower Rank. You are free to choose the Rank of your stats following this rule.

Strength: It represents the physical strength and the destructive power of the attacks that the individual has.

Endurance: It represents resistance to physical and magical attacks. It also includes the individual's stamina.

Agility: It represents the speed, mobility, agility and reflexes of the individual.

Magical Power: It represents the amount of Magical Power that the individual has.

Luck: It represents the individual's luck as well as the possibility of landing critical hits on the opponent when attacking.

Special: It represents the power, rarity, and usefulness of the individual's skills. This also determines the amount of skills that the individual has.

Power

The difference in power between Ranks to make it easier to explain would be, Ten C-Rank individuals are equivalent in power and skill to one B-Rank individual. Five C-Rank individuals are equivalent in power and skill to one C+ Rank individual.

Level

Level is more related to the individual's abilities. This is present in Demon Lords and Monsters. Every time they kill a person or monster, they will acquire part of their soul, gaining experience. When a certain amount of experience is gained, one will level up. The higher the level, the more experience is needed to move to the next level.

The maximum level depends on the Rank of the Demon Lord and monster. The level limit for each Rank is: G:20, F:30, E:40, D:50, C:60, B:70, A:80, S:90. In the case of humans, they do not have levels per se, but to make it more intuitive, every time you reach the level limit of your Rank, you can ascend to the next Rank at level 1.

There are monsters that already have predetermined levels, these will not be able to level up, stagnating at their Rank. In the rest of the cases, those with level 1, despite being weaker than those with a preset level, can become stronger by leveling up.

Because this jump supports creative mode, when a monster or Demon Lord reaches its maximum level, it will have the "+" added to its Rank.

DP

DP is currency between Demon Lords to purchase items for their dungeon, as well as obtain monsters for your ranks. You can obtain DP by absorbing the emotions of those within your dungeon or by killing individuals. The stronger the emotion or the stronger the opponent, the more DP you will receive.

What can be purchased with this varies, but will always be related to the Demon Lord's dungeon and monsters, as well as the Imitation Medals previously used to create monsters.

Some examples will be given, but if you have any questions, the values are up to you, but try to be consistent.

G-Rank Monsters: 20 DP

B-Rank Monsters: 1,200 DP

Imitation Medals (one Rank lower than the original medal): 500 DP.

Side notes

If you notice some well-known Perks, to make the Perk of The Domain of a Demon Lord, I based itself on the Perk of Domain of the Jumper from Solo Leveling.

Also the Perk Power attracts Power, is an inferior version of the Perk Power is Power from Generic Worm Fanfiction.

Lastly, I was inspired by Minimalistic Art, Sure from Saikyou Juzoku Tensei, to make the Perk Abyss of Magic.

Many thanks to GetRektNuub, Domar7431 and to all those who helped me polish this jump, giving me advice and correcting mistakes.

Change Log:

v1.0: created the jump.

v1.01: Some item modifications clarifying that those people or beings you acquire are considered followers.