

Mondaiji Tachi

Problem Children In Another World



What happens when religion becomes truth? When all gods and monsters come to life? Well, quite a bit of destruction and chaos of course. But quite a few of the gods wanted a better, more organized situation, and thus Little Garden was born. Built on a strange and utterly titanic flat world lying outside of time, this gigantic structure large enough to match the surface area of the sun has become a nexus for all the supernatural things of Earth. From Hindu, Norse, and Japanese myths, to Chinese, Buddhist, even ancient Zoroastrianism, and more, all conceivable legends and myths aggregate in this massive and wonderful place in order to guide human history, organizing themselves into Communities and participating in official competitions called Gift Games. Of course, if things are too hopeless the gods might abandon Little Garden, and thus human history, to build a new one, and thus a new human history. The one this story revolves around is the second Little Garden, even.

When you arrive in this world, a trio of teenagers will be summoned to Little Garden, more specifically far up in the sky outside of it, to give them a glimpse of the grand stage they will be joining. They will end up joining a Community that had been razed three years ago, remaining as little more than a group of a few dozen children and one teenaged Moon Rabbit, and help the Community accumulate power as they challenge powerful people and even some gods. You're not required to follow their journey, of course. As said before, Little Garden is so large its surface area matches that of the Earth's sun. It's quite large, and has plenty of space for adventures. You can join the many craftsmen of the northern quarter of Little Garden, or frolic with the many mythical beasts of the south quarter. Perhaps you'll want to explore the western quarter, or maybe even leave Little Garden entirely to see the cultures and traditions of the many countries that have sprouted beyond the western edge of Little Garden? Or perhaps even go beyond, to seek the lost city of Atlantis, or maybe see what other legendary locations lie in this strange world.

Whatever you do here, there is plenty of adventure, mystery, wonder, and most importantly danger that can be found. The highest echelons of the gods are even powerful enough to forge their own worlds. That said, most interesting things happen within Little Garden. Whether or not you stay in it, here is a Gift;

+1000cp

You will likely need it to survive and thrive here. Good luck and godspeed.

Origins

The first order of business is deciding who you are. In this section you will choose your background and history in this world, if you have any.

New Child

You were not born in this world. Like many others before you and like many others to come, you've been summoned from some time and place of Earth into Little Garden. Whatever the purpose of your invitation, the life you used to lead is now behind you, and your future has quite the potential for adventure and new sights. Will you settle down peacefully and support a Community or join the battles that decide the fate of not just Little Garden, but that of human history as a whole? You may choose whether or not you technically have a history in 'this' Earth or not, it doesn't change anything either way. Optionally, you may be summoned by Kuro Usagi alongside the three problem children the title of this jump references, dropping you directly into the plot of this story.

Native

You are not one of the many beings brought into Little Garden for one reason or another, instead you are one of the people who are born and raised in Little Garden. This of course grants the benefit of plenty of knowledge about this world, although without power of your own your background doesn't make that much of a difference. You may be part of the support group (those taking care of logistics and domestic affairs) or frontline group (those dealing with Gift Games and who fight for the Community) depending on your choices to come, either way you have a whole life in this world to start your adventures from.

Veteran -100cp

Isn't youth wonderful? Those first forays into the unknown, when you were but an unrefined gem and hadn't reached your true potential yet? Those days are behind you now, as one of the old veterans of Little Garden. While humans tend to not live very long, if you aren't one your age might be in the triple or quadruple digits, maybe even older than that. Your age and experience, from this Origin at least, nets you one discount in the Personal Gift section. You're also likely to have plenty of old friends and enemies, although that mostly depends on what your history in this world even is. The next few months are going to be rather interesting, so perhaps it's best to sharpen your blades once more.

Locations

As mentioned, it's quite a wide world here. Little Garden alone has the surface area of the Earth's sun, and the world outside of it seems to be arbitrarily larger than Little Garden proper, to the point that there's the ruins of what used to be the first Little Garden somewhere out there. You may begin anywhere in or around the currently inhabited Little Garden. As a guide, below is a list of all known locations that are mentioned in the story.

Little Garden

This place has been described plenty already. Its Veil prevents the light of the sun from harming those that would be weak to such things, like vampires, and it is utterly, unimaginably massive, having the same surface area as Earth's sun. Being so huge, traveling anywhere is a massive pain, so everyone clusters around Astral Gates, powerful artifacts that enable instant transportation to any other Astral Gate in Little Garden. There's so many of them that Communities are segregated by the number of digits in their gates, with the lowest levels congregating around gates with 7 digits, while the stronger Communities gather around Gates of 4 Digits or lower.



Lower Levels

The Lower Levels are the regions occupied by Astral Gates with 5 or more Digits. Additionally, Little Garden is separated into four regions, corresponding to the four cardinal directions. The East, which is fairly temperate and has a balanced population of Communities. The North, which is cold like the northern regions of Earth, populated mainly by craftsmen and man-eating spirits. And the South, which is quite lush and populated primarily by Eudemons, in other words intelligent beasts like unicorns, chimeras, and nearly any mythical beast you can think of. And finally, the West, a closed-off and peaceful utopia, which has somehow achieved complete equality and happiness between all of its inhabitants. You may choose where to find yourself.

East District

Outer Gate 2,105,380

This is a completely unremarkable city. It is controlled by a small community called [666 Beasts], at least by proxy via a certain tiger man. Perhaps the most interesting part of this Outer Gate is the presence of a Community with no name, the remnant of a great and powerful Community that was devastated by a particularly powerful Demon Lord three years ago. And also, the one Moon Rabbit that survived their extermination three years ago lives in said Community, refusing to leave the community that raised her. Shortly after arriving in this world, a certain trio of problem children wrest control of the Astral Gate from the tiger man, and therefore become the dominant Community in this city, leading to a period of growth for the nameless Community.

Outer Gate 565,656

Also known as the Mines Of Raging Seas, this place used to be under the ownership of Arcadia before it was destroyed, and now is entirely abandoned. After the defeat of Azi Dahaka, No Name will finally regain ownership over this place and the massive veins of Diamond Ore running through its mountain range. There's not much to see here, unless you intend to steal all that valuable ore?

Outer Gate 26,745

There are not many details for this particular Gate, save that it is owned by the [Thousand Eyes] Community, and loaned to the [Perseus] Community, who use it as their headquarters. Not too long after the jump starts said Community will lose against the trio of problem children mentioned beforehand, with most of the palace the community resided in destroyed. Do you plan to interfere in such Gift Game perhaps?

North District

Outer Gate 4,000,000

Resting on the edge of the crystal wall separating the North and East Districts, the sister Gate to Outer Gate 3,999,999 is where the festival celebrating the ascension of a new Floor Master, those individuals tasked with the protection of the Lower Echelons of each District, will be held and promptly interrupted by a certain Demon Lord with ties to the Black Death. This will happen in a month, of course, so you have plenty of time to prepare for such an event. It is perhaps worth noting that this Gate lies roughly 980,000 kilometers from the Outer Gate 2,105,380 that was mentioned earlier in this list, and that said Gate is considered to be relatively nearby by a native. So yeah, Little Garden not so little.

Outer Gate 54,545

Commonly known as Kouen, City of Brilliant Flame, this Gate is the headquarters of the [Salamandra] Community, one of the foremost communities in the north and whose leader, a young girl of 12 called Sandra, occupies the position of northern Floor Master. Unfortunately for everyone in the city, 5 months in is where everything goes up in flames, as the branch of [Ouroboros] led by a boy simply called "His Highness" releases an Ancient Demon Lord called Absolute Evil, Azi Dahaka, who promptly obliterates the volcano he used to be sealed in alongside much of the city. In the middle of the conflict the Outer Gate is even destroyed by an unhinged stalker going crazy. If you don't feel confident facing one of the Last Embryo, it is recommended you leave before that whole mess happens.

Outer Gate 678,900

Not much really happens here. This Gate is where the small community [Will O' Wisp] resides, dedicating itself to the joy of children, even holding a regular festival where children can run around and get gems from walking candles and lanterns to later exchange for candy, as well as bigger lanterns containing certain gems to be exchanged for weak Gifts meant for older contestants (although adults are not permitted to participate). The members of this community largely specialize in metalworking, primarily for house appliances that provide lighting, and the most prominent member, Jack O' Lantern, is having some concerns regarding the state of the festival. If you win the Gift Game the festival revolves around by grabbing the gem Jack hides within his own pumpkin head, that would really help him out a lot.

South District

Outer Gate 7,759,175

Also known as Underwood Waterfalls, the city around this particular Gate is built around a gigantic 500 meter tall Water Tree, which produces so much water it's actually the source of the river that becomes the Tritonis Waterfall of the End of the World far to the east. In about 3 months the Harvest Festival will be held, which will be interrupted by the invasion of a tribe of Celtic Giants, remnants of a Demon Lord that invaded the city several years ago. The people behind the invasion also cause the appearance of a gigantic dragon with a castle on its back, the [Sun Synchronous Orbit On A Vampire King], the last remaining survivor of an alternate history where vampires left Earth on said castle on a dragon to remain in orbit around the sun. This is also where His Highness first shows himself, and could perhaps be considered the first event of the many to come that mark the start of a very chaotic time in Little Garden's history.

West District

This district is unique, in that it had been completely conquered by a Demon Lord until 3 years ago; Demon Lord Dystopia, one of the Last Embryo. The war against him and the final battle is what caused the Community Arcadia to be razed to the ground, most of its members scattered across Little Garden and the Outer Worlds, and left a shell of its former self as a nameless Community. Dystopia's whole deal was that of a stagnant utopia, but there's no need to cover all that in detail, as that has already passed before you got here.

This District isn't ever visited by the story, so all that is really known about it is the [OniHime Alliance] which Shuten Douji, the Western Floor Master, leads, and that Queen Halloween has settled her Community there. I would mention that perhaps you might want to visit the battlefields from the war, but really there's no information on what this District is even like, so fanwank responsibly please.

Upper Levels

The Upper Levels is where the Communities of gods and their kind reside. These occupy the center of Little Garden, and as such don't really segregate themselves by the Districts like the Lower Levels do.

Gate 3

Not much to see here, save for a pathway marked by floating sacred lotuses, bringing attention to the gigantic Heavens Gate. Nobody lives here, and you won't see anybody present for the most part. The Heavens Gate itself acts as a gateway between the gods and the material world, the gate itself providing them forms appropriate for the physical world, that won't cause massive disasters simply from showing up. It is through this gate that the Divine Army, the Godly Alliance formed to fight against Demon Lords, enter the world to fight against evil. From the Greek, the Norse, even Buddhists and Hindu divinities, the army they compose uses this gate in particular to act directly in Little Garden. As it is, no gods are in Little Garden proper, and no gods will come through the gate anytime soon. Still, please don't destroy it, it will make pretty much every single god very angry with you.

The End Of The World

And of course, there's the only location outside of Little Garden that the story visits; The End Of The World, where the Great Waterfall of Tritonis drains into the void, the edge of the flat plane that composes the world that Little Garden resides in. If you get close to the edge and lean out, you can even see the elephants and the turtle that hold up the flat world. Additionally, there's a certain water goddess dragon that lives in this great waterfall and offers a Gift Game to visitors, with the reward being a sapling of the same Water Tree that is the source of the waterfall, a magical plant that continually generates water, and whose production increases the older the tree gets. You could also get her to offer up her freedom if you taunt her into putting her pride on the line for the game and beat her up in direct combat. It is recommended you don't jump off the edge. Nobody's gonna bother rescuing you, after all. Perhaps it'd be better to head west for Little Garden?



Racial Gifts

You've decided who you are, now comes *what* you are. You may buy as many of the options below as you can afford if you really want, although you can only buy any given option once. By the way, the only race available here that is capable of dying of old age is humans. They kinda got shafted in that regard.

Human -0cp

Just a plain ol' human, nothing of interest to see here. Although, if you have other Racial Gifts or some non-human race from elsewhere, this particular option lets you take on a human form if you want, dialing between fully human, fully whatever else you are, or anything in-between. Perhaps you're a cat and want the convenience of a human body but are too attached to your ears and tails? Sure, that's perfectly acceptable.

Mythical Beast -100cp

Here is where things start to get a little interesting. Rather than being a normal human, you're some kind of supernatural beast, perhaps a small spirit like a fairy or a nymph or whatever, or maybe a werewolf, or some kind of Eudemon like a gryphon. Whatever you are, it grants you some kind of minor innate Gift, such as a fairy's control over earth and its nutrients letting them slowly fertilize a farming field, or a gryphon's control of wind letting them literally step on air to "fly", or a hecatonchire who are able to sprout a hundred arms from both their own body and any surfaces around them, a gnome who can make supernaturally resilient glass that can serve for purposes such as the materials of a cooking pot. Obviously, your standing as a mythical beast is decided by your Life Ranking purchase below and whether or not you purchase an option that grants you Divinity, and the higher your power, the more leeway you have with this option. Perhaps with a high enough Life Ranking you can be one of the legendary Garuda?

Knight Of Little Garden - 200cp

Long ago, the race of vampires was present in Little Garden. Possessing powerful Gifts but a lethal weakness to the light of the sun, when they were invited into Little Garden they were so impressed and touched by the Veil's protection, which let them experience the warmth of the sun like any other being, that they declared they would uphold the laws and order of Little Garden. They became known for this, and were collectively granted the title of Knight Of Little Garden. Unfortunately, a long time ago, on the scale of thousands of years and perhaps even more, they had an internal conflict that led to the deaths of nearly all of the vampires, the survivors scattering and hiding across Little Garden. And with this purchase you are one of the few survivors.

Outside of the weakness to sunlight, which is lethal if you're weak but can be resisted better the stronger you are (think about 4-Digit power to survive it with a lot of pain), you have powerful control over shadows, able to use them as weapons, sharp as the best steel blades, possibly wielding them with enough precision to clear out an entire hallway filled with rats without damaging everyone else in it with some experience. You're also immensely resistant to damage and possess a decent regeneration factor, to the point you can only be killed if either your heart or brain are targeted. And lastly, there is Demonification, being able to drive the target crazy to turn them into a bloodthirsty ghoul. It hardly needs to be said that those who match you in power or are more powerful can resist this Demonification. In terms of racial powers that's all you have, but with your newfound immortality you have plenty of time to gather more Gifts. Do pay a visit to Leticia, won't you?

Highborn Of Little Garden - 300cp

Or Aristocrat Of Little Garden, depending on who you ask. Also known as the Moon Rabbits, this race is one of the most fervent followers of Indra, god of thunder and victory, and king of the Hindu pantheon. The Moon Rabbits are, almost as a rule, fiercely loyal to their allies, honorable warriors, selfless people, passionate friends willing to put their life on the line for those they care about, and last but certainly not least, innocent, virginal, and extremely cute/hot (take your pick). It's even sometimes joked that the Moon Rabbits were created to suit Indra's preferences. Unfortunately, three years ago they were all wiped out by Azi Dahaka, with a mere handful of survivors, one of which being the heiress of the race who, being 200 years old, hadn't even had her coming of age ceremony where she received a name yet, and thus has simply called herself by the placeholder "Kuro Usagi" since. And with this purchase, you are one of the few surviving Moon Rabbits.

Your body is quite strong and tough for your Life Ranking, although nothing too impressive without a high Ranking to begin with, and the most notable physical traits are the pair of rabbit ears and the tail you now have, both the color of your hair. And as a side note, your hair turns from whatever color it normally is to some other color when you experience strong emotions like intense anger or embarrassment, such as going from black to red. Aesthetics aside, your rabbit ears are really good, as in hearing the smallest details from several kilometers away good. Also, you're able to communicate with all but the most special and unique species, such as dragons (who can usually speak like humans anyway).

And finally, you possess the [Judge Master] authority, the most iconic trait of Moon Rabbits and one of the biggest reasons they were so widely acclaimed. What the [Judge Master] authority does is simple; it enforces the rules of a Gift Game or other form of contract. As long as someone's raw power isn't absurd to the level of gods or natural disasters, it becomes impossible to break or bend the rules of a contest. Understandably, this pretty much guarantees the legitimacy of any Gift Game the Moon Rabbit oversees, and makes them a very sought after figure. That said, you can't participate in contests where you're exerting your [Judge Master] authority without consent of whoever is hosting the contest, as in whoever arranged the whole thing. Additionally, it can be used to temporarily stop any contest to review the rules and assure their fairness, although if someone continues the contest regardless such suspension will be prematurely lifted.

As a final note, due to the requirements to obtain the various Gift replicas of Indra's equipment, such as the Brahmastra Replica, Vajra Replica or the Chandra Mahal, you won't gain such Gifts without either proving your loyalty, selflessness, and resolve by unwaveringly sacrificing yourself for your allies. Alternatively, you can purchase them at a discount, which counts as a discount for the purposes of discount stacking.

Dragon -400cp

Commonly touted as one of the strongest species, dragons are second only to gods and celestial beings in terms of simple racial power. From the fire dragons of the North to the Sun Synchronous Orbit Vampire King and Absolute Evil Azi Dahaka, even the weakest examples of this species are remarkably strong, while a lot of the most powerful beings of this world are dragons or at least draconic. With this purchase you can count yourself as part of this species. Obviously, this means your body is immensely strong and tough for your Life Ranking, and gives you the ability to spit fire, although the potency of your racial abilities is, as with any others, mainly determined by your Life Ranking. If you're powerful enough, your fire breath might become the flames of the apocalypse. Speaking of, your Life Ranking purchase is discounted, to half price. Also, if you purchase the 4-Digit Ranking you get the Pureblood Gift for free, being one of the progenitors of the dragons.

God -600cp

There are two kinds of beings with Divinity. There's Divine Spirits, those who were given Divinity, or perhaps earned it in some way. And there's those who were born with it, perhaps even formed from the belief of their existence. This latter group are what are called the gods. And of course, there's Celestial Spirits, those who form from the universe with no involvement of humanity. With this purchase, you may be either a god or Celestial Spirit. The difference is primarily academic for the purposes of this purchase. Whatever your choice, you may have whatever kind of true form you want. You also gain one discount to use in the Personal Gift section. On top of this, you get the Divinity perk for free, and get to benefit from the Divine Resummoning perk for the duration of the jump, although you must purchase it at a discount to keep it. You may choose to be part of any given mythological group, such as Zoroastrianism, Buddhism, Hinduism, etc. Obviously, your standing within said mythological group will be determined by your build. The more Gifts you purchase and the more powerful those Gifts are, as well as how high a Life Ranking you buy, the higher your standing as a god or Celestial Spirit will be. Perhaps you'd like to be a peer to Indra if your budget can afford it?

Life Ranking

So what is Life Ranking? It's basically a way to categorize one's raw power, in a spiritual sense, for the sake of a more orderly Little Garden. In other words, it's basically a measure of your spirit power. This spiritual power is basically what allows you to wield powerful Gifts, and maybe even wield weaker Gifts with more power behind them. Normally, your Life Ranking is decided based on your merit and achievements, and the impact you've had in the world, but uniquely you'll be allowed to purchase your Life Ranking here yourself. You must pick one, but you can only pick one, unlike the Racial Gifts section above. Do keep in mind that due to being an in-universe measure rather than a built-in aspect of spiritual energy in this world, these are power brackets more than specific measures of power. The higher the rank, the lower the Digit, and the wider the difference between the weakest and strongest member of said Digit tier becomes.

So how do you know where in this increasingly open-ended slider of power you lie? Well, that's determined by your other purchases, such as which Racial Gifts you have, both how numerous and how powerful your Personal Gift purchases are, and whether or not you have the Divinity perk. As a rule of thumb, the more stuff you've bought, the better. It is perhaps worth noting that Life Ranking doesn't directly enhance your physical capabilities, or at least it doesn't for humans, so the examples are either for those with Racial Gifts that provide some amount of physical might or those with Personal Gifts that do so. Otherwise, you'll end up as a sort of glass cannon.

7-Digit +100cp

Unfortunately, you're little better than humans. Even with powerful Gifts you wouldn't be all that impressive, although that's mostly relative to major players as a whole. At this level you pretty much still operate on mundane human scales of combat, at most being able to fight off bears or the like reliably. Something like a strong demonified tigerman would present a very tough challenge even with allies.

6-Digit -0cp

This is the level most "normal" citizens of Little Garden rest at. Starting at significantly superhuman and topping out on the scale of demolishing entire buildings, this is the level where Gifts start to become quite impressive. With simple physical prowess you could parkour across a city's rooftops, and heated fights might end up incurring some very heavy collateral damage. Still, you're nowhere near the level of natural disasters quite yet, so wide scale destruction would need to be done piecemeal and patiently. With this ranking you get two Personal Gift discounts.

5-Digit -200cp

Now we're talking. At this Digit is where some really impressive people lie, with Gifts capable of operating on the scale of cities on the higher end, the kind of spiritual power that has needed feats on the scale of the Black Death, which killed 80 million people in Europe, almost half of the population of the continent at the time. You could call yourself a small-scale natural disaster (relatively speaking) now, possibly even being able to tap into a mountain-sized form with might to match with the right Gift, becoming an incredibly destructive disaster by simply moving such a form. In terms of more normal might, it's at this level that you can possibly survive someone punching you with a fist as fast as the Third Cosmic Velocity (about 42 km/s) with some injury, and dish out similar damage. With this Ranking purchase you get four discounts in the Personal Gift section.

4-Digit -400cp

Ah, now this is the realm of proper legends and myths. Now properly sitting in the realm of weaker gods, your Gifts and powers can be wielded on the scale of gigantic natural disasters now, although being on the level of hurricanes and volcanic eruptions is not all that relevant in Little Garden considering its sheer size. Or perhaps that's just a sign you can go all out without trouble? Normally something on the level of meditating on top of the highest mountains and in the deepest depths of the ocean for a thousand years each would be required, or perhaps something a little more impressive such as meditating for a mere thousand years inside an underwater volcano. Oh, and do you remember that Third Cosmic Velocity example in the 5-Digit description? Such things would barely bruise you at this level, and that is if your opponent is actually skilled in a fight. Most gods are within this Digit, as are the weaker of Sun Wukong's comrades, such as the Saurian Demon King and the Roc Demon King. With this Ranking purchase you get six Personal Gift discounts.



Personal Gifts

Okay. So this is the biggest thing in Little Garden. So what are Gifts? In short, they're abilities, powers, artifacts, and basically anything superhuman or supernatural you can think of. And if it's applicable, your Life Ranking will allow you to wield them at greater scales, such as with freeform manipulation Gifts. In this section you will buy yours. You can buy as many as you can afford, and the list below will give you a few prices for reference on how expensive any given Gift may be. By the way, unless specifically mentioned in an example, you may buy multiple copies of the same Gift if you want. Yes, such copies can stack for greater effect. When in doubt, fanwank responsibly.

So, how do discounts work in this section? You can actually discount any given Gift twice. One discount will halve the price, the second will halve it again. This rounds up to the nearest 100, however, so for example a Godlike Gift discounted twice would cost 200cp instead of 150. Discounts applied to a 100cp Gift make it free, such as a Simple Gift, or an Impressive Gift which was already discounted.

Simple -100cp

The gifts at this level are, well, simple. Not very powerful to the point of being pretty much unremarkable, this is mostly where you'll find quality of life Gifts more than anything. Below are some examples.

Suisen Ranka

This is a plant that purifies any water it comes into contact with, turning even the muddiest and polluted water into something perfectly safe to bathe in and drink. Of course, without a certain Gift Modifier below, purchasing this Gift means this ability applies to your own body instead of some plant.

Sacred Tree

Like the Suisen Ranka above, except it's a more general purification effect, although a bit less potent. Hell, the Suisen Ranka was the result of fusing this Gift with the blessing of a water god.

Elephant Weight

You're really heavy. Like, even with a normal human body you'd match an elephant heavy. This might also translate to actual body mass that is only relevant for beneficial purposes like resisting blunt damage a bit easier. That's really about it.

Elemental Stone

It might sound cool, but really this is the sort of Gift you could expect from small coin-sized gems that are equivalent to modern appliances such as a lighter. Not just fire, but also stuff like cold for slightly cooling down your surroundings would work too. Such an example of an elemental stone of cold would literally break thermodynamics, by the way, there's no "gotcha it's actually following the laws of physics" going on here.

Impressive -200cp

Now we're talking. While you won't get anything truly powerful from this option, it could be said that the average Gift lies at this level. You have quite a bit of leeway in deciding what to get from this, and Gifts start to be a bit potent by themselves. Below you'll see a small list of some examples.

Landslide

This Gift is all about controlling landslide-like phenomena. From normal landslides, to control of massive amounts of debris, maybe even tidal waves to some extent. You can also control the direction, in case you want to smack some smug flying cunt with an avalanche or something. The scale of what you can control is obviously determined by your raw power, IE your Life Ranking.

Shadow

This Gift allows you to control shadows. Specifically, letting you give them physical mass and use them as blades. Or perhaps some other utility if you can think of some use of solid tendrils whose length and thickness you can freely decide, doubtlessly not very hard. Even with mere 6-Digit capability this would be quite the threat to peers, and with enough experience you might be able to pull off feats such as precisely clearing out an entire hallway flooded with rats without harming any of the humans in it. It is worth noting this only works on your own shadow, though, for whatever reason.

Gryphon Wind

This Gift is what the legendary Gryphons utilize to walk on air. Normally being a racial ability, this lets you manipulate wind in basic ways, such as walking on air or forming whirlwinds to attack or defend. Well, just because the control is simple doesn't mean it's weak, as you can expect to be able to use hurricane speed winds with practice and experience, if perhaps not on the sheer scale and size of an actual hurricane.

Invisibility

Almost totally unheard of, this Gift provides almost complete and total stealth. Hiding you from sight, hearing, smell, and even heat sensors, the only way to detect you when invisible is to detect the disturbances in the air when you move. This Gift in particular is a little special since having a higher Ranking doesn't really impact it all that much. Still, don't think that powerful fighters don't have ways of dealing with undetectable opponents.

Vanitas

What could a good solution be when you're fighting those who are faster and stronger than you? Maybe turning your body from a solid to a liquid would help? With this Gift you can turn yourself into a sentient pool of oil paint, able to control the liquid making up your body with ease. Perhaps you'll pour yourself across a street and suddenly attack in the form of several sharp spikes? You could also feasibly wrap yourself around someone's arm to attempt to break it. Unfortunately due to being made of oil, this makes you very vulnerable to fire while in this liquid state. That said, through manipulating said liquid you can take any form you can think of, indistinguishable from the true thing, such as pretending to be made of flesh and bone. If you manage to spread yourself enough, you might even disguise a ghost town as one who isn't a ruin. Just be careful about fire.

Kavacha & Kundala

Formerly the armor (Kavacha) and earrings (Kundala) of Karna, son of the sun god Surya, Indra obtained possession of the armor in a rather well known part of the Mahabharata. Moon Rabbits can manage to obtain a replica of it, strong enough to hold up to objects at the Third Cosmic Velocity with some damage, and constantly emanating sunlight and warding off things like pestilent wind.

Genie Contractor

Exactly what it says on the tin, this Gift lets you form contracts with fairies or nature spirits, or spirits in general, or really basically any being with a mind, that allows you some control over them, letting you order them around so they use their powers for your sake. If you can get them to agree to said contract (the default method is beating them up till they can't refuse), the control is even greater, too. Very useful for wrangling fairy subordinates to actually complete a task without getting sidetracked. Beware of malicious compliance.

Apport & Asport

The power of teleporting things to or from somewhere to elsewhere. Specifically, apport means to teleport something to be further away from you and asport means to teleport it closer. This particular teleportation Gift, while not having all that much range, allows you to teleport anything, from ballista arrows to people, to and from anywhere within your range to anywhere else within said range. You can also teleport yourself. Even before the rarity of teleportation Gifts, this is perhaps one of the most convenient, because while it has a frankly pitiful range compared to most other teleportation Gifts, it doesn't mess about with some metaphysical boundary or other like temperature or life and death. Perhaps you want to show off?

Proto Idea

Rather than something that can easily be applied to combat, this Gift is better suited to support work. What it does is let you understand the structure of anything you disassemble or destroy. It also lets you discern the innate qualities of any material you look at, such as what kind of traits a supernatural tree's wood has. Unfortunately it doesn't help you at all when it comes to actually assembling or creating things. That said, if you can take care of that part, this is invaluable for craftsmen and possibly even scientists. With enough research, you could potentially recreate any vehicle known to man and design entirely new ones to fit the unusual traits of supernatural metals. Perhaps you'll want to try your hand at figuring out the perpetual motion nanomachines?

Legendary - 400cp

Now we're getting into the big leagues. This is the level where most legendary equipment and abilities lie, and just a few are certainly enough to make you a respected powerhouse within your Ranking. Below you will see a list of examples.

Element God

This Gift could be said to be the main powerset of gods aligned with some element. For example, water gods, able to control water in a very free-form way. Of course it'll depend on how much skill you develop using the Gift, but something like forming massive spinning water pillars to hit people with, manipulating the weather in a rather large region even for your Ranking, and even generating great amounts of clean, potable water from nothing are all things you can expect from this. And of course, you can get similar levels of capability regarding other elements as well, such as Earth letting you manipulate any mundane earthen material as well as things like the fertility of soil, or lightning letting you almost literally ride the lightning for being really damn fast. With a high enough Ranking, you could even create supernatural examples of your element such as the divine fire of the Garuda.

Golden Harp

Taking the idea that music manipulates people's senses to a very literal endpoint, eh? This Gift is all about manipulating people through music, specifically their emotions. Raising or lowering morale would be a fairly normal feat with this, as would lulling people who listen to your music to sleep. Although due to some strange mythological connections this control extends to the weather too, letting you call up fog to cover a rather large area and even calling down quite a bit of lightning in a specific area.

Deen

This particular example is only technically a Gift, in the sense that the example from the story this is based on is actually a whole metal robot that is considered to be the Gift itself. But of course, you're not obligated to take this Gift as an object. The actual power this provides is that of the same material of the Ruyi Jingu Bang, which you might recognize as the staff of Sun Wukong, the Monkey King. This lets you stretch or shrink however you wish, whether extending your arm for longer melee range, increasing your whole body in size (gaining physical might to match) to have a kaiju fight, or maybe even shrinking to half of your normal size.

This stretching doesn't take any energy, either, so if you infuse this Gift into a specially designed machine you might be able to create a Perpetual Motion Machine. Do take care, however, as this doesn't actually change how much mass you have, although you do at least get enough mass to enlarge yourself to be pretty damn big with just this Gift. How much mass exactly? Depends on your Ranking, obviously, with a 6-Digit possibly growing to a few hundred meters tall.

Hellfire

Oh boy, how did you get something like this? This Gift allows you to wield Hellfire, the azure blue flames of Hell itself. These flames burn all that exists in the living world, regardless of whether it's normally flammable or not, and abilities that defend or control flames don't work on it, as it greedily incinerates everything it comes across. Of course, that doesn't mean they're unbeatable, but they are horrifyingly lethal for your Ranking, and those who think they can just use normal fire resistance to survive the flames are in for a very nasty surprise.

Black Death

The Black Death was a plague that wiped out a massive portion of Europe's population, and this Gift allows you to generate and manipulate black winds that are almost entirely composed of it. Surprisingly few beings have an answer to just getting smacked with an old disease in Little Garden, but thanks to your spiritual power even those immune to mundane diseases will find themselves infected just as much as any normal human. You can also use these winds as physical defense or attack too, in the same way that Gryphons manipulate the wind. Oh, and you can also supercharge the disease you wave about to instantly kill anything alive that isn't a lot stronger than you, and can also use these winds to heal yourself to some extent. You could even use these winds to overwhelm Gifts that are a lot weaker than you, for if you're powerful enough and feel like flexing.

Broken Thermodynamics

A basic bitch cold Gift can break thermodynamics, you didn't expect Maxwell's Demon to not come into play sooner or later right? This Gift is the result of the idea of manipulating heat. Allowing you to manipulate the boundaries of temperature, in a more practical sense it means some rough control over both heat and cold, letting you generate large firestorms and blizzards simultaneously. Also, it lets you teleport both yourself and others without issue and little problems with range, potentially letting you ignore Astral Gates entirely to teleport around Little Garden on your own. This works by transporting particles in the physical realm too, so things that block access into more astral realms won't block your teleportation. Also it lets you fly, somehow. Probably something to do with temperature differences, but who knows.

World Elephant

You know that Elephant Gift mentioned before? This is that, but up to 11. If you're of a high enough Ranking, you might even find that your body matches an entire large continent in sheer mass, and that it still only matters for benefits somehow such as being able to facetank a lot of things without even flinching. That's it, all this Gift does is make you incomprehensibly heavy and by proxy making you a walking tank within your weight class. Be alert for pointy and sharp weapons though, those won't be stopped as easily as blunt attacks.

Between Life And Death

What it says on the tin; this Gift is control over the boundary of life and death. While true resurrection is unfortunately a bit more complicated than what is possible, reincarnation with memories intact (if perhaps not the sense of self) isn't all that hard to do, unless you're trying to do so for yourself. You can also throw people into a void lying between the realms of the dead and the living, maybe even curse people with immortality making them undying save for certain methods, with little recourse for actual damage beyond some delayed regeneration. Also, this allows you some very reliable teleportation with little limitations on range, although unfortunately anyone you bring along with you has little chance of remaining alive.

Pureblood

Most commonly associated with pureblood dragons, this Gift is all about spawning life from yourself. The actual details are up to you, and two different examples of this Gift will be given; one is to spawn life without any particular benefits in terms of spiritual power, free for you to design however you want but needing to rely on their physical capabilities to survive, as well as letting you recall all such things to reabsorb them into yourself if you want. Another is to spawn weaker copies of yourself (about two Digits weaker in fact) through your shed blood, mutating from anything your blood is spilt on to obtain special traits such as copies borne from stone being capable of melting to wield lava and fireballs, and those born from trees being capable of invading and corrupting nature. Another interesting universal trait of these clones would be that they bleed mundane predatory animals like snakes and crocodiles instead of blood. These clones can't really be recalled back to you as with the earlier example, and they require a small portion of your spiritual power to create, but their creation requires nothing more than shed blood from you, and they follow your orders as best as they are able, even if they aren't more intelligent than particularly clever animals. Feel free to pick either example, buy this Gift twice for both, or come up with your own unique way of spawning life.

Chandra Mahal

After its noble sacrifice, the rabbit that gave their life to aid Indra was taken to the moon. That is why the moon has patterns that look like a rabbit. Or so the story goes, but then again when all myths turn out to be real, isn't it nice to know all the explanations for things? Regardless, the Moon Rabbit species that said self-sacrificial rabbit and Indra produced together (the rabbit gained a human form, don't worry) can potentially gain one Gift related to this legend, the capital city of the Moon Rabbits, Chandra Mahal. What this really is is the Gift to transport both yourself and anybody around you to the moon, which can be moved to be directly up to your original position if you want. Outside of serving as an arena where you can let loose without worrying about collateral damage, you also have complete control on the environmental conditions, able to dial it anywhere from normal Earth conditions to conditions more natural to the moon. If someone can't breathe, this would be a very reliable way of taking them out, provided they don't have some method to return.

Destruction Of Gifts

Gifts that cancel others are not unheard of in Little Garden. This could be considered a variant of it. Instead of merely nullifying supernatural abilities, this lets you outright destroy them. Punch a petrification ray to watch it shatter like glass, kick black winds of plague like you would a boxer and watch it fold into itself just like one despite not having a physical body, flex in response to mind control voices to fight off the control; as long as the spiritual strength or simple raw power backing an ability does not surpass yours, you can directly shatter it through raw might. You can do this either through your other Gifts or even with just your body. Of course, punching things is recommended purely for the cool factor. Imagine the faces of your enemies when they pull out their trump card and you just punch it away.

Godlike -600cp

And here is where most “cheat”-like Gifts lie. Gifts that make you an almost unprecedented legend within your Ranking, the kind of stuff that can let you be a major player in the fate of the world, if perhaps not one of the main figures outright. Below is a list of examples.

Genome Tree

The phylogenetic tree covers a lot more than naturally evolved animals. It also covers Eudemons, mythical beasts with traits from multiple otherwise unrelated animals, and who become greater than the sum of their parts by their majesty. This Gift allows you to tap into such things. The main function of this Gift is to “record” the genes of any living organic creature you touch. These records allow you to tap into their innate racial traits, their physiology if you will, allowing you to, for example, be as heavy as an elephant, have the sight of an eagle, use the echolocation of bats, or even wield the wind manipulation of Gryphons. Additionally, you can merge these records (you don’t lose them in the process) to recreate the genes of Eudemons. This can let you, for example, “copy” a Gryphon by merging the records of a lion and an eagle, without needing to actually meet one. As a rule of thumb, the deeper into the rabbit hole of Eudemons you go (using other Eudemons like Gryphons and Pegasi to create a Hippogriff gene for example), the more powerful the end result is, potentially letting you reach the level of gods. Additionally, you can transform into the forms of the various species you have records for, in case you wanna turn into a dragon or something. You can also wield copied or recreated genes in this way or by creating equipment representative of them, such as silver winged boots from pegasi, a powerful spear from kirin horns, or a dress for Garuda. As a side note, this’ll work for alt-forms you have, letting you combine them and manifest them as actual alternate forms or equipment as well.

Authority

A relatively straightforward Gift, yet a surprisingly powerful one. What this Gift does is provide a mock form of Divinity to things through your orders, taken from your own spiritual power. This lets you actually enforce your orders if a target can’t resist, and the mock Divinity also empowers them quite thoroughly. It’s not as powerful as actual Divinity, but it’s not a big exaggeration to say this lets you forcibly let others and their powers achieve their full potential for a time. Unfortunately if a target is too weak initially this is not gonna be good for their health, and if done on a weak object might even break it. A lighter could be made to generate flames strong enough to flash melt metal, for example, although it would immediately be destroyed from the strain. Do be careful with what you say, or you might accidentally torpedo your social relationships with this Gift’s ability to control people.

Vajra Replica

The spear of Indra, or at the very least a weaker replica. Wielding immensely powerful lightning, this spear when used conjures hundreds, thousands, and then hundreds of thousands of lightning bolts, each significantly more powerful than normal lightning, to all strike a foe at the same time, and does so relentlessly until the target dies. There's little need for a fancy description, as there's very few things that can survive getting hit with such a powerful attack in Little Garden. That said, this does take quite a bit of spiritual power to pull off, so you can wield it to a lesser extent to "merely" wield very powerful lightning in combat.

Brahmastra Replica

The Spear of Victory, or at least a weaker replica. Instead of completely guaranteeing victory when thrown, this Gift "merely" guarantees that it'll hit the most vital spot of a target no matter what. It's also quite powerful, so it's very useful as a trump card. That said, it does nothing for foes who can turn intangible or have some other way to make the fact they were speared in their vitals irrelevant. Still, if you keep that in mind, this Gift will take you quite far.

Prophecy

Enough with the violence, how about information? This Gift is simple, it lets you know the who, the how, the why, and the where of any grand important events that will happen within the next year. The less impactful it is to the world you're in, the fuzzier the information is, while a fight that might save or destroy the world completely would be crystal clear. Try to be careful with who you tell this information to. Prophets are very sought after both by respectable people and unscrupulous villains.

Distance

Perhaps the simplest Gift to be used as an example among the Godlike Gifts, but also one of the most tricky to combat. Essentially, this Gift manipulates distance, and to quite the absurd degree. Even with just a 5-Digit Life Ranking you could completely block pretty much any attack by widening the distance between the attacker and you such that even attacks wielding immensely powerful and swift lightning wouldn't reach you before you leisurely dodged. There is no visual distortion or anything either, you're warping distance not space after all, so if you don't tell people what you're doing they'll be hard pressed to guess exactly what you're doing. Be very careful around people who can teleport or create portals, or those who can bypass distance entirely in some other way.

Sun Authority

Strictly speaking, this isn't a Gift, but an Authority, a completely different class of abilities. But in terms of actual capability, the ones on offer here aren't that much more powerful, so here's where you can purchase them. Sun Authorities are special Authorities formed out of the original Sun Authority, separated into 24 parts; 12 Zodiac Constellations of the West, and 12 Celestial Beasts for the East. These Sun Authorities all have some sort of unique power;

Leo makes the wielder immune to weapons (although it doesn't protect against the blunt force of simply being smacked with them), Algol allows the summoning of Celestial Spirit Algol, which is roughly 4-Digit in power and can shoot rays that petrify everything they touch, Taisai lets the wielder seal gods and Celestial Spirits while halving the raw power of anything else, Kurma bestows an active ability that massively expands the spiritual power of a target for a massive boost in power with some disorientation, Taurus (as the most destructive of the Twelve Constellations) allows the summoning of the Minotaur of Crete alongside their axe Proto Keuranos, which slowly accumulates lightning over time with no limit for fueling one massively powerful attack, and so on.

Additionally, all Sun Authorities have the power to manipulate their corresponding constellation, letting you move them across the night sky to be elsewhere or simply remove them entirely. Additionally, these seem to have some amount of power over the history of humanity, to the point that a full set of 12 is capable of restarting human history entirely. It's through this process that the gods can (and have already done once) abandon Little Garden and human history, and build a new one with a new human history to guide. It is heavily recommended you don't buy more than a handful, or the mere fact that the Sun Authorities you purchase aren't elsewhere will massively impact the future of this world in unpredictable ways.

Another Cosmology - 600cp (Cannot be discounted)

You thought Godlike Gifts were pretty bullshit? Think again, the Another Cosmology category of Gifts is where the true power lies. The name isn't a joke, these Gifts are powerful enough to define or break cosmologies and mythological systems by themselves. Unfortunately there is little information outside of a single example, and it is highly recommended you purchase a very high Life Ranking, else you might not survive the conflicts you *will* be dragged into. As an aside, purchasing a Gift at this level means that you'll receive the Inescapable Fate drawback for no points. Whether you lie on the side of the Last Embryos or Candidates of Origin remains to be seen. As a final note, you may only buy a single Another Cosmology Gift.

Avesta

The Another Cosmology of Absolute Evil, Azi Dahaka. Avesta has its roots in the dualism of Zoroastrianism, the oldest religion and mythological group (apparently). What it does is quite simple; it generates a dualistic opposite copy, or mirror if you will, of any Gift or ability brought to bear against the user. Elemental manipulation, powerful artifacts, esoteric abilities, it is all copied, reversed, and resisted. The only exception is raw might, whether physical or spiritual. Someone's using a spear of absolute victory to kill you? That's too bad, you're pulling out your own spear of absolute victory for a clash of two opposite absolutes. Mirrored Gifts and abilities even stack, making you more and more powerful the more opponents you have.

Unfortunately these copies can only be used while fighting what they're mirroring, but using this Gift is as easy as willing it so it's not all that bad. This Gift has two big limitations; it cannot replicate anything wielded by humans. It has trouble replicating anything wielded by those with human ancestry due to this of course. Secondly, due to its roots, it cannot mirror anything sourced from Zoroastrianism. Although this second limitation isn't particularly relevant given how vanishingly rare anything from Zoroastrianism is in this day and age. Be prepared for a lot of questions from a certain three-headed dragon if you purchase this.

3S.nano machine unit

The reason that Sakamaki Izayoi is such an important person that his mere disappearance is a Paradigm Shift of human history, the true form of the completed Third Perpetual Motion Machine; nanomachines. Something about the technology of nanomachines allowed humanity to create technology that created energy from nothing, resulting in the Paradigm Shift of 2120CE. Functionally acting like an experimental body, this provides quite a bit of strength, letting a normal human operate on the scale of 5-Digit beings on sheer physical might and allowing them to destroy Gifts with simple physical force as if they had the Destruction of Gifts Gift, as well as the weapon of the Aurora Pillar, a gigantic pillar of light powerful enough to give grievous wounds even to 3-Digit beings, and potentially obliterate a continent and shatter the planet, a level of firepower far beyond basically anyone who is not restrained by the Omnipotence Paradox within Little Garden. Needless to say, if you extract some of the nanomachines from your body, as easy as just spilling a bit of your blood, and have some kind of engineering genius look at them, you could potentially start developing whole armies of immensely powerful mechanical fighters.

Gift Modifiers

The following options are a handful of choices for modifying any given Gift you're purchasing, instead of applying to all of your Gift purchases.

Object -ocp

Rather than acting like an ability, your Gift is an object of some kind. It can be a weapon like swords or spears, some other kind of appliance like a lantern, or maybe you'd rather go all the way and get a giant robot. The specifics of how the object achieves whatever Gift powers it has is up to you; it can be a divine blessing, a property of the material it's made of, or maybe it's just advanced technology that utilizes nanomachines. It really doesn't matter, here in Little Garden what matters is what your Gift can accomplish.

Familiar -ocp (Requires Object)

If you're not content with a mere object, you can also choose your Gift to be sentient, possessing a mind on par with that of a human's, or perhaps a bit simpler if you'd like something with the temperament of a dog or something. Using this option you can also make your Gift into a living being, only arguably being "your" Gift as it is, and becoming some sort of Familiar bound to you. Don't worry, given their ties to you they need you to exert their full power. Perhaps you'd like a giant robot that acts as a companion and partner instead of just a big metal suit?

Requirements +100cp

Whoops, it seems that your Gift is a little cursed, or maybe whoever made it had weird ideas. With this your Gift has some kind of troublesome condition that must be met for it to activate at all, or alternatively one that restricts its use. Maybe you need to prove your selflessness to use it, or maybe you can only use it once per fight. Maybe even both. Perhaps a teleportation power requires you to target what to teleport with your right hand, and target where you'll teleport it to with your left hand. You may purchase this up to four times per Gift.

Perks

Perks under an origin are discounted half price to said origin.

General Perks

Mythical Appearance –Ocp

All kinds of myths and legends gather in Little Garden, and as someone who might take part in its events, it wouldn't do if you didn't look the part. So for free, you look very attractive in whatever manner you wish, whether cute, mature, some form of mix, or whatever else you can think of. You could easily make it as a supermodel on Earth, although here in Little Garden those on your level of beauty aren't all that rare.

Geass –Ocp

One of the most important and sacred things in Little Garden's culture are Gift Games. In short, it's just a standardized way to hold contests, competitions, games, trials, and basically any sort of activity you can think of. The root of this system lies in combating Demon Lords, but that'll be explained later. For free, you get to benefit from this system, which in practice does little if you're not using it with people who will respect the rules. What it does is that when two or more parties agree on a set of rules for a Gift Game, a goatskin parchment appears listing all the rules as well as the seal of the Host, most commonly their Community's Flag. If someone refuses to agree to the rules, the Gift Game either never starts and the Geass Roll never manifests, or the person is left out of the Game.

Additionally, all parties involved must agree on a specific interpretation of the rules, else the Geass simply vanishes and the Game ends. It's not meant for deception, after all. So does this change anything from simply agreeing on rules and competing normally? With just this, not really. You could feasibly put your life on the line by making your death the win condition and thus have leeway to prevent anything other than a designated weapon from harming you, for example, but if the rules are not fair for everyone involved then the Geass vanishes. This is not meant for unfair games, after all. Well, if it's just a problem of some participant not being capable enough then it's fine, as long as all necessary hints on how to solve the game are present if it has a riddle component, and as long as it's theoretically winnable by anyone involved in the Gift Game. TL;DR: Don't be a deceitful cunt or a "rational" asshole or the Geass Roll sealing the Gift Game never manifests.

Merits And History -0/400cp

As mentioned before, Life Ranking is a measure of spirit power, which is determined by your merits and impact on the world. The Life Ranking section gives some examples for certain Digit Rankings, although it should be mentioned that those are in the context of human history. 80 million deaths are significant since as of the time of the Black Plague, that was almost half of the population of Europe at the time. However, this doesn't just act to increase your power, but it can decrease it as well, depending on how the world treats you. A good example would be the sun goddess of the geocentric model of the universe, the one currently known as Shiroyasha, who was diminished from 2-Digit to 3-Digit power when the geocentric model was replaced by the heliocentric model, although she gained a nifty Gift that trapped both her and any target in an infinite empty realm, the White Night. Needless to say, if humanity spread to the stars and advanced as a civilization, gaining meaningful merit would become a lot harder. Even in the modern day it's basically impossible for new gods to be born, thanks to the largely secular perspective of modern science.

Of course, by the same metric, if you managed to enter into one of the past eras where religion was still strong, you could theoretically create entire pantheons of gods of your own design (largely speaking) by designing a cult/religion of your own and entrenching it as widely and deeply into human culture as any of the others you're not doubt familiar with such as Hinduism, Buddhism, Taoism, and Christianity. Perhaps you'll try to make yourself into a god in this manner? Oh, and by the way, the longer something exists for the more spiritual energy it naturally accumulates, although this is only noticeable in the scale of millennia, and only really for famous things. For the duration of this jump this perk is free, but if you wish to keep this merit and achievement system in future worlds, you'll have to pay 400cp. Do keep in mind that the bigger the civilization you are trying to impact, the harder it'll be to gain meaningful progress with this.

Is This World Fun? -100cp

There are a lot of adventures to be had in Little Garden. From all the legends and heroes that populate it, to the conflicts between the gods, to even the countless creatures and spirits that inhabit the undeveloped portions of Little Garden's utterly titanic landscape, this world is certainly not a mundane one. And with this perk, you won't stop being able to have such adventures. Merely wandering around aimlessly would be enough to have regular and interesting adventures, and said adventures will come to you if you stay in one place for more than a month or two. Whatever happens, you'll find that these adventures will sometimes even push you to the limit in order to survive, since what is adventure without risk? You can also turn this off if you want to relax for a few years.

Great Sage Something Something -100cp

There are a lot of famous figures in Little Garden. It's a place where most myths and legends gather after all. It can be a bit hard to track most people, but even for the common citizen there are those known all over Little Garden, such as perhaps the Great Sage Equalling Heaven, Sun Wukong, and her sworn brotherhood of Demon Kings. With this purchase, you've somehow come to be known to this extent. Pretty much everyone will know of you, your powers, and your exploits, and if you're sufficiently powerful this could even give you immediate legitimacy with any organization you might want to join or are already a part of. Of course, it also means your enemies know you and your abilities, but when your fame can bring scores of allies flocking to your banner, does that really matter?

Justice Lies Over My Dead Body -100cp

The banner of Absolute Evil is one of the oldest evils, that of someone who declared they would not tolerate living under the same sky as their enemy. This banner was taken up by Azi Dahaka for the purposes of becoming the fated end of humanity and being defeated to guarantee their survival. With this perk, you'll have a guarantee that such strategies will work out for you. Making yourself into the big bad evil guy that fights against the whole world will actually push everyone to ally together to fight you, while those that are too cowardly or selfish will at worst stay out of the way, preparing to run away without hindering the efforts of those with the courage to stand up against you. Moreover, if you are actually killed in the process of playing out this role, this will actually bring a period of peace and prosperity to the world of those who fought to defeat you, although if there's too many rotten elements still around you might need to do this a few times for the peace and prosperity to actually stick. Do you have the confidence to become reviled by the world for the sake of its future?

The Heavens Cannot Make One Higher Than Me -200cp

When you are orders of magnitude stronger than everyone around you, it can be pretty hard to play along with their lives without accidentally destroying everything. Thankfully, with this purchase, this won't ever be an issue for you. You're pretty much flawless when it comes to holding back and only using a portion of your power, being able to accurately restrain yourself to the level of someone weaker than you while fighting without slipping even a little, and this even helps you utilize your powers with greater precision when not holding back, to the point you could use your strength to do things that should probably need supernatural powers to perform, such as punching the ground to create an entire trench without any particular stance, or even exert your full force with casual and inefficient movements. As part of this, you're also pretty good at gauging the raw power of others.

Playing With Gifts -200cp

Gifts are one of the fundamental aspects of this world in a way, given that it's how nearly every single supernatural power and other noteworthy traits are categorized. With the purchase of this perk you gain the ability to mess with said Gifts, which in practice means you can take them and fuse them with other Gifts to create new ones. While the process will likely vary depending on the Gifts involved, it'll never take more than maybe a day to perform, and you might end up with Gifts that are stronger than the sum of their parts, if the component Gifts were strong to begin with. You can also infuse Gifts into objects or living beings, which will warp said object a bit to make it an intrinsic part of it, technically making said object or plant into a Gift in and of itself. One of the more basic examples of this is the Suisen Ranka, a combination of a Sacred Tree and the blessing of a water god, to make a plant that grows on the surface of lakes and purifies any water it comes into contact with. What sort of Gifts will you create?

Zodiac Power -200cp

The Sun Authority, the power over the very sun itself, was divided into 24 parts and distributed in a competition to prevent a massive war between all the pantheons over who got to govern Little Garden's Sun. With this purchase you can do something similar with any of the Gifts you have, or even any perks you have (as long as said perks don't have any power sharing aspect themselves). Essentially, you can divide such things into as many parts as you wish, and the power of the Gift or perk is evenly distributed among all of its parts. After this, you can give the parts to other people, letting you loan out portions of your power to others. This can be done regardless of the strength of whatever you're dividing, although keep in mind that simple Gifts might behave a little weirdly if divided too much. It's recommended you don't split your abilities too much, as that might leave you with very little power in each division.

Formless Emptiness -200cp

What a dreadful ability you have here, a nature of form shared only by End Emptiness, the embodiment of the end of time. Poetic insults aside, this provides the ability to transform into a formless mist, black in color. Effectively, this means physical attacks are a joke at best, and that your enemies need supernatural abilities to damage you in any meaningful sense. Likewise however, you'll be very hard pressed to damage others without supernatural abilities of your own. Something like making things decay with a touch would be quite convenient to use in such a form though. This transformation is all or nothing though, you either fully transform into mist or don't. Still, it can be quite useful for dodging or running away, as the transformation is instant.

Also, this lets you split off fragments of your mist, which will be weaker and obviously so, because the lesser amount of power they retain compared to you, the lighter in color they are, with something that is perhaps half as powerful as you being dark gray at best. Unfortunately these offshoots will retain as much intelligence as power, so if you make one that is too weak it might be too unintelligent to properly follow your orders.

Divine Resummoning -400cp

Gods are inextricably tied to humanity. After all, they are spawned from human belief, and influence human history in turn. Their spiritual power is inseparable from the worship of their followers. So, as a result, gods are rather hard to kill. See, there is a little system in place to prevent the death of gods from accidentally causing catastrophe in human history in Little Garden, bringing them back to life as long as the knowledge of them remains intact. And now, you benefit from this as well, even if you are not a god. As long as you are widely known, you will simply come back to life about a week after your death, either in the place you died or the nearest safe location. This must be widely available public knowledge; just a handful of people remembering you exist isn't enough, and at least some stories of your life must be known to count. Try to spread your legend as far as possible, just to make sure.

God Killer -400cp

What makes a true Godslayer, in a world where gods never truly die if they are not forgotten? Why, the ability to completely blot out public knowledge of gods you kill. This doesn't make you any better at killing gods, or give your abilities an extra edge against them or something. Rather, when you kill a god, they are forgotten. Some obscure tomes and texts may remain that hold records of them still, but their worshippers will wake up the next day with no knowledge of the gods they loyally worshipped merely the day before, and most myths regarding them will fade to the merciless tides of time as they are no longer told. Due to this, any gods that depend on the faith of their worshippers will be entirely unable to return. As a bonus, should you kill someone with some other variety of resurrective immortality, this works on them too to a lesser degree, making it significantly harder for them to return to life for some inexplicable reason, and requiring active and great effort to return. Will you carve your name into the fearful hearts of the gods, or squander this talent?

Paradoxes And Time Travel -400cp

How do people get summoned to Little Garden? When the world is both outside of time and inextricably tied to all of human history, things get a little weird when moving between Earth and Little Garden. This ability you gain here is one of the things that allow you to isek- I mean, to invite remarkable people into this wonderful stage. By using complex rituals exploiting some of the rules of time and using an item related to your target as an anchor, you can manipulate events and timelines to cause paradoxes, designed specifically to spit out someone you want to bring to you in the process of the timeline fixing itself. Using these techniques you can summon legendary heroes and inventors and really anyone you can think of, although do keep in mind that their disappearance from the normal flow of time might have unintended consequences. It's through such methods that most of the people who weren't born here find themselves in Little Garden.

You're not even restricted to summoning someone once; Oda Nobunaga, for example, was summoned three times, although they became a Demon Lord all three times. You can't summon the exact same person while they're already present though, but given you have access to all timelines, this isn't all that hard to get around by simply summoning a version of your target from a different possibility, although such alternates are unlikely to be anywhere near identical to the other ones, such as how the Sakamaki Izayoi that was summoned into Little Garden is the only Izayoi in all timelines that has the Experimental Body version of 3s.nano machine unit and thus the sheer raw strength he wields. Expect similar levels of differences with any alternate versions of people you summon.

On another note, there's no guarantee that the people you're summoning will be loyal to you, or that they'll even like you. Try not to summon troublesome people, please, or you might have some pretty big problems in your hands. The ritual itself takes a few hours to complete, but you do need to have a flat and smooth floor to inscribe the magic circle onto. And finally, it is very much worth noting that you will need a lot of raw power to throw around to summon someone who is genuinely powerful. Someone of the 4-Digits might require a Sun Authority to summon, for example, while those higher might need more, such as needing 5 Sun Authorities to be able to summon Heracles in his full power.

Divinity -600cp (Free to Gods)

Divinity is one of the most influential traits in Little Garden. Being a sort of pseudo-Gift in a sense, divinity acts as a massive boost to your power, equivalent to an entire Digit Ranking. Functionally speaking, you're basically one Ranking above what you purchased in the Life Ranking section. You can even give others Divinity, letting you ascend your friends and allies to godhood, or perhaps just some random snake you came across for whatever reason. However, do keep in mind that doing this requires sacrificing some of your own spiritual power, to a degree comparable to how much you're empowering them. Possessing this can also give you a gigantic and powerful true form if you're a beast of some kind, and even mundane animals will gain human-level intelligence when transformed into divine spirits.

Additionally this also gives you the ability to know the general location of any of your subordinates, although this sense can be obstructed with supernatural means. Also you can change your appearance, specifically in how old you look, going from adult to child in an instant. And of course, you can create avatars of yourself, who only possess as much power as you invest in them, which will also bypass any restrictions on beings of your nature, letting you be in places barred to the divine for example. If you don't choose to give these avatars Divinity, they'll even seem entirely human (or whatever other species you made them as) to any senses or detectors. In case you're wondering on how you could grow in power, now that you have a Divinity of your very own you could join one of the many god factions such as Hinduism or Buddhism, which will net you a position in their pantheons and plenty of worship from the followers of whatever religion you've joined. Or perhaps you'd rather strike it out on your own? Maybe build your own god faction?

Storytelling Poetry -600cp

As mentioned before, spirit power increases thanks to one's merit and achievements. But this is actually slightly wrong. What actually influences your power is how people know of and believe in your story. A sufficiently skilled storyteller can completely change the achievements and legend of someone, and in turn influence how their Gift manifests. Thus can Poets be considered some of the most powerful people in Little Garden whenever it strikes their fancy. And with this purchase, you become quite good at being a bard. Poetry and storytelling, musical instruments and singing, even how to spread your stories far and wide to travel faster than the wind, you're incredibly skilled at anything you would expect a wandering bard to know. With some good material you could completely change the rules of Gift Games based on mythology, and might be able to give entirely new Gifts to your allies.

Unfortunately, what makes the most popular stories not always aligns with your goals, and might sometimes even run contrary to whatever your agenda is. Still, just like you know everything there is to know about storytelling, you can likely figure out how to suppress any stories that you might not like. As it is, you'll already know the details of the relationship between storytelling and the manipulation of Life Ranking, and will quickly figure out the same for any other systems that depend on the belief of the people. From there, all you need is a good story to start working your wonders.

New Child Perks

Problematic Attitude -100cp

There's quite a few people in Little Garden that could be considered Problem Children. Strangely, they also always come in three. Queen Halloween, Algol, and Shiroyasha, and then Izayoi, Kasukabe, and Asuka. Whatever the case, they are all rather troublesome people, loving to play pranks and tease others. Like them, you find that acting like a rowdy child doesn't get in the way of your relationships, whether personal or professional. Endlessly teasing and sexually harassing a friend won't result in anything worse than getting smacked in the hair a bit instead of any possible long-term trust issues, and people won't respect you any less unless you're consistently and openly a degenerate pervert. Perfect for being able to tease your friends till the end of time.

A Life Of Encounters -200cp

It's a wide world out there, and it's also as small as the name Little Garden implies. Despite having the surface area of Earth's sun, those who can influence the fate of all of Little Garden do number in less than a few dozen, so despite the mind boggling number of people and Communities, if you know certain people you might end up coming across them all over Little Garden. But that's just boring, isn't it. Wouldn't it be better to make tons and tons of friends? Regardless, you do have quite a bit of luck when it comes to such things, able to quickly make friends with most people you meet, basically everywhere you go. They'll even sometimes turn out to be weirdly important, like how you might befriend one of the few 3-Digit beings that freely roam Little Garden in one of the 7-Digit Outer Gates. It'll certainly make for an interesting topic of conversation. Just keep in mind that there's only so much you can ask your friends to do, they have responsibilities of their own after all. But perhaps merely having some connections everywhere would be all you need?

Resolve of the Troublemaker -400cp

Given that all legends and myths gather in this world, you wouldn't expect combat to not be a prominent part of the life of Gift Game players, right? Even beyond the risk of heavy injury, without some proper ambition and determination, you wouldn't really get anywhere in this gigantic world. But surely you match the willpower needed to not just survive but even thrive here, or at least you do with this perk. Such is your willpower that you could hold a casual conversation even when bleeding from everywhere in your body and being very close to having most of your bones completely shattered. No amount of hardship would be enough to make you give up, although it can't be helped if you feel very depressed sometimes.

Prankster Mind -600cp

Gifts that utilize riddles and games of the mind are quite common. Above a certain level they're even the norm. It wouldn't do if you were caught up in one of such games with no way to solve it due to lacking information, would it? With this perk, you learn basically everything there is to know about human history and culture. From all the mythological big names from popular religions to the most obscure trivia found only in dusty old tomes, there's pretty much nothing you don't know that hasn't been widely public at least once in human history. Things like private information, events unknown to the world at large, and nitty-gritty details of subjects of learning like math and stuff are still beyond you unfortunately, but with this you will never lack in clues or hints to understand what is going on around you. Additionally your deductive capability is quite enhanced as well, able to arrive at correct conclusions with mere handfuls of vague and cryptic clues, which also makes you quite good at planning strategies and tactics in both wide-scale Gift Game wars and the heat of combat. In future worlds, your knowledge will expand to include all knowledge publicly available either in the present or the past. Just keep in mind that this doesn't give you detailed scientific or engineering knowledge or whatever, just vague impressions on such things, basically what an uneducated but well informed person would know about it.



Native Perks

Young Leader -100cp

Little Garden, while boasting wonderful possibilities, also bears terrible monsters, and unfortunately sometimes children need to take on positions of heavy responsibility or starve. Fortunately, nobody seems to mind someone being underaged for important positions. Likewise you'll be able to bring this with you to future worlds, being respected and treated like an adult in positions of responsibility even if you're merely 11 years old. Likewise something about you makes children you know able to bear the burden of leadership, maturing far quicker than perhaps might be acceptable in modern society. Just keep in mind that children are still children at the end of the day.

Pillar Of The Community -200cp

Communities are almost always split into two groups; the frontline group, consisting of the combatants and strongest members of the Community, acting as Players for Gift Games and even Hosting the Community's own Gift Games. And the support group, those who handle the logistics of the Community such as farming, cooking, infrastructure maintenance, and generally handling trivial matters that would simply waste the frontline group's time. With this purchase you are incredibly skilled at everything the support group tends to do. Farming, cooking, cleaning, haggling, building, remodeling, administration, if it's some kind of domestic role, you'd be one of the very best at it.

Replica Of A True Gift -400cp

Sometimes Communities revolve around a single legendary figure, such as for example Perseus, a Community formed from the descendants of the Greek hero of the same name. However, when your Community is so focused, there comes the issue of Gifts. You can't keep a consistent theme without multiple copies of one Gift, right? But you can't replicate legendary artifacts easily. So this is the solution; mass produce weaker copies of them. Possessing lesser functions and possibly lacking some aspects of their abilities entirely, you're able to create weaker replicas of Gifts you possess in mass quantities.

You'll need the proper materials if you're trying to replicate an artifact, of course, but even something like mundane high quality bronze would be enough to replicate the Gift of Invisibility, although unlike the original Helmet of Hades made of Adamantium, it would lack any capability to prevent sound or smell from the wearer. Now you can truly have an army of Gift bearers. Just make sure to train your soldiers well.

Creation-Type Gift - 600cp

As in, a Gift that was created, instead of one possessed since birth or earned through strict training. Given that Gifts can be basically any supernatural ability, it's no surprise that there are those who can create Gifts through their craftsmanship. Hell, they're quite common in the North District even. With this purchase you become immensely skilled at one form of craftsmanship of your choice. To give examples of what you can choose, it can be glassblowing, metalworking, woodcarving, gemcutting, etc. Through this skill you'll be able to create magical artifacts, Gifts essentially. The process itself will vary depending on what you choose, but generally some things remain as true as with normal crafting.

In other words, the more skilled you are, the better you can make it, the more time you spend on something, the better the end result is, and the better materials you have on hand, the higher the quality of the product. Unfortunately you do need some kind of material to work with, but there are plenty of those in Little Garden, especially supernatural materials like Adamantium, the metal that Hades' Helmet is made of, or Red Sacred Ore, the material of Sun Wukong's sizeshifting staff.

But that might not be descriptive enough. So how about a bunch of examples of crafted Gifts? One of the more basic are candles and torches which never go out, giving off light and heat for as long as someone doesn't douse them. Another slightly more convenient one would be a grass bracelet inscribed with the symbol of an alliance of mythical beasts, serving as a universal translator for whoever wears it so they can speak to Eudemons in their beast forms. A good example for the differences between materials is making a gem that generates fire out of a normal gem associated with heat, able to act like a lighter, or one made from the horn of a fire dragon, capable of conjuring powerful flames and even infusing them into things to empower them, like a giant metal robot.

And finally, perhaps the most impressive example, is carving out a piece of wood from an incredibly powerful spiritual tree, and carving into it a multi-layered philosophical symbol for creating a Gift that connects the wearer to all living things (see the Genome Tree Gift example in the Personal Gift section). Joining a Community for a good forge and a steady source of income and support is recommended. Your skills would certainly be in demand, at least in the North.



Veteran Perks

Casual Master -100cp

You'd be surprised how casual the powerful people in charge of the Lower Levels can be. After all, they're people too, even if they have incredibly heavy responsibilities. That said, some of them can be quite eccentric, to put it mildly. Fortunately, like them, your bizarre habits never seem to get in the way of your job. Even stuff like forcing your employees to wear skimpy swimsuits for events won't get you filed for sexual harassment, and people won't respect you any less for simply goofing around in your free time. You don't need to worry about your professional life being ruined because you said the wrong thing.

Quite A Few Eyes -200cp

Combat and sports isn't all there is to life, and while Little Garden is populated by many superhuman beings, the economy is still a very important aspect of life. Thankfully you don't need to worry about this all that much, as you've become almost absurdly skilled at anything to do with business and bureaucracy. Negotiations, supervision, logistics, haggling, planning, and anything else you can think of that a job involving the more economic side of life is something that you are so skilled in that it could be said that your ability in such matters is godlike. You're so good you could take care of the administration of an entire quarter of Little Garden's Lower Levels, an area far larger than the entirety of Earth, and still have most of the day to yourself after finishing somehow. As a bonus, you may choose to be one of Little Garden's Floor Masters, those who are in fact in charge of Little Garden's Lower Levels, provided you're not a Drop-In.

Celtic Skills -400cp

Sure, combat may not be all there is to life, but it's still pretty important, particularly for frontline Community members. Appropriately, you've trained pretty hard under some of the most skilled fighters in Little Garden, likely for multiple lifetimes, and have joined their ranks in terms of sheer violent skill. There is no weapon you don't know your way around, you've trained your instincts to accurately gauge fights and plan around them instinctively, and your training was such that you can now pull feats such as using a bladed whip to cut people's clothes into a thousand pieces to force them to be naked, without even needing to look anywhere in their general direction. Something like shooting one arrow across an entire chaotic battlefield filled with giants and flying dragons would be easy enough it wouldn't break your pace in combat, and you can switch between weapons as fluidly as water flows in a river. Needless to say, your skill in battle is very much the equal of war gods.

Host Master Authority -600cp

So you've learned what Gift Games are and how they have to be mutually agreed on to work. However, there is a way to skip the "get the other person to agree" part, and that is the [Host Master Authority]. Essentially, it simply lets you force people into your Gift Game, even if it has rules no sane person would ever agree to. Maybe you'll forcibly prevent everyone in a city from leaving it, and inflicting a ten-day long time loop on all the participants that kills them at the end of the loop so they die over and over again indefinitely. Maybe you would like to give incremental punishments to those who break some particular condition, sealing one Gift or ability per case of cheating and then simply sealing them as much as you want if they do so for a third time. You can even strengthen yourself through this Gift Game, making yourself more powerful while heavily restricting your opponent. Unfortunately there are a few limitations here. You must give a minimum of 2 winning conditions when using this authority; one would be to simply kill you, and the other would be to solve some riddle. While the riddle and its clues can be as cryptic as you can make it, the Geass Roll explaining the rules must have all the clues necessary for a participant to theoretically be able to come to the right conclusion and thus solve the riddle.

The original purpose of this authority was to combat the ancient Demon Lords, those who are so powerful that something like this was necessary to fight them, but more recently there's been a new generation of Demon Lords, those that use this same authority to wreck chaos and destruction, and generally abuse their Host Master Authority in whatever way they feel like. It is worth noting that the more risk to yourself you design into the game, the more power and bonuses you can gain from it, while the heavier punishments and restrictions you can lay on your enemies. For example, the time loop death example from earlier would require you to make the game unwinnable without you dying in some way, even if it is simply killing your true form while an avatar containing your consciousness lives on. And in case you were wondering, using this authority creates a rain of Geass Rolls, letting everyone you are dragging into the Gift Game know what they're getting into by simply grabbing one of the falling scrolls and reading them.



Items

You get two floating discounts for each price tier in this section; two for 100cp items, and two for 200cp items.

Laplace Pieces -0/100cp

One of the more common objects in this world are Gift Cards, little card things that are made from some completely unknown material. These are officially called Laplace Pieces, created by the Laplace Demon for convenience. Their function is simple; they store Gifts and objects. This is why they've come to be called Gift Cards, since pretty much everyone who has one uses them as a convenient place to store any Gifts and artifacts they want to keep somewhere. These little cards have seemingly no limit on how many things they can store, either. Also, you can store living people in them, who'll be able to speak and have their voices heard as if the card was some kind of speaker, and they can also see what's going on around the card too. And lastly, one of their nifty functions is that they list the names of what is stored in them, which might potentially help new people discover what their Gift even is, as the names are almost always pretty accurate to what the Gift is. You get one for free, able to freely design how it looks from color to decorations, and may purchase more for 100cp each, in case you want to give some to other people.

Gifted Clothing -100cp

Given the sheer variety of characters to be found in this world, it kinda makes sense that the fashion is just as eclectic, no? Well, with this purchase you can take part, being given a wardrobe that is probably some form of Gift. What it contains is a seemingly endless number of outfits of all styles you can possibly think of. Both from all cultures and also some risque fetish outfits you can only find in modern fanservice anime, if you think of some kind of mundane outfit it's probably in there somewhere. Of course, these outfits aren't entirely mundane. They repair themselves an hour after any form of damage, cleans themselves so quickly you could fumble about on mud and stand up completely clean, and no matter the form the outfit takes it never reveals any private bits somehow, although it might come close if it's something like a skirt or mostly see-through. Also, despite what they look like, they provide about as much protection as full heavy steel plate armor. Not that such level of protection matters much here, especially at the higher levels. Still, perhaps that little bit of extra armor might help prevent some nasty bruising.

Come To Little Garden -100cp

What you have now in your hands is a letter, with a strange symbol in the red seal. This letter does one thing; it transports you directly to wherever the plot of the world you're in is. For example, using it here would teleport you somewhere in the city around Outer Gate 2,105,380, as that is where the nameless Community that lost the name Arcadia is, unless you use the letter when the trio of problem children are visiting elsewhere such as the Underwood Waterfalls or Kouen City. In future worlds, if there is no story to follow somehow, then you'll be transported to whoever is most relevant to the fate of the world. You also have the guarantee that you'll find yourself in a position where you can insert yourself into the story without too much issue, at least as long as you don't aim for some unreasonable role. You can also give this letter to other people, which will let them use it with the same effect. Teleporting 4km up in the air optional and not recommended without cushioning.

Seal -100cp

No, not the animal. What you can get here is a black ribbon, the kind you use to tie your hair. It's not merely decorative, but allows you to seal any amount of your power while wearing it. Maybe you want to restrict yourself to half or a quarter of your full abilities at most? Aside from being quite good for hiding your true level of power and Life Ranking, this can also optionally morph you into a child version of yourself. This is purely visual, no impact on your strength or mind, but looking like a child might provide some benefit perhaps? If you don't want a black ribbon, it can be any other color you want, or even some other kind of accessory if you'd rather not tie up your hair.

Black Rabbit Eater MK II -100cp

What the hell is this? A large tree-sized plant wielding a lot of several meter long tendrils that can only be described as tentacles, this thing was bred by a certain problem child specifically to seek out voluptuous women and thoroughly molest them with its tendrils. Fortunately it won't actually harm any of its victims, although the humiliation might still be too much for some. As it is a plant, and the second generation of its species at that, you can probably figure out how to refine it for greater speed and dexterity or something, if you know how plants are handled or have the help of someone who does. If it dies somehow, you'll get another one the following week. Do you really want to be associated with something like this?

Communal Adventure -200cp

When every random nook and cranny of the world can contain a few monsters ready to eat your face, and where there are several absurdly powerful beings that might decide to squash you one day, strength in numbers is a very reliable comfort. Communities are almost sacred in Little Garden. There are no nations, there are Communities. Your Community is your family and the home you are born and raised in, and it is your Community that acts as the face of both you and your fellows to the world at large. Normally you can simply join some Community if you want or strike it out alone, but with this purchase you may become the leader of your very own Community. While most of the details are entirely up to you, this does give you access to the Community section below, for determining the broad strokes of what your Community is like. Do be kind to your subordinates now.

Water Sapling -200/400cp

The tree that gives Underwood Waterfalls its name is a water tree, a special kind of plant created by fusing a tree and a Gift related to controlling water. With this purchase you get a sapling, already as tall as humans, that you can use for whatever purposes you want. You could plant it somewhere and build canals to store the water it constantly generates somewhere, and if you're patient enough, you might see it grow to quite impressive sizes over the decades, generating more and more water as it gets larger. As you can see with Underwood Waterfalls, it can get as large as to be 500 meters tall, and generate enough water to not only form several seas and a few massive rivers, but also feed a river stretching for millions of kilometers without issue on top of that. You can even harvest the wood for the purposes of craftsmanship, for stuff like using a branch to set up a small hot spring that constantly replenishes its waters with the branch. Oh yeah, in case it wasn't clear, all parts of the tree keep generating water endlessly, even if you cut it away from the tree itself. It'd take some decent supernatural powers to actually kill the thing. If you have the patience, maybe you'd like to grow a whole forest of these? Such a thing would doubtlessly form oceans large enough to fit small planets inside. You may pay an additional 200cp (100cp if discounted) to get a water tree that is already fully grown. Let's hope you have somewhere to put this.

Game Board -200cp

Certain people are able to obtain Game Boards, pocket worlds of their own design. From an otherworldly closed world with little more than a lake, a small mountain range, and a country's worth of empty plains around, to being a faithful and self-repairing recreation of late 1800's London, Game Boards can be essentially any kind of location the wielder wants to have, and those who have them usually use them in their Gift Games to provide clues for riddles or simply to have an appropriate stage to fight in. And with this purchase you may buy one of your own. What the world itself is like is up to you, although unfortunately it's not the kind of thing that can be modified freely, so you better give some thought to the design of your Game Board. Do keep in mind it can't be uninhabitable by nature. Actually deploying it isn't all that difficult, simply brandish your Gift Card or use some gesture and you can pull those around you or anyone in the same Gift Game that you are participating in into the Game Board. It's just as easy to let people out, although if you want to keep world-hopping people in or out you'll need to source any such protections from elsewhere, as it doesn't come with such protections by default.

Star Particle Origin -200cp

The Star Particle Bodies, also known as the Third Perpetual Motion (Nano)Machines, these seemingly naturally formed glowing particles of energy that have a tendency to accumulate into filaments are perhaps the next major step in humanity's technological progress. You get three palm-sized capsules filled with these strange nanomachines, and may gain more sets of three for 100 per additional trio. While these don't come with a manual or a way to mass produce them, if you have the right abilities or know someone that does, this can be quite the productive investment.

Even with no modifications or control mechanisms built in, injecting these nanomachine particles into people can heal any wound in minutes or even seconds, depending on its severity, and can even reverse complete bodily transformation, even the supernatural kinds, provided it was a permanent transformation with deleterious mental effects. It can also remove any diseases from the bodies of those they are injected into. Unfortunately the particles transform themselves into a unique strain suited to the individual when injected, so while they can reproduce themselves in large quantities this way, those new nanomachines won't be very effective on anyone else. A certain boy who will take part in the Second Sun Authority War was quite hindered by the fact he only had three of these capsules, so perhaps you'll be a sponsor and give him some more to continue reverse engineering?

Companions

This is where you determine your Companions.

Letter Of Invitation -100/200/400cp

Do you have friends you wish to bring into this world with you? This is the option for you then. With this you can import Companions you have been bringing along with you, or even create one wholesale if you wish. Companions each get 8 600cp to start with, and can take all drawbacks except for No Name No Banner or Nexus Of Times And Eras for more cp. For 100cp, you get two companion slots for importing or creating, for 200cp you get four slots, and for 400cp you get a total of 8 slots. Perhaps you'd like to start a Community the hard way with this roster?

A New World And A New Adventure -0/100cp

Or instead of bringing along friends, perhaps you want to take someone from Little Garden on adventures to the worlds beyond? You won't need to pay for such things, instead you merely need to convince someone to come along with you, and they'll become your Companion for free. Alternatively, if someone dies before you can get to them in time, you may pay 100cp to get them as a Companion after the jump ends, likely surprising them with the unexpected revival. Perhaps you'd like to give a certain three headed dragon a chance at a normal life?

You may take one of the following Companions for free.

Rabbit Colors -100+cp

The Moon Rabbits are often joked to have been made to fit the preferences of Indra. Naturally fit to be warriors, loyal, heroic, hot, innocent, and almost always virginal, they are understandably quite popular wherever they are. Unfortunately, they were almost completely wiped out three years ago, and after that event it seems that a certain Moon Rabbit has latched onto you. They are, of course, a very attractive member of your preferred gender, and sometimes seem to have been designed by a very sophisticated pervert, what with their entirely unintentional seductive behavior and easy embarrassment at anything lewd. Don't be fooled by this, though, they are an incredibly fearsome combatant, with a 6-Digit Life Ranking and able to fight those with a 5-Digit Ranking on sheer combat skill alone.

Unfortunately they are not quite as talented as the Kuro Usagi you may know, possessing only one of the three Gifts that Moon Rabbits might attain; either Vajra Replica, Brahmastra Replica, Chandra Mahal, or Kavacha and Kundala. That said, they are quite adept at using this Gift effectively, and can also use their ears and powerful body to pull some impressive stunts in combat. Alternatively, for a surcharge of 100cp each, they may have one more of those four Gifts, letting them have all four with 400cp. If you play your cards right, you could easily nudge the relationship you currently have towards something more intimate, or simply be content with the friendship you currently have. Please don't leave them, or sacrifice your life for them, that would be very traumatizing, and that's not very nice is it?



White Snow -100cp

Divine Spirits are quite a varied bunch, and those who were mostly normal animals before being ascended to Divinity are quite common. This particular dragon is one of them, having been a water snake before they found themselves with godly power over the waters they lived in all their life. And now that they've lost a Gift Game to you that wagered their pride, they've become your servant. Quite proud and haughty, they have a temperament that certainly wouldn't look out of place in a minor god, but they are thankfully quite reasonable if you show them some amount of respect. Of course, they have two forms; that of a gigantic asian dragon, and that of a human, the latter of which is surprisingly attractive for someone who was originally a completely different form of life. Weirdly enough they seem to like showing off their human form to you, being oddly aware of seductive poses, yet they claim to be chaste and as pure as freshly fallen snow when teased in return.

In terms of actual power they're around 5-Digit in Ranking, and possess some very thorough control over water and the weather, as well as Divinity of course. For the moment they don't seem to have any other abilities, not something that is all that hard to rectify, but they are also kinda unskilled, to be generous, at any domestic activity. Don't expect them to figure out the strange and arcane art that is cooking anytime soon. Just don't tease them too hard about it, it might harm their pride. Although making them your maid and watching them fail miserably at it could serve as decent entertainment to certain kinds of people. Perhaps you should build a shrine for them? That'd certainly empower them to some degree, even better if you get an actual cult going.



Bronze Fire -100cp

One day when wandering around in the South District, you came across this strange fire dragon that seemed to have no home, and they decided to follow you since then for whatever reason. Or maybe some other strange circumstances tied you to this person. Being quite fond of the human form, this fire dragon is quite athletic and has a skin the color of bronze, as well as being of your preferred gender. They tend to spend most of their day in athletic activities, and are certainly eager to push you to exercise along with them. Whether their regular activities have resulted in a very muscular and toned build or has somehow retained a soft and feminine build is up to you as of the purchase. Whatever the case they're clearly fond of physical activity and adventures.

Their power, being on the low end of 5-Digit, is largely based around physical combat with some fire manipulation from their species, and they obviously know their way around a fight, finding sparring to be quite satisfying. If you nurture their Gift with fire they could certainly become quite a powerhouse in fights, at least if they're not fighting someone against whom fire has little use. Why has this person decided to stick with you? Who knows, perhaps it's a crush or something?



Draculean Vampire -100cp

Much like the Moon Rabbits, the Knights of Little Garden, a variety of vampire that are an evolution of humanity in a timeline where the Earth became uninhabitable, were wiped out, although this happened thousands of years ago instead of a mere three. This particular person is one of the survivors, which by some twist of fate became your servant. Having blood red eyes and hair so yellow and smooth it's like a curtain of gold filaments, they built up the habit to use a black ribbon to seal their powers and adult body, leaving them a lot weaker than normal but lacking any indications of their vampirism. They're incredibly skilled at any domestic work, and will be invaluable as a maid.

Their full power is around 5-Digit, and has all of the benefits of the Knight Of Little Garden race, although they don't have any Gifts beyond that. That said, they do have quite a bit of experience with their abilities, even if not to the level of complete mastery. While sealed their abilities are a lot weaker, but they do still retain them. Whatever happened in the thousands of years between the extermination of their race and the present day, they don't like to say, but it seems to have given them a distaste for battle and an appreciation for calm domestic work. They certainly won't mind keeping your house(s) clean.



Ever Beating Heart -100cp

There's being passionate about your love, and then there's whatever this particular spirit has. Being one of the embodiments of the idea of a perpetual motion machine, this spirit has latched hard to you, to a frankly obsessive degree. You can hardly go two minutes without them professing their undying love for you, no matter the situation or context. Even if separated from you somehow, they'll do their absolute best to move the very world to get back to your side, damn the consequences of whatever they do in the process. While actually with you they basically melt in your hands, but if they somehow get into their heads that you're rejecting them they're very likely to start going crazy, maybe even deciding that locking you up so you don't run away is a great idea. Perhaps you should be careful around them?

In terms of actual capability, they possess the Broken Thermodynamics Gift, and are solidly 5-Digit. If you can get them into the Outer Worlds, you might be able to have them leverage their abilities into a Paradigm Shift and upgrade them to 4-Digit that way. In terms of actual combat prowess they're not particularly impressive, mainly relying on throwing a lot of fire or ice at their enemies and constantly teleporting to dodge any attacks. Perhaps some training is in order? They'll certainly protect you with their life, so teaching them how to actually fight would be quite a productive endeavor. Just keep an eye on them, you never know when they'll arrive at some weird conclusion and start 'disappearing' random people you know.

Community

In this section you'll get to customize the Community you've purchased a bit, and also the territory our Community owns. As explained before, Communities are the main form of structure that people organize in Little Garden. Some humans use the word Family, Organization, or even Country to refer to Communities, while some Mythical Beasts use the word Horde. In general, whatever it is called it is the same kind of thing. The Name and Flag of a Community is what they use to represent themselves in Gift Games, and a Community with no name or flag is seen as pitifully irrelevant. It's not impossible to turn this around, of course, but without something as large as leading an effort to defeat a Last Embryo and winning, basically nobody will really respect a nameless and flagless Community. You'll be able to freely decide what the Name and Flag of your Community are.

As an aside, Digit rankings for Communities work a little differently than for people. 6-Digit Communities are those able to reliably participate in Gift Games, for example, while 5-Digit Communities are expected to be able to host Gift Games with 100 participating Communities without much issue. Past that the scale a Community must be able to operate in increases, such as the 2-Digit Community [Thousand Eyes] being able to operate all over Little Garden. Communities also have to pass a trial set by a Floor Master to officially rise up the ranks. So the rank of your own Community, instead of being a simple purchase, will be determined by the kind of build you make here.

If you are a New Child, this Community can easily be something you brought with you when arriving at Little Garden, while as a Native it can be a recently founded Community or an old entrenched one you've risen to the top of. Meanwhile, for Veterans, the Community is likely one of the oldest around, possibly as old as Thousand Eyes. This doesn't really change the mechanics of what your Community is currently capable of, of course, so feel free to decide how old your Community is within reason.

You'll get to bring your Community and its lands together with you to future worlds. The lands will be able to hold inactive Companions if you have any too, and you may insert it either in the world you're going to or simply leave it connected to your Warehouse.

Note, you require the Communal Adventure item to have access to this section. You do get a 400cp stipend at least.

Size

Here you will determine the size of your Community.

Small +100cp

Your Community is minuscule, being composed of less than 10 people, maybe even less than 5. You either have no frontliners or no support groups. Either way if your very few members aren't powerhouses you're very unlikely to get anywhere with this.

Medium -0cp

Your Community is of average size, for the 6 or 7 Digit Communities at least. Being composed of more than a hundred people, you'll have a sizable support group and a handful of frontliners, a solid and stable arrangement. That said, expanding your roster certainly wouldn't hurt the Community.

Large -100cp

Now we're talking. You have several hundred people in your Community now, likely able to hold relatively large scale Gift Games, and the manpower of your support group will be a good safety net for if the Community ever falls on hard times. You might even have a few different squads of frontliners.

Massive -200cp

Your Community is truly large. Several thousands of people at minimum, you can likely rely on simple birth rates to slowly expand your Community at this point. You have a town's worth of people for the support group, and enough frontliners to have at least a few participating in some Gift Game somewhere at all times without diminishing the defenses of your territory in a meaningful manner.

Gigantic -300cp

At this level your Community is basically an empire in terms of size, and might match some mythological groups in sheer population. Hopefully you're spread out over several Astral Gates, or logistics might get a bit awkward. Your frontlines might be numerous enough to be a small army, matching some like Salamadra's population of fire dragons. With all this manpower the position of your Community is quite safe, unless you're invaded by a Demon Lord or something.

Quality

This part will determine the power of your frontliners. Note you don't need to match their power to be their leader, although that will put some pressure on you diplomatically speaking. If your Community is too small to hold as many frontliners as the Quality option you chose mentions, then you just get as many of the highest quality frontliners as you can get, such as 4 5-Digit frontliners if your Community is just 5 people including you for example.

Trash +200cp

Did a particularly vindictive Demon Lord invade your Community before? None of the members of your Community are adults, the most you'll have is a single teenager, maybe a handful, while the rest would be children of 10 years or younger. Needless to say you are not in a good position, and will need to wait a while before these people are able to participate in hard manual labor. At least they're very eager to help with things? Alternatively, you could raise them with some plan in mind, although that would take a while obviously.

Weak +100cp

Your Community isn't all that impressive. Your frontliners are all pretty much 7-Digit, and without some work they're not gonna get any more powerful. You'd be pretty lucky to get your Community to win any Gift Games, and you'll have your work cut out for you if you want to make your Community stronger.

Average -0cp

Most Communities in Little Garden are considered to be 6-Digit. Those below are weak enough they generally don't survive long, and the way to become of a lower Digit is difficult enough that most Communities never overcome the hurdle. Your Community is likely at the 6-Digit with this, as you'll now have a few 6-Digit people, with the rest of your frontliners being 7-Digit. At least the 6-Digit ones can train the others? Still you're not going anywhere with this anytime soon without quite a bit of effort.

Legendary -200cp

At this point you start to gather some actual strength among your frontliners. You have a handful of 5-Digit people and several 6-Digit people, with the rest being 7-Digit. Now you can let the 5-Digit frontliners start taking care of things on their own and expect actual results from their training with the others. You won't need to supervise them too closely anymore thankfully, although you should still keep an eye on their activities given how important they are to the Community. Additionally, this purchase gives you one discount in your Land purchase.

Pantheon -400cp

Damn, now look at this. Some 4-Digit people, plenty of 5-Digits, and lots of 6-Digit frontliners. Your Community could start playing with the big leagues right away with this setup, and you will quickly rise to the 5 or 4-Digit rankings as a Community if you're not already there, unless your Community is too small to play at that kind of scale as a Host instead of a Player. You really don't need to worry about the firepower of your Community anymore, unless you start fighting Demon Lords or something. This also gives you three Land discounts.

Land

Here you'll determine the land your Community owns with your purchases. Discounts don't stack, instead, you can purchase as many Lands as you can afford, with each purchase of any of the tiers here representing an individual territory. Although if you pick the No Clae option it prevents you from buying any and forces you to ignore this section. Land you purchase may be separated and around different Outer Gates if you want (this is recommended) or spread haphazardly across Little Garden without being all that close to any Astral Gate, although if you don't have a reliable way of getting to it it's not recommended. In case that needs to be said, any purchased land will already have infrastructure present to house and feed your Community, and will also be quite fertile and bountiful for farming.

Oh, and don't worry about people trying to steal your land if you don't use it. Such things are generally frowned upon and those desperate enough to try that are vanishingly rare even across all of Little Garden. Practically unheard of really. Still, perhaps not letting it fall to ruin from neglect would be a good idea?

No Clae +100cp

Ignore this Land section entirely, your Community has no land. You've either just arrived at Little Garden and have yet to claim some parcel of land yet, or some event in the past has left your Community so fundamentally destitute you've somehow lost the very land you lived in. Fortunately you can just go out and start living in some unclaimed part of the wilds, but you'll have your work cut out for you to make it actually livable and able to support a Community.

Acceptable -100cp

This purchase gives you a parcel of land about as big as a town, able to comfortably house a few hundred people and still have some space spare for farms and such. Unless you have dreams of expanding your Community to great heights, this works just fine for living with your friends and family. Not all Communities have to have the ambition of becoming legends, you know?

Large -200cp

This purchase gives you a massive area of land, large enough to very comfortably house tens of thousands of people and able to feed all of them with the sheer amount of space left for agriculture. If you're alright with this land not being self-sufficient and growing all your food, you might be able to house a few hundred thousand people here.

Gigantic -300cp

Isn't this a little excessive? The amount of land this purchase gives is enough to build a gigantic city, large by the standards of the modern day, as well as having enough space to farm enough food to feed all the inhabitants. At this point you'll start to have to seriously think about transportation though, both from any part of the land to any other as well as from your land to the Astral Gate. After all, even if the Astral Gate is inside your land (which can happen if you're powerful enough to have the rights to its management), it would still take a day or two of walking to get to it from the farthest point of your territory.

Land Modifiers

Instead of purchasing something specific, this section will let you modify the lands you purchase a bit. Obviously you should ignore this section if you've picked the No Clae option.

Devastated +100cp

Okay, it's almost certain that you were invaded by a Demon Lord at some point. I mean, really, how the hell can a territory be so devastated, so infertile, so ruined it's unrecognizable? You could expect at most a few buildings still standing here, with the rest being little more than piles of debris. Don't expect to be able to plant all but the hardiest and likely least nutritious crops in this soil, as whatever happened to the land sapped all the fertility of the farmland too somehow. It's gonna take a while to repair this even with lots of manpower, unless you have plenty of nature spirits or a few minor gods in your employ. Unlike the other Modifier, this one applies to all of your Lands instead of just one, so you may only get this Modifier once.

Wealthy Clae -300cp

Would you look at that, your territory has some utterly gigantic underground veins of a very expensive metal. That being Diamond Iron, a supernatural metal that's worth far more than its weight in silver and gold combined, and can be used to craft some very powerful artifacts. The vein's big enough to run across a small mountain range, although if your land is too small it probably stretches downwards, which would make it a bit of a pain to mine it. Still, with this level of resources, all you need is a contract or two with a large and hopefully trustworthy merchant Community to catapult your Community to immense wealth. It's not gonna be enough to match the really big commerce focused Communities on its own unfortunately, but you're unlikely to have any kind of issue with money in the future. Provided you can mine it, that is. It would be kinda depressing to have something like this lying around and no way to actually make use of it, wouldn't it?

Influence

This final part of this section will let you determine exactly how influential your Community is.

Pathetic +200cp

Are you sure you want this? Forget about influence and start thinking the complete opposite, because for whatever reason your Community is actively at the mercy of other Communities of its general weight class, like some kind of lanky nerd against an entire school of muscular bullies. Don't expect to have much success in diplomatic or economical matters anytime soon. Maybe you gambled a bit too much and bet something you shouldn't have? At least if you're strong enough you're not gonna be able to be pushed around by Communities a lot weaker than yours, but being such a joke among the larger Communities might honestly be worse.

Informal -0cp

Your Community isn't all that noteworthy, just like many others. You'll have some connections and friendly relations with other Communities at the same general level as yours, but nothing official, and certainly nothing to the extent of an Alliance. You'll have to work for the influence you obtain for your Community, but at least you're in a decent position to start doing so.

Notable -100cp

It's not fame, but the name of your Community does get around in some circles now at least. Having a few official alliances with other Communities, perhaps even an actual Alliance (which tend to have Flags by themselves and tie Communities together very closely), as well as some regular deals with others regarding whatever your Community focuses on, your Community is, while not a powerhouse among those of its level, still noteworthy. You might even have some friends in greater Communities

Great -200cp

At this point it'd be strange if your Community wasn't known all over your District, and possibly beyond if your Community is powerful enough. You're very likely going to have several lesser Communities under your employ, and are quite the diplomatic powerhouse among Communities at your level. You might not match the greats like Thousand Eyes, but you do have the next best thing. You might even have a Floor Master among your Community members, if your frontliners are powerful.

Drawbacks

There is no limit to how much cp you may gain from drawbacks.

Fondle Fondle Fondle +100cp

There's a limit to how much you can tease people before it's just sexual harassment, you know? Well unfortunately, you don't seem to have gotten the memo. You're a real pervert now, to such a degree that you might go on philosophical rants about risque outfits and the art of showing a lot but not too much or something. If your friends aren't very patient you might anger them quite frequently, and expect to get beaten off of people often with how quickly you jump to fondling them. You might still be well respected because of your official work, but in casual situations you're going to be one of the weird people. At least you'll get along well with Indra?

Problem Child +100cp

Unfortunately for Little Garden, a lot of powerful people seem to be very eccentric. From Algol sleeping around and taunting Athena about being more desired, to Shiroyasha offering a bit too much fanservice in the Gift Games she holds, to Indra being an impulsive pervert and the main trio of the former Arcadia being shameless pranksters, there's an odd tendency for powerful people to really like messing with people. And now you're among them, particularly those of the "shameless prankster" kind. You'll bring any of your friends (who aren't also problem children) quite the headaches as you completely ignore decorum to go cause problems, such as sitting on the almost sacred chandeliers of the North which bring light and warmth to their cities, or perhaps teasing them relentlessly because they just don't stop getting hilariously embarrassed. At least you'll still have the self control to be serious when the situation genuinely calls for it, but outside of that you'll certainly fit the moniker of "problem child".

[Jumper(lol)] +100cp

What is it about you that gets you treated this way? For some reason you are relentlessly teased by all your friends and even Companions, it's like you're a magnet for jokes. Some of the more perverted ones might start treating you as their favorite target of sexual harassment. Unfortunately every time this happens you'll find yourself as embarrassed as an innocent maiden instead of perhaps enraged by it. Maybe it's your reactions that are causing your friends to treat you like this. At least you can expect it to stop in genuinely serious situations, but perhaps it'd be best to get a paper fan or something to whack others with then they start teasing you out of nowhere.

This Is Not A Figure Of Speech +100cp

Little Garden is a wide and weird world, having Gifts from all sorts of mythologies in it. Unfortunately, you don't seem to have gotten the memo. For some reason, every time you learn about some weird or unique Gift, it'll surprise and shock you. You'll likely stand there for a second or two in shock, and even in combat it'll make you stumble a little. You never get used to it either, with each new and previously unknown Gift throwing you off your game as effectively as the first few. Perhaps you should start to study what the more common Gifts are?

Converted To Buddhism +200cp

Congratulations, you have received a Divinity from Buddhist gods. Unfortunately, this is not a good thing. Well, depending on how you look at it. What this Divinity does is actually seal your power, to about a third of what it originally was. You're also forced to take the form of a child, looking by all accounts like a chibi version of yourself. Unlike a certain white demoness, you can't give this one back for the duration of your jump, and you're stuck with it for a full decade. At least people will generally trust you even if you used to be a Demon Lord now? It'll be generally assumed you're being reformed with Buddhism in such a case at least, as little relief that might bring when you don't have access to most of your power.

With Dignity +200cp

Gift Games are the next best thing to sacred in this world, and people are generally trusted to obey the rules of Gift Games they participate in. While cheating is theoretically possible, this is to the degree that such actions are entirely unheard of. Unfortunately, you will no longer have the option to possibly test how hard it is to cheat in Gift Games and what the punishment is. You're now stuck with an unwavering sense of honor, and completely refuse to break the rules of an engagement or competition or cheat in any manner. This doesn't apply to Gift Games but also any other agreements. This can and will often restrict what you can do in gift Games and other contracts due to simple unwillingness to use your abilities as cleverly as you can, often choosing to use them in a straightforward manner if possible, or not using your abilities at all if not. Let's hope you have friends willing to pick up the slack, or that you're powerful enough that this doesn't matter.

Inescapable Fate +200cp

Fate may or may not be a thing in this world, but sometimes it sure seems like it. Unfortunately for you, you're gonna experience it pretty regularly. In short, you are no longer able to ignore the story of Mondaiji Tachi. Whatever happens, you'll be present for most of it, especially the Demon Lord fights. You will no longer be able to simply run away to some remote corner of Little Garden and occupy yourself with building up a Community uninvolved with the whole mess, you're gonna be directly in the middle of all the clusterfucks that happen in the story. You better have some plans and some amount of power, otherwise the fight against Azi Dahaka is going to be miserable for you. On the plus side, you'll have the opportunity to befriend a lot of important people?

A World Big And Menacing +200cp

For the sheer scale of Little Garden and the variety of the people who inhabit it, this is quite a lighthearted world. Strong people can relax without needing to fear their enemies appearing at any moment, and the weak live content lives for the most part. With this drawback, that changes. Rather than Gift Games being sacred, now people take a perhaps slightly more realistic approach to them, and those who abuse the rules or coerce others into unfair Gift Games have become depressingly common. Even at the higher levels you'll see a lot more dirty tactics being used, and Demon Lords no longer respect the spirit of Gift Games. Things have just become a lot more difficult, and they're not going to get any better.

Hot 'N Cold +400cp

There's a limit to how much you should focus on your crushes, you know. Past a certain point it just starts to be creepy. Well, perhaps "creepy" is too mild a word for the kind of person you've become. Perhaps yandere would be more appropriate? Regardless, you've gained an obsession now, that being some kind of attractive person of your preferred gender. Your entire life will revolve around them, and you'll move heaven and earth purely to reach them, no matter how much they flee from you. Unfortunately you won't be entirely concerned with their consent and will just push your fantasies on them.

Even worse, they think you're viscerally disgusting and will always refuse you, which will simply drive you up the wall and deeper into your delusions. Thankfully you'll still have some amount of sanity left to pursue other objectives, but pursuing your poor "beloved bride/groom" will definitely be your main goal. Well, that is unless someone taunts you by taking them in front of you, such as giving them a deep tongue kiss. That would simply make you snap and go so berserk you can barely string a single coherent word together. Let's hope that doesn't happen.

No Name, No Banner +600cp

During the fight against Demon Lord Dystopia three years ago, Arcadia, the centerpiece of the Alliance formed to fight against Demon Lords, was razed to the ground, most of their Gifts stolen, and nearly everyone scattered across most of Little Garden and to the Outer Worlds. Unfortunately, something similar has happened to you now. A particularly sadistic Demon Lord has scattered all of your Companions and items across this massive world, and you must get them back before the jump ends. Failure means your chain and life are forfeit and your status as jumper transferred to the Demon Lord. If you don't have any Companions or items, you'll find that most of your abilities and perks have been taken instead. It will require thorough searching and making quite a few allies to help out, and even a lot of Gift Games against those who've gotten their hands on some of the things you've lost and are unwilling to part with them. Thankfully, unlike the situation of No Name, it won't be impossible to regain your Companions or items if you simply keep searching. Even if you need to hunt them down from across time to find them. If you've purchased a Community, this also applies to their Flag and Name, and you must get them back too.

Absolute Evil +600cp

The banner of Absolute Evil is perhaps the oldest evil in the world. Created by the first who refused to live under the same sky as their enemy. And now, for whatever reason, you've taken up that same banner. You are now an enemy of the whole world, and the whole world is your enemy. You will destroy everything that you come across as thoroughly as you can, and will make enemies with everyone you meet. You are not allowed to stop until you are dead. If you're powerful enough, you might end up becoming a Last Embryo, and possibly even prompt the gods to try to abandon Little Garden entirely. Can you survive against this world?

A Nexus Of Times And Eras +600cp

Little Garden is meant as a nexus for the gods to manipulate and guide human history to a better tomorrow. Accordingly, it is connected to all times and eras in human history, and any given timeline is about as stable as the amount of supervision from the gods that it gets. Now, with your arrival, Little Garden has been connected to so much more. Specifically, your entire chain, and the worlds you thought were fictional before. Shortly after you begin your stay, new people and Communities will emerge in Little Garden, based on both friends and enemies you've met before in your chain, as well as any pieces of fictional media from your original world. Aside from the newcomers, this has also allowed the Lovecraft mythological faction to somehow manage to establish a foothold in Little Garden, despite the fact they're usually kicked off by everyone else.

Thankfully these will be restricted to those stories you are already at least partially aware of. Additionally, they will find themselves with powers more appropriate for this setting, although this might end up empowering otherwise normal humans if they were impactful enough in the worlds they hail from. On top of this, some strange twist of fate will see you interacting with all these new factions distressingly often. Doubtlessly this will result in quite the chaotic time here, and the danger you might find has likely risen quite a bit. Are you brave enough to fight old and new foes? Perhaps if you gather enough allies, you could wage war on your enemies?



Notes

You can replace any given character if your build has everything you would need to replicate them.

Buying 4-Digit Life Ranking and the Divinity perk means you're a 3-Digit being. You're not unmatched though, there's a bunch of others at that level, like Shiroyasha, Sun Wukong, and Azi Dahaka. Also, keep in mind that the higher the Digit, the larger the power gaps, so while all three of said examples are 3-Digit, Sun Wukong wouldn't be able to beat Shiroyasha at full power, while Shiroyasha wouldn't be able to beat Azi (although she could seal him indefinitely thanks to her White Night Gift).

If you did not purchase the God Racial Gift but purchased the Divinity perk, that makes you a Divine Spirit, since those are the ones who received or earned their Divinity instead of being born with it.

Note that the spiritual power of Gods and Divine Spirits is diminished if they lie about their name, although this can be mitigated by clever puns or other ways to present an appropriate but not immediately obvious name for a disguise.

On giving others Divinity

Indra went from being 2-Digit to roughly 4-Digit or thereabouts by giving nearly all of his Divinity to his subordinates. Giving others Divinity is a permanent loss in the power you've given away, but you can recover it by taking back the Divinity you've given to others.

On the Omnipotence Paradox

You may be wondering (or not) why massively important figures such as the Abrahamic God, Brahma, or the Gautama Buddha never seem to be mentioned here when the history of the setting is explained. This is because of the Omnipotence Paradox. While the logic behind it is unknown, the result is that "omnipotent" beings are unable to wield their full power, reduced to non-omnipotent power while within it. Take care when exploring the Outer Worlds.

On Outer Worlds

Outer Worlds simply refers to the various timelines of Earth. Oddly enough, only three Divinity holders can physically exist in any given Outer World at a time, no

matter how much they weaken themselves. Any more and the world will be engulfed in constant natural disasters.

Below are some example builds in case you're not sure what kind of build you'd need to replace these particular characters.

Izayoi build: New Child, Human, Another Cosmology, 5-Digit, Problematic Attitude, Resolve of the Troublemaker, Prankster Mind

Azi Dahaka build: Veteran, Human, Dragon, Shadow, World Elephant, Pureblood, Another Cosmology, 4-Digit, Justice Lies Over My Dead Body, The Heavens Cannot Make One Higher Than Me, God Killer, Divinity, Resolve of the Troublemaker, Prankster Mind

When in doubt, it's all kayfabe, fanwank responsibly.

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