

## Digital Devil Saga Jump Part 1

In the Junkyard, there is only war. Oh sure, there may be small islands of peace, really stalemates, in this sea of conflict, but they are just that. There is no sun here, no stars, no rain or flowers. There is no nature, there are no children, only a eternal war between the six tribes: the two smallest ones, the Embryon and the Vanguard, the two tribes competing in the middleweight league, the Maribel and Solids, and finally the largest and strongest ones, the Wolves and the Brutes. Each with their own leader, who commands the obedience and loyalty of his or her tribe. Not to say betrayal is impossible, of course...

But a great change will soon occur, that will break the endless stalemate of the tribes. It will begin during a battle between the forces of Embryon, led by the enigmatic Serph, and the Vanguard, led by the rash Harley. In the middle of their fire fight, Serph will uncover a mysterious egg-like object, the one which had brought the two sides into conflict in the first place. Out of it shines a bright shaft of light, and everything changes. The Tribes soon gain a new ability, a terrifying one at that as displayed by the Embryon leaders, who quickly devour their enemies, forcing the survivors to flee. But that's not ALL the egg-like object contained: Inside is a black haired girl, who seems...oddly familiar to the Embryon leaders.

But that's not all. The Karma Temple, the center of the Junkyard and the only neutral ground, has been taken over by a being named Angel. She has proclaimed a new order: The Tribes must use their new powers to break the stalemate and win the war. And they must also bring a certain girl with them...In exchange, they will finally be able to reach Nirvana, paradise! Rend, slaughter, devour your enemies! YOU CANNOT ESCAPE YOUR HUNGER, WARRIOR OF PURGATORY.

You'll have **1000cp** for this Jump. Good luck surviving and winning the eternal war, Jumper.

## **BACKGROUND**

Due to the state the Junkyard is in, and the narrative of this world, you won't just pop in ANYWHERE. Instead, your location will be decided by your background. Speaking of which, you may roll for your age with 20+d8, and keep your gender from your last jump, or decide both by paying **100cp**.

**Drop-In:** Well this is peculiar. It seems you were with the black haired girl, Sera, in that egg-like object. The Embryon found you with her, and took you back to their base of operations. It seems unlike your hosts, you cannot transform into a demon. You do have access to a variety of other abilities. Well, at the least, Sera is nice. And so are the others, even if they act rather odd around you, as if they swore they could remember you. Even more odd, you seem to have some dormant memories of people who looked like them. What could this mean? And why are they talking about something called a Karma Temple and someone called Angel wanting two people, one who looks like Sera and another who looks like you?

**Atma Soldier:** You're a member of the Embryon tribe, a soldier working under your leader, Serph. You're important enough to sit with him and his group, and went with them to investigate the mysterious egg-like object on the border between your tribe and the Vanguard. They were more than happy to use violence against you, but your leader led you and your comrades through, before he reached the egg. What happened next...You don't like speaking about it. You've gained the form of a demon, but your mind is still that of a man. You'll still have to eat the flesh of others, but you're more resistant to the effects of the virus, if a little less powerful as a result. You'll help your leader win this war...Even if that girl IS a little distracting. Who IS she?

**Demon Warrior:** This background is much like the ones above: You fight for Embryon, you serve with the head honchos, you fought with the Vanguard's...But when you gained the power of the Atma virus, your reaction was VERY different: You liked it. No, you LOVED it. The power, the form, the carnage you could inflict on your enemies...The way you could devour them to become stronger. The others give you odd looks, but Heat, Serph's right hand man, seems to approve. The two of you think alike, it seems. As a result of your more...brutish nature, your demon form is now more powerful. However, as a result, it is harder to stay in control, and your body needs more meat. The meat of other Atma users...Not only that, but there's the girl, Sera. You know her. You know her from somewhere but you just can't remember *where*. You won't let the other tribes have her. You won't. You can't.

## PERKS

The special abilities of this Jump, which you'll need if you want any chance of surviving here. All perks are discounted for their respective background, and their **100cp** perk is free. Bit of a warning, your demon form requires you to eat the flesh of fellow Atma users.

## Drop-In

**Familiar Face**(100cp): You look so familiar...That's the thought going through everyone's mind when they see you. Even if you've never met them before, when people see your face they seem to become distracted, as if they're trying to remember something they once forgot. Most will become more protective of you as result, trying to figure who you are, and true friends who have been brainwashed will recognize your face, at least. Beware, some react to such nostalgic feelings more violently. This can be toggled on and off post-Jump.

**Angel's Favour**(200cp): Things just seem to go your way more often. That one door opened when you needed it too, the moving platform came just when you needed, stuff like that. It seems as if you have a guardian angel behind you, trying to keep you safe. While it can't do much, it can at least provide you with a chance, an opportunity to turn the tide in your favour. Now whether that 'guardian angel' truly deserves the title of angel is still up for debate...

**Mother...**(400cp): That's how the demons now roaming the Junkyard refer to Sera. They watch her with anxious eyes, and you've seen the looks they give to those that threaten her. It took you some time to realize they look at you with the same eyes. The roaming demons refuse to harm you, and even go out of their way to protect you. In other Jumps, this translates into wild animals and random encounters going out of their way to keep you safe from enemies. Note that this won't take effect if an outside force is directing them to kill you or those like you: If a deity let loose a horde of monsters to exterminate humanity, and they stayed true to this purpose even as 'random encounters', they would still try to kill you.

**Music soothed the savage Demon**(600cp): In a more innocent world, you and Sera would have been popular singers. The two of you have excellent voices, hitting just the right tones to make some seriously fantastic music. Now I know what you're thinking: "We have to pay THAT much for a singing perk? Are you serious?" But my dear Jumper, this is far more than a simple singing perk: Do you remember what I said earlier, about the Atma virus granting great power at the cost of sanity and hunger? Now you can intervene. Your song soothes those driven berserk by their demon form, and calms their hunger. You wouldn't be able to use this on yourself if you ever got the ability to transform, though. Post-Jump, this allows you to calm rampaging beasts and spirits, so long as they

had a calm state or are at least capable of one, as well as healing mental wounds and supporting weakening sanity.

### **Atma Soldier**

**Mind over body**(100cp): You might have gained the ability to transform into a demon because of the Atma virus, but that doesn't mean you ARE a demon. You're still a human being, still a soldier of Embryon beneath that monstrous exterior. As such, where others struggle to control their inner beast, your battle is a far easier one. It won't be a cakewalk, but you'll have a better chance than most. In future jumps, this translates to the ability to resist techniques and transformations that would normally drive you insane, even if it's your own technique or transformation.

**Cold Blooded Sniper**(200cp): Bang! Well, there goes another one. You've become very good at not just sniping, but marksmanship in general. Pistols, rifles, stuff like that. Considering how effective guns can be even now, this is actually a good skill to have. Never underestimate the value of just blowing someone's brains out from a distance. This may not work as well as the stronger infectees and demons, but hey, on the plus side, this perk also works really well with targeting the enemy with magic attacks as well. Just don't expect to hit every time.

**You can fly!**(400cp): Do I really need to explain this? You can fly. And you can fly *fast*. You can even keep up with fighter jets...in your demon form. Yeah, that's right, your demon form now has wings that allows it to fly really fast. What, did you think your HUMAN form could fly? Don't be silly. What's that you say? Transforming into a demon in order to fly is also rather silly? Alright, alright, you still can't fly as human without other perks, but any time you fly you'll run into far less difficulties, everything will be smooth sailing! Besides, your demon form can still fly at supersonic speeds, so...

**Atma Commander**(600cp): No wonder you sit at the head table! You're a born leader, with the charisma and tactical skills necessary to lead a squad in battle against fearsome odds and enemies, and it shows: Your demon form is far more elegant and streamlined, ready to lead your allies into battle. Whether it's cutting a larger enemy's battle lines in half, snapping one of your allies out of their shell shocked state, or deftly dodging enemy strikes and closing for the kill, you've got it covered. Sure, you may not be as physically strong as those who give in to their more primal instincts, but you don't care: Let them come roaring at you, looking for power and a meal. Because all they will find is an early grave.

### **Demon Warrior**

**Power born of madness**(100cp): You can feel it. The hunger, the bloodthirst, the aching desire for battle, and it feels *good*. Your new form offers so much power, if only you feed it. Strength courses through you, and you feel like you can take on the whole world! You can't, of course. Not yet, at least. But the more you indulge your crueler instincts, the desire to brutalize and devour your enemies, you will only become more powerful. Be careful, in order to maintain this power and your mind, you must participate in a precarious balance. The loss of yourself to the virus would be counted as a loss. But it shouldn't be too difficult, so long as you don't go out of your way to be a monster. Post-Jump, you become stronger the crazier you are.

**Fake Betrayal**(200cp): You're a lot of not very nice things. You're brutal, arrogant, and an all around jerk...But you are NOT a traitor. But your enemies, they don't know that. They think that you would betray your allies if they gave you what you wanted. Well, you're good at acting like a traitor. You can put up a very convincing act of disloyalty, tricking those who think they have

what you want into trusting you. This means you can fight one of your allies, and pretend to do damage to them, while secretly getting in just the right position to spring your own trap...

**I'm going to tear you apart!**(400cp): Brutality! All jokes aside, you're a pretty brutal fighter, you know? Whether it's physical attacks or magical, your attacks are much more likely to rip through your opponent's defenses, be they armor, shields, or just tough skin. The more viciously you attack, the more effective this perk is, though that also leaves YOU open. You'll have to juggle when to start going all in and when to hold back. In addition to this, you're also a hell of a lot scarier, enough to even frighten someone who SHOULD be stronger than you, You just have that kind of aura, you know?

**Devil Warrior**(600cp): You're a monster, you know that, right? You've devoured countless enemies, gaining far greater power. But you want MORE. Much more. And you plan on taking it by force. Aside from the fact that your demon form is now much stronger and much more deadly, you've gained a new ability: You can now devour a sufficiently weakened enemy alive. This allows you to regain health and strength in a fight, at the cost of your humanity. I have to admit, this is a rather disgusting power you've gained, Jumper. To kill someone in such a way creates fear and disgust in any with a shred of decency left in them,. This doesn't effect the depraved or animalistic of course, but...I hope you know what you're doing.

### General

**Bat Stabbing**(100cp): It seems you have a similar skill set to a member of the Maribels named Bat. In other words, you're real good at being a *backstabbing traitor*. You excel in it, allowing you to trick and deceive someone into believing you're working with them, only to turn around and betray them for the next big thing.

This perk also makes it harder for them to suspect you or see your betrayal coming. You rat.

**Two bodies are better than one!**(200cp): What in the hell...Uh, well, you can apparently separate your head from your body while in demon form. Not only that, but your head was apparently a folded mass, because your head has a humanoid form. Yeah, I don't get it either. So now you can actually split yourself into TWO different fighters! You can even bring your body back to life if it gets killed off, though it will be tiring. However, if your head is killed? Game over.

**It's eat, or BE EATEN!**(400cp): You're afraid. You're so afraid. Everyone has become monsters, they're eating each other alive, it's terrifying. You just want to survive! You just want to live! So you'll kill them first. You'll eat THEM! When in true danger, you can now enter a desperate state, fueled entirely by the desire to keep living. This makes you stronger, faster, and tougher, at the cost of driving you insane for as long as it's activated. Be warned, if you stay in it for too long, you may lose yourself to the beast forever...

**Feeling Hungry?**(600cp): You are in complete control of yourself. But your enemies? Not so much anymore. With this, you can now imitate Varin/Beck's Hunger Wave ability, allowing you to cause a great hunger to arise in your enemies. The hunger chews away at their mind, their very souls. It weakens them, corrodes them...Leaving them perfect prey. Using this, the Colonel turned the tide in the war against the Wolves and devastated them. Perhaps with time and training, you could imitate this? Beware, this ability can be resisted and even nullified: Those with strong will can resist, and any who possess defenses against madness, or an ability to sooth madness(Like Sera) can negate this. Post-Jump, this allows you to induce general madness in others. (Note: You are not ACTUALLY guaranteed to be in complete control of your form if you take this perk: That's just your ego talking.)



**Alpha Wolf**(800cp): Y-you're a big one, aren't you? It seems like Lupa, leader of the Wolves, your demon form is much bigger and stronger than average. Actually, you're huge! Easily one of the biggest around, you're just as tough as you are strong, and you are VERY strong. There is, however, a consequence: You require far more meat in this form, and maintaining your sanity against the beast within just became that much harder. You'll now have to live everyday with the very real risk that, if you get hungry enough, you will kill and devour your friends and family, and that there will be NOTHING they can do to stop you. That's not a guarantee, of course...But you never know.

## COMPANIONS

In this war-torn wasteland, you're going to want someone to back you up. Standing before you are the other tribes, demons, and beyond them, at the very top of the Karma Temple, Angel. If you want to reach Nirvana, you're going to want all the help you can get.

**Companion Import Option**(50cp-400cp): No Jumper is an island, as someone will one day sing. You're connected to many others, friends and companions who will stand by you through thick and thin. And that may be just what the doctor ordered. You may now import one companion for 50cp, to a total of eight companions for 400cp. Each companion will have 400cp at their disposal in order to buy perks from this Jump.

**Canon Companions**(300cp): It seems that some of the inhabitants of the Junkyard have taken a liking to you. You may recruit any member of the cast, not including the willing bosses. By willing, I mean they were fought with their minds intact, so Lupa and Jinana, who were driven mad by their refusal to devour others, could be

recruited, but not Bat or Varin. Don't worry, I'll make sure that by the end of part 2 they'll be able to follow you.

## **ITEMS**

This will be a little different from usual: Drop-Ins will have a normal item tree, with the usual rules(Discount on their items, 100cp item is free), however Atma Soldiers and Demon Warriors will have a different option, as you will see below.

### **General**

**Macca**(50cp): Even in the Junkyard, macca! Macca is the currency of Hell, and for some odd reason it's showed up here as well. Which is rather strange, considering that it's not demons who want it. Instead, you may use macca to purchase things called Mantras in-jump, which grant you special skills. You get 5,000 macca from this.

**Communicator**(50cp): So you're in the middle of a battle with enemy forces, and you and your companions get separated. You see a weak point in the enemy's formation, but how do you tell your allies this? With THIS handy little item! Now, you don't have to worry about pesky things like miscommunication during a crucial moment in battle. Pretty useful, huh?

### **Drop-In**

**Stylish Outfit**(100cp): Well don't you look fancy? This item gives you a more unique version of the Embryon uniform, quickly allowing you to be identified by your allies. And yet, for some reason, unless the fact is leaked to your foes by a mole or traitor, they'll have a hard time associating this outfit with you. Once it DOES get leaked to them or they do figure out, though, the effect will be gone.

**Lyrics Sheet:**(200cp): Well, we can't have you singing a song you don't know the lyrics too! This item provides the lyrics to Sera's song, which calms the demonic urges of those infected with the Atma virus. Aside from enhancing your singing ability, this also helps you to figure out the skill faster. While others may purchase this, it will only provide a small boost to their self-control.

**The Egg**(300cp): The strange object Sera, and perhaps you as well, was found in. This item can contain (a) being(s) of great power if they volunteer to go inside. For reference, Sera, at full power, could be a god in the Junkyard, due to her powers and its...special nature. And yet, she could be contained. Better? Drop-Ins can be contained. Keep THAT in mind. They do have to volunteer of their own free will, no mind control.

### **Mantra**

Surprise! This where the rules change: Normally, I'd offer you items for Atma Soldiers and Demon Warriors. But instead? I shall grant you Mantra! These special...things allow you to learn special skills, and normally you'd be able to grab them in-jump But video game rules don't apply here, so it would be much harder, if not impossible for the most powerful Mantra. So therefore, to make things easier for you, I will offer you Mantras in exchange for cp. **100cp** Mantra are free, and you can get discounts on them up to rank six. After that though...Full price. Yes, they're THAT powerful. You can also grab Mantras that would normally require you buy others first. Here, you can look at all the Mantras available to you: [http://megamitensei.wikia.com/wiki/List\\_of\\_Digital\\_Devil\\_Saga:\\_Avatar\\_Tuner\\_Mantra](http://megamitensei.wikia.com/wiki/List_of_Digital_Devil_Saga:_Avatar_Tuner_Mantra) (Note: Monotheist is off limits. Period.)

**Mantra Rank 1**(100cp): These things are pretty easy to come by. No seriously, you could buy five of these with the Macca offered in the item section. As a consequence, however, they're incredibly

weak, as if you were just beginning a game. Examples include basic physical and elemental skills like Agi and Hell Thrust, and the ability to nullify those elemental attacks.

**Mantra Rank 2**(200cp): Again, these are both easy to come by and weak, though they're stronger than the previous rank, at least. You can do a lot more with this, like stronger physical and elemental attacks like Venom Fang or Maragi(Which hits everyone), as well as moves that can boost those elemental attacks.

**Mantra Rank 3**(300cp): Getting better. It still wouldn't take much work to acquire these, but they'd would nonetheless take work. Spells learned from this are medium strength, either affecting one enemy or a few, like Agilao or Frost Breath, while physical skills either do more damage or inflict status effects, like Power Wave or Needle Shot, or repelling those elements.

**Mantra Rank 4**(400cp): Oh ho ho! Now we're talking! These Mantras are harder to acquire, but have moves that are more powerful, able to hit all enemies with medium strength elemental attacks, like Maragion, or a skill that allows you to drain those elements and regain health instead of lose it. You can also gain more powerful physical abilities like Death Blow, as well as the ability to strengthen your physical attacks with Power Charge, and a skill to nullify physical attacks.

**Mantra Rank 5**(500cp): We're almost to the limit most normal warriors reach here in the Junkyard. This Mantra section grants access to the most powerful attacks of an element that affect a single target, like Agidyne, and a skill to amplify those attacks, like Ice Amp. Physical abilities are covered as well, of course, like Executioner or Genocide, or perhaps you'd prefer Physical Repel, or Counterstrike? All possible. Even a low level almighty spell, Megido, is possible, though that requires a battle with a Bonus Boss.

**Mantra Level 6(600cp):** This. This is the limit for most ordinary warriors in the Junkyard. Here, elemental spells that do heavy damage to all enemies are available, as well as the power to resist them, which doesn't need to be cast, unlike the others. Strangely enough, there's no physical abilities in this section. Wonder why? However, if you're here, you also have healing, buff and debuffing, and some Expel and Death spells, so-What? I didn't mention that? Oh. Well, starting from rank 1 you also had access to healing abilities and from rank two buffs and debuffs which can strengthen you and your allies. Those healing moves should be in the range of healing your entire team by now. Now Expel works by reducing enemy health by a half or two-thirds, very specific but accurate, which can be effective if you want to weaken an enemy so someone else can kill it. Death spells, however, can deal instant death, but tend to be inaccurate and don't really work on those stronger than you, ignoring that it can be resisted and nullified or more.

**Mantra Rank 7(700cp):** But you aren't normal, are you? No, you're special, and so are these Mantras. These would be incredibly difficult to gain in-jump, so it's convenient that I'm offering them, isn't it? This section gives you access to powerful almighty magic like Megidola, which does a medium almighty damage to all enemies, piercing their defenses, spells that can heal your entire party like Mediarahan, or Mind Charge, which makes your magical attacks stronger.. Along with this comes powerful physical moves like Gate of Hell, or skills that drain physical attacks to heal instead of hurt you.

**Mantra Rank 8(800cp):** Well, this is odd. It seems only one Mantra is in this section, which grants the magical power Megidolaon, which deals heavy almighty damage to all enemies, as well as Null Element, which allows you to nullify elemental attacks. That's...about it, really. But hey, if it matters, this Mantra would be hard to find in-jump.

**Mantra Rank 9**(900cp): Alright, this is the highest level. These Mantras grant incredible power, and would be nigh-impossible to attain in-jump. The powerful Ragnarok does INCREDIBLE physical damage to the enemy, as well as weakens them, and even more, the same Mantra grants Life Surge, which drastically increases your total health. Another Mantra grants Salvation, which fully heals your party and cures you of all ailments. Speaking of ailments, another Mantra grants the ability to nullify ailment attacks, as well as Auto Soma, which fully heals you, as well as restoring your mana, after every fight. This is the strongest you can get...Or is it?

**Bonus Boss Mantra**(1000cp, requires **Bonus Boss Barrage**): Ho boy, this is the real deal. These are the strongest Mantra and skills you can gain, and are impossible to normally obtain. Seriously, they are INSANELY strong. You may obtain one Mantra by defeating the Lord of the Flies Beelzebub, which grants Death Flies, a power that deals almighty damage BEYOND that of Megidolaon, but also instantly kills those who survive without a resistance to Death magic. This doesn't work on those stronger than you, though. It also grants Repel Element, which repels any elemental attack used on it. Next is a Mantra acquired by defeating the Voice of God Metatron that grants Fire of Sinai, another almighty magic that hits fewer for the same amount of damage, with a lesser magic cost. It also grants the ability to repel Expel and Death magic. Finally, the most powerful Mantra of all, gained by defeating the mighty five gods, an extremely difficult task. But as a reward, it grants the Celestial Ray spell, the most powerful one you can acquire here, dealing INSANE almighty damage to all enemies, as well as the skill to absorb physical attacks, restoring both mana and health. Yes, really. Oh joy.

## **DRAWBACKS**

Greedy, greedy, aren't you? Given **1000cp** and you still want more? Well, you can have them; In exchange, you'll be taking on extra challenges that you wouldn't normally have to take. You may gain a total of **600cp** from drawbacks, or **800cp** if you take **Death's vastness holds no peace...**

**Hungry Hungry Jumper**(0cp, mandatory for Atma Soldier and Demon Warrior, not available to Drop-in): Your new form requires sustenance. Whether it be from fellow wielders of the Atma virus or, if you just so happen to have some, Magnetite, you **MUST** fuel your body and mind, lest you lose both to the beast within.

**Get that Jumper!**(0cp, mandatory for Drop-In, not available to Atma Soldier and Demon Warrior): Oh no, it looks like there's been a change in the plan: Angel doesn't just want Sera, she wants YOU as well. Now the other tribes will be out to catch the two of you in order to win entry to Nirvana. Hopefully the two of you and your new allies can think of something.

**De-mon!**(100cp): Congratulations, much like Cielo you now have a stereotypical Jamaican accent. Why do you have that kind of accent in this place? I don't know, you just do. Really not that big of a deal, but you'd be surprised how annoying it gets over time. Bright side, you and Cielo will have something to bond over.

**Highly illogical**(100cp): Well, this isn't good. It seems you've lost the ability to feel emotions. This normally wouldn't be that much of a problem, and really it still isn't, but now it's harder to interact with the fellow members of the tribe, and triggering your demon form is a little harder as well. Eventually however, much like Gale you will experience an event that will restore your emotions full force.

**Silent Protagonist**(200cp): What's that, Jumper? Speak up! Oh dear...It seems that much like Serph you're only capable of speaking

a few short sentences. You're not stupid, and you still know the language, it's just..You don't really talk much, if at all! If you don't already know sign language, I suggest you learn it. It will make things a little bit easier.

**Chronic Bat Stabbing Disorder**(200cp): Oh my God, this pest. Bat is one of the most wretched creatures in the Junkyard, a scumbag who will sell out the Maribel, his tribe, then the Solids, whom he joined afterwards, before finally dying without getting the chance to betray Varin and his Brutes. He fought the Embryon several times, and was a major pain to deal with. Well now, he's YOUR pain. Bastard will continue to screw with you, ambush you, and pull off all sorts of cheap tricks in order to kill or capture you. And he just will not die! You'll have to fight him several times before you'll be able to corner and kill him, once and for all.

**I won't do it! I WON'T!**(300cp): Well this is a problem. Look, Jumper, I know eating your enemies' corpses is sickening, but you have to do it. If you don't, you'll just go berserk and kill and eat others anyway. Unfortunately, it seems you've not gotten that through your head, because you simply refuse to devour your foes. This not only weakens your body, it weakens your mind. You either need to overcome this(which will hard) or win the war before it's too late. Losing your mind counts as a failure.

**Devour her!**(300cp): Well, this drawback is the exact opposite! Your body seems to demand to be fed the flesh of others, to devour them and become stronger. You have to resist this though, because just like eating too little warps your mind, eating too MUCH turns you into a true monster. Even if you yourself would not want to eat others, your body is moved by an instinct to do just that. Again, losing your mind counts as a failure. Taken with the above drawback, your body is moved by the instinct, but your mind recoils, causing great mental and physical stress on top of everything else.



**Name of an Angel, Body of a Demon**(600cp): Well hello there, Atmazilla! It seems you've gained the personal attention of Jenna Angel, the mysterious creator of the Atma virus and the woman who has taken control of the Karma Temple. Now, while the reason WHY she's interested in you changes depending on you being a Drop-In or not, she's interested nonetheless. At first, she'll use the other tribes and demons, but eventually you'll have to come to her. Once there, you must confront her and defeat her. It won't be easy, she's a powerful opponent who will battle you in two forms, a smaller, weaker one first, then a kaiju sized, and far stronger Atma Avatar. If you can defeat her, however, perhaps you'll be able to reach Nirvana...Though you WILL see her again.

**Bonus Boss Barrage**(600cp, mandatory, for no points, for those who take a Bonus Boss Mantra): Well, it seems seven very powerful Atma Avatars are rampaging across the Junkyard, on a whole different level compared to anything else in the Junkyard, except for one other being. King Frost is supposedly capable of wiping out all life on the planet, Beelzebub is a dreaded Lord of Chaos, Metatron is the Voice of God, and the Four Holy Beasts are the rulers of the elements themselves. The most powerful of them is Huang Long, who will be a true challenge you, rest assured. You only have to fight the Bonus Boss associated with the Mantra you bought, but believe me, that in of itself will be a major challenge.

**Death's vastness holds no peace**(800cp): Oh shit, oh shit, oh SHIT! This is bad, VERY bad! I would seriously advise you against taking this, you WILL regret it. Alright, alright, if you insist. You must now confront the Demi-Fiend, the young man who was given power by Lucifer himself. He is one of the most powerful beings ever, and in one future destroys the SMT multiverse by killing Kagutsuchi, an aspect of the Great Will itself. Bearing those signature, sinister demonic markings, he waits in the Anahata underground dungeon. And he's not alone: six powerful demons fight with him though he

may only have two out at once. You'll need to kill all the demons as well, though beware, he will unleash the incredibly powerful Gaea Rage every time he summons two demons. Gaea Rage is almighty, so it WILL pierce your defenses. Not that you should have any: If you have any skill that could nullify his other attacks equipped, you'll enrage him, and he will make SURE that you will die, and you WILL die. Don't worry about immunities from non-SMT Jumps that you can't turn off, he won't kill you instantly for those. You'll also get away with Resist. It just can't nullify. Speaking of defenses, he himself nullifies all but three things: Gun attacks, earth spells, and almighty spells. While the latter is obvious, the two former ones are because he didn't have to deal with those in his world. Once you reduce him to half health, one of his demons(who WILL survive, if only for this) will heal him fully. This may be one of your greatest challenges yet, Jumper

If you DO manage to defeat him, you will unlock two things: The first is the Amala ring, which boosts your "stats" by "ten". The other is the Demi-Fiend himself, though he won't be as strong as normal, being heavily weakened, you may now recruit him as a companion. Excellent work completing this challenge, Jumper!

## **ENDINGS**

THERE ARE NONE. YOU'RE NOT FINISHED YET, JUMPER. THE BLACK SUN BECKONS.

