

I'm not a robot





























How Not to Summon a Demon Lord follows Takuma Sakamoto, a secluded friendless nerd who loves to play the MMO Cross Reverie. In classic isekai anime fashion,Takuma gets sucked into the game, turning into his character, the Demon Lord Diablo, in the process. Once there, he finds he has been summoned by Rem Galleu and Shera the elf andmust work out how to get home while helping the people who brought him into their world. Working out someone's age is usually pretty simple. However,How Not to Summon a Demon Lordmakes itslightly more troublesome due to the strangeness and magic that exists withinCross Reverie'sMMO world.Determining the popularRem's age is especially difficult,as she'sfar from what she seems at first glance. Rem Galleu is said to be 14 years old. However, she is later revealed to bethe host for the soul of the Demon Lord Krebskulm, a curse she inherited from her mother. The Demon Lord Krebskulm is an ancient being, having been sealed in Rem's family line for at least three generations, of which Rem is the most recent.Thismeans the soul is, at minimum, 100 years old. Of course, this argument hinges on debating if Rem and Krebskulm are counted as the same being or not. While Rem has held the soul for her entire life, she and Krebskulm are not bound together permanently. If Rem was to die, then the soul would be released and Krebskulm would be reborn. However, duringHow Not to Summon a Demon Lord's story, Takuma does learn of a way to separatethe two safely. The ritual works but only partially, meaning Krebskulm isn't yet at full power. She can only achieve her actual demon form when she thinks Rem has died, making this bond exceptionally confusing. While Rem and Krebskulm can exist in two physical bodies,their forms are still technically intertwined, making it hard to tell where one of them starts and the other ends. The conversation of Rem's age becomes even more confusing when you consider How Not to Summon a Demon Lord'sMMO setting. In the world of Cross Reverie, did the past really happen, or did everyone appear fully formed in their current state? Their memories of the past could be real, or merely fictions made by the game's programmers and implanted into the characters. There's also the issue of how real the world of Cross Reverie is. Is it truly a living, breathing world, or does the game's code still hold some sway over both the characters and their lives? Rem's age is an intriguing riddle that helpsfans understand just how traumatic her curse and possession must be. To be stuck carrying the soul of a world-destroying tyrant is not an easy thing to deal with, no matterone's age. However, the fact that the soul has been passed through Rem's family – and with Rem and Krebskulmable to be separated – means that using the age of Rem's physical body, 14, is likely the mostaccurateway to answer the question. KEEP READING:Kakeguri Creator's Canceled Isekai Parody Walked a Very Fine Line Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Go To Characters Create Subpage - Create New - Analysis Archive Awesome DerivativeWork FanWorks FanticRecs Fridge Funny Haiku Headscratchers Heartwarming ImageLinks ImageSource Laconic MediaNotes Newsletter NightmareFuel PlayingWith QuoteSource Quotes Recap ReferencedBy Shocking Tearjerker Timeline Trivia WMG YMMV Voiced by: Masaki Mizunaka (Japanese), Eric Vale (English)Takuma Sakamoto was a human player of the MMORPG Cross Reverie. His character Diablo was known as the Demon King due to being the most powerful Demon Magician in the game. He rarely goes out on other players except for couples due to being a jealous recluse. One day he was summoned to another world that is similar to Cross Reverie as his character Diablo by two female summoners. Accidental Truth: Diablo has never considered how genuine his title of 'Demon Lord' is, considering it to be a simple roleplay bluff that he can back up through skill. In some primeval customs, most notably in demonic folklore, titles recognizing power can be seized by killing their holders. He has not only killed several Demon Lords by himself across his Cross Reverie career, including the game version of Krebskulm, but he's also earned the ring that replicates Demon Lord Enkvaros' unique superpower, which makes his self-declared title more than performative. Diablo's elimination of the latter and seizing of his unique power has also created echoes that resulted in the real-world version of Enkvaros already being long dead, meaning if he openly declared himself as Enkvaros' usurper, nobody could disprove it. The Ace: As "Diablo." In Cross Reverie, nobody who dared to challenge him could beat him, and that was with him holding back to make the challenge enjoyable. If he goes all out, next to nobody can even get close. And now he finds himself in an alternate world running on the same mechanics, where everybody of the six races is grievously underleveled. Even the only two other players in the entire game have no idea who he is. Personality Change: In the original light novels, Diablo is highly uncomfortable whenever he's stuck in what could even be remotely construed as an erotic situation, such as being alone in a room with either Rem or Shera, and it isn't until after Rem and Shera have been openly throwing themselves at him for a while that he starts to mellow, such as only blushing and turning away when they strip to bathe in a river, right in front of him, and although he does notice Shera's breasts, it's because she either constantly glomps him with them, or sticks them in his face. In the manga, although he tries to hide it, he's a raging pervert, who not only explicitly fantasizes about Rem, Shera, or both, at the drop of a hat, but goes out of his way to openly ogle them, and gets excited when Medios orders Shera to strip, as opposed to being repulsed with the idea of making her uncomfortable by having her strip suddenly in front of a stranger. The manga adaptation even has him immediately conjure an imagine spot of Alicia being molested by tentacles, for no reason, after meeting her. The light novel counterpart would never do anything of the sort, and became enraged beyond reason when Shera was subjected to a similar fate. All the Other Reinder: Episode 7 of the anime reveals that his childhood was terrible. All his "friends" were really just parasites that mooched off him and his gaming skill, pretending to be nice when he was around, but the moment he turned his back, they called him "weird" and laughed at him, deriding the fact that he shared his best gear with their characters in party raid events..... and he heard it when he went out to play with them but they hadn't seen him arrive because they were too busy bragging that they don't need him anymore. Anti-Hero: Of the Knight in Sour Armor variety. He just wants to be left alone with his companions but keeps getting forced into conflict with others. Anti-Magic Attack Reflector: His equipment the Demon King's Ring reflects all magic whether it is an attack, healing or support. It forces him to rely on his potions for restoration. Especially mana. An Arm and a Leg: Despite being otherwise Comically Invincible Hero, Diablo's had his arm severed from his body on several occasions. Fortunately, his Distorted Crown and some healing potions allowed him to grow it back. Ascended Fanboy: He's a top-ranked player of Cross Reverie the video game who is summoned into a Medieval European Fantasy RPG Mechanics Verse that closely resembles the game. Attractive Bent-Gender: In volume 12, he's Dragged into Drag and is so gorgeous, palace knights that hate Diablo run up and propose! Audience Surrogate: Even though Diablo is very Genre Savvy when it comes to games, the world he got transported to is just different enough that there are things he's unfamiliar with, so as a result he asks the girls a lot of questions about the world. Aura Vision: In volume 2 he learned how to do this. Awesome, but Impractical: His two ultimate spells, "White Nova" and the Unrealistic Black Hole are this. The former requires a 30 second cast time, which he was able to hide by monologuing, and the latter requires Diablo to touch the target, both of which are very dangerous, under normal conditions, for any pure spell-caster class. If Diablo wasn't so insanely overpowered for the world setting or clever enough to hide their activation requirements, it's unlikely he'd ever get to use either of them. Awesomeness by Analysis: He's not just a magical powerhouse. The primary reason he was the first player to take down Demon King of the brain, Enkvolus, is not that he simply overpowered it, but that he calmly and carefully analyzed its strengths, weaknesses, weapons and tactics, while he was actively fighting it, and countering each and everything it did with brutal efficiency. He does it again, in story, with the Force Hydra. Instead of wasting his time and energy trying to focus on the small, hidden, and constantly shifting Achilles' Heel, he uses carefully gauged attacks to figure out the Force Hydra's rather counter-intuitive special ability and turn it on the Hydra itself. Badass Cape: Diablo's mantle, The Curtain of Dark Clouds, is a black cloak that prevents bad status effects and allows him to survive an attack that would drop his HP to 0. After Diablo burned it to start a fire to save Horun in Volume 5 from hypothermia, he replaces it with the Call of Darkness, which can bestow the Fear effect on his enemies. It was able to send an entire plaza of people into a sobbing panic. Bag of Spilling: Played with. He only brought his character's own personal inventory into the new world. This does not include his tremendous financial fortune, nor the countless treasures he's collected over the life of his character. It might prove subverted completely if his personally created dungeon is linked to this world as well. though considering the exponential difference in travel times between the game and this world, he doesn't yet have sufficient justification for a several day journey with no guarantee of success at the other end. In volume 4, it looks averted, and justified. His dungeon does indeed appear where he put it in the game, and adventurers have been raiding it, trying to get at the treasures inside. Now the real question is if Diablo can legally lay claim to it or if "monster houses" like his personal dungeon are considered public property. Battle Aura: While it's not present in the manga, in the original light novel, he begins to emit mana when he becomes enraged at the thought of his friends or loved ones being threatened. Bedmate Reveal: After his very first night being the "master" of Rem and Shera, he wakes up sharing a bed with both of them, having no idea how he got there. Berserk Button: In the prologue it is noted that the "Demon Lord" absolutely refuses to go all-out, always maintaining a "performance" to "entertain" his enemies before killing them, so long as he doesn't think they're dating. But if he sees a "Wedding Ring", a useless item that serves only to brag that a pair are dating IRL, he pulls out all the stops and viciously destroys the "normies". We get to see this button pressed fully for the first time in Volume 7, when Diablo sees the Demon King Armys commander-in-chief, Vanaknes, flirting with his wives. Diablo's mind goes blank, he unintentionally starts laughing, and makes an expression that makes Lamnites, of all people, shrink back in fear and ask what's wrong. Diablo replies as follows: I'm going to go kill that guy for a bit. Rapists. When he heard a group of bandit dwarves implying they rape female adventures after killing their male partner and planning to do the same to Sylvia after killing him, Diablo went all out on, becoming dangerously cold as he beats them an inch of their life and would've even killed them had Sylvia not stop him. Bullying a Dragon: Yes, once word of how powerful, intelligent, competent, and brutal he is gets out, people still go out of their way to antagonize, harass, provoke, or threaten him or those he cares about. Said people often wind up utterly dumbstruck when he retaliates and they find themselves on the wrong end of a Curb-Stomp Battle. Can't Hold His Liquor: One cup of supposedly MP restoring alcohol, and he immediately goes into a fugue, where he collapses, drags Sylvia onto the bed due to mistaking her for a body pillow, gropes her to orgasm and strips her naked in the process, and then falling asleep on top of her, much to her chagrin. Character Catchphrase: "My name is Diablo, I am a Demon Lord from another world." Chekhov's Skill: The Mana Manipulation skill he learned from Medios to use on Shera and Rem's collars was effective in freeing Diablo from Galford's ritual magic trap. Chivalrous Pervert: Played with. As much as he'd love his erotic fantasies of his girls to be a reality, he adamantly refuses when such opportunities do present itself. Though it's often not so much him being conscious of the girls' dignities and more that he becomes a nervous wreck at the very thought of such a scene. The Collector: The light novel makes it clear that his "warehouse" holds a vast array of items from the game, as he would collect at least one of every kind of item he got his hands on, no matter how substandard, impractical, or useless it was to him. In fact, the primary reason he bought the "trial-attempt war-scythe" is that he missed the limited time lottery where the scythe would show up as a "miss" item. Comically Invincible Hero: He might as well be the Isekai version of Saitama. He's so unbelievably overpowered compared to everyone, being at level 150, that he doesn't even need to put the slightest bit of effort into defeating enemies. A single spell blast where he thought he was holding back vanquishes a summoned level 30 salamander, a tap of his staff sends a level 50 player crashing into a wall, and he can No-Sell pretty much anything anyone throws at him. It takes the level 80 Edelgard to even make him feel the slightest bit of pain. Its not until later volumes on when some of the stronger people in the world begin showing up, some of which could legitimately beat Diablo if he didn't either have an item on hand to deal with them or have enough prep time. Covert Pervert: In the manga, he's constantly imagining himself in intimate situations with either Rem or Shera, sometimes both at the same time, and it doesn't take much to set this off. In the light novel, he finds Shera's breasts hypnotic and his mind goes blank if he stares down her cleavage for any length of time, which he exploits when he's experimenting with the Potion-Brewing Mechanic. Crazy-Prepared: He has an assortment of items equipped that prepare him for pretty much anything the world has to throw at him. His Demon King's Ring reflects any magic directed at him, The Distorted Crown grants him a Healing Factor, while the The Curtain of Black Clouds can bring him back from the brink of death if he gets hit by an attack that would otherwise have killed him. Cruel to Be Kind: Realizing that he doesn't have the proper conversational skills to politely wrestle Rem's secrets out of her, especially after Celestine, the most powerful mage in the world setting shows concern because of it, he openly declares his intent to "torture" it out of her. Once Rem reveals that she's afraid of being abandoned when he hears it, that's when he gets "creative." Dark Is Not Evil: For a self proclaimed Demon Lord and a literal demon in the new world, he does have some noble intentions of helping his companions. Declaration of Protection: After hearing Rem's dark secret, he promises to protect her from Demon King Krebskrum, no matter what. She becomes completely smitten with him as a direct result. Soon afterward, he does the same for Shera when her own brother tries to have her kidnapped to become his personal Baby Factory. Shera has the same reaction. Does Not Like Women: Downplayed. It's not that he hates women. In fact, he likes them a great deal. It's just that he's such a shy otaku that he doesn't know how to relate to them. As such, unless he's roleplaying as "Diablo," he can't even talk to them. This makes his situation with Rem and Shera... complicated. Elemental Powers: Uses Chemical Elemental Magic. Experienced Protagonist: He was summoned into the new world as a level 150 "demon king" with countless of hours of Cross Reverie gameplay and PvP experience under his belt. Fantastic Nuke: His ultimate spell, "White Nova," is described as having an effect similar to a fusion bomb, Edelgard surviving a direct hit with only the loss of her weapon, and minor clothing damage, after having already sacrificed 15% of her HP in a powerful attack impresses him beyond measure. The rest of her 100 demonic being army was instantly vaporized. Genre Savvy: On Earth, Takuma was the top-ranked player of Cross Reverie in both PvP and PvE. As such, after being summoned into an RPG Mechanics Verse similar to the game world as his toon from the game, the Demon Sorcerer Diablo, he's frequently able to use his out-of-character knowledge about Cross Reverie to his advantage. However, he's often Wrong Genre Savvy about matters that aren't strictly to do with gameplay or were left out of the game (e.g. Fantastic Racism and misogyny by the humans of the world, and the behavior of the Church). Glass Cannon: He can invoke this when the situation calls for it. A ring he collected from defeating the Devil King of Insanity allows him to put everything he's got into pure offense, while setting all his defenses to zero. Godlike Gamer: Takuma Sakamoto fits this to a T. In Cross Reverie, he played as the Demon Lord Diablo who was so ridiculously skilled and powerful that no one dared to challenge him. In fact he decided to hold back in order to keep things fun for himself. Then he's cast into a world similar to Cross Reverie in his game character's body and finds everyone else is severely underleveled. Good Is Not Nice: Having no social skills, and being a Hikikomori level otaku, the only way he can interact with the world is by roleplaying as "Demon King Diablo," so he's rude, crude and abrasive, but he's genuinely decent, kind, and morally upright, and most of his intimidating bluster is purely for the sake of avoiding conflict because all he really wants is to be left alone and lead a peaceful existence with his True Companions. Green-Eyed Monster: As a player, he always went easy on those who challenge his dungeon, as a courtesy. Unless the challengers looked like a romantic couple, and then he pulled out all the stops to brutally slaughter them without mercy, at a time that he lived alone, as a shy otaku who froze speaking to a pretty female cashier. Healing Factor: Diablo's The Distorted Crown automatically restores his HP. Heir-In-Law: He marries Shera in Volume 7, finally ending the bloodline politics that she keeps finding herself entangled in and making Diablo king of the elves. Heroic Neutral: All he wants is to be left alone with his True Companions, and lead as simple a life as possible. He will do anything that aligns with that goal and strongly opposes anything that threatens it. The only reason he ever fights the Demonic Beings is that they're far more likely to come after his loved ones than the six races will, though when people of the six races are the threat, he shows little hesitation fighting them, delivering as much of a beat-down as necessary, and if the only way to make the threat stop is to kill the offender, so be it. Hero with Bad Publicity: Invoked and exploited. In D&D terms, it's like a Half-orc character placing most of his non-class stat points into Bluff and Intimidate. This serves Diablo just fine as his lack of social skills would seriously hinder him in trying to relate to the world any other way. Hidden Heart of Gold: Roleplaying a fearsome Demon Lord, Diablo presents himself as being very rude, brash, and selfish. But underneath that exterior he has a soft side and really does care about his companions, even if he won't openly admit to it. Honor Before Reason: He will knowingly choose to act in character as a haughty and aggressive demon lord even when it's likely to put him in greater danger because he thinks it would be uncool to drop his role play. At these times he's generally waiting for his companions to stop him from saying something stupid. Horned Humanoid: Diablo wears an item called The Distorted Crown that makes it look like he has horns growing out of his head, resembling a Demonic Being. Humble Hero: Ironically. Despite projecting the image of a haughty and boastful Demon King, he really just wants to be left alone, and is not actively seeking praise or glory. Hunk: Diablo has a very well built physique for a mage, possessing six pack abs, sculpted obliques, large pectoral muscles and impressive biceps and arms. Though perhaps a little less impressive when one considers this body was the result of character creation and not physical effort. I Gave My Word: He will honor any promise he makes to the best of his abilities. This does have limits, however. If the other party is not honest and forthright in their dealings, either breaking their end of the deal, using brainwashing, or some other despicable act that goes against either the letter or the spirit of the agreement, he will immediately "forget" any such promise he made, and hold the other party to task, violently. Doubly so if it involves his True Companions. I Just Want to Have Friends: When Shera called him "a companion", he blushed with joy. Insecure Love Interest: Due to his Paralyzing Fear of Sexuality and poor social skills, he is very reluctant to progress romantically with either Rem or Shera, no matter how much they both throw themselves at him. Irony: The kind of players/challengers he hated most were those with obvious romantic relationships. The first thing he does after being dragged off into another world, running on the mechanics of the game he knows and loves, is form a Love Triangle with two very attractive women, who are almost constantly fighting over him, all completely by accident. In Volume 10, Diablo realizes this irony and quickly spirals into a mild panic attack, wondering if it is he who should explode. In the game, chemical magic, at which Diablo universally excels, is the prime choice for players who want to be magicians while in the new world, running on the same mechanics, it's considered a joke, good only for teaching the basics to children. In the new world, summoners are the type of magicians people hold in awe above all others, while in the game, summoners are treated with derision, not only because chemical mages could easily provide more damage per second (DPS) for similar relative levels, but summoned monsters had little in the way of utility, with each monster having only one special ability, and being relatively easy to defeat in a straight up fight; the same not being true in the new world, where summoned monsters can be stronger than the mage that summons them, but still bound to a slave contract, making them obey their summoners without question. Jerkass with a Heart of Gold: At least at first. He's nowhere near as overbearing as he pretends. He's actually very shy. He just projects the image of "Demon King, Diablo" because that's the only way he's ever successfully spoken with a girl. In fact, he has flashbacks of freezing in front of a female cashier because he doesn't know how to talk to her. Large Ham: As part of his Demon Lord act, he hams up the theatrics to make himself sound very arrogant. Last Chance Hit Point: Diablo's mantle called The Curtain of Black Clouds has one of the effects to have him survive an attack that could kill him. Magic Knight: In volume 7 Diablo comes to the conclusion that fighting strictly as a mage is a detriment to himself, so he changes to a heavy armor setup allowing him to get up close and personal while delivering spells through a sword that intensely amplify their effects. Magic Staff: Diablo's staff called The Staff of Tenma. After Diablo loses it when he saved Horun from drowning, he replaces it with the Tonnerre Empereur , which can become a magic sword. Diablo later loses it as well in his battle against Sorami. Mark of the Supernatural: Diablo, being a Demon, has tattoo-like markings on his face, neck and upper body. Masturbation Means Sexual Frustration: In the manga, when Rem rightly worries if "Diablo" is going to violate her, he has a flashback to a box of tissues with the words "even in real-life, I was a solo player." Media Transmigration: Takuma Sakamoto is a shut in Godlike Gamer who dominates the MMORPG called Cross Reverie as a character known as Diablo the Demon Lord. But then one day he gets sucked into a world resembling Cross Reverie, where he is transferred into the body of his own player avatar Diablo. Morph Weapon: The Tonnerre Empereur, a staff of Diablo's that can turn into a magic sword. Mugging the Monster: Before his power, competence, and brutality towards his enemies becomes well known, people would provoke him because the "Demon" race is known for being relatively physically frail. These fools would find themselves lucky if they were simply killed off quickly. My Greatest Failure: Letting Shera, under the effect of mind control, be taken away by Kiira to be sexually assaulted. He confesses that outright war with the Greenwood Kingdom would have been preferable to that, even if the city of Faltra went up in flame in the aftermath. Necessary Drawback: Using his magic consumes MP. While this isn't a problem in the game, in the new world, it saps away at his mental strength, which could be quite dangerous if he uses up all his MP. New Life in Another World Bonus: Diabolo possesses his MMORPG Cross Reverie's avatar granting him all of its abilities including his counter-stop level 150. His most used equipment being The Demon Lord's Ring, a drop from defeating the Demon Lord of the Brain, Enkvalos, working as a near-absolute Attack Reflector. Niceness Denial: Diablo in his previous life was a very shy gamer who ended up a hikikomori because of his inability to talk to other people. That shyness is still with him in his current life and the only way he can interact with others is by role playing a Demon Lord when he speaks. And proper Demon Lords do not admit to doing anything for a benevolent reason. So he ends up giving this particular trope a lot of exercise. Noble Demon: Invoked. Since the only way he knows how to interact with others is through "Demon King" roleplay, and he's of the "demon" race, he projects himself as a fierce and arrogant demon, but he protects innocents, honors his word, and fights with courage and nobility, often taking damage that he could have easily avoided, in order to protect others. Also, as long as one doesn't deliberately try to provoke him, he's actually quite harmless. Normal Fish in a Tiny Pond: In Cross Reverie, his character is officially ranked "middle-tier", the equipment aside. In the new world where he finds himself, he can, and does, solo an army when sufficiently provoked. Diablo eventually figures out this is the result of more than predictable in a RPG Mechanics Verse with permadeath where its inhabitants can't really risk challenging too many or strong enemies to Level Grind, unlike the game where Death Is a Slap on the Wrist. Sure enough, when Diablo actually faces the first warrior who is on his level - Sorami, Rems aunt - Diablo almost loses. No-Sell: Salamander fire blast, Diablo walks right through it unscathed. Volley of elvish arrows, they all bounce off him unharmed. Any attack below a certain level basically can't harm him. No Social Skills: The closest he can come to a conversation is his Demon King roleplay. As such, a great deal of what he says tends to get misunderstood and provoke needless conflict. One-Man Army: He is officially recognized as one by the new world by the time volume 3 rolls around. Papa Wolf: He's very much one ti his True Companions, especially little Krebskrum, and it's a fundamentally bad idea to offend or threaten any of them. Paralyzing Fear of Sexuality: While he is heterosexual, and admires beautiful women, happily imagining himself in intimate encounters, his natural fear of rejection, lack of social skills, and inherent shyness, almost to hikikomori levels, have combined to the point that he is literally paralyzed when he finds himself in even a marginally actual erotic situation, like in the Bedmate Reveal above. This is something he also hides behind his "Demon King" persona. As such, if he finds his hands on Rem's or Shera's breasts, or anywhere intimate, for any reason, he literally can not pull away, especially if he wants to. While Rem has issues with it, Shera doesn't seem to mind, actually going out of her way to thank him for paying attention to her figure on several occasions. The Paranoiac: Aside from earning enough money to put food on the table, a daunting task with the likes of Shera and Krebskrum, his primary motivating factor is the highly irrational fear of losing Shera's and Rem's respect and admiration, even though the two of them have made it abundantly clear that they love him unconditionally. For now, this manifests as a Morality Chain to keep him from going A God Am I considering how overpowered he is for the world setting. The anime expands on and actually justifies this in a believable manner. Diablo has flashbacks, as Takuma, where he was shunned for basically no reason as a child, until about middle-school where he has a couple of "friends" he hangs out with. Unfortunately, these "friends" were really just mooching off him for his gaming expertise, so they could get the best gear for their game characters. They would laugh at and deride him behind his back, and he caught on because he stumbled on them bragging that they didn't need him anymore. Poor Communication Kills: Diablo is well aware of this, but since he has No Social Skills, he has serious trouble avoiding it. Potion-Brewing Mechanic: Diablo has the Compounder sub-class. It's much more important that one might initially guess for him as the effects of his