

SUMMARY

A few years into Uub's training with Goku, Pan is lured into a mysterious cloud by visions and smells of delicious food, and Uub follows in to save her. The portal closes before Goku and the others are able to get inside. The two find themselves in a strange new land called Swuula. They meet diverse new races, some who resemble Majin. The land is very jelly-like, colorful and nonsensical, with some places having an 80s city pop flair. The two have to acquaint themselves with the new customs, and discover a way out. In the first arc, they discover that Tien, Yamcha, Puar, Hercule and Majin Buu were also trapped inside.

The 8-year old Pan greatly resembles Goku as a kid. She loves food and fighting, and is simple minded and naïve. Though older, Uub is also very naïve, having trained with Goku for several years away from civilization. He resembles a few lessons from his strict village elder, but most of them are overwritten by what he learned from Goku. He is good natured and easily trusting, but once he senses someone bad, he does not hesitate to defend against them. He uncovers the hidden past of the Majin in Swuula, and learns to harness Kid Buu-like powers, including turning things into candy, all while wrestling with the desires of his previous, sinister life.

First Arc:

The entire land of Swuula is shaped by the desires of the dead, through a force called Dreamtime. Though the living have some control over it, they can't access certain powers in it, which only the dead can control. Originally, the dead gave ownership of their manifestations to their descendants, but people kept on stealing what was not rightfully theirs. Uub and Pan first find out that the common people- the plebs- are fighting to get their ancestors' dreams back from the gods, who were just common people who stole a technique that made them more powerful than others. However, they later find out the plebs are greedy too and wish to steal the gods' lands, called Heaven. The plebs rally under a 'False Empress' who manipulates the people so she can take over heaven for herself. The plebs are unhappy in their flavorless, bland world.

An elderly couple in heaven had made delicious food, but had no one to share it with because the stronger gods were spoiled by other food. When the cloud passes between Swuula and the native world, they lure Pan in so they can have a guest to enjoy their creations. Later, the false empress finds Pan, and discovers her amazing abilities to materialize delicious food in the Dreamtime, which was something that the gods stole from the plebs. Along with an old conman whom Uub and Pan meet, she falsely befriends Pan and hopes to fatten her desires up like a pig, slaughtering her to use her desires to create delicious food. She uses this promise to lure in more followers to overthrow Heaven. The false empress is a gorgeous supermodel who looks down on everyone else, especially food lovers and anyone who is slightly fat.

Meanwhile, Uub and the gang discover why the cloud portal was destroyed: originally, the cloud had went to various planets in the native realm to find delicious food. It was created as the last wish of 7 incredibly powerful beings (who were not part of a cohesive organization, but were simply beings scattered throughout history with great power and desire) whose greatest desires was to search for 7 dishes they each tasted/smelled once in the native realm, and bring them over to Swuula for others to enjoy. Finally, on Earth, the cloud found one of the dishes in Gohan's house. The elder couple knew of this secret cloud and used it for their own selfish purpose of finding a guest. When the gods discovered

that lesser beings were using this cloud, and could bring in tasty food for the plebs, they revived the 7 beings, gave them amnesia and immortality, and forced them to wander the world in confusion.

Now, to get back to their native world, Uub and the gang must send these immortals back to the realm of the dead, so that their desires can recreate the cloud. To jog the memories of these immortals, the gang must uncover what dish each immortal desired the most, and learn how to cook it to perfection so that the immortal can remember (though this is a problem with some selfish immortals who wished only for themselves to eat the dish, not others; these immortals must be killed). The false empress does not want Pan to get back to her native world, so she strikes a deal with some immortals to work with them as she sends Uub and the others on suicide missions to defeat Heaven.

While Tien finds solace in a temple that aims to help the plebs with their vices, Yamcha tags along with Uub and the others. At first, he manipulates the kids to get him stuff he wants, but he learns to become a role model to them. Yamcha uncovers the false empress's ruse, and Pan turns on the false empress. The false empress fights them, eventually powering up to her final form, a fat version she hated. Pan powers up into a fat version too, but is still no match. Through Uub and Yamcha's cleverness, they find a way to turn Pan into an Oozaru, and Pan eats the false empress. The false empress enters the afterlife, where she is punished to see others enjoying the desires she creates, while being unable to enjoy them for herself.

Second Arc:

Running away from the empress's lackeys, Uub and the gang are left out on the streets, away from the luxury that the false empress offered them (she had stolen cheap stuff from the people and dressed it up, such as spray painting a cheap chair as gold; this impressed the naïve kids). Tien's temple takes them in. They find corrupt members of the temple who work with the gods. Whenever these members do something offensive to the gods, their whipping slaves are punished instead. One whipping slave and his co-worker are captured by the gods, and the co-worker is punished to death. The slave escapes and asks Uub and the gang for help. Uub and the gang attack the gods, which breaks the truce that the corrupt members made with the gods- if the temple associates did not fight the gods, the gods would not attack the temple. Now, the temple is in danger. Uub befriends the cowardly slave boy, whose name is Seevho.

Tien is beaten down by the gods many times, proving himself to still be very weak despite growing stronger than he was on Earth. The most powerful (but not most high ranking) god is named Gnaut, and is being trained by a secret master. Tien discovers the master to be none other than Master Shen, now gifted jade clothes of immortality. Shen had been revived on a distant planet, and found the cloud. From it, he communicated with Gnaut, who had amnesia over a faint 'desire' he could sense but did not know, only feeling that this desire could be found in Shen's world. From there, he manipulated Gnaut into believing that he knew what Gnaut wanted. Shen twisted Gnaut into believing he wanted the martial arts of the world to enact bloodlust and vengeance. Gnaut believed him, and offered him royal gifts in exchange for these false desires.

After being left for dead from a beating by Gnaut, Tien vows to get stronger. Through intense training, he comes face to face with his third eye, and it reveals to him that the only way to become as strong as the gods was to seek vengeance. Tien gives in, and after a year of intense battles, is strong enough to take on a god. Meanwhile, Seevho is jealous of those who are stronger than him, having been bullied by Shen for his entire life. He seeks to impress Shen so he can gain his admiration and thus bully those

weaker than him. Seevho feigns loyalty to Tien, saying he's the only one who knows how to access Gnaut's chambers. Seevho leads Tien to Gnaut, and Tien uses an infinite multi-armed form to defeat Shen's pupil. Upon his death, Gnaut has flashes of food, and a brief smell- it's revealed he's one of the 7 immortals.

With Gnaut gone, Uub and the gang celebrate over having saved the temple. Seevho tries to get Uub and the others to find the other immortals, but Uub senses something wrong. Tien, now addicted to power and vengeance, seeks to kill all the gods for all the harm they've caused to the plebs. He lies to himself that he wants to do all this to protect the temple. Seevho secretly partners with Shen, who tells Seevho he will make him his new pupil, when in actuality Shen wants to use Seevho as a pawn to revive Gnaut in a form stronger than before. Tien becomes a ruthless authoritarian, and Uub has to stop him. He and Pan put their journey on the side to go after Tien. Yamcha is angered by this, and spits out that he's not a role model for justice, and that their old conman friend who died wasn't either- the only thing that matters in this world is selfishness. The kids are disheartened by this and part ways with Yamcha, making him feel guilty.

Uub consults with the false empress, making a deal with her to use her manipulation over Dreamtime to aid them. The duo go after Tien, but his forces overwhelm them. Just when all hope is lost, Yamcha appears using a trick of the light that makes him seem more powerful than he actually is, and makes them think there is a whole army behind him when there's only a few. Yamcha distracts them long enough for them to get away, but is confronted by Tien, who is now far stronger than him. Yamcha puts up a good fight using trickery and willpower, using the Wolf Fang Fist as his final move, though he is ultimately defeated.

Uub finally understands a technique taught to him by a stoic Majin fighter who mentors him, and fights Tien. The two are evenly matched, and as it comes to a draw, Tien realizes the errors of his ways. He also picks up on Seevho's secret plot. After Tien relents to carry out Seevho's manipulations (Seevho tricked Tien into thinking those were his own ideas, rather than poisons planting in him by Shen), Seevho betrays Tien, and subsequently Shen's living followers to infiltrate and kill many in the temple.

Soon after, Seevho steals Tien's powers for himself, and by learning how to eat the spirits of the dead (which is forbidden), becomes an impossibly strong being. The gang fights him, and Uub gains a new form to finally defeat Seevho. But Seevho has one more trick- his final form. Uub discovers that at the last minute, Tien knew his powers would be stolen, so he 'poisoned' the last form so that reaching it would make the user implode. Uub tries to dissuade Seevho just like he did with Tien, but Seevho is too evil to be swayed. During a battle of ki blasts, Seevho enters his final form, and implodes into a hideous caricature weaker than his original being. This also causes Shen and Gnaut to be revived, but as weak abominations, too. Gnaut has remembered his true desires, and tells Tien to put him back to death so he can help create the cloud tunnel. Shen and Seevho try to run away, but are eaten by beasts. Now immortal, they spend near eternity in the smelly bellies of these creatures.

Third Arc:

Though Tien has turned good again (losing much of the power he gained), Heaven has still been infiltrated, and now there is a huge war between the survivors of Heaven and the plebs. Tien's temple uses this chance to try to get more followers. They teach that the war is due to desire, and thus desire is

the root of all evil. It is because Dreamtime can create such mesmerizing creations that causes beings to fight one another.

The head Pope of the temple has slowly grown to have his body parts look more and more like Babidi. He claims this is due to a bad skin condition, but it's actually because he's harnessing evil powers. The head Pope, whose name is Rifuiti, has helped the main cast since the start, though he had been feigning his kindness. He gives the location of another immortal, and tells the cast to go find it. Pan defeats most of the remaining Immortals. But Tien finds something is up. Tien investigates the temple, and uncovers that it's a cult that practices austere ascetism- they wish to eliminate Dreamtime and all desires, including all food. Now that Heaven has fallen, the cult has infiltrated the chambers of the gods, and have the powers to manipulate Dreamtime, using it to destroy itself.

Tien whisks many orphans in the temple away from its brainwashing rituals, and manages to barely survive. He warns the others of this nefarious plot. The gang journeys and eventually finds that someone had been brainwashing a masked warrior. Pan talks to the masked warrior and her words break the spell- it's discovered this masked warrior was Gohan, who landed in a bad spot unconscious and was put under a powerful spell. He has been severely weakened, so he needed time to regain his powers. Gohan helps the gang fight the cult, but their manipulation over Dreamtime prove to be too powerful. The gang figure out that the native world is required to defeat Rifuiti, as the desires of that world are like holy water to the cult's powers. Thus, they seek out to find the 7th immortal.

Along the way, Uub defeats his Majin mentor, a stoic warrior who used to be overwhelmed with destructive desire like Kid Buu, but learned to control himself with the help of Rifuiti. The Majin warrior and Uub come to an understanding, but the warrior still decides that his desires are still too dangerous to be left alive, so he commits seppuku.

When they find the 7th immortal, he is very willing to die again. However, he is later brainwashed by the cult to hate food from the native world, and just as he dies, his desire is lost- instead of re-creating the cloud tunnel, he gives Rifuiti a power-up, turning him into a tall and lanky but firm Sudowoodo being who has heads on its tendrils, ad infinitum like a fractal.

Seeing no other way to defeat Rifuiti, Yamcha sacrifices himself to become the new 7th immortal. This creates the cloud tunnel, and Majin Buu pushes Rifuiti into the native world. While 3 years have passed in Swuula (each arc takes place in around a year), only 3 minutes have passed in the native world, so Goku and the others are incredibly confused. Rifuiti then has the wondrous idea that he will not only destroy the desires of Swuula, but the native world as well.

As they fight Rifuiti over the Kame house, the Z warriors are informed by Uub and the gang on what happened. At first, it seems like a combined punch from Goku and Uub has defeated Rifuiti, but the evil being has secretly snuck away as goo, and he traverses the realm looking for scents that allure him- these turn out to be the dragonballs. His separated goo each latches onto a dragonball, and the gang splits off to try to stop him. But they're too late; just as they gather the dragonballs, the goo wraps around them, and like slingshots, they fling together back into Rifuiti. The evil Pope absorbs the dragonballs, turning them inert, and enters his final form, a jester-like being with many head tendrils who resembles Jamemba. He proceeds to terrorize the native world, which is very confused as the cloud tunnels grows incredibly large and now envelops the entire sky. Swuula and the native world intermingle.

Rifuiti has brought his minions over (stuck inside of himself) and spawns them, and gains more followers in this native world. The minions are defeated by the Z warriors, but the wish-infused Rifuiti is still too strong. In the final fight, Goku tells Uub that he has to use a Spirit Bomb to defeat Rifuiti. Since they need power from Swuula too (as Rifuiti's powers came from there), Uub is the one who must do it, as he has connections to both worlds. Uub is hesitant, as this was one technique he could never master. But after remembering all he had been through, Uub channels the desires and good memories of all beings from Swuula and the native world (Hercule tells the native world they need help again), and throws the ball at Rifuiti, who has no choice but to swallow it. As he does, Rifuiti tastes all the wondrous desires of life, and tries not to give in. But Uub tells him that desire is not evil all the time- it can be good. The dragonballs in Rifuiti begin to shine, re-awakened by the wishes of the Spirit Bomb, and Shenron tries to pull himself away from Rifuiti. Just as Goku did with him, Uub wishes that Rifuiti can be defeated and reincarnate into a better person, one who is unafraid of desire. Shenron grants Uub's wish, and is powered into an incredible form, merging with the Spirit Bomb. It is revealed that this is actually the lost True Emperor of Swuula. Shenron defeats Rifuiti from within, and both realms are safe at last.

Swuula is revolutionized to become a better place. Though the cloud tunnel is unstable, once a year, it is opened again for residents of both sides to cross over and share their enjoyments. The Z warriors visit Yamcha once a year, seeing that he is enjoying his time watching others as an Immortal. Uub finds Rifuiti reincarnated as a Majin child in the native world, with an adopted family of his own (on Swuula, he grew up in an abusive one that abandoned him), and buys an ice cream for him. Rifuiti has no memory of his past self, though he faintly remembers Uub and smiles. Uub tells the child some inspiring stuff and goes back to spar with Goku.

World building: landscapes

The world has many stripes, spirals and rainbows, resembling a Dr Seuss world mixed with styles from many ancient cultures. Lavender, violet, pink and sunset colors are very prominent. It is a very Majin-like world; putty, nonsensical, tricky, and carefree.

A mix of the comedic adventure of DB with the violent tension of DBZ

Soundtrack: 80s japanese city pop/funk

Ideas to explore as starting points: Worldbuilding the Majin-like realm, Uub and Kid Buu powers, Uub and Pan's dynamic

The world has many soft, squeezing land. The land is like putty, where you can pick it up and it causes a ripple far away. You can bend and fold it up into tunnels. As you squeeze it, the colors change. In quiet desserts, it's like those putty asmr videos. Only the soft ripples of the putty land is heard as you step beneath it. Occassional bubbles surface up, some ticklish, others monstrous tsunamis. The sand in the desserts are multi-colored, and lots of spirals that lead you to strange places.

Not all of the land is like Willy Wonka with edible ground. If you make the whole land like that, it gets boring fast.

The villages looks a lot like Magicant. A lot of ambient 'middle of nowhere' places look like the fight areas with floating colored spheres in Janemba scenes.

There are huge, city-pop like cities. Next to them are wintergreen and pink deco basic shapes, next to beaches and palm trees, much like Roshi's house in DBZ. However, something is wrong; there are no 'houses', only basic shapes. Things get topsy turvy when beings are able to manipulate shapes like a cartoon; squares on those 'houses' that look like windows can be portals at one moment, then you can pick them up like planks of wood that are impenetrable the next. And no one really questions this. However, there is a sense of logic to it so that not everything is random- it all depends on who's controlling that aspect. If you mess with the controller behind the veil, you take over the controls of what happens to the shapes, textures, etc in that piece of the world.

The Majin-like beings are very diverse, but all shares the same traits of being putty-like and hairless. Most have sunken red eyes. They come in all different colors, even neon, with different number of tendrils on their head. In the cities, they dress in a city pop 80s style. Their clothing is also mixed with arabic clothing/patterns. Lots of sprawling mosque-like windows, walls and carpets indoors, which seemingly blend in with the basic shapes around them.

Oceans are different colors. Some are cloud-like, as if you're walking on a sunset. In some, the sky reflects the walking directly, meaning you can walk on both sky and water simultaneously.

The Majin-like tease Uub about being the opposite of a Majin.

These are all desperate attempts to gain senses, as some places ('heaven') have lots of taste while others feel dull like a simple blender simulation with simple shapes, similar to an abstract art piece or duplex dollhouse. Heaven is far more diverse and rich in senses, and is where the city pop and house music resides. In contrast, the other lands are very basic but quite relaxing, though living in them for a while is like living in a padded room.

Some Majin tricksters are very tall with drama/tragedy-like faces they can interchange. They look like dynamically shifting abstract art pieces and move like jesters.

There are a lot of humans in the land, but they are just as crazy as the other beings, as they are used to irrationality. Their bodies are unlike the humans of the native land, as they can stretch and bend in cartoonish ways.

In every place, buildings are elastic like firm jelly, while some less stable ones are like jello. You can crawl and scale them and you won't be hurt. You can bounce on land and from building to building like trampolines. But not EVERYTHING is putty-like; there are still hard surfaces, but not as many as in the native world.

The false emperor's aesthetics are like Oz in Wizard of Oz. After her defeat, the warriors manage to bribe her and use her help constantly like a mule in navigating the land. She is tortured through all these endeavors though eventually begins to see a little bit good in what she's doing.

The world is not THAT irrational; it's a bit kooky mainly in that people's priorities lie elsewhere and they have strange customs and behaviors and superstitions. For instance, they are obsessed with eating; it takes precedence over everything. It is even life or death. Some would risk their life to gain the juiciest bite. This is a driving goal for one of the major villains.

Backstory of the gods vs plebs

At first, Uub helps the common people who say the gods are oppressing them. Then, it's discovered that many of the people are trying to mischievously steal things from the gods in the world. Later, it's uncovered that both the common people (plebs) and gods both stole from one another, but the gods won through force and kicked the common people out, and so now they want to return to heaven. They rally under a leader called the false emperor, who will stop at nothing to become the new Emperor of Heaven. The current Emperor is never seen, but is rumored to be a gigantic rainbow dragon.

When a being dies, their thoughts shape the landscape. The dreams of the dead mix and melt with one another, creating the Dreamtime. If one dreams of great mountains in their land, then great mountains are made for the living to enjoy, though not the dead, who are merely spectators now with no senses of taste; they can only enjoy watching the joy of others. The majority opinion of the dead is what shapes the land; the dreams of the few have little impact, though they can still faintly manifest. Early on, it was decided that each living could only enjoy the fruitful dreams of their ancestors. But many were greedy. The landscape includes foods and all material used to make technology.

Originally, there were no gods or plebs; only thieves who stole parts of the land that did not belong to their ancestors. Some thieves gained powers and passed this down to their descendants, who became the gods. The gods banded together as one, overpowered the others and kicked them out. The plebs want the heaven of their ancestors back. But they also want to hoard what isn't theirs from the gods.

The majority in both sides want to steal and hoard from one another and do not wish to give one another 'what each side deserves' based on their ancestral heritage. When they steal dreams that the dead did not want for them, it is a form of slavery. It is possible to change the desires of the dead. The dead cannot feel mortal pleasures, and the only the pleasure they gain is from the joy of watching their imagined worlds play out.

This is why immortality is a curse granted by the gods- the beings are unable to shape the nothingness. The gods destroy pieces of the land by reviving those with the thoughts, and blocking their memories, and turning them into dumb immortals with amnesia. With each rebellion, they take pieces of the world away from the plebs. Though the gods do not resort to underhanded tricks of 'foul play' (such as sneaky attacks), they love to lie, especially with lawyer-like half truths. The gods themselves have never seen the True Emperor either, but proclaim themselves to be gods anyways due to their arrogance.

The wishes of the selfish who die do manifest, but only for others to enjoy- that is their punishment. Those who are wicked and wish to harm others must watch others prosper, while they themselves do not. The evil suffer because they cannot find joy in watching others thrive, while the good find joy in how their own wishes help the world they used to live on.

Why Pan is lured in

The beings of the world have grown bored of the tastes of their food, and need someone with a huge amount of imagination to shape the nothingness into food. They see Pan has this ability, and want to kidnap her to 'fatten her desires up' like a farm animal, and sacrifice her once her imagination is at its

richest to regain the tastes of heaven. They want her to imagine all the tastes in the myths that they themselves are unable to imagine.

Though Pan wants to go back home, the strange realm is very alluring due to its many types of food. Some of this food comes from body parts of the gods. Pan accidentally angers the gods by eating part of them (some have made themselves become desserts), and the gods wish to make her immortal and forget about the taste of food forever, making her into a monk-like zombie as punishment. They hate when non-gods feast on things that should be theirs. On the contrary, the plebians want to kidnap and pamper her before turning her into a sacrifice.

It turns out it was an elderly, chubby couple who lured her in, as they wanted someone to enjoy their food; no one else did. When they see how happy Pan is, they want her to stay forever. The elderly couple is kidnapped by the false emperor to create more delicious food to lure Pan back in; however, they have taken quite a liking to her and do not wish for her to be harmed by the emperor's schemes.

More about dreamtime

It turns out that the living have the ability to 'tickle' the dreamlike world around them to modify things to their desire, though not completely. But only when they die can their thoughts join the dream realm and have the ability to completely alter the composition of 'nothingness' according to the imagined desires they had when they were living.

This explains the power of the various Majin-like creatures- it is the magic of belief. When they truly believe a rock is a piece of cake, it becomes a piece of cake. That's because both are made of the same 'nothingness'. But only if enough dead spirits agree with this belief and have this desire to grant to the thinker. Nothing is explained beyond this because logical complex explanations doesn't fit with this universe. It should be wild and imaginative and cartoonish; the 'dreamlike' concept allows for flexible, absurd scenarios to happen.

Many of the mythologies have holes in them, so the team has to discover what parts were wrong, as they only have the myths they learn to guide them in the world; no one there really knows the truth, and live in their own delusions, like in Alice in Wonderland.

(In more complex terms not in the story, a rock remains nothing unless someone interprets it through their senses, creating memory and concept. The gods have the ability to take memory away).

Backstory of the gods

The main difference between the gods and plebs is that the gods are descended from thieves who stole powers of the spirits in the Dreamtime, meaning they have more control over what things manifest in the world from the Dreamtime, and can use magic to dilute it, shift it around, rearrange it, etc. The only thing no one can do is to destroy consciousness/thoughts in it. Yet, they can torture those in it, subjecting them to fates worse than death of centuries of pain (similar to Hell). With these abilities to rule, these beings self-proclaim themselves as gods. Originally, gods and plebs shared the same resources, but owned their own properties and thus each could not have everything. The gods refused

to share any with the plebs, so both sides stole from one another. The gods, being more powerful, took nearly all the good dream lands from the plebs, leaving them with dull experiences.

The gods were descended from powerful archetypal beings (such as 'The Hare') who have the ability to control how these dreams mix and swirl. They are thus able to take these dreams away. However, the material of it is so powerful that it is unable to be destroyed- only either diluted by stronger dreams, or to be taken out of the pool and cast into 'storage' in the form of a living being.

Supporting Cast: Yamcha, Tien, Hercule, Buu

Partway through the first arc, the pair discover that Tien and Yamcha were also pulled into the cloud, and have been on a similar journey as them. As Tien becomes more and more devout with purpose, Yamcha reverts back to his old bandit ways. When Tien says he has to stay behind at a temple in the world to train and protect it, he pushes Yamcha to look over the kids. Yamcha is heavily reluctant, but has no choice. The bandit learns to overcome his own cowardice and self doubt to be a fake leader like Hercule. Though he is not as strong, he is able to rally up the team, and after returning to training in the martial arts, becomes a capable fighter again. Yamcha has to constantly pin his dull but tricky wits against the powerful tricksters of the realm. Since Uub is too naïve, and Pan is too simple minded, Yamcha has to step in to guide them through the tricky world. Often times, it's his own dumb luck that makes it through. Early on, Puar had to step in for Yamcha many times when he chickens out, making the cat thing feel very responsible for the group's actions. In the beginning, Yamcha constantly compares himself to Goku- feeling he'll never be like him- and shows immense jealousy towards Vegeta, but he learns to overcome these flaws.

Before leaving the realm, Uub and Pan decide they have to save it from its ongoing conflicts. Yamcha disapproves of this, but eventually relents due to being overruled. He then finds that he, too, wants to save the realm, though his main promise to Goku and ChiChi is that he'll get the kids back.

Tien and Yamcha are accompanied by Majin Buu and Hercule when they're sucked into the cloud. However, they do not travel with the main group in the long term. The familiars of the main party becomes Uub, Pan, Yamcha. Several new characters join the main cast, including Uub and Pan's pet that resembles Icarus personality-wise, and the Flying Cotton Candy Nimbus. Majin Buu and Uub learn a lot from one another during the journey. Hercule also bonds with his granddaughter. Chiaotzu is not present.

Uub learns that Buu is a primordial force (similar to the 'first ancestors' of the myths) from their world, and was not a traveler from this other realm. However, the Majin are all made of the same 'material'. It is just that the other realm had much more of it than their native realm, allowing multiple Majin-like beings to come to existence. Since their native realm had so little of it, Kid Buu felt alone and different, and thus when acting his true nature in the native realm to destroy, he was not playing by rules in the native realm that allowed it to live in harmony, whereas those rules and mischievous chaos would've been welcomed in this strange, crazy Alice in Wonderland world. As Uub discovers more and more of his wild side with the help of Buu, he becomes drawn into staying into this realm. However, he remembers his promise to protect the people of his native world, and this pulls his away.

Techniques

Many of the powers that Uub and Pan learned in their world do not work in this one. As such, they have to journey to learn new martial arts techniques. Pan finds a way to grow her tail; she did not inherit one but always wanted one after hearing tails of Saiyans having one.

Uub finds a cotton candy Nimbus that only he and Pan can ride on, as Yamcha is deemed unfit by it throughout the entire story (except for once, for a few seconds as he needs it to rescue the kids). The Nimbus is useful because in the new realm, their flight is limited, and they cannot use instant transmission.

Uub learns how to turn his form into Majin powers, allowing him to be split himself like putty and turn things into food. Sometimes his hair becomes like the Majin's head tendril, but he quickly tries to revert this, as it's embarrassing for him. As this occurs, he begins to tap into his more mischievous side, becoming more and more like Kid Buu. However, through the bonds he made in his journey, he always stop short of being pulled back into that demeanor. Uub and Buu fuse, but only temporarily. This happens several times.

During the journey, Pan finds a bandana and starts wearing it.

First Arc: fighting the false empress

The two first reach a marketplace, where they are tricked by someone into a fruitless journey. However, by sheer luck, they are able to find a valuable artifact, enraging the trickster, who is unable to get the artifact due to the magic deal he made with his own manipulative words. The old trickster employs the two kids to do his dirty work. When they meet Yamcha, the old trickster tries to keep up his ruse, but Yamcha finds it out. To keep the ruse from being found out by others, the old trickster tells Yamcha that the ruse is important if they want to selfishly use the kids to get what they want, and Yamcha agrees, and slaps his own guilt away. But the old trickster eventually grows close to the kids and dies by complete accident; this accident, by sheer coincidence, also saves the kids. In his dying wishes, he tells Yamcha to keep the ruse up- Yamcha is the master conman now. However, Yamcha has his doubts, and during the second arc, reveals the truth during a fit of rage.

The false emperor is a tall, supermodel-like but emancipated woman who heavily watches her diet. She thinks her subjects are stupid and easily ruled by food. She promises them visions of the 'heavenly food' from the myths of their ancestors that were lost when the gods gave them the boot, but she herself looks down on those unable to resist food. Instead, her real desire is to rule over Heaven, and use the desires of food to control the people to do her bidding. She wants to be remembered and immortalized, using the love that beings have for her to shape the 'Dreamtime' of the realm when they die from absurd and cartoonish sacrifices she carries out.

The false emperor does not wish to be friends with the elite gods, as other pleb rebels do, but hates them and wishes to rule over them, so they kiss her feet.

While Pan is being lured in, she has to learn to resist temptations by using her desire to protect her own life and the lives of others. But it is not austere resistance that eventually combats desire- she fights

desire with desire. Her own desire to fight and not become a sluggish pig for slaughter constantly wins her over. Though Uub is the main character, the main villain of the first saga is defeated by Pan.

The final form of the false emperor is her fattened version. She had resisted the form due to her perception of its unsightliness. Pan undergoes a similar transformation of obesity, but is overpowered by the Emperor's hunger to grow far larger than her. Pan's final transformation is a Great Ape Ozaru, who eats the Emperor. The Emperor's spirit then enters the spirit world and her thoughts become mixed with the Dreamtime. She hates watching others enjoy her imagined realm; unlike benevolent creators, she is selfish and only wants herself to enjoy her own creations. She also whines that everyone is treated the same in this realm, instead of having beings worship her.

There is no real moon in this world (but lots of fake moons created by con men), so Pan cannot Ozaru at a full moon until an event happens during her fight with the false emperor.

The 7 Immortals

To escape the realm, the duo are told about objects like dragonballs which are said to be able to grant a wish to allow them all to escape. In actuality, these were 7 immortals who held the pieces to bridge the cloud and the native world. They must be killed again to grant their wish of seeing the native realm- this wish occurred because they loved the food there. An offering of food should appease them. The reason the cloud appeared in the native world has something to do with people in the realm doing something with the death/life of the immortals.

Throughout the journey, they have to both restore the memories of the immortals, and then let them die so they can return back into the dreamworld and restore pieces of the realm that were destroyed. At the same time, they have to avoid being manipulated by the plebs, who have the same goals of the gods to steal memories of the dead, but they use more tricky and underhanded tactics due to being less powerful. The gods are more arrogant and thinks sneaky tricks are beneath them; if they resort to them, it is a sign they do not believe in their own powers.

This plan is thrown out when the 7th immortal decides he hates the food from the native realm, and thus the portal cannot be established. This is why Yamcha's sacrifice was needed. He creates the bridge and thrusts the final antagonist in the realm, where only a combination of Goku and the other characters in it are strong enough to defeat it, though with great struggle. These 7 immortals are based on the Chiranjivi, and are called the Dragon Balls due to housing similar spheres on parts of their bodies.

There are more than 7 immortals, but only 7 'dragonball' immortals who hold pieces which construct the bridge to the native world. This native world was reached to find those with insatiable appetites and tastes for food that the plebs did not have, as they grew up in worlds without knowing what delicious food tasted like due to the gods hoarding it away from them. Thus, several plebs searched for someone with a strong taste for food and was naïve enough to kidnap, and not strong enough to pose a threat. After they nabbed Pan, the false emperor learned of their schemes and wished to kidnap Pan for herself, seeing her as a great tool to leverage control over the masses (many do not support the false emperor, so she has to find ways to rally people to love and support her).

Second Arc: fighting the 'gods'

Second arc: the main villain is a god. A slave kid is befriended by Uub, though they are not close. In the previous arc, there is a stoic warrior who is weak yet trains hard to protect his village/temple. He keeps on getting jobbed to the main villains, with a few minor wins. He undergoes intense training and eventually defeats what seemed to be the main villain of the second arc, which is a god. The slave kid hates this stoic warrior for calling him 'cowardly' whenever he hides. The stoic warrior becomes obsessed by power and cannot stand weaklings, and is corrupted by a need to protect the temple by destroying dissenters. Both the slave kid and stoic warrior turn evil and the stoic warrior becomes the main villain of the second arc.

The slave kid is a fish-like alien with sharp hillbilly teeth and long Blanka-like hair. The stoic warrior is a Majin. ALTERNATIVELY: the stoic warrior is Tien. While the slave kid turns totally evil, Tien is converted by Uub back to good. The slave kid drains Tien's powers and becomes the strongest. Tien helps Uub defeat the evil slave kid, sealing his soul in the afterlife. Before Tien ascends to godly like power, Tien and Yamcha fight, and though Yamcha is close to taking his powers away using underhanded tricks, Tien defeats him. The slave kid feigns loyalty to Tien at one point, and using this chance to take away Tien's powers. The slave kid then eats dead spirits, a forbidden act, and becomes strong. He is too far gone in his jealousy and hatred and cannot be converted back. At start of his final turn, he betrays Uub by joining the an evil org, leading to the death of a child or an elder. The slave kid, with the help of Tien, defeats the gods, good and bad. The slave kid then betrays Tien to ascend to the throne, but is rejected by it, and the throne helps Uub defeat him.

The slave kid never gets his revenge. He actually joins his oppressors and uses them to defeat a temple of good guys who he saw as weak and undeserving. Instead of fighting those who wronged him, he rather just prove himself as strong to his former bullies by impressing them. Tien, a stoic monk, is torn between desires for revenge, which he thinks is disguised under a notion to 'protect'. Tien defeats the evil god who tormented him, and also Master Shen, who ascended to godhood through a devious deal and had trained the evil god as his new pupil, laughing at how Tien could never reach such heights. The slave kid, who was tormented by these people too, instead makes a secret deal to ally with them and carry out their final wishes. They still rag on the slave kid but grant him powers, and he's angry at 'weakness' instead of them each time he fails as a lackey. He eventually thinks he impresses them so much when they grant him his final form, but this is just because they're still using him as a pawn and frontline sacrifice. Uub is not able to change him back due to his evil nature, so he stops him and thus the plans of the evil god and Master Shen. Uub does not kill the slave kid, but the kid's own malicious actions work against him and turn him into hideous creature, even weaker than who he was at the start. The two had planned to be reincarnated but due to Uub, they become weak, embarrassing failed abominations. Tien puts down the evil god once again; not out of revenge, but out of pity, mercy and a desire to protect.

Master Shen is also revived, but he and the slave kid are abominations now. Before Tien can decide how to jail him, Shen is eaten and forced to spend the rest of their lives inside the smelly belly of a beast. Tien thinks this is odd but it works out. The evil slave kid whines after his former masters but he too is eaten in a separate belly of the same beast. They are immortal but it's not good. They can hear each other but not do anything about it due to being so weak. The slave kid cackles and thinks that now the evil god is god, Shen must train him, but Shen berates him, though he knows he has no other choice. The

two are in eternal agony, with vengeance hurting themselves as they have no other emotion to feel in their prisons. IF they did not have vengeance, they could meditate into some form of peace, as the bellies are not that bad, but the more they are angered over others, the more they attack the belly and let out putrid odors and fluids in a fruitless bid to escape. They are tormented by images of those they hate, but when they attack them, they prove to be hallucinations and they're only attacking the bellies, making their prisons worse and worse.

The evil god is one of the 7 immortals. The evil god is sealed to the afterlife. The truly evil are suppressed by the masses in the afterlife, meaning their evil imaginations cannot come to fruition. But those with evil tongues such as Master Shen can convert the masses in the afterlife. This is how he is able to influence them to do evil, and why he must be immortal. Once Shen is gone, the evil god is able to remember his good memories, and finds peace in his former life. Thus, the good dreams of the dead are restored. The evil god remembers the wonderful nature of Uub's native world. This is what drew him towards Master Shen, who came from that life. Shen falsely promised him how to achieve those wonderful aspects he desired from the native world. Uub talks to the 'evil god' and then the evil god remembers, and this helps create the tunnel for them to pass back to the native world.

Since Tien is the stoic warrior, there is another powerful Majin ally who helps Uub unlock his powers.

Main villain of second arc is defeated by Uub's tricks with how the realm is formed by ideas of the dead.

Mercenary Tao is not present at all because Shen does not want Tao to share in any glory he will receive. But Tien defeats Shen's godlike form using a Dodon Wave. Shen's godlike form was gifted to him by the evil god, who wished for Shen to show him how to reach the desires of the native world. Shen purposefully never allowed the evil god to reach it, as doing so would mean the evil god would not have to rely on him anymore. Shen was given his powers in exchange for these teachings.

The evil god begins to learn of Shen's manipulation in the afterlife, when his memories return. With the persuasion of Uub, his memories are unraveled. Though he does not help in the defeat of Master Shen and the slave kid, after he is revived, he is ready to know what he did wrong. He tells this to Tien before the Tien gives him a merciful second death, and Tien understands.

Uub's spirit bomb defeats the evil Pope because the desires of all the people overwhelm him, and he cannot resist anymore. He is reincarnated into the native world to experience those desires he hated.

Without the ratlike help of the slave kid to get into the heavenly palaces, Tien would never be able to reach the evil god to defeat him. The slave kid had used this manipulation because he wanted to prove to Shen that he was capable enough and should not be looked down upon. Shen initially hates the slave kid for doing this, but then quickly hides his anger when he realizes he can manipulate the slave kid into obtaining powers that were forbidden to him before. The slave kid inadvertently found a way to 'eat the spirits of the dead'. Also, if the slave kid were to succeed in Shen's manipulations, both Shen and the evil god would be revived in stronger forms they could never reach before without the slave kid. The slave kid is cunning, but weak and slow when it comes to fighting.

The fight between the evil god and Tien is long, but the fight between Shen and Tien is very short, as Tien is far stronger. Still, Shen is very strong, defeating many good guys before his death.

Uub and the gang have a chance to pursue killing the 7 immortals instead of dealing with Tien, but they decide to protect the realm instead. This later turns out to be the right thing to do, as unbeknownst to them, the slave kid was planning to revive the evil god, which would disrupt the plan to kill the 7 immortals.

The false emperor lies at one point about knowing who one of the immortals is. She uses this to trick Uub and Yamcha, but Yamcha catches this bluff by accident at the last minute after he accidentally gropes the false emperor and is punished for it (details to be filled in later), and he gets Uub to see what's wrong.

Most of the immortals are defeated by Pan, or are talked to so they remember and decide to take their own life (peacefully) to return to death. Uub never kills anyone throughout the series.

The slave kid is not a slave to Master Shen and the evil god, but a slave to other evil masters. Instead, Shen torments the slave kid as punishment any time the kid's masters do something wrong. Eventually, Tien kills the slave's evil masters. The slave then feigns appreciation towards Tien and tells him how he can get him to Shen to 'take revenge', though this is a lie and he simply wants to show how strong he is to Shen, hoping he can share in that sadistic gang power that Shen and the gods wield.

Tien does not get stronger through magic power ups. Instead, he simply trains with the new techniques of the ascetic cult. He risks his own life many times and goes through many mental confrontations with his issues to reach his heightened state. He has to rely on his third eye for much of this. He was not able to reach this power in the native realm due to not being able to access these mental barriers without the techniques taught to him by the ascetic cult. Yamcha never reaches this level of strength, but he also gets stronger by discovering martial arts training more suited for his personality and spirit. When Tien reverts back, he gives up much of the strength he gained in order to 'poison' the slave kid who tried to steal his powers to become strong himself. Tien never reaches the godlike powers he had before, but is still much stronger than he was at the start. He vows to continue training even if he cannot reach those powers. Those powers were only reached when Tien gave in to vengeance and other negative aspects; he decides that if giving in to them is what grants him that strength, then he would rather not have it.

Uub defeats the villain of the second arc in combat. Uub knows that Tien purposely let his strength get stolen because Tien implanted a secret poison inside- if the user uses the last form, they will momentarily gain immense strength but will explode into an abomination. As Uub uses a huge energy blast to overwhelm the slave kid, he tries to tell him to stop or else he'll hurt more people, including himself. The slave kid doesn't listen and hates that Uub is telling him that he's weak. He powers up to the forbidden form, which immediately implodes.

Third Arc: fighting the austere cult

Aside from the gods and plebs, who both want to hoard the dream gifts for themselves, there is also another villain faction that wants beings to practice being austere, as they see the gifts as a sin; they have a point as too many wishes cause conflict and greed, making beings lazy and reliant on the wishes of the dead, leading to forced sacrifices throughout the ages. They wish to return the world to more plain nothingness, turning everyone into monks, and those who disobey have their dreams diluted through torture. These are the villains of the final saga.

The final saga has Yamcha sacrificing himself so his desires can help shape the land and defeat the final antagonist. Puar follows him so he won't be alone. The two have grown quite fond of the land, and wish to protect it from those who wish to disrupt its natural balance for their own greedy intents. Yamcha had a date with a supermodel waiting for him back home, and it was said that 1 year in this realm was only 1 minute in the real world, so Yamcha desired to get back in time before he was late (he had 3 minutes before it happened). Yamcha's sacrifice meant he could not get back, but his desire to allow the others to get back meant his death created a way to get them back.

Gohan is a fighter once more, as he had to train Pan during the years Goku trained Uub. After Tien, Hercule, etc reach the realm, he is the last native being to reach it during the 2nd or 3rd year. He survives in the world and is close to rescuing them with his defeat of and the death of the 7th immortal, but just as he crosses the portal with Pan, the 7th immortal changes his mind (with the persuasion of the final villain) and decides he hates the native world, and Pan is separated from Gohan as he crosses back into their native world. After this, the final villain powers up exponentially, making him nearly impossible to defeat without the help of the others in the native world.

The main villains of the third arc were present in the first, as threatless allies. They were against the gods. They greatly aided the poor, which is what drew Tien to protect their temple. When the slave kid betrays Tien and attacks them, they use this as justification to draw many more believers into why 'substance and desire' is evil. The access to the gods' powers they gained from Tien seizing the former gods allows them to grow in strength. Tien soon sees how wrong he was and leaves the temple, taking many of its orphans and sick with him before they can brainwash them. Now Uub and his group must fight their former allies who provided them with shelter, medicine and knowledge. The strong Majin fighter, who resisted desires for desserts badly, fights Uub and dies with his ideology in place. This strong Majin fighter was one whom Tien also looked up to- he was considered the main hero of the temple, even though he did not live there. The Majin fighter was a traveling ronin wanderer who occasionally bought supplies to the temple whenever he passed through. Deep down, he shared in its ideologies when the temple rescued him from his desires. He felt like he could not stay as he needed to help the world around him and set on his own path, as he was still deeply confused.

After Uub defeats the Majin fighter, the Majin begins to see the error of his ways too, but still cannot relent. He knows that his desires are too strong and though he should not stop those of others, he himself must be eliminated for the safety of the realm. This is the conclusion he reached, and is what makes him feel at peace, even though Uub tried his best to make him see otherwise. But Uub understands him and fulfills his wishes. Uub does not kill him directly, but gives him the weapons to allow him to commit seppuku so that his desires don't overtake him and make him go berserk like Kid Buu, as he had in the past. The public did not know the current Majin ronin hero and the evil Majin that destroyed many were the same.

The main villain of the third arc is the eccentric Babidi-like leader of the temple, a maniac Pope who gains absurd power-ups from destroying the constructed Dreamtime. The Pope attempted to control Uub and the Majin fighter just like Babidi tried to control Buu. He used the destructive past of the Majin fighter to claim that the all desires are evil, converting the Majin fighter to his cause. The temple did not reveal its true nature, but it also did not lie; it was just that no one asked about its hidden goals. The plebs think the temple aids them, but it actually is against them too, and secretly brainwashes its converts/orphans into hating all desires.

Destruction and sacrifice is prevalent in this new realm, but though violence is not shunned and all commit it in a Looney Tunes way, greed is known to be harmful. An equilibrium used to exist, but then too many practiced greed and create imbalance, meaning it was not fun to play the game of taking anymore since only a few could win. The evil Majin was a strong player in this, hoarding all for himself, and then he found the temple cult and realized just how corrupt this entire world had become. Instead of wanting to return it to balance, however, he desired to uproot it.

Violence is seen as a game. But a game is only fun when many can participate in it fairly.

At the end, the new realm is able to eliminate the majority of pain, meaning those sacrificed for food/Dreamtime constructs are just in playing like in a video game. There are also two types of deaths: those who are temporarily 'benched' and can be revived to go more rounds, and those who are deeper into death and cannot. The latter allows those to have much stronger control over Dreamtime; Yamcha decides to stay here as he's required to open the bridge between the native world and this realm, and he knows the sharing of culture between the two makes many better off. All 7 immortals (Yamcha replaced the 7th) must lie in this embedded death. The false emperor is here too due to being too dangerous to be let out, but though she is tortured by it, whenever she gives in to feeling good for being nice, she feels somewhat at peace. But she never gives in fully and this feeling always comes and goes; however, never leaving forever too.

The Majin fighter never teaches Uub techniques of 'desire', such as turning things into candy and other Kid Buu things. Instead, he shows Uub a different side of the Majin. Uub learns the more maniacal techniques through other means.

As Goku and Uub overwhelm the final antagonist, Uub is nearly led by his Kid Buu alter ego to vanquish the final antagonist forever, but with his remembrance of Goku's mercy for him, he chooses to wish for the final antagonist to be reborn in his native world too, so he can experience its wonders and food and learn the joys of variety and desires. Just like Goku defeated Kid Buu with a spirit bomb, Uub creates a Spirit Bomb with the help of beings from the Majin realm to defeat the villain.

Sacrifices turn out to be bad because they beget nightmares in the realm. The best dreams come from those who lead good lives and have peaceful deaths, as they are filled with benevolence. These nightmares from sacrifices were not known as delusions and lack of logic prevented beings from figuring this out. Uub had to uncover this and tell the people why sacrificing beings was bad.

Eventually, due to the availability of food from the Dreamtime, fake meat could even be made in this realm and animals did not have to be sacrificed through slaughter. The austere cult was violent against those who slaughtered any living being, but their means to fight violence with fear and to destroy variety- turning the world back towards nothingness (and in the extremist final antagonist's case, complete nothingness)- was seen as wrong by Uub.

Change the ending so that while the tunnel is unstable, every so often (say on a full moon, if the moon is restored by dragging it into the native world from this new one), the tunnel is returned and people can cross from one to the another as visitors for a few days. The cast sees things in the world that appear to be constructs of Yamcha's mind, such as deserts and baseball fields for many to play in. Then, once a year, they can speak to him, as the dead cannot always be spoken to due to new, required restrictions in the new realm.