Frieren
Beyond Journey's End
1
Story by Kanehito Yamada
Art by Tsukasa Abe

Frieren - Beyond Journey's End

(Sousou no Frieren)

After hundreds of years, and an uncountable number of great heroes and adventurers, the Demon King has finally vanished. The Hero Himmel and his companions reached the Demon King's castle and slain the great ruler. And due to the combined efforts of multiple heroes through the years, his army of demons has been decimated, and an age of peace seems to be upon the world.

The Hero Himmel and his party were celebrated as the great heroes who brought down the greatest enemy of mankind, one whose wars had reduced the sphere of influence of mankind to a third of what one was.

Yet, life goes on. Even if their ten year journey has ended, the world did not stop with the defeat of the Demon King.

You will arrive in this world, ready to make your own mark as a great figure, to live your own adventure, or just to experience this world filled with magic and dangers.

In order to help you in this perilous journey, you have +1000 Choice Points (CP). You will be spending your next ten years here.

Starting Point

Every journey has to start somewhere and somewhen.

By default, you will be starting your journey here **twenty-six years after the Hero Himmel has passed away**. However, you may decide to start your stay in the following earlier periods: back in **Frieren's early years**, shortly before her village was attacked and she was saved by the human Sage Flamme, almost a thousand years before the start of the series. Alternatively, you may choose the time when **the Hero of the South went to fight the Demon King**, years before Himmel would meet Frieren. And finally, you may choose to start your journey along the time when **Himmel's party would embark on their journey to defeat the Demon King**.

Now, your starting point pretty much is up to you. You may start anywhere in the world that would make sense for your background. For most backgrounds, that would be any of the human or humanoid controlled territories. For demons, you may appear pretty much about anywhere but the human heartlands or directly inside of their fortified cities.

Backgrounds

What is it that you do? Pick one of the following for your previous history in this world and memories. Alternatively, you may choose to be a Drop-In and forego any pre-existing memories or connections.

Warrior (Free) —— The most straightforward way of getting your way in this world is through raw physical force. While great magics are impressive, there are few things that can survive getting in close range of a seasoned warrior. You may not be on that level yet, but you certainly have the potential to one day become a legendary warrior.

Mage (Free) —— Long ago, magic was the domain of demons. Yet, both elves and later mankind came to grasp the ways of manipulating magical energy to accomplish wondrous effects. You are one of the few that has invested their lives to learn, study and perfect your magical capabilities. Whether or not you belong to any recognized organization is up to you, but unless you change that with further purchases, you will just be seen as a novice. However, your potential to grow is great.

Cleric (Free) —— Similar to mages, Clerics use magical energy to accomplish supernatural effects. However, unlike mages, they rely on the power of the omnipotent goddess that they channel through their own magical energy. These miracles can often accomplish things that only the greatest of ancient magics would be capable of with relative ease, such as healing wounds or dispelling curses. Clerics often act as priests for the church of the Omnipotent Goddess, but they also have the freedom to become adventurers or join the army to support the efforts against those who would prey on mankind.

Demon King's Army (-300 CP) —— The Demons are a solitary race. Yet, they band together under more powerful demons. Whether you arrive at a time where the Demon King has been defeated or a time where he is still active, you are recognized as part of the Demon's King Army. You may be serving under a Great Demon of some kind, or may be more of a lone wolf that only often interacts with those of your kind. The other races hate you with passion, albeit some individuals may be deceived by you or their own desires into trusting you.

Races

Who are you? Pick one of the following.

Your sex may be whatever you choose, by default being whatever you were before. Your age is up to you, but you must be at least a young adult of your species.

Human (Free) —— The standard and most populous race. Humans have short lives compared to every other species, so their magical capabilities are usually behind that of other races, at least when it comes to their magical energy reserves, and while they can train themselves to great heights, they do not have the natural physical gifts of other races. However, due to their more societal nature and their ability to prosper over generations by building over the advances of previous generations, they have become the dominant race of this world.

Dwarf (-100 CP) —— Dwarves are a race of small humanoids. Unlike common misconceptions, they do not live around caves, but are adept miners and crafters. They also often give birth to great warriors that can fight on par with the greatest of demonkind and humanity.

They live long lives, several times that of a human, but they are far from being as long lived as elves, averaging in three hundred years, but they may reach four hundred.

Elf (-200 CP) —— Elves are a race that are almost indistinguishable from humans if not from their pointy ears and their seemingly eternal youth. They live incredibly long lives, well beyond the thousand years. For an elf, even a decade is considered a short amount of time compared to the length of their lives, and spending one hundred years on some task is not a problem for them more than it would be for a human to spend a year working for something. As such, they usually have trouble relating to other races, and their sense of time and urgency is often quite messed up. However, their extremely long lives make it so they can become real legends in the fields they dedicate themselves to.

These days, elves are on the path of extinction, both due to their low fertility (mostly due to their extremely low romantic attraction and desire for procreation) and the hunt that the Demon King did on their people over the last centuries.

Demons (Free, Restricted and Mandatory for Demon's King Army) —— Demons are a special kind of monster. They resemble humans most of the time, but they always have some form of horns popping out of their heads. They live long lives, longer than Dwarves

but still below that of an elf. Even if they cannot understand human customs or emotions, and they wish for human death, they are adept in using human speech, which they frequently use to deceive or mock their victims. Many enjoy the taste of humans and other humanoid races, but they don't need to eat them to survive. Finally, Demons are usually way more physically gifted than humans.

Demons recognize each others' strength based on one's magical power, and as such, they usually spend their lives cultivating that power and learning or developing powerful magics. Demons are unusually prideful about their magical abilities, and they will rarely attempt to hide them for long, for magical power is the only way to showcase their status among their kind. A demon who shows no magical energy will be seen as no more than a lowly serf.

Perks

Perks are discounted at 50% for their respective backgrounds. Discounted 100 CP perks become free.

General

Statue Worthy Looks (-100 CP) —— How can one be a hero if they don't look the part? Whether you are a hero, an adventurer, a magician or even a demon, you are quite attractive. This may manifest as you wish, whether you end up looking cute, with lots of curves, muscular or a pretty boy look.

Magical Arsenal (-100/300/1200 CP, First level Free for Mages, Free and Special for Demons) —— Magic is the art of visualization, using mana to bring one's imagination into reality. This is a process that is not as natural for humans and other races as it is for demons. As such, humanity has developed a myriad of spells, as well as copied some from demonkind over the years.

For **100 CP**, you are considered an adequate mage to act as an adventurer. You have a magic specialization and some kind of personal spell, such as levitation, controlling water or producing lightning. This level is free for **Mages**, but they don't get any discount on getting the other tiers.

For **300 CP**, you are a powerful mage instead. You have cultivated your mana capacity to the limits of what is possible for your race, and know a myriad of utility, offensive and defensive spells. You may choose to keep specializing in a particular kind of magic, or just have a talent and more robust control over the basic magic. With this level, humans would be able to become First Class Mage Exam of the Continental Magic Association with their talent and cultivated power.

For **1200 CP**, you are genius on the level that only one has been able to reach since the most ancient times. You know hundreds of spells of all kinds, to the point that it would be better to call you a walking grimoire (or walking grimoire library) than a person. You have mastered basically all the magics that humanity has developed since the mythical times, and thus you have basically an answer to any situation, and it would be easier to list the things that you can't do and those you can't. Not only that, but your mana capacity, even when restrained, is enough to dwarf basically any other mage alive at your time with the single exception of the elven Sage Serie, who would be your peer if you were to be of the same race.

Meanwhile, **Demons** are special when it comes to this purchase: after all magic is the domain of demons. However, unlike mages from other races, demons focus their entire lives into cultivating a single form of magic, a spell that they refine over and over. Some of these spells become extremely versatile, like controlling and generating one's blood for healing oneself, tracking others by shedding a bit of blood over them and building powerful constructs to attack and defend, while others may be simpler like pure offensive spells. Even Demonic warriors practice some kind of magic, usually related to either creating their weapons or improving their fighting styles somehow. Right now, your magic is on a level that could easily undo most human magicians, but it is still far from the heights that both humans and demons can achieve.

Demons may also pay for studying other kinds of magic. In that case, they can pay the **full price** of whatever tier they want to buy on top of getting their own personalized spell that they have refined over all others.

Clairvoyance (-800 CP) —— Much like the Hero of the South and Omniscient Schlacht, you have the gift of future sight. That is, your eyes are capable of witnessing far into the future, potentially into several decades far away with clarity, and may even stretch your vision for potential centuries at the cost of your clarity. What your eyes see is not a single future, but many of the possibilities that can unfold, and even if these are your eyes, you are not limited to seeing only things that you may be able to see yourself into the future, but you may peer into general events and even the perspective of others well beyond your death or in locations you would not be present.

Accompanying this, you also have the kind of mentality to still function in the present regardless of the burden of knowledge that you carry from processing so much information, and a mind equipped to sort through all the potential futures that you may see and plan accordingly.

Warrior

I Will Protect The Rear (-100 CP) —— Warriors may seem to be quite simplistic at times. But they are often quite reliable partners in a battle. You coordinate extremely well with others in the mists of battle, requiring little communication or second-guessing from your colleagues, and are quick to formulate battle strategies and get others to follow them.

Let's Flee Together (-100 CP) —— Of course, there are also times when the best path for survival is to just run away. You are an excellent judge of your own strength and that of others, allowing you to quickly determine whether the chances of a fight will favor you or not. Others that work with you also seem to also know this, so they are quick to follow you when you give the order to run away.

A Ridiculous But Incredibly Fun Journey (-200 CP) —— A great adventure wouldn't be complete without some fun and silly sidequests. When you embark on a grand task, it seems that you often get the opportunity to also engage in some sillier and smaller adventures. These won't deviate you too much from your main goal, and the rewards from them will often not be too grand, but they will surely make some fun memories if you decide to engage with them.

As Long As You Keep Getting Up (-200 CP) —— A battle is not lost until you have given up. You have a will that is as strong as iron, letting you push through pain, fear and even injury to just keep getting up and face your enemies. Even when your bones have been fractured and all seems lost, you will keep getting up. After all, in order to win a fight you just need to be the last one standing up.

Jumper Would Have Done That (-400 CP) —— There is something almost magical about you. You may not be the strongest, the brightest or the most handsome of them all. Yet, your sheer charisma is one that leaves quite a big mark in all of those you meet. They get changed by your ideals, striving to be a bit more like you. Even those who will live for centuries would find that a meeting or a small journey with you leaves them changed.

That's Expected From A Warrior (-400 CP) —— Just like Dwarf warrior Eisen from the Hero's Party, you possess an exceptional durability that may be considered unnatural by others. Being bitten and swallowed by monsters, falling from great heights leaving a considerable crater upon landing, even being on the receiving end of the attacks of great monsters such as dragons and strong demons, are just some things that you are sure to walk away with no damage, at best managing to gain a few bruises. It would seem that only demons of great caliber and powerful magics are something that can actually make you bleed, and even then, you are capable of taking and then recovering quite quickly from

wounds that would be fatal for others, and even keep fighting with things such as multiple stabs from a Demon General's weapons. Even being stabbed in the chest by a powerful demon would at best keep you at bed for a few days before you are back to doing some push-ups.

A True Terror (-600 CP) —— A sturdy defense and an unbreakable will are important for a warrior, but these are nothing without the true strength of muscles. Yours are ones that are worthy of legend. Your strength is such that you are able to cleave through hills, kill large dragons in one powerful strike and break through the weapons of Demon Generals. With some proper training in combat, you are destined to become one of the greatest warriors in this world.

This strength also has a curious side effect: those who are weaker than you will instinctively notice this and fear will slowly start to permeate their bodies. In the cases of animals or animal-like beings, this will cause them to avoid confrontation with you and flee the scene if possible.

Mage

Ancient Elvish (-100 CP) —— The vast majority of the grimoires in this world are written in ancient elvish, thus it makes sense for any aspiring mage to know the language. You are capable of reading and even speaking it fluently. In future worlds, you may choose an ancient language that is not innately magical or supernatural and know it at the same level.

Magic Insight (-100 CP) —— Gauging another person's magical abilities is a common thing in this world. It is the way that demons measure their social status, and it is one of the most prevalent ways for mages to determine their worth. Even clerics are capable of that. However, you have a very special insight when it comes to observing the mana of others. By observing the fluctuations in someone's mana, you are always capable of determining whether someone is actively suppressing their mana levels.

Student Privilege (-200 CP) —— Just like the Great Sage Serie, you are capable of bestowing your magical knowledge into others. By concentrating your knowledge about a single spell that you are capable of using, you can transform into a grimoire. The first person who read the grimoire will gain not only the ability to cast that spell (provided that they have the mana capacity for it), but also all the experience that you had with it. Obviously, this means that you will forget any experience you had about the spell, but you can regain it again. If you trained it once, why not do it again?

The Way of the Cowards (-200 CP) —— Magic is power. As such, very few mages learn how to properly hide . And such an act is almost unthinkable for demons, who compare each other's power, and thus their status, by measuring each others' mana pools. However, that also means that both mages and demons are rarely going to notice when someone is really hiding their mana, and thus they will more likely to underestimate you. You have acquired the talent equivalent of an entire lifetime of suppressing your mana, thus giving your mana readings a steady appearance even when being actively suppressed, so no mage or demon can notice that you are hiding your true potential. You can dial it down to one tenth of your actual capacity.

Imagining the Impossible (-400 CP) —— Magic is the art of translating one's thoughts into reality. Thus, in order to achieve one effect, one must be able to envision it. It is not enough to have a mere idle thought or half-assed visualization, one must perfectly visualize something in their mind and accept it as possible to see it happen in reality.

Whether it is a simpleminded nature, a mental quirk bordering insanity or just an unrestrained ego, you never have any trouble visualizing your spells working. This might sound silly at first, but it may prove incredibly potent in the hands of a mage. A cutting spell

would tear through reinforced magical materials like it may cut through fabric, a spear would pierce through barriers like it would do to men and more.

Magical Decrypter (-400 CP) —— The knowledge of humanity is ever-expanding. The unknowns that were feared before may eventually be conquered and tamed by the never ending expansion of their knowledge. And you are one of the greatest exponents of this.

Just like the mage Frieren, your extensive knowledge and skills in magic make you adept at mastering and developing ways to counter the magics of others, provided you have enough information about them (usually by experiencing or seeing them directly) and enough time to practice and study them. Even the strange curses of the Great Demons can be eventually rendered into normal magic if you had the appropriate information and research time.

Mystilzla (-600 CP) —— Curses are the bane of humanity. A type of magic that cannot be defended and cannot be reversed by them, as their principles are not understood. However, there is a special type of magic known by the great Sage Serie. One that can only be learned after at least a hundred years of practice, and even more decades to perfect it: the Curse Revesal Magic - Mystilzla.

Whether through your own efforts, or due to Serie granting the spell to you via Fearvelia, you have come to learn this spell. Its mechanism is simple, but extremely effective. By spending a great amount of mana and activating it as the enemy casts their own spell, they can reverse the effects of any spell cast upon them and throw them back to the caster, even those that don't follow any known magical principles.

In future worlds, you may extend the usage of Mystilizla to other targeted magical effects.

Cleric

Small Miracles (-100 CP) —— The power of the priests is not too dissimilar from the ones of mages. But instead of creating their own spells, they derive power from the scripture of goddesses, who contain the encrypted rituals and spells that allow them to draw power from the Omnipotent Goddess herself. It seems that you have taken some formal training in this, allowing you to cast a variety of priestly spells such as basic healing magic, detoxification, basic barriers and even some offensive spells like a small divine punishment with the help of Goddess' Scriptures.

Corrupt Priest (-100 CP) —— Isn't your behavior a bit strange for a man of the clergy? Whether it's sinful pursuits like alcohol or food, or even the raw lust for those of the opposite sex, it seems that the common people and your fellow clergy members, or even your superiors, rarely seem to taken offense on your behavior outside of the occasional remark, provided that you still dutifully fulfill the duties of your station.

Should you join other organizations, people there will also be more lax on demanding you to follow any behavioral guidelines as long as you prove yourself to be an useful member of said group.

The Job Of An Adult (-200 CP) —— At times, it may feel very hard to be the only grown person in the room. You are composed and calm, and are able to keep a cool head in most situations. That, along with a lot of wisdom from the walks of life that you have accumulated, makes others easily open to you and come to trust you as the person to go for advice and to solve disputes. It would take you no time to become the glue that holds up a party.

Adults Play Dirty (-200 CP) —— And with that trust, there is also some power. You are great at stirring others to do the things that you want to do. While others may call it manipulation, you would call it guidance. You know how to get others interested in doing the jobs that you want them to perform, as well as directing you into the future you envision. You also make for a great teacher, passing down your values and ideals to the next generations, who also seem to grow quite fond of you with ease.

He's Gifted (-400 CP) —— While the use of healing magic derives heavily from the power of the Omnipotent Goddess, it still takes a certain talent to use it properly. And on that, one could say that you are one of the best that there is around. You are capable of healing heavy injuries in moments, as well as identifying, treating and neutralizing deadly poison intoxications with just a shoulder tap. Surely, your talent would be immensely valued

among adventurers. You can also use healing magic without the aid of a tome of the Goddess' Scriptures.

For you, you can diagnose most illnesses with a single touch and heal them as well.

Are There Only Monsters Here? (-400 CP) —— Of course, healing is not the only thing that Clerics are good for. You are fit to become a legendary one, in fact. You can cast powerful barriers that can repel barrages of arrows or the flame breaths of powerful beasts, cast down powerful divine punishment to down large monsters and you even know a myriad of survivability spells that would allow you and those you cast your spells on to survive for months without breathing, eating or drinking. Not only that, but you are able to cast a vast array of them without even relying on the power of the Goddess' scriptures.

A Power That Transcends All Logic (-600 CP) —— The power that Priests have discovered from the Goddess' Scriptures only represents around three percent of the total spells that are believed to be encrypted between its pages. Within them, a primal form of magic from the mythical times that seems to transcend any other kind of power lies, allowing the user to bend the laws of nature to their will through the usage of divine power. While you are not made aware of the full power of the Goddess, it seems that a special spell has been granted to you: *Vialathor*. By engraving this spell on an durable object, you are able to create a miraculous effect like no other: that of defeating time itself. The one who reads the spell will create an anchor point. Afterwards, when they read the spell again in the same monument, they will be sent back to the past. While in the past, they may read the spell again at the same monument to be sent back to the present once again.

The creation of this artifact will require an immense amount of power from the goddess, as such, you are limited to creating one only every one hundred years or one per jump, whichever comes first. And it will only store enough energy for the trip back to the past and then the return to the present.

Demon's King Army

Those Who Prey on Humans (-100 CP) —— Demons are creatures who imitate human appearance and speech, yet ones who lack significant human emotions. Most importantly, demons are creatures who have a complete lack of empathy for others, have no appreciation for any life but their own and who are incapable of feeling any remorse or guilt.

Whether you are a demon or not yourself, you too can toggle on and off these kinds of emotions. After all, a demon who is capable of feeling guilt would have perished long ago.

Do You Consider Walking Magic? (-100 CP) —— Magic is the domain of demons, but they only focus their entire lives into a single spell. Then, why were also the skies something that demons used to rule? That is because demons don't understand flying magic as something to be 'learnt', but it is no different to them than walking.

Whether you are a demon or not, you are quite adept at flight magic and aerial combat.

What A Wonderful Word (-200 CP) —— Demons are natural deceivers, said to be evolved monsters who learned the human language to prey on them by calling them from the shadows. Among you. You always know what to say to make those in front of you trust you as a non-threat, and even a pittable creature that should be protected instead of killed for its sins. And even for the most heart-hardened that have seen the truth of your kind before, you at least are almost always able to come up with the needed words to shake them for long enough for you to sink your claws into their throats.

You Wanted to Kill Me (-200 CP) —— Even if Demons cannot understand most of the emotions of humans and are beyond concepts like evil and sin, there is one thing that they are experts of noticing: that is, the killing intent of others directed at them. You have an almost supernatural way of noticing when others want to bring you harm or kill you, from even the smallest of gestures and looks.

The Mind of a Demon (-400 CP) —— Demons are beings who are completely alien to any other humanoid species. Even if they share the same speech, their minds, emotions and instincts are those of a completely different world. As such, mental magics usually have no chance of affecting demons. You too share this protection, making it so only mental effects designed to affect your own kind can take hold on you.

Not only that, but as a Demon, you can ignore even magical restrictions that are based around emotions that are not native to demons. After all, a demon doesn't understand

things such as loyalty, guilt or evil like humans do. Trying to bind it to be loyal to the magician or commit no evil would not stop a demon from butchering his master if it felt like it.

Demon General (-400 CP) —— While magic has been the domain of demons for a long time, it is not as Demons are slouches in physical combat either. In fact, there are many demons who use their extremely long lives and superior innate physical abilities. These demons are known as Demon Generals. Now, you could be counted to be one of these. You are a terror in the battlefield, able to go toe to toe with the greatest that humanity has to offer. Not only that, but your own demonic nature makes it so it is extremely hard for humans and those who have not fought against you before to predict your moves or properly calculate the strength of your blows, making it easy for you to often end a fight just after a few strikes as your opponent fails to properly measure the threat that you posses.

If you are also of the Demon Race, you may have taken a more inhuman form than those of most demons. You may be of great stature, and even have multiple limbs or have parts that are reminiscent of animals, such as wings or a long snake lower body. This will undoubtedly make you even harder to predict in combat and give you a greater physical strength.

Sage of Destruction (-600 CP) —— The Sages of Destruction are the Seven Great Demons that are under the direct control of the Demon King. Whether you are a part of this select group, or instead are an independent Great Demon, it is up to you.

As a Sage of Destruction, two traits separate you from the rest of your kind: your immense magical power, only rivaled or surpassed by the most ancient of elven mages and the Demon King himself, and the potency of your magic. Whatever magic that you took in 'Magical Arsenal' is boosted to the level of a potent curse. Curses are those magics that are beyond the knowledge of humans and thus can only be stopped by the power of the omnipotent goddess, and as the magics of the Sages of Destruction surpass all logic, yours is also counted as one.

Among these magics, one of the strongest is the magic of Macht of el Dorado, Diagoldze, which allows him to transmute everything in a large area around him near instantly into gold. There is no casting time, no trigger and almost no defense for it. Other such magic is Auserlese, the magic of Aura the Guillotine, which allows her to place her soul and that of the target into a scale, and the one with a lesser amount of mana will become permanently enslaved to the one with a greater amount of mana. A deadly combination with her grand mana pool.

Be warned that humanity or other races may in time decipher your magic and create their own countermeasures for them if you don't keep refining them. Such was the fate of Zoltraak, the magic of the Elder Sage of Corruption Qual that was able to bypass all defenses and kill with a single casting, which became ordinary offensive magic in the human system after being extensively studied and countermeasures being built around it.

If you are not a Demon nor do you have the 'Magical Arsenal' perk, you still gain a singular powerful magic as described as if you had the first tier of said perk as a Demon.

Items

Everyone gets a 200 CP stipend to use on this section.

Adventuring Expenses (-100 CP) —— You receive Ten Strahl gold coins. Enough to keep a party of three fed with three meals and snacks for around a year. Each year you receive an equivalent amount in the local currency.

Grimoire Collection (-100 CP) —— You get a collection of several dozens of spellbooks that allow others to learn the magics contained in them with a bit of effort. This is mostly utility magic with very specific applications, such as magic for making your clothes clean instantly, or magic to make a flower bed bloom around you.

Goddess' Scriptures (-100 CP, free for Clerics) —— You have a copy of the Goddess' Scriptures. While these serve as a religious text, the words in here conceal a great power: the verses in this book are actually encoded spells that allow the caster to use a portion of the power of the Omnipotent Goddess. However, the vast majority of the book is yet still to be decoded by humanity, with some chapters still being entirely undecoded. They are also a focus item needed for most to cast the miracles of the Goddess.

A Mage's Staff (-100 CP) —— An item of focus used mostly by mages of the human races. It allows you to better channel and focus your mana. It is also magical itself and attuned to you, so it can be summoned, moved into your hands if thrown far away or be hidden into a pocket dimension.

Adventurer's Suitcase (-200 CP) —— A magical suitcase that allows one to carry several dozen times its apparent volume. It is surprisingly light once closed, allowing one to easily move large amounts of objects around.

A Proof of Existence (-200 CP) —— Something for future generations to remember you over. You have a seemingly large supply of stone and bronze statues of yourself in different poses. They are quite expertly crafted and quite life-like. Perfect to decorate a city or village you just happened to save, so the people there can remember you for generations to come. Or maybe to decorate your own home, if you are that kind of weirdo.

Once per year, you can order a new batch of these with different specifications, possibly adding your Companions too if you are so inclined to share the spotlight, which will be delivered to either your Warehouse or a property you own.

Equipment Melting Potion (-200 CP) —— This quite expensive bottle has an unusual ability: when sprayed over someone it (almost) painlessly melts any equipment that they are wearing at the moment. Be it clothes or armor, it will disintegrate them without harming the actual person. I'm sure you will just use this in battle, right?

Magic Nullifying Crystals (-200 CP) —— A small crate containing a collection of magic nullifying crystals. Each of these is capable of stopping the usage of all kinds of magic in a radius of a maximum of three meters from itself at their largest. Also, if one pours a lot of mana into them, they shine quite brightly.

You get a small crate of these each year. Their size varies, but even the smallest are valued on several gold coins. They are almost impossible to destroy with magic, and even without magic, they are the hardest mineral that there is in this world.

Golem Collection (-200/400 CP) —— Created by the great sage Serie, you have a collection of six vials, each contained a miniaturized golem. Once the vial is broken, the golem will be released and grow to be of the size of a very large human man. Then, it will grab the one who broke the vial and carry them into safety, using powerful magics and their own body to ward them from any dangers and even heal them if needed, even those of powerful human mages and demons. It does not last for long, and it will disappear once it has fulfilled its task. However, it is ideal to run away from a strong enemy or escape from a perilous dungeon.

For 400 CP, this package also contains an offensive golem vial. These golems are of the size of entire houses, and their purpose is to instead destroy the enemy that the one who breaks the vial sets. They have the same defenses as the escape golems, but their increased size makes them a formidable foe even for seasoned demons.

You get a new package each three months.

Feudal lord (-600 CP) —— It seems that you are no commoner, but a noble of some kind. You hold dominion over a middle sized-city located somewhere of your choosing, as well as the lands around it. Not only this brings you immense wealth and some decent military power, but also gives you a lot of power as nobles hold quite a tight leash over their subjects and those passing over their territory. Your city seems to be protected from demon attacks by some ancient form of magical wards, but you and those you share the secrets of the barrier with can waive these off if you wish to allow such creatures in.

Water Mirror Dungeon (-600 CP) —— A dungeon guarded by a powerful monster in the shape of a large jewel located in a sealed chamber deep inside its labyrinthic halls. The most remarkable quality of this dungeon is that said monster has the magic to create exact clones of those who enter the dungeon that it will use to defend itself and the dungeon. These clones are only distinguishable from the originals in that they cannot speak, they are immune to mental magics as they have no real minds of their own and they appear to be made out of water at first glance, but they are as durable and powerful as the real ones.

You have the exploitation rights of this dungeon, and thus can decide who can legally challenge it. If you or someone else manages to conquer it, a hefty mountain of treasure and gold awaits you at the end.

In future jumps, this dungeon can be placed in a place of your choosing. If destroyed or conquered, you can make it reappear in a year.

Companions

Companions may not purchase other companions. You have a 100 CP stipend to use on this section.

Jumper's Party (-50 CP) —— Traveling alone is no fun at all. In order to keep you from getting too lonely, you may either import a companion or create a new one with a look and personality of your choosing paying 50 CP per companion. They can choose their origin and have a budget of 600 CP to spend on their build for this jump.

We Will Meet Again (Free or -50 CP) —— Did you befriended someone during your time here? At no cost, you may turn anyone you can convince to join you in your journeys into a companion. Since this is quite a big world, you may instead spend 100 CP per pre-existing person. You will either meet said person in extremely favorable conditions that will guarantee that you become close friends quite quickly, or instead you may decide to have a preexisting (but reasonable) history between the two of you. You will still need to convince them to join, but your chances for them to accept your invitation will be much higher.

Lost In The Woods (50 CP) —— A common sight in this world: a war orphan from the demon invasions. Somehow, you found this young person when they were a child, lost in the woods after escaping from the ones that killed their family. Since then, they have become an apprentice of sorts of yours. Their race may be different from yours, but they have come to see you as a parental figure, deeply trusting you, as well as taking some mannerisms from you. They have the same origin as you do, and 600 CP to make their build, including their race.

Partner in Crime (-100 CP) —— A deviant existence among demonkind. One who seems to understand those their kind preys on, much like the later Demon King or the Demon Sage Macht of El Dorado. It seems that in their quest to understand other races, they have come to believe that following you is the best way to achieve their objectives. Not less whimsical than your average demon, but at the time this demon seems to be content with following you around. They have the **Demon King's Army** origin and 400 CP to spend on perks.

Drawbacks

Maybe you wish to add some excitement to your journey? You may take as many drawbacks as you wish to.

We Only Traveled Together For Ten Years... (+0 CP) —— For some of the races in this world, 10 years are but a fleeting moment in their lives. So maybe you also want to make your own time here align more with that experience. You may extend the time you will remain in this world up to an additional 1200 years.

Be warned, unless you are not a member of a long lived race or have other means to keep yourself alive, it is entirely possible that you may just expire from old age.

Mimic Bait (+100 CP) —— Like a certain elven mage, you have a high propensity of finding chests that are clearly mimics. Instead of breaking them, regardless of how obvious they are, you will always try to see what's inside, and trigger the mimic's attack. Not only that, but you will be very reticent on killing the mimic even after being attacked due to not wanting to destroy what was inside of it. Let's hope you are either powerful enough to break free or have someone nearby to save you.

Magicboo (+100 CP) —— You are obsessed with something. It may be collecting grimoires, or something else. It is something that, while not something that you may kill for or sacrifice yourself for, will occupy most of your time and will have you take most jobs just for a small recompense related to your obsession.

Nobody Remembers My Great Deeds (+100 CP) —— One of the tragedies of immortality. To have your works, your stories and your name to be slowly erased by the sands of time. But it isn't happening too soon for you? It seems that no great advances or achievements that you accomplish leave any lasting impressions on those around you. Even if you were to save a village, it is likely that after visiting it next month nobody will remember your face.

You've Lived For Too Long (+200 CP) —— It seems that the mentality of the long lived races has affected you quite strongly. Whether or not you are from one of these races, you think like some of the worst elves: for you, months appear to be days, and centuries may be closer to year to you. You tend to postpone your important decisions for a later time whenever you can, and you constantly hyper-focus on a task for years if not decades, often disregarding everything else. You also struggle to form any kind of meaningful relationship, for you will only start to consider someone a mere acquaintance after several decades of continued relationship. To say nothing about how your sex drive is going to take a deep hit to the point that it may not exist at all.

Aren't We Basically Errand Boys (+200 CP) —— What a selfish world. It seems that no matter where you go, what you do or who you are, people always want something from you, and they will almost always refuse to help you unless you fulfill some kind of small errand for them. At times, this is not so bad, but quite often these will turn into fully fledged adventures and involve the confrontation with or extermination of some kind of monster.

I Know My Ending (+300 CP) —— You have seen your own death in a vision, Jumper. You are destined to die in a battle against some of the strongest beings in this world before your time ends here. However, you know that your death is one that will bring greater peace and prosperity to the world around you. Thus, while this fate is not inevitable and you can certainly survive and defy this fate if you fight hard enough, running from it or fighting against it will cause a great deal of misfortune and suffering for you and everyone around you. Will you sacrifice the world for a few more days?

Can't Trust Jumpers (+300 CP) —— What a tragedy. Whether you are a demon or not, it seems that the people of this world have come to view you as one of the worst enemies of all humanity. And it seems that when it comes to you, they are as determined as Frieren is to exterminate demons. No trickery will save you this time.

While demons don't specially hate you, they will still target you if possible. If only for the thrill of the hunt.

To Understand Humanity (+300 CP) —— The goal of the Demon King was coexistence with humanity. However, as a demon, his mind and that of humans and other races was completely different. In this quest, he ended up causing the collapse of two thirds of the human sphere before he was (or would be) stopped by the Hero Himmel and his party.

However, it seems that now his goal would be to learn from humanity by torturing and then killing you, specifically. Whether or not you are a human, he is now set on extracting the information he seeks from you. Not only that, but he will be accompanied by the Seven Sages of Destruction, or if any are dead by the time you start, a new set of Great Demons with unique magics on the same level as those of the Seven Sages.

And if the Demon King himself has already been defeated, then a new powerful Demon will suddenly appear to take the role, just to hunt you down.

Ending

Had some fun? All journeys must come to an end, but even after the ending of an epic adventure, life goes on. Your drawbacks have been revoked, and it is time to make a choice.

The Hero Returns ——— Whether you died for good during your time here, or simply you wish to **Go Back Home**, you will be sent back to your homeworld and end your chain at this point.

To See The World ——— Maybe this place was to your liking? You may choose to **Stay Here** for the rest of your time, ending your chain in these lands of magic and adventure.

A New Chapter ——— You decide to keep jumping and **Move On** to your next jump.