

Monster Girl Encyclopedia ~ White Inma Supplement
Body Mod, Jumpchain Route, and End Jump Scenario Package
Version 1.2



Just as your jumpchain adventure across worlds was about to start, you received an offer from an unexpected, sexy benefactor. The enigmatic White Inma [Succubus], one of the fabled Lilim daughters of the Demon Lord in the world of Monster Girl Encyclopedia. Blessed with her world's demon energy that awakens the true potential of body and soul to release the gorgeous monster within.

As part of her ongoing meddling to draw future “heroes” to the cause of monsters, she has slyly hijacked the jumpchain. Though she is not powerful enough (yet) to control the entire jumpchain, she can still manipulate and corrupt the process from afar. And as an empowered agent bonded to her, you’re going to help her quietly but surely expand her influence and cause, jump after jump. Seeking a hero with the will and love necessary to cross innumerable worlds and win the hearts of countless people, the White Inma wishes to make a contract with you...or more, if you’re willing to go that far.

First of all, she offers you a special body upgrade, empowered by the demon energy and monster traits of her homeland. You can leave things at that and not go any further, or you can make a more...intimate (and permanent) contract with you (complete with unique perks, items, and companion boosters), if you can pay the price~! ♥ And if you take her special jumpchain route and reach the Monster Girl Encyclopedia jump, you have the option of a special end jump scenario to earn your Spark. So come, you mustn’t keep such a lovely lady waiting, you know! ♥

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White Inma's Body Mod

Congratulations! You are now a bona fide, MGE-style hero or heroine, with all the power and potential that such an honor entails (and, due to your unique nature as a jumper, able to romance any gender, regardless of what gender/species you yourself are)! As a start-out packet, the White Inma will give you a light enhancement (both physically and spiritually) to your body, carrying over to whatever alt-forms you gain in your travels. This stacks onto any preexisting bodymod supplement you are taking.

The initial bodymod enhancement will consist of one small but significant addition to your body and soul: access to spirit energy. Also called mana, spirit energy is the fundamental cornerstone of life in Monster Girl Encyclopedia. It can enhance one's physical abilities, enable and support your use of magic, and even enchant and animate natural features and artificial constructs like lakes and golems.

Technically, you already had mana within you, as it gives you vitality, but whereas the level of spirit energy is capped for humans, your body now has unlimited potential in how much mana it can produce and store. By absorbing more spirit energy from your environment and training your body, you could one day (in the distant future) reach the potential of the Fallen Hero – the consort and equal of the Demon Lord, who defeated the Chief God of MGE.

It is important to note that with just this, you are *merely* a hero. As a human ascended from the chains of the cycle imposed by the Creator God, it does not alone make you a "hero" in the sense you might be used to. To be that legendary, you'd need to train to be strong enough to catch the eye of a deity and receive their blessing, allowing you to become a "true hero". Such a blessing often grants powers and a new form reminiscent of the deity in question. For example, the Fallen Hero was blessed by the Chief God for the express purpose of slaying the Demon Lord. This granted him strength to do not only that but also turn on the Chief God as well and survive.

Furthermore, the White Inma will grant you access to a small bit of demon energy – a unique variant of mana found in monster girls (mamono). Use of demon energy will enhance any “monster”-related abilities you have, strengthen your spells and physical attributes, lengthen your natural lifespan, transform people and environments, and make you incredibly sexy.

However, demon energy is more high-performance than spirit energy, so you'll use up your reserve quicker and will need to refuel by triggering the growth of demon energy in your surroundings or through sexual activity. And you only have a small amount, so it will take some work (and sex) to fully utilize this corruptive, wondrous force.

All that is just the tip of the iceberg, though. If you want to become even stronger, the White Inma is happy to assist, but you must first pledge to **permanently** venture down her “path of pleasure”, a promise of lustful romance (and harem shenanigans) that will reshape the course of your jumpchain. Please go to the next section if you wish to continue. Just know if you do, there's no turning back...**ever~!** ♥

Jumpchain Route: The White Inma's "Blessing" of Eternal Love and Adventure

WARNING! Going any farther will permanently lock you into a jumpchain (and romantic partnership) with the White Inma. You'll have wrapped yourself right around her finger, and now that you have experienced the wonder of bonding with a Lilim, there's no chance of breaking your promise (nor will you ever want to)! ♥

By pledging yourself to the White Inma, you promise to venture down a path towards the ideals that she and her sisters uphold: sharing the beauty of love and monster girls with everyone by spreading demon energy.

For starters, you now have more demon energy than before, and it will spread out of you to some degree no matter how much control you have over it. Aside from that, the White Inma will exploit the "gaps" you make between dimensions as you travel between jumps to leak in demon energy, so you can expect a lot of monster girls to start emerging in whatever worlds you go to. And a lot of them are going to be after you for love.

By personally manipulating things in the background, the White Inma will guarantee that you will constantly get involved with exciting events and just so happen to meet and befriend lots of waifu-material girls wherever you go. They might not all be mamono (initially), but she has a special interest in pairing you up with monster girls whenever possible.

As the White Inma's precious jumper, you're expected to treat all these waifus well, embrace their love, and welcome them into your ever-growing harem – a harem that will become increasingly difficult to manage. Monster girls are loving but also often controlling, after all, and while they will remain sweet girlfriends if you handle things right, slip up too much and they'll be the ones calling the shots – and if you fully lose control of them, you'll fail the jump.

Warning! – And failing the jumpchain with the White Inma does not necessarily mean simply getting kicked back to your old home and things returning to normal. Instead, the White Inma will grant your harem full possession of you, and they get to call the shots from now on. They'll only let you return home if they deign to give you permission – and they'll be accompanying you, naturally (your home is theirs and theirs is yours, after all).

Whereas many jumpchain benefactors expect to be entertained as the fee for their services, the White Inma instead wants you to prove your worth with your lovers, which she finds entertaining in its own right. If you avoid romantic situations, resort to excessive violence, or fully lose control of your waifus, she will consider it grounds to end the jumpchain as a fail for you.

It's going to be a tough challenge to seek out innumerable monster girl waifus while also keeping them all happy and compliant, but your sexy benefactor believes in you. And there are rewards for taking this route, too, as the White Inma has plenty of unique perks, items, and more to offer from the get-go.

However, since the White Inma can only tamper with the jumpchain indirectly for now, she can only give you a +500 CP stipend (maybe) to start out for your purchases. Fortunately, she has generously offered a plethora of extra “blessings” and drawbacks with bonus points if you want to buy more things for your adventure.

So prepare yourself, brave hero from another world, for great trials await you – and with them, love like you could never imagine! Do your best to make this White Inma proud, and prove your valor as both a champion and as a lover to her and monsterkind! ♥

The White Inma's "Blessings"

ATTENTION! You MUST at least take one of the blessings below to gain the starting +500 CP stipend.

As mentioned before, the White Inma only has enough power right now to give you +500 CP to spend...maybe. It takes a lot of energy to make the first big push across worlds, after all, so you'll need to take some of her "blessings" below – at least the two mandatory ones – to empower her enough for the +500 CP stipend.

But remember, the pact between you and her is mutual, and the more you help her, the more she can help you. So why not deepen your bond with the Lilim by accepting some precious tokens of her affection? You won't get additional CP for taking extra blessings, but each blessing can be applied to a single perk, item, or companion buy for a 50% discount. Please note that you cannot apply blessings to purchases costing 600 CP or more until you have taken at least 5 blessings (including the original). Instead of a 50% discount for Lilim's Engagement Ring, each blessing reduces its cost by 100 CP.

In the case of alternate, "corrupted" versions of purchases that offer a 50% discount under other conditions (see *ECSTASY Gauge*, *Dark Squire*, *Bastard Sword*, and *MGE RPG Demo* among others for examples), applying an additional blessing discount to such a purchase will reduce the price to free. If you do not have at least 5 blessings, refer to the original, non-discounted price to determine if it qualifies for a blessing discount or not. Discounts not applicable to Stat Boosts and Companion Enhancements.

Please note that the intensity of blessings, for better or worse, will increase with each jump you take.

Some people might label her blessings as drawbacks (though we have a separate section for those), but to the White Inma, she is just helping immerse you in the rich, sexy, lustful wonders of her world. These "blessings" will certainly bring new troubles to your adventures, but that will just make the journey all the more fun and interesting, right ~ ? ♥

Experienced Pleasure (Mandatory)- "You will never forget my touch, darling! ♥ I'll be able to reach you again in your dreams. Between the realms, as you rest, I'll remind you of your oath and our love~ ♥" After your first time with the White Inma, you have experienced firsthand the sheer level of pleasure that a monster girl can bring you. Whenever you gaze upon a monster girl, the memory of that wonderful love vividly rushes back to you, and you want more... On the other hand, you gain increased mental resistance towards anyone who isn't a monster. The level of effect (and gain) from this blessing will increase with every jump you take (due to a "reward session" with the White Inma after you finish a jump), as well as with every other blessing you take.

Devilish Body (Mandatory)- "You've taken the first step of evolution, my love. You will become an even lovelier incubus each time we embrace~ ♥ It may seem overwhelming at first,

but soon you'll come to crave the power my mana brings you. I'll enjoy experiencing your progress as the decades pass us by." You now sport a devilishly handsome/gorgeous body that incites carnal pleasure in all who look upon you, and enthralls whoever touches you. You gain two times the normal pleasure for all sexual experiences you have – and in turn, you give two times the normal pleasure to anyone who performs sexual activities with you. The level of effect (and gain) from this blessing will increase with every jump you take (due to a "reward session" with the White Inma after you finish a jump), as well with every other blessing you take.

Vow of White Passion: Devilish Palpitation- The sweet sensation of her lips touching yours won't go away, and it continues to linger... The sweet fragrance of the succubae tickles your nose, you feel the sweet sensation of your wet lips mutually touching, and the pleasure pervading your mouth is the mind-blowing sort... It has all combined inside of you with the earth-shattering sensation of ejaculation! Henceforth, each and every time that you kiss, you shall be reminded of ejaculation, and amidst the sweet sensations, ejaculation shall be spurred on... ♥

As a result, your body and heart will both easily melt with bliss from a monster's kiss. You get drunk on the passion poured into you through your lips, and your heart races with excitement. Therefore, you have a high chance of taking a "critical hit" to your resistance when kissed by monster girls. Even seeing a monster girl's lips move when she's talking to you is enough to make you imagine being kissed, and hereby activate this "blessing".

Invitation to a White Dream: Hungry for Head- You have been instilled with the knowledge that a monster's "mouth" organ is something pleasurable to an enchanting degree... Oh, how she looked as she deliciously stuffed her cheeks with your penis as if to say that it was a scrumptious feast. And what a blissfully melted sort of intoxicated expression she made when your semen was released inside her mouth. Reflecting on it gives you a rager that absolutely will not subside! You experience feelings of ecstasy knowing that you are such delicious prey to her that she made such an expression! Henceforth whenever a monster opens her mouth in front of you, your penis will swell up to a painful degree in order to have her suck it for you, and then you shall end up deliciously getting the hell sucked out of you... ♥

Therefore, you've become addicted to the exquisite pleasure of oral sex. Wanting to be eaten by monsters, your penis oozes with the sweet taste of essence. Hence, you have a high chance of taking a "critical hit" when receiving oral from monster girls.

White Embrace of Profound Love: Boobaholic- The sensation of the soft flesh that had been enveloping your penis until only moments ago is now lost...and that makes you feel lonely. Whether you like it or not, you have come to the realization of just how much you feel at ease while enveloped by breasts! You want to keep immersing yourself in that warm, rapturous pleasure . . . your desire to be enveloped by breasts with all your heart. Henceforth, just having a monster's breasts pressed against you shall result in you easily abandoning all caution and resistance, and if your penis is squashed between them, you'll be so at ease that you'll just let her go at it and release your essence... ♥

You experience a comforting sensation when enveloped by soft breasts and drown in the pleasure. You cannot take your eyes off a monsters' breasts... This blessing "grants" a high chance of taking a "critical hit" when being "attacked" by breasts, especially by those of monster girls. Just seeing breasts is enough to set you off and activate this "blessing".

Captive of White Fingertips: Monsters' Plaything- The obscene sight of her white fingertips curled around your penis is unforgettable... ♥ You have been treated like a plaything, loved, pleased, and forced to ejaculate...and it was all at the whim of she who has you in her grip. The sensation of having your everything seized by a monster, that sort of situation fills you with the anticipation of intense joy. So there is no way you could resist palms enveloping your penis or fingertips coiling around it.

Henceforth, whenever you are jerked by the hands of a monster, you shall be milked as much as she pleases. Your penis reacts sensitively just from their hands lightly crawling over it, and your penis's sensitivity will be clearly noticeable. Now you'll probably be treated as a toy to be played with whenever they please. Grants a chance of taking a critical hit when being attacked touched by a monster. These effects also apply to your vagina, if you have one.

Lost in White Revelations: Beauty of the Nude- You can still hear the sound of her stockings sliding to the floor to reveal her alabaster legs...your eyes still glancing around, hoping to get a glimpse of the soft curves she hides with her wings...the slight blush she had when you asked to see her unclothed. ♥

You've become entranced with the beauty of a monster's naked form. You'd do nearly anything to get a monster to so much as give you a peek at her cleavage. This obsession is so encompassing even their clothing catches your eye; the more intricate and lewd it is, the more you anticipate them peeling it off. Witnessing a monster actively strip and put on a show for you will make all your resistance to her crumble as you focus on burning the image of her body in your mind. Once you have seen her naked even once, the vision will haunt you, such that seeing her clothed will make you yearn to see the parts that are covered up. This blessing grants a high chance of taking a "critical hit" when being "attacked" by a strip tease, especially by those of monster girls. A monster girl simply dressing skimpily is enough to set you off and activate this "blessing".

Entranced by a White Moon: Butt-ressed Love- You barely heard the invitation before grabbing her soft rear end and forcefully massaging it. You buried your face in her buttocks, crawled your tongue all over, and slurped her juices. Hearing her cries, feeling her fingers in your hair, the world stopped existing beyond drowning in the sensations of her pleasure. Her wondrous ass eclipses your universe, shining down on you like a guiding light. ♥

From this point onward, your desire for ass is all-encompassing. Having a monster taunt you by shaking her booty in your direction could become a religious experience: you'll abandon all caution and leap at the opportunity to perform if asked for oral by a monster, releasing your

essence while devoting yourself completely to her pleasure. This blessing grants a high chance of taking a “critical hit” when being “attacked” by a lady’s buttocks, especially by those of monster girls. Seeing one throw a little shimmy your way is enough to set you off and activate this “blessing”.

Exhilarating Grasp of White: Monstrous Obsession- Your entire world is dark apart from her. Only her burning eyes are visible from the all-encompassing alabaster darkness that her wings exude. Their grasp almost as tight as that of the soft flesh of her tail when it winds around your most precious of places... ♥ Unable to move, you’re helpless as the electrifying sensations of her claws trace lines of anticipation along your skin. All the while she wrings out every last drop of your love~

Drained dry, you’ve awakened to an epiphany, one so obvious you can’t believe you were ignorant for so long: Mamono are superior to any human woman. Who else can embrace you with the fullest of their body? Their steel-like scales, rending claws, wings wider than you are tall, mouths full of knives for teeth, and even more exotic implements of destruction used only to bring you pleasure. Having tasted such an exotic fruit, you now have a high chance of receiving a “critical hit” when a monster uses her monstrous features to seduce you. Furthermore, no human could ever hope to compete in your heart; all attempts by non-monsters to use their bodies to steal your heart will fail horribly.

Drowning in White Matter: Hypnotic [Magic] Bonding- Numb. You feel numb to a cold and uncaring world as tendrils of inky black mana envelop your body. They ooze around your limbs as your limp form is held before her. She is pleasure. She is life. She is your universe, just as you are her everything. Your mind short-circuits as her mana flows into and through you, purging any hope of returning to your lonely, cold life. The features of the world meld into a realm of stark white and deepest black~ The heat of her embrace keeps you warm in the void as her words echo within your skull; no longer one voice, but many, all repeating her adoration for you and a promise of pleasure everlasting... ♥

Coming to, you can still feel the thrum of power in your body. A permanent stain on your soul as her mana works its magic upon your essence. Making you something greater. Her words still fill your ears even after she has long left. Your mind is entranced by the untold pleasures of mamono magic; your heart beats in time with the hypnotic thrums of her own, as even now you cling for the security that her magic brought you. “Critical Hits” are all but guaranteed when mamono use corruptive magics upon you. In contrast, you will find the grip of mundane magics often wielded by human mages to be far weaker on you.

Crimson Gaze of the White Abyss: Lost in Your Eyes- She doesn't move an inch; her shimmering ruby eyes hold your attention, as the world seems to twist around you. It warps and bends until all you can feel is your heart throbbing in time to every shift and flutter of her gaze. Your mind reels as you struggle vainly to comprehend what it is you’re seeing dance within those crimson pools. The White Inma coos at your sudden realization, as you ejaculate without

her lifting even a single finger; a simple blink or wink is more than enough to do the trick. The sight of that blazing white abyss, her very soul, focused entirely on a single being. You. ♥ Even as you close your eyes and lose consciousness, what you saw in her eyes will never leave you...

As her gaze fades from your vision, you desperately try to keep sight of her lovely orbs, as if you're a moth to their flame, your heart orbiting them as the gravity of her stare pulls you in. You observe monster girls' eyes fully, finding delight in their every movement, and how they sparkle with life and lust. You could just stare at a monster girl's eyes all day long, never daring to take your eyes off her once. Being exposed to a monster girl's stare long enough could make you orgasm on the spot. And if monster girls use charm spells that focus on their eyes, you can be assured that you'll let the charm pull you in fully, no resistance. On the other hand, you no longer find the eyes of non-monsters to be that alluring, and illusionary charms based on sight from non-monsters won't phase you in the slightest.

The White Inma's Drawbacks

If you thought that the White Inma's "blessings" were trouble enough, then check out these drawbacks. With the blessings, the White Inma was at least trying to help you in her own way, with each of the blessings providing lovely pleasure and sometimes additional benefits along with the problems they created. These drawbacks, on the other hand, will simply make your adventures more difficult. But instead of providing discounts, drawbacks will increase the amount of Corruption Points that the White Inma can gift you with. So feel free to take as many as you feel you can handle. Be warned, the intensity of the drawbacks' effects will scale up the more jumps you take.

The Tattoo Lady (+50 CP, Can be Taken Multiple Times)- The White Inma has been spiritually and metaphorically engraving herself into your heart already with her various blessings and the like, but now she'll also apply a more visual mark onto you. On some part of your body (you choose the place), there will be a tattoo of the White Inma. Whether it's her full body or just her face, her tattoo is disconcertingly lifelike, with almost the same level of natural charm as if you were looking directly at her. Touch the tattoo, and it's like you're touching the real (mini) thing; you can even fondle her boobs with your finger. And the tattoo doesn't just look like the White Inma: "she" acts like her, too.

Yes, this is no ordinary tattoo: it's alive! The White Inma has embedded some of her spirit into the tattoo, making it a living, animate avatar of her will. Your tattoo can smile, pirouette, wink, and even stroll around your body a bit (as long as she doesn't stray too far from her original location). And she can telepathically speak into your head, too, carrying on conversations as if you're talking to her original self.

This essentially means that you'll constantly have the seductive image of a Lilim constantly present on your body, always there to flirt with and charm you. And regardless of her placement on your body, she can plant a vision of her location into your head whenever she likes (so even if she's somewhere out of sight like on your buttocks or covered up by clothes, you'll always get a full view of her lovely visage).

Not only that, but while she communicates telepathically, the tattoo can also simultaneously generate "speech bubbles" around her to perfectly match what she's saying to you aloud. Trouble with that is, her written text is entirely in runes – and if those rune words would trigger special effects if they were separate tattoos of their own ("hot", "love", "rabbit", etc.), then you will receive those same effects whenever they come up in her speech.

Plus, as a living insignia in her own right, the tattoo Lilim has the same effects that other insignias would have in that spot on your body. And if she's on a certain feature of your body, that part of her own (tattoo) body becomes more charming than ever. For instance, if she's on your hips, she'll send a sensation of pleasure whenever you shake them – and in turn, whenever she dances and shakes her hips, you'll fixate on them like you're locked onto a swinging pendulum. If she's on your chest, she'll increase the pleasure you feel from your breasts, while also making it all the more tempting to stare at and fondle her wondrous bust. If she's engraved below one of your eyes, she'll make you ever quick-sighted towards sexual things, while making

it impossible to break eye contact with her, and making you blush should she wink coquettishly. And should she be on your mouth, she will enhance your taste for oral sex and make lewd smiles into your natural, default expression, while also instantly winning you over to her wishes whenever she but pouts huffily or beams a lusty grin; if she's tattooed on your tongue, she may even cause the words you speak to turn into runes, instantly applying their respective sensual effects onto you.

Furthermore, the Lilim tattoo retains her kin's ability to corrupt and turn beings into monster girls...only now, she does it to other tattoos. Any other tattoos or runes that are applied to your body outside this purchase will become infected with the White Inma tattoo's energy; the closer they are, the quicker they'll be corrupted, but nowhere on your body is safe. Once corrupted, the tattoos will become animate monster girls embodying their respective tattoos, and they will likewise take great pleasure in seducing you. Succumb enough to any of those girls' lust enough, such that you start to wish they could make love to you in person, those tattoos will come to life as full-sized monster girls (though their animate tattoos remain on your body, continuing to carry out their desires).

In addition, as your tattoo shares the White Inma's desire to matchmake for you, once your harem starts to grow, the tattoo of the White Inma might decide to temporarily "swap out" for a tattoo of one of your monster girl partners. The new tattoo will embody the monster girl's inner desires to make you hers, and will use her placement on your very body to charm you.

You can take this drawback as many times as you want, each time gaining another tattoo on your body. All the tattoos are animate and alive, and they will interact with and play off each other you to enhance their charm and flirtations towards you. While they might sometimes playfully banter or compete with each other, they share a unified vision of making you theirs, and their seeming disagreements are simply another way to get under your skin and seduce you.

If you are taking one of the *Liminal Lilim* drawbacks (*Peeking Through the Looking-Glass*, *Radicals on the Rise*, etc.), you may choose to have the drawback's respective Lilim take the place of one of the tattoos. Doing so increases the respective Lilim's bonus CP by 50% (+300 Cp instead of +200 CP); you can take multiple tattoos for a single Lilim, but the increase to her drawback only happens once. Of course, this means that you are now hosting a living tattoo avatar of that Lilim, and she will use her tattoo towards accomplishing whatever objective she has towards you. If you indulge in the Lilim's drawback and please her, she'll have her tattoo reward you with significant pleasure, but if you try to halt or avoid her drawback's effects, she'll instead have her tattoo edge and torment you as punishment for displeasing her.

"Remember, these runes are not truly alive. They are not me or my sisters, but they are very realistic, aren't they? Faithful recreations of my eternal love for you~" ♥

The [White] Devil in Your Eyes (+100 CP)- When you finally break eye contact with the White Inma, she never truly leaves your sight. She's still there, always, playfully flirting in the corner of your vision. The White Inma has etched a special insignia around your eyes, sharpening them

to observe the beauty of monsters to the fullest. This will naturally enhance your susceptibility to any blessings that involve visuals. But more than that, the shadows you keep seeing with her visage aren't just your imagination: they're being directly projected from your very eyes! The White Inma has turned your pupils into animated cut-outs in her own image. As a result, no matter where you look, you can see her visage doing whatever it can to entice you. Closing your eyes will not help in the slightest, for you will still see her silhouette within your eyelids. And looking directly at your own eyes in a reflection will certainly entrance you.

"Hold still~ and there! I think I strike quite the figure, don't you think? Oh, you don't have to answer now. I'm sure you'll be well acquainted with every inch of me before long. Just keep your eyes on me! ~ ♥"

Gift of the Elements: Creamy Waters (+100 CP)- "I'll string these waves of lust and bundle them together into a tide of love. This heart-changing lust is already eddying above you, becoming fiercer, stronger, and wetter. Ah, my indecent head is sparkling wet with water today, too." ♥

The White Inma is drawing upon the powers of the elements themselves, who enrich nature with life and magic – and, if corrupted, spread demon energy through those nexuses. This particular blessing taps into the power of the Undine water elemental. Now, demon energy will leak into whatever world you are in through the water. What was once pure water will become murky like mud yet sweet like semen, and though the milky cream will still be safe to drink (maybe even safer depending on the previous water quality), it will certainly corrupt drinkers and bathers into monsters and incubi.

Gift of the Elements: Fiery Passion (+100 CP)- "As we become hotter, hotter, hotter than the sun, our beating hearts will well up with the power of love, and be born again in this hot, chaotic explosion!" ♥

Whatever worlds you visit in your jumps, the White Inma will heat things up with the help of an Ignis fire elemental. Places embodying heat like volcanoes, tropics, and deserts – and other sources of heat such as candles and fireplaces – will begin to emit the Ignis's supernatural warmth of ravishing lust. This devilish, wondrous, ever burning flame causes everyone's bodies (human and monster alike) to flush as though burning up and becoming incredibly "thirsty". Monsters will go wild with vigorous lust, and humans in turn will transform to monsters, until the whole land lights up with vigorous sex that cannot be put out.

Gift of the Elements: Airy Amor (+100 CP)- "I will blow a kiss and it'll excite your heart, so listen to the song of the wind! The invisible wind is all that you hear, so let it blow your limits away!" ♥

The very air of the worlds you inhabit now carry the whimsical lust of a Sylph air elemental. A black wind brews, spreading demon energy everywhere it travels. Upon contact with people, the lewd gusts (which also take a fancy to lifting skirts, leaving phantom "kisses" on sexual areas, and fanning up passions) will blow away the pesky rationalities and inhibitions that get in the

way of sex. People's resistance and distaste toward sex will fly off with the wind, never to be seen again, and everyone will grow ever wilder with sex.

Gift of the Elements: Seeding the Earth (+100 CP)- “Ah, these worlds are just orgasming with life... Put your head to the ground, and you can smell the sweet scent of lust rising from the earth, like a rich poison that makes you sink into the depths of my embrace...” ♥

The White Inma is fertilizing the soils and earths of your jumps with the vitalizing (and corruptive) essence of a Gnome earth elemental. In addition to generating minerals composed of and emitting demon energy, this “gift” corrupts the vegetation and natural world fueled from the earth. Formerly green plants will take on bizarre, unnatural hues (and gain various magic properties related to sex), and entirely new plants will emerge, creating the flora fit for a demon realm. All of these plants are highly nutritious, but they also contain demon energy and aphrodisiacs, transforming those who eat them into monsters and incubi. In addition, plant-based monsters will become more frequent, lewd, and powerful.

Gift of the Elements: Dark Sunrise (+100 CP)- “The door to the world of darkness will now open, so let's engrave a new age into this world. Now, slip into darkness and feel my deep kiss, and become eternal.” ♥

Through the gaps you are making in your jumps, the White Inma is slipping in Dark Matters: a special kind of elemental embodying darkness. They will spread out in search of love, and when they find a lover, the dark energy surrounding them will burst and scatter, illuminating the area with intense levels of demon energy, often turning them into demon realms on the spot. And wherever they wander, the shadows themselves will seem to embody sexual desire.

Gift of the Elements: Snowy Seduction (+100 CP)- “Praise an icy smile, and just let it all go. Coldly enveloping the worlds, I share the freezing void of my loneliness, until love comes to melt your hearts, forever...”

The chilling demon energy of ice elementals like the Glaciers now seeps into your jumps. Their corruption will spread through snow and ice like an unstoppable blizzard. Those caught in the snowstorm will be engulfed with unbearable loneliness that can only be assuaged with love; therefore, they will instinctively seek out the warmth of romantic affection with others. As the icy corruption grows, ice elementals will come to life and further spread the winter wonderland of love; though their icy hearts melt when they find love, that in turn just gives birth to more of their kin. So let it snow, and let it be sexy.

Sabbath Outreach Program (+200 CP)- “Double, triple, soil and trebble; big bossoms wither and yonge pussies bubble. Wilcume to the faust cross-multi-vorsal Sabbath chapter! There is nothing mure magical than the yonge, childish bodi of a leetle gurl inducing a beeg bruther's love to the follest. Where schal wee meet again? Upon the heath, as weetches and beeg bruthers aluck flie weeth lust in the feendesh gluw of night and lern the truest of magiks: the chaum and indecenie of leetle gurls.”

“My, my. It is grating on TRUE magicians when a bunch of little brats cause a ruckus. The finest of magics can only come from a more mature, alluring practitioner, wouldn’t you agree? Follow us, and we’ll help you “grow up” and discover for yourself how being a little selfish can create the best magic. Whether as fellow mages with the proper assets to match your ambitions or as our loyal, trusty familiars, you’ll help us show those flat-chested kids a thing or two, won’t you?”

The very magic of other worlds is now under attack, as the demon energy of the great Bapho-sama seeks out new sources of power through the weak points you’ve left behind in reality. As your time crawls on in each new land, Sabbath and Dark Mage grimoires begin appearing in the hands of those with potential and curiosity for magic. These seductive tomes will rapidly spark a dark renaissance, eventually culminating into two polarized parties: the lolified academics preaching the depravity of the Sabbath, and the onee-sama Dark Mages – with both groups scouring the world for their precious familiars and preaching the way of magical superiority through sexual dominance and body enchantments. Who will become what depends on how they practice magic. The more academic (and social) mages will be drawn to the Sabbath, while the more primal and isolated practitioners will become Dark Mages, though these trends are not absolute.

The newfound Sabbaths may diverge in some aspects from those of MGE but will revolve around the belief that youth leads to stronger magical ability and be obsessed with a militant expansion of this belief. The Dark Mage covens will preach the transformation of men into familiars to aid in the practice of magic and devote themselves to enhancing their physical and magical abilities beyond the mortal realm. Both will demonize the other for purely superficial reasons such as “cow-tits” and “cutting boards”, culminating in routine cat fights and small-scale magical wars, which will draw even more people under their sway. Preexisting magic organizations will either get absorbed into one or both of these factions, or will form their own sexually driven magic group.

Liminal Lilim: Peeking Through the Looking-Glass (+200 CP)- To get this particular boost to her power, the White Inma made a deal with her sister, the Queen of Hearts – a childish Lilim who rules the realm of Wonderland and often invites in new playmates (whether they want to or not). Now the Queen of Hearts can open up passages – whether rabbit holes, distortions in mirrors, dreams, or portals – between the worlds you visit and her kingdom. Eager to have ever more fun each day, she’ll abduct people and creatures from the worlds into Wonderland, where they’ll go mad and be transformed into new, bizarre, lustful parodies of what they once were. If she gets impatient, she may even dispatch her servants into the world you’re visiting to outright kidnap victims.

As per her agreement with her sister, the Queen of Hearts will never directly target you. However, companions and acquaintances are fair game to her. So whether it’s to rescue a companion or because you accidentally stumbled down a rabbit hole or looking-glass, you may very well end up visiting Wonderland numerous times in your adventures. And while she can’t directly target you outside Wonderland, the Queen considers everything in Wonderland to be hers and hers alone, so you’d best find a way out quick, or you may very well go mad.

“My sister is a lovely girl, truly; she just has a fondness for games that many others can’t quite...match~ I’m sure her private little playground will scoop of some suitable playmates, eventually.”

Liminal Lilim: Radicals on the Rise (+200 CP)- “Druella is a truly good soul. Utterly devoted to the cause of love and willing to manage war and defense on multiple fronts if it means people find their joy that much sooner. So inspirational is she that even married mamono and their husbands march in lockstep to see her dream come true. My, even I didn’t think such loyalty to the radical’s cause would cross the boundaries between worlds.”

Druella was never one to let a good opportunity pass her by. She is an aggressive, lascivious Lilim warlord who leads the Radical faction of the demon realm army in her pursuit of a fully corrupted world. She will subvert the mamono that form in future worlds you visit. This will lead to the vast majority of new mamono becoming aggressively militant. They will no longer keep to their own specific races, but will instead quickly organize a united nation of mamono who are both politically and militarily capable of matching pre-existing ones in the setting. Not long after that, they will put plans into motion to forcibly convert all women into more mamono and to “protect” all men by claiming them.

These mamono will bear the hallmarks of the Radical faction’s unique fashion and doctrines, but each will have their own spin on things beyond the core tenants. Any mamono affected will also become more domineering towards humanity as a whole. It’s not all bad, though. This united mamono nation takes a hard stance against child abuse, slavery, and oppression of the masses, rightfully earning them the love and loyalty of the downtrodden members of humanity.

Liminal Lilim: Sword of Justice (+200 CP) The ever-serious Enma, a Lilim charged with the sad task to condemn the worst of the worst to eternal hellfire and end the truly evil with her father’s sword, sees the Chain as an opportunity to end suffering throughout the multiverse. She will use you as an access point in future worlds for her realm of Hell. Rifts to her realm will randomly spawn in your vicinity for short periods of time. From this will pour packs of armed and armored Hellhounds intent on seeking out the guilty and dragging them back for judgment. These Hellhounds are not the typical mamono you may be used to, but rather the sadistic Wardens of Hell who keep the worst of the worst that humanity and mamono kind can produce subdued in constant “torment”. Furthermore, Hell’s custom Minotaur and Centaur subspecies, the sadistic and cruel Gozuki and Mezuki, will seek out new toys to play with among the populace, and in their frenzy might not always target solely the guilty.

As for you, Enma expects you to be her avatar: as she is unable to follow through the rifts, you will exact her terrible vengeance onto the irredeemable. Brutal murderers and child abusers all must be put to the sword. Not Mamono Silver but cold hard steel. This doesn’t just mean humans. While it is very rare, some demented mamono fight their succubi nature to cause suffering even with the protections put in place. Remember: no mercy, no matter how it may eat at your soul.

“Poor Enma. Her duty is such a harsh one. I truly respect you for reaching out and offering to take up some of her burden. It is one I fear I would not be able to shoulder...”

Liminal Lilim: First Peace (+200 CP)- “She is our idol ~ our elder sister. A prodigy in all the arts of magic and war, and yet she chose the path of peace. She and her husband frequently share breakfast with the Order’s Pope of all people. How inspirational. She is responsible for many of the advancements in devices allowing for coexistence between man and mamono.”

The very first of the Demon Lord’s daughters has a task for you, one that is both far easier and far harder than the challenges that her sisters impose. She has dedicated herself to peace between mamono and man, and to that end she acts as her mother’s ambassador to the Order. As such, you must promise (and uphold the pledge) to fight for unity. Not with violence, but with words both written and spoken. You must peacefully push for true equality between humanity and monsters (and other nonhuman races), where neither oppresses the other. Ideally this peace is religiously accepted by the predominant non-mamono religions, but that is not necessarily required. You’ll know when you’re on the right track when the average human and mamono can have a nice lunch together without devolving into either murder or sexual depravity. Failing to honor this mission on a large scale during your jumps can cause you to fail the jumpchain.

Liminal Lilim: The White Knight (+200 CP)- Once there was a human girl. A young child slave, despite her grievous injuries and fear she managed to escape her captors, only to collapse helplessly in a ditch. As luck would have it, that ditch was near a road that the Mamono Lord herself was strolling down. Brokenhearted over the state of the girl, Lilith whisked her away to her kingdom – Royal Makai. Finding out the girl’s injuries would almost certainly be fatal she decided to personally monsterize the child. The result was a brand-new species. A White Succubus. A succubus with the features of a Lilim as well as their powers, but not their blood. The Demon Lord officially adopted the girl as her new daughter. The girl herself had everything she could have ever hoped for and dreamed of the day she’d have a white wedding with a courageous knight. Like the ones in the stories she used to hear.

You will now follow in the footsteps of Lilith herself. In each future Jump, you will find a child undergoing the worst suffering possible. You will need to save them and imbue them with such power and training that no one will ever be able to hurt them again. You must also grant them the childhood that was taken, a carefree time with a parent who loves them. If at the end of each Jump the child is a happy and healthy one, you succeed. If, however, you attempt to game this by mind-controlling the child, or abandoning them either to the road or to others, you will fail it. Also, ideally the child sees you as a beloved parent and not a future spouse. At least you won't lack for wives to play the role of mother.

“Please. If you could just save one, even just one... I know it would mean everything to her. To me. You will always be my White Knight, and I know you could be theirs too.”

Liminal Lilim: Dragon Quest (+200 CP)- “Sister Dionala is so inspiring. She carries the hopes and dreams of all dragons upon her shoulders. While not our sister by blood, it was her dedication that caught Mother’s eye and had her brought into our family.”

Though a Red Dragon by birth, Dragonia’s Queen Dionala [Deonora] has been adopted by Lilith as an honorary “Daughter of the Mamono Lord” – and as such, she was excited to learn about your upcoming adventures from her Lilim sister. She is willing to help the White Inma and you on your quest, but in return, she wants you to make an oath: to be a steadfast “Dragonfriend”.

Wherever you go, you must make it your mission to support the welfare of dragons (and all dragon-like creatures). First and foremost, you must help them realize their full potential as mamono, and no dragon can be left out. That means you will need to travel to the farthest reaches of worlds to find rare and reclusive dragon breeds, and also find and restore the remains or eggs of extinct dragons in worlds that have lost their dragons. Of course, given the raw pride and might of dragons, they will likely need a lot of “convincing” before they will accept your aid.

In worlds that lack any sort of dragon, the queen will send some of her loyal Dragon mamono to “help” you. Of course, these mamono breeds of dragons (who are also single, one should note) will likely just add to your troubles with their arrogant and dominating personalities. But as a friend to all dragons, you must graciously accept their assistance without question. Failing to help dragons or taking actions to harm dragons will cause you to fail the chain. That said, knowing full well how the mighty dragons only respect those who prove themselves worthy, she’s not against you getting a “little rough” (through the lens of a dragon goddess who can casually obliterate mountains) with dragons when you need them to listen to you, just as long as you don’t kill them or leave them permanently harmed.

Fight and Flirt (+200 CP)- They say that if two people fight, they really care about each other. Apparently the White Inma thinks the same way, and she can’t help but want to “help” hook you up with the people you’re fighting. Anyone who considers you to be their enemy or rival now has a strong chance of becoming infatuated with you. Of course, just because they’re falling in love with you doesn’t mean they’ll recognize their feelings – and even if they do, it’s likely they’ll still want to be in charge rather than listen to you.

Enemies’ likelihood of developing infatuation will increase if they personally view you as a direct enemy (if you’re just a minor part of a larger army, they won’t pay as much attention than if you are a direct threat to them). Any prolonged interaction with the villain/rival has a chance of passively seducing them - and the heat of conflict (such as battle or debate by dialogue) really stokes the burning love. Even if you don’t meet them directly, they might still get the love bug from hearing about your exploits (chance increases the more you irritate them).

“This is how a great deal of mamono find their soulmates. ♥ Some races say it is the only way to truly know their future partner.”

Villainous Valentine Vendettas (+300 CP, Requires Fight and Flirt)- For any villains you defeat in battle, they now have a high chance of, due to their desire to have revenge on you, transforming into mamono and returning stronger than ever. Even powerful villains on the level of a Demon Lord may apply (and in fact, may have a higher chance due to their strong feelings of conflict with you). Though they now love you, they still see you as someone they want to triumph over, so they'll do whatever they can to take charge over you and the harem.

If you manage to fully “conquer” them by winning a “final showdown” with them, they will finally recognize your supremacy, admit defeat, and settle down a bit by joining your harem as a lover. However, succeeding in such a showdown in a way that the monster girl will accept your victory is easier said than done. And even after they join your harem, they'll retain a degree of their desire to dominate, making them more aggressive and harder to rein in than your average waifu.

“There is nothing more romantic to a mamono than a hero and villain clashing in battle, only to find themselves clashing in an entirely different way in bed ~ ♥”

This is My Master (+400 CP)- *There are many like my precious “owner”, but this one is mine.*

♥ Your corruptive presence now causes inanimate objects you interact with routinely to come to life. At first, this won't be much more than the equivalent of a D&D-style talking sword. Continued use past that point could see these objects becoming able to manipulate themselves, such as your favorite car doing her best Christine impression or your side-sword leaping out of her sheath to deflect a blow you didn't see coming. Eventually, prolonged exposure will fully monsterize these items, turning them into full-fledged mamono.

How they manifest depends on the object, the current Jump, and your relationship. They might be like a Living Armor, who merely projects a ghost-like body but is otherwise still wearable as armor. Or they may become a Cursed Sword, no longer wieldable by you but capable of possessing a foreign body to wield themselves in your name. The more animate and life-like these objects become, the more possessive and obsessive with their owner they will grow. Their degree of possessiveness and how it manifests depends on what the item is and how long and intimate your bond has been. A sword could become a dangerous yandere planning to cut the “pests” out of your lives. A shield could become a clingy guardian doing her best to keep you from harm. Or a gun may turn into a cold-blooded killer who only feels something when you smile. Lilith help you if your house becomes corrupted, or you might never be allowed to leave.

The White Inma's Perks

Now that you've had your fill of the White Inma's "blessings" (drawbacks), it's time for some actual perks!

As mentioned before, you get a stipend of +500 CP to start out, along with whatever extra points you got through drawbacks, so spend it wisely.

Hero's Charisma (Free/+400 CP, Mandatory for Normal Version)- "We don't know whether this is a natural result of evolving into a hero, or if only those who already possessed this quality evolve naturally. Either way, this is what truly separates a hero from any old savant of battle."

The source of all the admiration and envy heroes are showered in. It is not known whether this charisma is inherently an effect of stepping past the boundaries of humanity, or by the favor of the gods. Regardless of the source, it is a unique ability that causes those around the hero to become fascinated with them. They will look up to them as the ideal all humanity should become. Every act the hero makes is seen in only the best light, their movements the epitome of grace and their emotions stunning. So great is this charisma that even after being corrupted into a mamono or an incubus, it is only intensified rather than fading away. This power alone has seen heroes fortify human armies against unstoppable monster hordes and rally loving mamono against the raids of zealous Order soldiers. Well, even if your charismatic nature could almost be considered a plot device as it guides things to your favor, at least it's a charisma that belongs to you, and the many people who gravitate towards you do so by your own charm, not by the direction of someone else.

But, if you take a corrupted version of this perk for a bonus of +400 CP, there'll be someone else pulling strings. Your charisma's effect won't change at all, except towards a single person: your precious benefactor. Ordinarily content to live vicariously and watch from afar as her blessings (and the various drawbacks you take) influence you and the people and places around you, the White Inma would seem to have had a change of heart under this corrupted charisma. Perhaps she underestimated the sheer pull of your charm, or maybe it simply triggered jealousy already brewing deep inside her. Whatever the case, your charm as a hero has drawn her closer to you than ever, and in turn, she will personally, directly guide your hero's journey, whether you wish for such a guiding, caressing hand or not. Wherever you go, she will use any drawbacks you have to form a challenge suitable for a hero of your caliber. And for settings already possessing a major plot or mysterious benefactor who would otherwise aid or guide you, she will "kindly" ask them to butt out so she can take over. The White Inma will then provide you with all the same benefits, missions, and other things you would have normally received, but they are now twisted in a uniquely mamono fashion – whether they be travelling companions, plot-relevant artifacts, or even the big bad. If the original benefactor is unwilling to give up their claim on you, she will smile sweetly...and then proceed to corrupt and subvert them with all the might she can exert, her strength and effectiveness determined by how many Blessings of hers you have taken. May you have the eternal "blessing" to live and love in interesting times, great hero~

"You shine so brightly, can't you see it? Can't they? Only I can truly see the hero you'll become~ Don't worry, I'll keep those meddling pests at bay!" ♥

Release (100 CP)- It seems you have been forced to ejaculate. How cute. Your body's gone limp, and your mind becomes hazy from the excessive pleasure. ♥ You still appear to be confused. Even without moving your body you should at least be able to do things such as calling out to the monster before your eyes, or regulating your own breath.

This perk enables you to sufficiently maintain your stamina in mind and body so as to be able to still perform limited actions when exhausted, whether by sexual activity or something else. Even if paralyzed or dazed, you can still think (relatively) clearly, speak, and maybe do other things that won't take a lot of effort. For starters, you can still use the Suppress, Beg, Focus, etc. perks when you're in such a state.

Beg (100 CP)- You look like you're about to ejaculate again...you're so cute. Now that you know the pleasure of monsters, not only do you want to do things to her, there are also things you want "done to you", right? ♥ With that in mind, let's ask the dear monster for a favor. Monsters attack because they want to have sex with you, so they won't disregard your naughty requests.

Whenever you're doing sexual activities with someone, you can activate Beg. With the perk active, the person you are having sex with will submit to whatever sexual/kink requests you make, even if you're having sex with an extremely domineering monster girl. You could make them stop teasing you and just get on with the sex even when they'd just like to leave you hanging at first. Whatever special kink you request, the pleasure will be 10 times its normal level. Repeated requests to the same girl will make her more obsessed with doing that act with you and make her more pleasing to your liking, but you will also become more vulnerable to that kink (and make your partner aware of that weakness), so be careful with this double-edged sword.

Focus (100 CP)- As a human who still isn't used to sex yet, perhaps you are being helplessly dominated by pleasure...how cute. At such times don't think excessively...let's try focusing on sex and the pleasure she brings. ♥

You can temporarily slow your perception of time, such as during an act with a monster girl. Focusing on the sex and pleasure gives you more time to attack. The flow of time will feel slower than usual, and you should be able to think carefully about what you want to do to her. When used correctly, this skill lets you outlast mamono rather than being dominated, or find a way to escape their clutches. However, turning Focus off after using it momentarily overloads your senses with incomprehensible pleasure, so don't waste it foolishly.

Suppress (100 CP)- "You are so cute when you try to hold on! ♥ I have truly chosen the best human to be my shining knight ~ Who else could keep that wondrous spark in their eye even when I'm doing my best to pleasure them?" Just slowly inhale, then exhale, and your feelings will calm down a bit. Even if you were powerless and having sex with a Lilim, you can use this

perk to protect yourself from being overwhelmed by the pleasure and charm. However, this resistance is only temporary, so don't rely on it too heavily.

Beacon of Desire (200/100 CP)- “While this is a very simple spell that nearly any apprentice of archaeomancy can perform, I can place a far more potent and permanent form of it upon you.”

Despite the White Inma's dream of a large harem of sister-wives, she doesn't seek your discomfort; she understands some mamono are an acquired taste. With this specially made Mana Marker, the White Inma has placed a ward upon you. Essentially, a Mana Marker is a single point of condensed mana which, while still invisible, can give a sense of what the wearer is feeling to those it is designed to target – or ward against. In your case, the White Inma has formed this one by peering at your conscious likes and dislikes. The mark will function as a ward against mamono families or types that you find abhorrent, while acting as a beacon for those that you do like. Please note that only magic wielders and monsters will be able to sense this; humans and other, stranger beings will be unaffected by this mark.

For a reduced cost, you can have a further modified mark. The White Inma has now based it on your subconscious desires, and those change rather rapidly. For instance, you might hate dragons, but if a particularly busty one crossed your path, you might have difficulty tearing your eyes from her breasts. The modified mark will then broadcast your desires for that specific dragon, even though you previously had it set to ward them away. Furthermore, it is no longer a subtle beacon/ward: it is now a magical message, handwritten to be luridly seductive as possible when viewed by a targeted mamono. You'll probably still only have a harem of those you like, but you might have a few gals that you grudgingly accept for whatever unique traits separate them from the rest of their kind.

[Love] Encounters (400 CP)- When you enter an “encounter” scenario involving some sort of conflict with a monster – whether it's an outright battle or something of a more sexual nature – having this perk active will enable “flight or fight” options. With the perk active, she'll gaze at you with such lust, enough to make her freeze for a moment. In those split seconds, you can flee from the battle no matter the circumstances. But you'd better be speedy; if you're a slowpoke and fail to escape in time, the battle will begin in earnest. Moreover, due to the perk exciting your opponent with lust, she has no intention of letting you escape, so any further attempts to flee will fail utterly.

“Mamono are often stunned upon encountering their chosen mate. Either from anticipation or indecision on how to proceed. In this moment they are vulnerable. If you truly seek to flee you must do so quickly, for failing will have you drown in the lust of a mamono enflamed by her desires.”

Entwined Lust (400/200 CP)- “One of the first things we manifest as infant Lilims or Baphomets is the ability to physically manifest our mana. While you lack a proper source for the moment, I would gladly allow you to wield a small store of my own mana to use in your conquests~ ♥”

Your intimate bond with the White Inma has allowed you access to a kind of manipulation normally reserved for those far more magically inclined than yourself. You are capable of manifesting slimy tentacles formed from pure mana. These are used generally by Lilim and Baphomet to purposefully monsterize humans, especially heroes. Their mere touch causes the victim's skin to burn with heightened sensitivity and pleasure while the direct link to your mana causes their mind to melt. These tentacles can and will penetrate the victim's body both in the traditional way, but also in unorthodox ways, as they can harmlessly press through the skin anywhere without leaving evidence. This is in fact how mamono can corrupt a target without stealing the victim's virginity. Once inside they directly thrust into the victim's mind, soul, and womb beginning the process of corruption on a level beyond any other. As your own spiritual energy and your ever-deepening bond to the White Inma grow, your use of these tentacles will improve, allowing you a greater quantity of them as well as granting greater finesse and strength. Important to note: you are perfectly capable of using these tentacles without causing monsterization in your targets. You may even find they're useful as tools in combat, or perhaps you appreciate a little bondage?

“If you'd desire this at a lesser cost, I could take a more active hand in your harem management~”

♥ Choosing this at a discount will allow the White Inma to manifest her own tentacles in your vicinity. She will do this whenever she thinks you're being a bit of a bore, or not doing enough for the “cause”. She'll embrace you tenderly and remind you of the pleasures you're ignoring for whatever silly quest you might be on. She will also use them to embrace you and whatever harem members you might be with at the time, in order to enflame your desires and push you to even greater heights of pleasure. As a Lilim, however, what she considers the heights of pleasure and sex will probably be a little much for you and your harem, at least at the start. A beneficial side effect of this is that both you and your harem will improve immensely over time in your ability to remain rational and in control while accosted by intense quantities of mamono mana.

Vessel of Obedience (400/200 CP)- The White Inma knows you. She knows you like taking charge. She thinks it's kind of cute ~ and she's nothing if not an enabler. ♥ When you sexually engage with someone, the White Inma can reach out through your link and directly pump her own mana into them. This will cause what has been known as “instant loss”, characterized by intense feelings of submission, growing infatuation, and utter devotion to you. Often enough, application will even cause the development of worship on par with that of the radical faction mamono towards Druella. Corrupting individuals through this manner will not monsterize them; instead, it will fill them with a compulsion to go out and spread corruption to others, either through sex or by bringing the victim directly to you. Perfect for lowering population inhibitions in a new world or for creating cults centered around the worship of mamono. The White Inma accomplishes all of this by whispering directly into the mind of your partner, cultivating a fetish for the act of corruption, highlighting the eroticism of monsters, and stoking the fires of devotion.

“I will make sure all those you love truly see you for the great hero you are. It's only natural they worship you. Just as you worship me~” If you want a [50%] discount, why not go beyond simply being a vessel for transferring the White Inma's obedience-inducing mana, and become a full-fledged vessel for *storing it*, too? Whenever you aren't pouring out the White Inma's mana into a target, all that potent mana – with its delectable, intense feelings of submission, infatuation, and

devotion – will be flowing and boiling inside you. If you can leach enough of it out to others now and then, maybe you can avoid the full-fledged effects that it has on others (stay empty for long, though, and she'll fill you right back up), but allow it to linger inside you for long, and you'll view the White Inma as just as much of a master as those you corrupt see you.

Love-Drenched Visions of the World (600/300 CP)- I've been wracking my brain to find ways to ease you into your new life darling~ I've discovered these "video games" of yours from my time watching you and I think it's a perfect way to help you understand this new world you're embracing. See how beautiful the world becomes when you see it through lust-driven eyes? ♥

The White Inma has blessed you with a spell she has crafted by hand. It manifests as an "HUD" and "UI" that is based cosmetically on the MGE RPG's own user interface. It functions as you might expect, providing you with a readout for your vitals, including your inventory, statistics, skills, and companions' various vitals. When active, the edges of your vision gain a slight pink hue to them, and your various status bars and menus are wreathed in thorny black vines that occasionally form small, barbed hearts or eye motifs, much the same as a demon insignia.

Keep in mind that this is explicitly a magical effect and can be disrupted, altered, and removed by a particularly powerful or observant caster. The same goes for you as well: the more skilled you become in MGE magics, the more functionality you will be able to add to this interface. The utility of the interface will update to fit the current world you are in. Going to a cyberpunk or sci-fi setting, for example, will lead to the White Inma furiously modifying and upgrading your magical interface to be every bit as good as any tech-based alternative.

If you seek the above, but want a 50% discount, you could instead allow the White Inma more leeway. She so dearly loves you, and she'd jump at the opportunity to take a more "hands-on" approach with your little gift. She will now actively support your HUD. Consider it a "live service" of sorts. She will go far beyond merely maintaining the stability of the interface, however. For instance, she might "help" you by forcefully focusing your vision on the breasts of the hot elf that just passed you, or she'll spontaneously grant you an x-ray function just so you can see the kind of underwear your Christmas cake neighbor is wearing today. She might offer you embarrassingly named skills in exchange for doing specific tasks she likes, such as stealing ten pairs of panties before the end of the day. Or she might rewrite your quest log to instead show what she believes to be the optimal route to take on a quest. The stat readout which previously displayed your enemy's health and power-level might spontaneously change to reveal her "love" meter and her three sizes. Still, it's not all bad. Often, speaking to a woman she approves of will give you a list of dialogue prompts, which the White Inma assures you will set you on the path of winning the girl's heart.

“Please don't take this the wrong way, honey; I just think you need a helping hand to see our shared dream come true. I'd never do anything to hurt you, but you could do with paying more attention to what really matters~” ♥

- **ECSTASY Gauge** (50 CP, Requires *Love-Drenched Visions of the World*)- With the sheer love that monsters bring, falling to the pleasure is an inevitable certainty, so it's

best to know just how far (or little) you have left to reach the breaking point. This perk lets you see the ECSTASY Gauge for yourself and whoever you're having sexual activities with, and there will always be a climax when one's gauge reaches 100. Of course, it's not over after just a single ejaculation, but this will help you better know how much pleasure you're giving your lovers – and how much pleasure you're gaining in turn.

- **LOVE Gauge** (50 CP, Requires *Love-Drenched Visions of the World*)- The LOVE Gauge reveals how attracted your partner is the more it fills up. As you pleasure and are pleased by one another, it will go up gradually, and it also goes up a lot upon climax (for both parties). Additionally, when you touch each other, exchange energy, or even just talk or interact, the gauge will rise a bit. By the time your gauge reaches 100, you'll already be completely enthralled by the monster. Your desire for your partner will be so great that it'll blow your mind... Once you end up like this, you won't be able to even think straight anymore, and you may become enslaved just by the urge to get off. But the same goes for the monsters you are wooing. By the time their gauge reaches 100, they'll be completely enthralled by you. Whether only your gauge, hers, or both of yours reach 100 will influence the course of your relationship.

Dark Knight Trainee/Dark Flower of Ice (300/600 CP)- “I don't like to brag, but Daddy made sure to train us all one-on-one. Each and every Lilim is a master swordswoman and capable spellcaster. I'd love to train you myself darling, but there simply isn't enough time – not when we have other kinds of “exercise” to enjoy. ♥ Still, this is the next best thing.”

The White Inma has shoved into you all the required training and knowledge that recruits in Wilmarina's Dark Knights receive. This training was originally pioneered by the knights of Lescatie, but after mamono took over, it was expanded upon and improved by the Dark Knights. While this doesn't make you a super soldier, you will be of the same knightly skill as Knight Eristia (Another Story of Fallen Maidens) was when starting out on her adventure: not only being able to trounce elite human knights even when outnumbered, but able to defeat lesser mamono with little difficulty (lesser in the sense of, say, Werocats, Imps, or Goblins). Martial mamono such as a Lizardman or a Dullahan would be an equal match requiring superior skill or tenacity to win against. Anything on the level of a True Succubus, a Mindfayer, or a Dragon would be beyond your current skill level and a case for running away. With this alone you won't be able to face up against a Dark Hero or a True Hero, but it's a great starting point to begin your own heroic journey. Combined with your heroic growth, there will come a time when you can take on dragons and fight other trained heroes one-on-one.

For a higher price, you may take the “basic training” above and adapt it to a full course in one of the branch types of combatants in the Knights of the Ice Flower, Wilmarina and Druella's elite knight corp. These branches blend elite knight specialization with succubae knowhow to create truly formidable warriors. While being indoctrinated into one of these elite forces is highly corruptive, the power could prove worth it to you. Regardless of which branch you choose, certain attributes are enhanced; in general, you will be significantly stronger, now able to overpower Salamanders and Lizardman with sheer brute force and able to better handle the magics of Succubae and Witches. You will also receive training in emotional control expressed by all “Dark Flowers of Ice”, who show no mercy to their foes always bearing an icy

countenance in conflict. When you draw upon your emotional restraint, you will find your cold nature only thawed by your loved ones. A final warning: these classes are incredibly powerful in battle, but each has their own philosophies and quirks, which you **will** adopt, and all are enhanced by succubae nymphomancy.

You have a variety of classes to pick from, starting with the “Dark Knight”, a mounted cavalry unit specialized in spear and sword. The “Dark Warrior” – a bestial berserker self-taught in wielding weapons too large for others, or the “Dark Heavy Knight” – a living citadel, unbreakable and wielding an explosive spear. The “Dark Musketeer” – a magical sniper capable of seeing all and crafting magical bullets for any occasion. The “Dark Strategist” – heretical tacticians who wield obscene magic to control battlefields. The “Dark Esquire” – the only actual male faction within the knights (normally; you can take any of these classes with the higher perk price, regardless of gender), these are husbands to the knights, who use synergistic magic and raw skill to support their knightly wives in combat. Finally, there is the “Dark Hero” class, given to corrupted True Heroes who lead the vast Lescatie army wherever needed; unlike the other positions you lack the divine blessing to be a “True Hero”, but you can still practice the ways and forms of this class and eventually wield their true might. For more details on how each class functions and their unique spells and skills, see the Notes section.

Love is a Magic (600/300 CP)- You wish to study some of the wondrous magic practiced in MGE? Just having spirit energy or monster mana is enough for you to learn and use magic on your own, but if you want a shortcut, the White Inma is willing to give you a crash course. Of course, the magic she knows best is nymphomancy – a succubus-style school of magic developed by succubi for succubi, focusing on charms, seduction, and enhancing erogenous sensitivity – so that will be your primary specialty. With her assistance, you’ll become a master-class nymphomancer in no time. And at the full-price, you’ll be protected from some of the restrictions linked to casting magic with demon energy: the power of your magic isn’t dependent on physical or emotional immaturity to be strong, and your spells don’t require the usual lewdness to work.

“Nymphomancy is a form of magic that comes naturally to us succubae. It would be trivial to give you a little education on it. Nothing as grand as my own manipulation of mana, but with my help you should be able to steal the hearts of any you desire. ♥”

If you’re really greedy for magic, you can get a 50% discount. In addition, at the discounted level, you may pick one additional school of magic to learn: archaeomancy (orthodox magic), hieromancy (divine magic, albeit lewdly distorted), pharmacomancy (healing), teletomancy (extra-big/strong spells), or theriomancy (“wild” magic that enhances your bestial instincts and attributes); you’ll only start out with a basic skillset in the secondary school, but you can improve your mastery of it with practice. However, now both of your schools of magic need lewd elements (nudity, erotic actions, corruption, etc.) to work properly – in fact, they need even more lewdness than those schools normally would, making them risqué even by mamono standards – and the raw power, potential, and talent you have with your magic directly correlates to the level of physical and emotional immaturity you embody; act all stuffy and grown-up, and you’ll lucky to get even a spark of magic, let alone get it to cooperate.

Leave it to Hel-chan! (800/400 CP)- How wonderful! The Goddess of Undeath, Hel has deemed your journey a just one and has extended her blessing to you. While she of course can't journey with you, she's far too busy kicking Death's butt and ensuring love lasts eternally, she can still keep an eye on you. Once a jump, when you die, Hell will personally reach out through your bond with the White Inma and declare, "**Leave it to Hel-Chan! ♥**" You will then rise as an MGE-style undead.

This is uniquely different from other undead forms, as you count as an incubus for all magical spells rather than an undead while in this form. Meaning anti-undead spells and miracles will be non-effective against you, but stay the hell away from purification magics. This undead form will be kept until your next death, proper healing from several MGE magics, or the beginning of the next jump. Undead will find you irresistible in this new form of yours, and you'll be breaking more than a few hearts when or if you heal out of it. Necromancers of all stripes will find you captivating even when you aren't in your undead form. They'll feel like you're someone who will accept them for who they are, and will seek to bring you into the fold – not always taking no for an answer.

Or for a more corrupt experience, you may receive this perk for a 50% discount. In exchange, you will rise as a zombie-like incubus. Dimwitted, slow, and hyper-fixated on lewding your loved ones and getting their mana. Recovery from this zombie-like state will require both an enormous amount of mana from your partners as well as you yourself remembering who you are and why you crave them (hint hint: love). Some zombies go a full human's lifetime before they regain their memories and ascend from their current forms. How long will it take you? "**Hey hey! Hel-Chan here ~ Everyone's favorite idol just stopping by to let you know that this is such a romantic option. It'll be like falling in love all over again when you finally remember who you and your lovers are! ♥**"

The White Inma's Stat Boosts

Want some augments to your stats beyond the body mod(s)? Your dear White Inma can help! Each of these enhances one of your basic body mod stats. These are not necessarily direct upgrades or improvements, but rather they give those stats a monster girl flavor. All of these boosts have their own problems associated with them, depending on your perspective. Beauty is in the eye of the beholder, after all, but what could be more beautiful than a sexy mamono's favor? ♥

Each stat boost costs 100 CP and cannot be discounted.

Strength Boost ~ Thuggish Ogre (100 CP)- Taking this will see you easily gaining an extra foot in height; you'll even gain a powerful physique to match. In addition, you'll have a significant strength multiplier the bulkier and taller you become. An Olympian contestant or an Amazonian would see themselves bench-pressing cars. The fallout of this is that you'll increasingly act the stereotypical jock. Prone to using violence to solve your problems and a bad tendency to humiliate those you consider "runts". You'll even insist on taking them under your wing so you can help them with a little tough love. In fact, you'll frequently find yourself surrounded by submissive and bratty tsunderes looking to be put in their place. And your partners will no doubt be ecstatic to find that along with your strength comes a healthy dose of sexual aggression.

Endurance Boost ~ Stubborn Wurm (100 CP)- Your durability and endurance will be enhanced to that of that of a rampaging Wurm. Legendarily impossible to start once they've got an idea into their head; they never tire and can't be dissuaded from their goal. You'll be able to smash through all obstacles and raise entire fortresses in search of your target without suffering a single scratch. And unlike the hurtful rumors spread about Wurms, your IQ won't be seeing any changes; instead, you'll merely suffer from their tendency to hyper-focus on what you want, to the detriment of the surrounding environment. Thankfully, you'll happen to run into some very attractive people fascinated by your power among those complaining about the property damage from any of your rampages.

Willpower Boost ~ Hell's Own Fury (100 CP)- This isn't a boost, gimmick or improvement on your will – it's a promise. A promise that when you are pushed to the breaking point, when others far beyond your level attempt to impose their will upon you, that you will have the chance to stand your ground. To say no. To stoke that tiny ember in your chest to life. Perhaps, after countless adversities, you too will have the all-consuming hellfire of the Hellhound, a fire burning so brightly that it spills from your mouth and eyes. A will so great that even the gods themselves quake at the thought of challenging you. That is an eternity away from you for the moment. For now, though, you have the chance. Whether you seize it, cultivate it, and grow with it is up to you... Speaking of the divine, you will now attract those who fancy themselves gods. They will seek to own you, train you, and make you theirs, like the countless men who believe they can tame the Hellhounds. Do you have what it takes to stand as an alpha, or are you just another mutt to be collared?

Agility/Athletics Boost ~ Feline Grace (100 CP)- You'll feel the occasional impulse to act as cat-like as possible – cat puns, referring to males and females as toms and mollies respectively, mocking authority figures, stretching provocatively for people you like, etc. Committing to these impulses will see you temporarily imbued with the nimbleness and finesse of the many feline monster girls. You'll have plenty of inspiration, as you now exude the same scent as "Cat's Favorite Silvervine", a fruit beloved by feline mamono. It produces an odor that melts the sexy cats' minds and leaves them obsessed with consuming your essence; the scent can also potentially affect other cat-like creatures/beings as well.

Speed Boost ~ Cocky Blur (100 CP)- Like the infamous Cockatrice, when running for your life, you will find no limit to the speeds you can reach. The normal limitations or dangers of moving at those speeds will no longer seem to apply to you. However, this boost to your speed will draw the attention of attackers, and the sight of your shapely backside escaping them will enflame their lusts. You'll still outrun them, but they will become increasingly obsessed with catching you in the future and making you squirm more. If by some miracle you are captured even with the exponential boost to your speed, your body will suffer from a sensory overload as it burns with the excitement of being caught, leaving you paralyzed with lust.

Intelligence Boost ~ Mushroom to the Madness (100 CP)- They say that true brilliance flirts freely with logic and nonsense alike, dancing gracefully on the border of sanity and insanity, such that you can never tell which side is which – at least, that's what they say in Wonderland. With this booster, your mental capacity for thought processing and analysis can expand beyond your brain's normal limitations. Whenever your thought processes reach what would normally be their ceiling limit, you will start to grow a mushroom-like "hat" atop your head. This basically functions as "backup" storage for your mind, giving you much more room to think swiftly and analytically. In particular, the mushroom brain lets you quickly piece together different fragments of thoughts, observations, and ideas in creative ways on the fly for snap deductions and reasonings. It also makes it easy for you to gracefully multitask without letting one task distract you too much from everything else you're doing.

However, be careful about using this intelligence boost too much. Because the "backup brain" is truly a mushroom, the thoughts stored within are constantly breeding with each other and growing, creating more and more ideas inside your hat and head nonstop. And due to this being a Wonderland mushroom, these fermented thoughts tend to focus on sex-related things. So the longer and harder you think, the more you will connect even the most extraneous thoughts to sexual ideas and desires. As the sexy thoughts in your mushroom head brew and multiply, the hat will grow in size, though not nearly enough to hold all the fermenting thoughts in your mind. As your mushroom steams up like a boiling teapot, these excess thoughts will leak out into the air like spores, infecting anyone in the vicinity with sex-crazed thoughts. Keep wearing your mushroom hat beyond the breaking point, and it will explode, showering everyone (including you) with all of the sexy thoughts, causing you and everyone to temporarily go utterly mad with lust.

If you choose to let your hat instead deflate, gradually reducing your thought capacity back to normal limits, you can avoid such a fate, but letting yourself get lost within the myriad of

brilliant, sexy thoughts running hyper in your mushroom head is so tempting...madness in Wonderland style has such an elegant charm to it, does it not?

Senses Boost ~ Evil Eye (100 CP)- One of your eyes has been imbued with the power to see the very structure of mamono mana and the magic it forms. With this, you can detect traps laid before you, determine the type of curses and enchantments placed on gear, and even suss out the nature of a spell before its caster has finished forming it. Combined with any magic of your own, and you could very easily trace the weak points of any spell or enchantment and sever them. The eye chosen for this will have a stylized pupil surrounded by mamono runes. While this is all very powerful, it has a drawback that some may consider too great to ignore. To activate this ability, you must strike a ridiculously melodramatic pose and place a hand around your eye. You can even increase the efficacy of this ability by spouting ridiculous lines about your hidden power, or the might of your eye. Expect people to laugh, except witches. They'll think you're so cool, onii-chan~!

Charisma Boost ~ Enlightened by the Sun (100 CP)- Like the Pharaohs of old, your voice and visage inspire unfaltering loyalty and lust. While this may seem a bit dramatic, it is true for you, as those you interact with will find themselves slowly altering their perceptions of you to the best possible light. Prolonged exposure will find them agreeing to nearly anything you ask of them. This is a unique ability, in that it ignores how you actually look and act, even causing those affected to discount how you treat them, no matter how horrible you are.

Quite lucky for you, as this power comes with an ego to match the ancient rulers. You'll find yourself developing a nice little god complex the longer to make use of this power. You will also become unhealthily domineering to those around you. Unlike the other boosts listed here, this one will stay with you even when not actively using it. After all, why would one chosen by the sun need to hold themselves back?

Fertility Boost ~ Mother of Many [Monsters] (100 CP)- Mamono love humanity, and they want more than just sex: they also want to give birth to children, who can share the joy of this beautiful universe of love. With this special fertility boost, you can make that dream of a big, happy family into a reality. Now all pregnancies that you and your spouses/lovers have are guaranteed to be 100% safe, with minimal discomfort all around.

However, this boost comes with a couple of hitches. After all, all monster girls currently only give birth to more mamono in turn. Therefore, you and your spouses/lovers' pregnancies now have a high chance of birthing a random species of monster girl – any kind of mamono that the snake-woman Echidnas can give birth to. Furthermore, while the boost does not actually increase your fertility rate, it does increase the likelihood of giving birth to multiple babies in each pregnancy, even when there should have been a limit. Please also keep in mind that young monster girls mature quickly and often come to love their parents very very much, so don't be surprised if they want to join in on the “fun” you're having with their mothers.

The White Inma's Treasures (Items)

If you still have some points left over, why not buy some unique items that the White Inma has obtained just for you?

For items that offer a discounted, "corrupt" alternative, the corrupt version replaces what you would get for the full-priced item. However, if you pay for the item a second time (full-price for the normal item, and half-price for the corrupt version), you'll get both versions as two separate items.

Lilim Plushie (Free, Required)- On the ground near you is a plushie of some unknown creature that seems to be some kind of bat/rabbit hybrid. It is very well-made, even including a regal red and gold cloak, but it is also clearly made by hand. You can practically feel the love and devotion of its crafter when you touch it. It projects a calming aura that eases your pains and reduces any stress you feel. Strangely, if you attempt to throw it out or store it away somewhere, it always finds its way back to your place of rest. Often it will be found sitting right next to your bed, sometimes making its way into your arms while you sleep. And somehow, you get this nostalgic feeling when you gaze upon it; if you concentrate hard enough, you may realize it reminds you of the White Inma herself (perhaps this is her way of watching over you in your travels). *"Just a little something I made as a little girl. I hoped to give it to the shining knight who saved me...here, it will comfort you my love, as it did for me. ♥"*

InmaPhone (100 CP)- *"Hero ~ I grant you an artifact of great renown! One beyond any pittance that another "benefactor" might grant you. It's a phone. My phone! ♥ Please don't forget to call, I get lonely just watching..."* This pink phone, beautifully engraved with black vines and hearts typical of Royal Makai artwork, is the pinnacle of magitech as known to mamono. Superior in every way to a mundane smartphone from your old earth, or one made by some stupid sky llama. It's protected with a comfortable hardcase capable of taking mountain shattering-impacts without a scratch, and it's got a cute little lilim chibi charm on a chain! It boasts all the typical features you might already be used to (and more), such as a camera with a built-in x-ray function. Call functionally that works anywhere from the deepest pits of hell to the darkest depths of the abyss. It can even access the internet, or any local variant of it. Your contacts are empty right now, but snapping a picture of a target will fill out a contact for them with their number, address, email, etc. (the information more detailed if your beloved approves of them). In terms of apps, it has a wide variety of mundane ones you might be used to, but several you've never seen before.

The first is a digital encyclopedia called a **"MonDex"** that can tell you most anything about a given mamono, but only once you've either defeated it in battle or banging. This includes mamono that might either be entirely new or exclusive to future jumps. The next is a **"Try Before You Buy"** app; once selected, it produces the orifice of a specific mamono through the screen of your phone to allow you a free "sample". Don't ask where the mamono came from, if they're real, or which one of you is actually "Trying Before You Buy". Don't worry about mamono corruption, just touching the phone is doing more than any of the samples could. In fact, maybe avoid pressing it to your ear? I heard 5MG radiation is hazardous. Finally, the **"Ivory Vault"**, an app used to communicate directly to the White Inma: you can ask for tech support, new functionality or apps, though in exchange, she might demand you perform certain minor and perverted tasks

with your phone. This device can and will actively integrate any phone-like tech into itself in future jumps. Ignore the hissing and drool, she's a little jealous and very hungry.

MGE RPG Demo...? (200/100 CP)- “As I said, I discovered these “Video Games” while watching you over the years. I sought the aid of the Gremlins, and I can confidently say I have created a truly unique game for you to enjoy, darling. ♥”

This is a playable copy of the demo for the Monster Girl Encyclopedia RPG. It comes in a special handheld game console, but it can also be played on any console you have access to. Initially, the game will just cover the content in the demo, but if you keep going, you'll encounter new content. It's a nice way to pass some idle time, and it might give you some perspective into what the White Inma wants from you.

The more you play the game, though, the more you will start to improve in various sexual skills; for instance, the more you use the in-game Beg, Focus, and Suppress skills (among others), the more skilled you will become with those respective perks (assuming you bought them). Minor, gradual boosts to your abilities, sure, but still building up the more you play.

Moreover, the longer you play the game, and the more you interact with the games' characters, the more their interactions will become...vivid, almost life-like, as the NPCs seem to make choices on their own rather than following a straightforward script. Play long enough, and the game will start to recognize the flow of time (with your party members getting miffed if you stay away from them (by not playing the game) for too long. Of course, it's all just a game, right? ...Then again, as you've found out, the White Inma is quite real, so why not the game, too?

If you ever travel to the world of Monster Girl Encyclopedia in-person, you'll discover that your actions in the game will have impacted the world accordingly. In fact, the places you've visited in the game – and any girls you seduced – will turn out to be quite real, and have been affected by your in-game adventures. Even if you are in a different form than that of the game's player, they'll instinctively recognize your nostalgic scent if they encounter you, and will want to continue their romance with you. And if you choose to take the jump's "Gift" of the White Inma challenge, they'll directly seek you out from the get-go, most certainly becoming targets/hunters in your love quest.

However, the longer you play this game before actually going to the MGE jump, the more your in-game waifus will feel pent up, and if you don't keep them satisfied in the game, they may get frustrated enough to reach out across reality to seduce you and pull you into the game so you won't ignore them (which will count as jumpchain failure). On the other hand, don't get too sucked into playing the game constantly, when you already have plenty of waifus who desire your attention outside the game, and who may get upset if you're not giving them enough affection.

Want a discount to knock the game's price down by half? If you go for cheap, you get a shoddier copy of the game. At the very least, the game's controls are clunkier, and the gameplay seems to lag at the worst moments. But over time, you'll start noticing...glitches – glitches that will

manifest themselves around you in the outside world. Sometimes the places and mamono you're dating in the game will seemingly appear around you in reality, though only you can ever see them. But don't dismiss them as hallucinations, as they still demand your attention, no matter the circumstances. (For instance, the game might have stalled when you were in the middle of a lunch date with a Werecat, only for her to appear in front of you when you're fighting on a battlefield, insisting that you get her that ice cream you promised her right now.) On the flipside, sometimes you'll get randomly pulled into the game world temporarily – and later be ejected just as unexpectedly. As the game and reality blur in your head, it will become even harder to balance the separate worlds and harems you're managing – and remember that slipping with one side or another can lead to a permanent game over!

Salvarion Armor/Lilim Cloth (600/300 CP)- This suit of armor was crafted in the fortress city of Salvarion; bordering a lake north of Lescatie, this city was home to the Noscrim family loyalists and later Wilmarina's Dark Knights. This is known as "relic armor", blessed by the Church and made typically for only the best heroes of Lescatie. Yours is imbued with the ability to channel your spiritual energy into it hardening it against physical blows. Unfortunately, while granting excellent defense against humans, it lacks any ability to defend against mamono mana, leaving you as vulnerable to magic as if you were wearing nothing at all. Still, it's better than nothing, and on the bright side, you can have it customized to your tastes, if the lightly armored style of this world's heroes is not to your preference.

For something more magically defensive (and discounted), the White Inma has you covered with the Lilim Cloth. "So I may have copied big sis Druella with this one. She's well known for her crafting and has been spreading about wonderful little handmade cloaks to her followers for some time now. I made one myself in the hopes of keeping you safe on your journey." This white hooded cloak is far more than it appears. Mirroring her sister's actions, the White Inma has poured her heart and soul into this gift for you. Runes have been embroidered into the cloak, providing it with high-class magical defenses, but that is the least of its benefits. The pitch-black inside of the cloak is actually a demonic realm itself, engulfing you fully in its corruptive aura. This realm was handcrafted just for you, embodying everything that you would find comforting and arousing, so much so that you'd struggle to leave it. Perhaps it's a tropical beach lit by moonlight, or an endless field of flowers? Either way, you will never be far from the embrace of the White Inma. Best of all, you can retreat into this demonic realm at any time to avoid all incoming damage. Be aware, you give off an afterimage caused by the leaking dark matter when you move; while intimidating, it could give away your ability to an intelligent mage. This cloak is plenty powerful enough to work as armor alone, but can also be incorporated into a preexisting suit of armor with little difficulty. Why would you, though? Having the cloak wrapped around you feels like the softest warmest hug of your beloved, an embrace you won't want to leave; imagine how it would feel if the cloak was all you wore, while you feel love (and something else) staining deep into your body and heart ~ ♥ Just keep in mind, demon realms inevitably corrupt and transform anything and anyone that resides within them – something that may have significant implications when you're literally wearing one.

Bastard Sword/Maojin Black Blade (1000/500 CP)- Bastard Sword: “**Alone, We cannot embrace heaven~**” A gorgeous hand-and-a-half sword of solid Demon Realm Silver, so pure that it forms a shimmering pink blade. That alone would catch eyes among any mamono, but the intricately cut angels chained to the guard and the black leather grip are no less masterfully crafted. A magic gem is placed into the pommel as a focus for the sword’s powers. Speaking of its powers, the sword, like all weapons that make use of Demon Silver, leaves no visible wounds upon its opponents, for it strikes at their very soul. Enough damage dealt will see them out cold as their crimson-stained mana is absorbed to fuel more of the blade’s power. The heroic nature of the sword is expressed in some of its more mystical abilities. For instance, it appears invisible to those that “lack honor”, specifically those who you view as wicked or immoral. A great boon in battle no doubt, though its greatest strength is its ability to intake your spiritual energy to empower itself. With enough of your energy, it can project the greatest power of all heroes in this realm: the “Great Magical Sword”, a ranged wave formed from tremendous magical power. Capable of shaking the ground, stunning even those not struck, and generating a whirlwind of destruction on its path to its target. This is why heroes and dark heroes are often seen as natural disasters capable of breaking entire armies with a single swing. Unfortunately, neither you nor the sword will be capable of reaching the sheer heights this technique is known for at first, as the chains binding the sword are not just for show, but a physical manifestation of a divine seal. Only repeated infusions of your spiritual energy will slowly erode the seal. As you do so, the sword will grow in power over time with limitless potential for destruction. Most strangely, the sword sounds almost musical when swung, an angelic choir accompanying your every strike, turning the clanging of battle into an orchestra. Maybe if you could just understand the song the blade rings out to you when alone, you could both free yourselves from your chains ...

Maybe this doesn’t suit your corrupted tastes, or perhaps you simply want immediate power (even at the cost of its true potential in the long run). For a discount, you could receive a different blade, or perhaps the same one?

“**Alone, We cannot embrace earth~**” The near opposite of the prior blade, this onyx sword is formed from the highest quality Demon Ore, the black Maojin. Unlike Demon Realm Silver, this ore channels the negative emotions of its wielder rather than their spiritual energy, causing it to pulse with crimson light. As if to mock the previous blade, the guard of this is formed by nude succubae erotically bound by chains to the blade, their wings forming the guard. The corruption of this sword is of no question, as it constantly exudes a thick miasma of Dark Matter a physical manifestation of this sword’s grudge. This miasma is the one and only power of this sword, but it is a shockingly versatile one. The Dark Matter exudes will lash out at opponents you are unaware of, while wrapping protectively around you at all times. In actual battle, the sword will go into overdrive, pumping out vast streams of the stuff into the surrounding battlefield and causing a literal fog of war. You are fully capable of seeing through it, unlike your opponents, but that is not the purpose of this. Its true purpose is to serve as instant transmission of your sword’s strikes. Merely thrusting into any point in the miasma will have your sword strike out at any other point you desire effectively, making it impossible to predict your strikes.

Beyond this the sword is immensely destructive, its swings capable of cleaving into dragon scales, but in exchange, it has stunted its growth. It will never grow stronger (though more versatile, perhaps, as whatever sentience the sword has learns to better use its miasma).

Furthermore, for as long as the sword is in your possession, your dreams will be haunted by an abyss of mana; the only identifiable presence beyond your self is an ever-present pair of crimson eyes and a monstrous mouth speaking with no voice. The pressure exuded by this presence keeps you enraptured in its gaze and unable to wake without outside aid; upon waking, you may find yourself in a place different from when you slept, often surrounded by those the sword has corrupted into mamono. “Hmm? Are they different swords? Who can say ~ maybe one is merely the end result of the other? Sometimes we hide the truth from the ones we love to spare them pain. Not that I’d ever lie to you, my darling!” ♥

Sightless Eye Shield/Thirsting Maw (1000/500 CP)- This cross-shaped heater shield is sister to the sword also being offered by the White Inma. Crafted from the same pure silver and beautifully engraved with a black motif of thorns and hearts entwreathing a single red magic gem in the center of the shield. Although you rarely get to admire it, as the gemstone is often obscured by an armored plate resisting all of your attempts to pry it open. The surface of the shield is polished to a mirror finish and clearly reflects its surroundings. The edges of the shield are sharp enough to be a danger if you threw it at your enemies, though the shield seems loath to leave you for long as it will either arc in the air to return or if knocked away, will mysteriously find itself within reaching distance on the battlefield next time you need it. The gemstone will only reveal itself when taking a guarded stance against an opponent wielding magic; it will absorb magic cast at you and reflect it as a demonic variation of the spell. Opponents who get too close will find themselves paralyzed temporarily by a potent fear effect. If you were to ask your male opponents, they'd claim that “something” was reflected in the mirror-finish of the shield and their minds were filled with horrid threats. Female opponents claim to see themselves reflected as mamono enslaved to your will by corruptive whispers. Failing to resist for too long will find the men becoming Alps and the women monsterizing under the thrall of their new “mistress”. But that's just silly. Shields aren't alive and they certainly can't enslave people. Pay no attention to the woman in the mirror.

“Oh dear, I don’t have an extra-sexy, alternate version of this to offer you. The shield, after all, is far more honest than her sword-sister. But, I did find this strange treasure in mother’s vaults. It was labeled the “Thirsting Maw”, with a big “do not touch” sign – I wonder what that means. Oops, I appear to have dropped it through time and space and right into your hands, oh no~!” ♥

This (discounted) “shield” could not be any more different from the gorgeous silvered one you were offered. Resembling a misshapen lump of warped black metal, random barbs and jagged edges sprout throughout its surface. Deep grooves run along the surface, throbbing with a crimson light. When you reach out to wield it, rather than the typical leather straps, it latches tightly onto your arm with a pair of gnarled tendrils, and the entire shield vibrates as hidden plates and blade-like spikes rattle and snap, making it seem more animal than tool. The sound emitted by the shield increases into an earsplitting scream that you find oddly pleasant, but those who stand against you find utterly terrifying. Speaking of opponents, when one gets within range, the front of the shield will tear wide open, revealing a gaping maw filled with slimy tendrils. They’ll wrap around your opponent’s weapon and attempt to consume it. If your opponent does not disengage, the shield will move on to attempting to consume them, growing spines and teeth

to pierce whatever armor they may have. Somehow despite its size, it will have room for all of that and more.

The longer you wear it, the further the shield's influence grows; it will spread up your arm and, if allowed, attempt to branch off over your face and chest to form carapace-like armor. Refusing to "feed" it in battle often enough will have the shield sprouting misshapen limbs and attempting to crawl its way onto your arm from wherever you've stored it. Make no mistake, the shield has a clever mind and, like all mamono, "loves" you; at least, that's what it screams when you have to force it off of your arm. If the very dead remains of your enemies are any indication, this shield monster is probably from a time prior to Lilith's regime. Something the White Inma is surely hoping you can change for the better during your adventures.

Lilim Engagement Ring (2000/1000 CP, Cost Reduced by 100 CP for each Blessing Taken)- "I just can't believe this is finally happening. After so long of only being able to watch and dream of you...you're finally mine~ ♥"

Each "blessing" you take lowers the total cost by 100 CP. This ornate pair of rings – a pure white one for you, and a pure black one for the White Inma – is a gift from the White Inma's Lilim sisters. It's currently just an engagement ring, but if you complete the MGE end-jump scenario, it will become a full-fledged wedding ring (see *Happy Wedding!* section).

Embodying your promise of marrying the White Inma one day, your ring will never become lost; if it leaves your hand for any reason (lost, stolen, dropped, etc.), it will instantly return to your hand. Please also note that your ring increases the spread of mamono mana/corruption while worn, even if you don't want it to.

The White Inma's black ring allows her to join you on your jumps in a magically projected form that serves as her avatar. That way, you and her can go on dates just like a proper couple should. Wishing to give herself a handicap to make her game more fun, her avatar form starts out as a mere Lesser Succubus. However, she can now be imported into companion roles in jumps, letting her gain new powers and the like.

However, you **MUST** always include her as a companion in every jump now, and you must use her in a companion option whenever a jump has one – and pay the respective cost. Even if a jump does not have a companion option, she'll find a way to insert herself regardless (even in gauntlets). To somewhat compensate you for that, her presence as a companion does not count against companion limits within jumps; after all, she doesn't want her inclusion to cut out other potential companions for you to romance.

In addition, some of the Lilims are willing to enhance your ring (and the White Inma's) with special gems, though only if you took their respective drawbacks. They all have their own benefits, and downsides (though the Lilims don't see them as bad at all):

Queen of Hearts' Gem (Requires *Peeking Through the Looking-Glass*)- The Queen of Hearts' gem is a red diamond checkered with black and white patterns. It acts as a mild reality warper for

you and your wife, letting you make up rules about reality on the fly. However, there are a few conditions. First, they all have to be related to sexual things, and second, they can't be too strong. Basically, on the level of some of the topsy-turvy rules in Wonderland (couples that kiss deeply can teleport between places they're familiar with, deflowering someone on a golden afternoon will shrink them, cumming while upside down causes it to rain aphrodisiac liquids, a lady who "sits" on a penis for a lap will have good luck, a cock that "crows" will change the time of day to dawn, etc.). Third, the rules require both you and the White Inma to agree on the reality changes; one of you announces the rule, the other confirms this is true, and it becomes law. On the downside, the rings bring out you and the White Inma's childish sides, making you more playful and mischievous (and thus encouraging you to carelessly use the gem for capricious whims, just as the Queen of Hearts changes Wonderland however she pleases).

Druella's Gem (Requires Radicals on the Rise)- Druella's gem – a black garnet – reflects how she strengthens her comrades through intense corruption and transformations. The gem allows you and the White Inma to enforce changes onto the other's body. That said, the gem is only strong enough to listen to basic commands. (Grow strong! Fly like a Harpy! Shrink to the size of a Fairy! Increase your magic capacity! You get the idea...) In addition, these enhancements are only temporary unless you continually enforce the same desires over and over. Just keep in mind that this also lets the White Inma give your body commands, too. Plus, the gem subtly transmits your unconscious sexual desires onto your partner, and the more she's affected by your desires, the more she'll be tempted to force her own wishes onto you, potentially creating a perpetual feedback loop of corrupted desires.

Enma's Gem (Requires Sword of Justice)- Enma-sama's jade-onyx gem carries with it her firm belief in justice. It provides you and the White Inma with karmic protection against anyone who intends to do evil against you or intends malice toward your relationship. It doesn't actually protect either of you from what they might do, but it ensures that the perpetrators will suffer severe consequences. However, since Enma's extreme justice is sometimes a double-edged sword, it also ensures that any evil actions (by MGE standards) that either of you take will bring karmic retribution unto both of you.

Firstborn's Gem (Requires First Peace)- The Firstborn's gem (a shining pink pearl) offers a relatively mellow blessing, granting you and the White Inma better understanding and acceptance of each other's values while also gifting the two of you with charismatic speech when doing so would help others accept your romantic relationship. However, the pearl also makes you more reluctant to force your values onto others, especially by force.

Dionala's Gem (Requires Dragon Quest)- Queen Dionala's fiery ruby gem lets you and the White Inma summon a "dragon of passion". Not a true, physical dragon, this is a manifestation of your combined passion and romantic ambition, transmuted into raw energy and morphed into the form of a fierce dragon. But since it embodies your inner "fire" of love and requires you to tap on those feelings to summon it, manifesting it for an extended duration will cause your passion to skyrocket, until it's likely that the two of you will copulate on the spot. Unless you have enough sense left to shut down the dragon before you give into your throes of passion, the dragon will go out of control in a chaotic rampage (albeit one that typically leaves sex and passion in its wake rather than destruction).

White Succubus' Gem (Requires The White Knight)- A white crystal gifted from the White Succubus, this gem has the “negative” effect of enforcing upon you the idealized vision that the White Inma has of you. For instance, if the White Inma sees you as a true hero, then you’ll be mentally compelled to act in a traditional heroic manner of an MGE-style hero; likewise, if she fancies you being a ladies’ man, you’ll find yourself acting the Casanova whether you want to or not. On the plus side, the gem empowers you to actually live up to the idealistic persona imposed upon you. The White Inma, in turn, is shaped to better fit your ideal view of her, though you have no control over the exact manner of this influence or how your ideal manifests.

**Important Note-* The engagement ring will upgrade to a wedding ring and receive additional benefits after you complete the MGE end jump scenario. Please refer to the *Happy Wedding!* section for more details.

[If you want the ring's total cost discounted by half (prior to blessing reductions)] You find a second engagement ring resting beside the first. Identical apart from the aura emanating from it. Upon placing it on your finger, the power contained in the ring washes over you. You feel your soul surrendering to irrevocable degradation and devotion to the White Inma. You can’t even imagine life without her or her body. This ring seems custom tailored to erode your body into one more pleasing to your partner. It makes it easier for you to take in her mana and magics, but in exchange leaves you addicted to the feeling of the White Inma’s body in a way that even her Blessings couldn’t do. You will suffer from vivid hallucinations, flashbacks, of the times you’ve mated with her. All of these sensations leave you in a near-constant state of euphoria. Fortunately, you are unwilling to remove the ring – why would you? You’d only feel cold and bitter away from the embrace of your lover’s mana. With all that said, the sensations caused by the ring pale in comparison to truly being with your precious Lilim, so you should eventually adapt enough to function normally. “Darling~ have you seen a spare ring? Druella was being a big sister and tried to “help” more than needed with our engagement ring. We had to toss it out and remake it from scratch, but I can’t find the cursed – Oh...well, it looks lovely on you. ♥ Let me just go speak with my meddling sister.”

The White Inma's Companions

The White Inma certainly understands the importance of forming...intimate bonds with others. In addition to whatever companions that you gain during your jumps, she wants to offer a couple of her own, if you're interested. Of course, given how they come from her world, you shouldn't be surprised by their sexual tastes.

For alternate, corrupted discounts (see Gyoubu Danuki Shopkeeper, Friendly Familiar, or Elemental Engagement), they replace the normal versions of said companions; you cannot get both the normal and corrupt version of a companion option.

Gyoubu Danuki Shopkeeper (Free/+800 CP, Mandatory)- “You deyah, nii-san. May I have a minute? Ovah heah! I’m ovah heah!”

This danuki shopkeeper refuses to leave your Warehouse; she's taken over a sizeable corner of it and turned it into some sort of bazaar. Vibrantly colored and decorated carpets hang from the walls and drape the floors. Large vases with strange hieroglyphs dot the floor around her and are filled with all manner of swords, staves, and rolled-up parchment. Stacked crates form a throne for her short plump body to sit on, and she imperiously waves you over, occasionally puffing from her hookah pipe.

“Pon poku pon~ Welcome to yaw evah familiah tenuki staw which carries everytin’~ Oh, nii-san. It’s yaw foist time at my staw, huh. In fact, isn’t it also yaw foist time seein’ owah race too? We ah mawnstas cawled “Gyoubu Danuki” who originate from da eastahn land of Zipangu. Well, as you can see, we ah a race poimitted to conduct business awl ovah da place. Her majesty has granted us da boon of tradin’ with nii-san an’ spreadin’ the wondahts of owa world with da realms you’ll be visitin’.” She lazily gestures to her shop after taking a long drag. “From day looks of it, you ah totally empty-handed, so if deyah’s anytin’ you need, why not poichase it from me?”

This danuki seems to go unnoticed by your benefactor, but she claims to be allied with you and is highly invested in your growth and success for her own purposes. It also might have to do with all of the novelty Jumper merchandise she's kept stashed deep in her stall. Knowing how mamono are, you ask if sex is expected in exchange for her products, but before you can even finish your question, she interrupts you.

“Nii-san, you’d betta nawt say dat to mawnstas. Don’t evah just casually tell a mawnsta you’ll pay wit yaw bawdy. To me, it was a chahmin’ proposal, but...I guess I’d prefah to deepen owah relationship a bit maw foist...do note dat dat’s sometin’ mawnstas have varyin’ preferences about. I’d like to gradually deepen owah relationship from now awn, you know~

This kind danuki is already coming with you for free, but if you're really greedy, you can actually get **paid** in CP for taking the danuki along, but it'll cost you dearly in the long-run. When your jumpchain starts, you'll learn that you've racked up quite a debt with her. And until you pay off everything you owe, she won't sell you anything – except as short-term loans that further increase your debt. Like she said before, sexual favors won't work as payment, so you'll

have to pay it off through hard work – whether through extensive contributions of your wealth, going on extensive fetch quests for rare items she wants, performing menial labor in the shop (be careful when handling some of her demon energy-laden goods), or something else entirely. Also, don't dawdle too much in the red; if you take too long settling your tab, the danuki will start seizing items you take into the Warehouse as “collateral” for your debt; assuming she doesn't sell them off too quick (or make “improvements” to them with demon energy), you might be able to temporarily get them back with loans that put you deeper into the red. And to be clear, you cannot finish your jumpchain (complete an endjump) until you are debt-free again.

“Drawp by again when you get some money!”

Friendly Familiar (200/100 CP)- Your mana has taken on a life of its own and manifested as your own personal Familiar: A small, furry-eared, loli-like creature that is perfectly matched to you and functions both as a magical battery and amplifier. She's even capable of casting magic on her own. She starts young and only as knowledgeable as you are, but also shares your potential to one day reach a Baphomet's talent in magic. Since this operation isn't being run by Bapho-chan~, the White Inma is not adverse against guiding you in the forming of your familiar so that yours can have a more...mature appearance than normal. Yes, you will be having sex with this familiar – that's how magic works, no getting around it – so make sure she's to your tastes before committing.

For a 50% discount, you can gain a far more corrupt version of your Familiar. She's still the same old lovable, loyal, and fuckable manifestation of your mana. Only now, she's dedicated wholeheartedly to dragging you down into the deepest depths of depravity; even magic will become a secondary interest for her. This isn't even out of some evil plot, or even typical mamono degeneracy. Instead, the reason for this shift in motivation is that she truly cares about you: as a manifestation of your own mana, she knows your inner thoughts, fears, and most importantly, fetishes. She truly believes embracing your inner degeneracy will make you a happier person. So she's going to do it even if she has to drag you kicking and screaming into the light. “Ah, how adorable. She loves you so much darling ~ don't blame her. In fact, maybe she's right. Should we all sit down for a little family therapy?” ♥

Furry Friend (200 CP)- “Just in case you weren't very much inclined towards magic, I thought I'd offer you a different kind of friend. One more suited for getting into the thick of it, getting sweaty some might say...” ♥

Many great heroes have journeyed alongside a faithful canine companion, and now you join their ranks. This Cu-Sith has waiting patiently for the day she'd finally meet you. She's trained herself ragged all to one day take up arms and fight side by side with her beloved master. While skilled in a particularly unorthodox style of acrobatic feats while wielding a sword far too large for one so small, she's never been truly tested against real danger. Still, she has courage enough for both of you and dreams of one day being known as a great knight. One minor thing though, she has a fear of the dark. It's so bad she had to share a bed with her mother since she was a puppy, but now she has you, and you wouldn't abandon her to some dark abyss, would you?

Or perhaps you're not a dog person after all? Well, a cat is fine too. This Cait-Sith believes herself to be the truly superior choice anyway. In fact, you should get ready to hear a great deal about what she thinks. This pompous feline has eschewed the grandiose ways of her fellow cats (ignore the tiny crown) and instead dedicated herself to darker pursuits. She's skilled with her claws and has an eye for anything shiny, but tends to shy away from direct confrontation. A consummate rogue, she's mastered stealth to such an extent that you'd think she could turn invisible, and has a bad habit of appearing where you least expect to ridicule whatever you're doing as the "wrong" thing to do. She has a peculiar habit of speaking in the third person and is as fond of riddles as any feline, but her advice is often rather dubious. Failing to understand her riddles or to give a proper answer will see her ridicule you viciously. Successfully decipher one, however, and you'll find your opponents' luck twisting in your favor. If you press her on the issue, she will admit to being capable of magic like all her kind, but prefers meddling with luck and illusions to anything more violent and tends to use her staff as a billy club over its intended use. Just remember, no matter what she says, she'll show great courage when it's necessary and would give anything to keep you safe.

When purchasing this companion, you only get one of the options: either the doggy or the kitty waifu. But if you pay twice, you'll get both of the companions here. Of course, if you get both of them together, they'll act like, well, cats and dogs. Your Cu Sith firmly believes she is the more loyal companion and will bravely intervene whenever she believes the Cait Sith is up to something, even if she doesn't know what. In turn, your wily Cait Sith enjoys riling up the Cu Sith whenever she has the opportunity. When sparks really fly, the two of them will aggressively compete over which of them should be helping you. But give them time, and they'll find a happy balance between the two of them.

Elemental Engagement (200 CP Per Elemental, Up to 6 Times, Discount on All 6 with ALL Elemental Drawbacks)- "The seeds of my love for you are sprouting from the earth, like a flower you nourished amidst barren sand. I happily give this wish to the earth:" "There's a candle in my heart that keeps glowing brighter the more I'm with you... Let's put our hearts together, and our passion will stretch out into a dreamy, hot, perfect harmony. I happily give this wish to the flames:" "Just as my tears of happiness soak into and moisten life, I want to pour the love in my heart onto yours, like a gentle rain of blessing. I happily give this wish to the waters:" "Ah, my soaring wind will embrace you, and we'll fly high up to the skies. I happily give this wish to the air:" "The shadows of our hearts are waking up, and soon our wishes will become one, in this beautiful darkness... I happily give this wish to the dark:" "The chill whispers to me that I'm lost and alone, but with you, I want to shine like a blossoming snowflake. I happily give this wish to the cold:" "In this infinite joy, we all wish for a never ending life of love with you! ♥"

You seem to have an inherent bond to the elements and have taken the first steps to becoming an elemental. For now, you've attracted the attention of a newly formed elemental, as tiny and weak as you, but sharing in your potential for enormous near-limitless growth. One day, the pair of you will be capable of shaping countries, calling forth apocalyptic storms, or terraforming vast swaths of land, but for now you can cast a sputtering flame from your hand, summon

enough water to quench your thirst, make some ice to keep said water cool, or levitate a couple of stones you just formed.

Your elemental(s) is bonded tightly to you and will express her love openly and lasciviously, onlookers be damned. She will grow in size with her power until she has a normal human's proportions, but will be able to return to her smaller chibi-like form if you want to keep her hidden from view. This may be purchased up to six times for different elements (Gnome, Ignis, Undine, Sylph, Dark Matter, and Glacies), and you may choose to be bonded to a Dorome instead of a Gnome if you wish. Keep in mind that the Dark Matter is less a conscious being, and more a manifestation of your own energy; it will seek a female to absorb/fuse with and gain a "mind" of its own.

Due to your strong bond with your elemental(s), you can safely absorb any of them (even the Dark Matter) into your body for storage and rest whenever both of you want. In this state, she can telepathically communicate with you and see through your eyes, but she can also project herself into a tattoo (showing her visage) anywhere on your body. If the two of you work at it enough, you can find ways for her to channel her elemental power directly through your body in this state, or bless yourself with elemental runes via her tattoo.

Or if you're a cheapskate, you can receive six purchases of the above for a 50% discount of 600 CP total, but in exchange, you must take all of the elemental drawbacks, without gaining bonus CP from those drawbacks. Why? Because now it is your own elementals causing the events to happen. You no longer have wide-eyed, innocent, newborn elementals. Instead, you have six fully grown Dark Elementals. They are experienced in spreading mamono realms and have spent centuries waiting to be united with their summoner: you. Regardless of your own desires, they are deeply indebted to the White Inma for finally finding you, and they will aggressively spread corruption throughout the realms.

“My my, darling, I had no idea you were into cougars ~ These girls have waited even longer than I have for you, and are so ready to show off their power. I hope you have a lot of time set aside; they are probably going to be rather selfish with you – after all, they need to make up for a few centuries of loneliness.” ♥

Reime-chan's Bizarre Adventure (400 CP)- “Now darling, you need to be gentle with this next one. This girl is Reime-chan. She's a former assassin for the Order. While my sister Druella has experience with fixing the brainwashing of the Order, I find the best way to free someone from their shackles is to thrust them into new and interesting places. Just look what it's doing for you, after all. I'll let the poor dear introduce herself.”

Your vision warps as you can now see into what appears to be a cross between a magical shop and tattoo parlor. A breathtaking succubus gives you a wink from where she's engraving an insignia onto the hip of a young woman standing at attention. The young girl is completely naked, and while she has short black hair her face is framed by long bangs that are long enough to conceal her nipples from view. She's got curves that pale in comparison to a mamono, but would easily make her a solid ten in normal human society. She fixes you with a hollow stare.

“...This one is known as Reime. Forgive my state of dress... Ms. Rubiana has asked me to help...demonstrate her insignias to the Sabbath...a book entry I believe...oh, if only a fire would take those depraved goats from this world... I forget myself... This one still struggles with the lies of the Order... I was adopted and made into a weapon of justice...a weapon has no need for emotions...or thoughts. I want them, though... Ms. Rubiana says the Runes can free me...reveal my true self. The Lilim says that you can take me away from here...to see distant lands, the stars in the sky... I’m only good for killing heretics and monsters, that seem not to truly exist...my life has been a lie...but I’d like to try...something new...love me, please...” ♥ In that moment, her monotone voice hitches, and her previously expressionless face melts into a look of obscene pleasure, as the multitude of black insignias all across her body glow. “Ah~ these are wonderful! Give me more...more and more... I want love...make it never end!~” ♥ That last thing you see as the vision fades is that the glowing insignias branded into her eyes, such that her eyes no longer look dead, but blazing with passion.

“Sorry, darling. Rubiana is sometimes too good at her job. Those insignias are a ‘trial-version’, just for show and to see if the poor girl can find some she likes. I’m sure nothing bad will happen when I port her little heiny into your Warehouse. Still, they are just a shortcut; she’s still an abused doll, and she’ll need a lot more than endless pleasure to heal her soul. Which is your job, by the way. Keep her from backsliding into a cold-blooded murderer and also prevent her from becoming a sex-obsessed pervert. We want Reime-chan to be a nice normal girl...maybe your girl?”

Reime will be a tough one. From this point onward, she will be a mandatory companion, imported for free into your future jumps. She sees all non-Order religions as the height of blasphemy and reacts as badly as an Adepta Sororitas might. She struggles with knowing that mamono are kind and friendly, and slipping back into her Order indoctrination (i.e., all monsters must die). She has incredible willpower and an innate resistance to corruption, to her own detriment, as while it has kept her human even in the depths of Royal Makai, it also makes her stubborn and unable to change on her own. As a trained assassin, she has a remarkable combat ability and can keep up with low-ranked heroes in battle.

She’ll perceive you as a precious VIP and react with violence to any perceived slight others direct at you. She won’t care for insults directed at her – weapons don’t have feelings, after all; ignore the tears. The insignias engraved onto her would normally truly be temporary; however, her transportation to you has muddled the magics, and she must now want to give them up, truly from the depths of heart disown them, before they’ll leave. Something difficult, as her heart clings to what they give her, a precious “feeling” she is desperate not to lose.

While the beast insignias cycle daily, the rest of her body remains fully marked by pleasure insignias. Most notably the [hips], [chest], [arms], [legs], [eyes], [mouth], [head], and [womb]. The inside of her mouth has been marked with an [Essence Siphoning] insignia, which will allow her to gain nourishment from your semen or saliva. The insignia of [Temptation] on her collarbone was made specifically with you in mind (your brief introduction made quite the impression), ensuring your gaze will be drawn to her whenever possible.

Eventually her heart will set on a specific beast insignia which will permanently alter her personality, or in her current condition provide the basis for a new one. This will either be the breed-hungry [Rabbit], the seductive [Vixen], or the jack-of-all-trades [Beast] insignia. Finally, she has a [Fiend's Contract Crest] in the desperate hope you will find her worthy of keeping. The crest is currently "off", but proclaiming her love will see it activate and apply its sister sigil to your own body. The kind of bond will be determined by her newfound personality at that time. Will she be like a dominant Demon, or a submissive Kikimora?

If you indulge her lewd interests flippantly, she might begin to see you as her very own "Chief God". Remember, you're supposed to be turning her into a decent member of mamono society and not a zealous sex slave assassin.

The Gluttonous Princess: Para Pecom the Beelzebub (+400 CP)- "Ah, so you're the one? Really? Very well: you're mine now. ♥ I expect you to take me to some plenty tasty places – do I make myself understood, servant?"

You've caught the eye of a celebrity. Overhearing the White Inma's plan when she approached the Danuki merchant this particular insect has decided that she is to be given a place on your journey as well. This is the Beelzebub Para Pecom, otherwise known as the "Gluttonous Princess". Her fame comes from her immensely popular guide: a world spanning set of reviews focused on all things food. Be it some of the most renown Royal Makai restaurants or a small town tavern, Para will review it all as she "eats her way around the world". Not just a consummate gourmand, she's quite a skilled writer as well, able to catch the reader's eye and wet their mouths with her artful descriptions of distant places and foods.

"That's right~ just pinning up a review from me in their establishment is enough to triple their profits and of course give happy couples a new place to enjoy. I'm quite sought after as a result. I'll allow you to praise me now... ♥"

Her title isn't for show either; Beelzebubs are demonic royalty, as they all trace their name to one of the ancient Demon Lords. Para is a particularly powerful member of her species, but like the rest of her kind, she is gluttonous in the extreme. She has her adorable moments – however, she'll always ensure to hover at just the right height so that you have to look up at her; this can be rather comical, as the girl is quite small in stature. She also has a habit of playing around with her tiny crown, an heirloom of her bloodline; it will frequently change position on her head, or will be found dangling from an antenna, but never in one place for too long. Despite her height, she is no child and while her chest might be modest by mamono standards, she's got an ass and hips that don't quit.

The chance to pig out and spread her name and guide across the multiverse was too good of an offer to pass up. Unlike the Danuki Merchant, Para will not wait out her time in your Warehouse but will instead zip off at the first chance to explore each new world. With or without you. She'll spread word of her guide and with seemingly little effort manage to make herself a celebrity in short order; she'll then abuse this fame and power to spread new trends such as involving corruptive ingredients into cooking, normalizing lewd service, and a newfound focus on sex

appeal in the food industry. Also, unlike the merchant she has no qualms with traditional mamono courtship. Expect to be courted...aggressively. You are her spouse, even if you don't know it yet. She will be a possessive and domineering wife, expecting you to wait on her hand and foot. A stereotypical bullydom, she shows supernatural skill at humiliating you. The only thing that brings her more joy than a good feast seems to be toying with you and having you under foot – often literally.

As a side note, this behavior only manifests itself around you; to everyone else, she's a generous monarch and often showers others with praise. Don't take this to mean that she'll let anyone else bully you. You're hers, and if her vicious claws and not insignificant magical power isn't enough to protect you, she'll rally her army of fans to crush anyone who thinks they can touch her toy. Despite her difficulties you'll face, she genuinely wants nothing more than to spend her days drinking, eating, and having sex with you. "Oh wow, I love her guide ~ Pecom-Chan's 'World Eating Tour' is realm-renowned. She always knows how to find the best places on the road to fulfill all your desires. There's this really quaint little town she's reviewed recently; their Felrabbbit stew is to die for. I'd love to show you one day~" ♥

The White Inma's Companion Enhancements

Have your eye on some cute girls, but they don't have enough monster to them? Well, the White Inma sees your dilemma and is more than happy to improve your lovers in a monstrous fashion.

For every 50 CP you pay in this section, you can monsterize future companions to fit with a certain family or type of mamono of your choice. Once you buy one of the categories, you never need to buy it again, and you can apply it to as many or as few individual companions as you like.

Each time you apply such an enhancement/transformation, you can choose if it is a retroactive change to their past or something that happens immediately upon being taken as a companion.

However, be warned: some families and types come with emotional or mental changes. However, these adjustments will be complementary to the companion rather than erasing who they were.

For a full list of the [family](#) and [type](#) categories, and to understand how they correspond to the overall kinds of monster girls, please refer to their sections on the [MGE Wiki](#). In general, family categories are more specific, while type categories are broader.

Please note that in the official classifications for mamono, the same categorization can sometimes be found for both family and type (such as an Angel family and an Angel type).

End Jump Scenario: Welcome to the White Inma's World! ♥

To take this end jump scenario, you must take *Monster Girl Encyclopedia* as your final jump, and then take the special *Gift of the White Inma* drawback, where you must similarly romance more monster girls and add them to your already burgeoning harem (see main MGE jump for more details).

Don't forget that if you bought the *MGE RPG Demo* item, your love interests from the game are quite real in the MGE universe – and they, too, will try to seize the day to make you theirs now that you're in their world.

In addition, since you're in the MGE universe now, the White Inma's avatar accompanying you as a companion if you took the *Lilim Engagement Ring* will have “gone home” and fused by with her main body. And she'll take with her any possession that primarily belonged to her. This means you won't be able to rely on her as a powerful companion to aid you in this final leg of the journey.

Complete the various matchmaking adventures that the White Inma sends your way, and you will at long last prove yourself worthy, and you can fully make love to her as her eternal partner.



In turn, the White Inma will have gathered enough strength through your exploits to ascend to the level of a being akin to her mother, the still-reigning Demon Lord, and with her newfound capabilities will grant you your end jump spark.

The strength of the endjump will increase in potency with the more Blessings you took, and the more jumps you completed before coming to the MGE jump.

This will be one hard array of challenges to overcome, rivaling the trials that the Maou and Fallen Hero have faced, but you've come so far. With all your lovers believing in you and supporting you, surely you can complete your wonderful harem story with the White Inma! ♥

♥ Happy Wedding! ♥

*Note- This assumes you completed the end jump scenario above.

Congratulations on your wedding day! So many high-profile guests have arrived to celebrate you and the White Inma's marriage, and some of them even have some wedding gifts.

Rather than a CP cost for the wedding gifts, each requires you to have taken some of the White Inma's "blessings". The more blessings you took, the more you can spend here. And don't worry: for the wedding, you can reapply blessings that you previously spent on discounts above. Blessings that you count for one gift cannot be counted for a different gift.

♥ **Taking Flight ~ Birth of Lilim** ♥ (Requires **ALL** Blessings **AND** Makai March bonus scenario (see MGE Bonus Scenario supplement for details))- It was a long struggle, but you – and the Demon Lord, her daughters, and everyone else – managed to achieve the impossible: defeat the Chief God once and for all and fulfill monsterkind's passionate dream for a new age where all men and monsters find harmony and love together. Without everyone's commitment to that wonderful dream, this might not have been possible, but love and determination pulled through in the end.

As the Maou Lord, her husband, and her daughters all stand alongside you, beaming with happiness, you noticed a glint of mischief and reassurance on all their faces – the only warning you get before you fall into a seemingly endless abyss of black darkness and shining pink. It's terrifying, but also exhilarating, and you can't help but adopt an expression much like those you saw just before taking the plunge. You suppose you should feel alone and lost, but it doesn't feel like that at all. Instead, there's a voice calling out to you, from every direction.

“In every person lies the wild, loving, fierce heart of a monster – ready to conquer all and overcome all for the sake of those you care for. But in some rare few, there's another secret heart nestled within that hidden heart – one that's willing to dream the impossible, and possessing the inner will to make all those dreams come true. Now it is time to awaken that slumbering, dreamy heart and rebirth your true potential, oh child of love and wonder.” ♥

Does the voice come from the Maou Lord herself, or her daughter and your longtime partner on this seemingly endless journey? Or does it come from the hearts of your many lovers – or from your very own heart? Really, though, it doesn't matter. What does matter is that you see a new future before you, and you are ready to make that vision come true right now. You tap deep into yourself, into something that has been building this entire time and guide it into the light.

For mortals who are turned into monsters by the loving caress of a Lilim, it is like being twisted around by massive tentacles of pure darkness, or being stuffed into an orb of demon energy like it's a black hole, or drowning in a wave of corruption. Those sensations pale in comparison to the torrent of magic and lust coursing all around and through you right now.

All the bright darkness of love is crushing into you, while new light of mamono energy is bursting out from your core. It's like...the birth of a new, dark star – a miraculous event that

brings shines hope and dreams into all, while pulling the lost and forsaken into your loving orbit with the gravity of your sheer might.

Your vision of the world, of life, becomes a kaleidoscope of color and possibilities. You can grasp the threads of reality and reshape them, to a degree. Transform people into monsters, and transform monsters in new ways, with as much ease as breathing. Even create a new [small] world of your own, if you try hard enough.

The darkness and pink around you begins to turn opaque and glassy, letting you see a reflection of yourself in the mirror. It's you, but more than the you from just before now. It's like the transformation drew upon every vision of a perfect you from your imagination, and then mixed in some additional perfects you never even realized before. The fitting form for a newfound child of the Maou Lord – representing the beauty and might that monsters naturally embody, and the passion and imagination that humans can manifest when they awaken their true potential, you highlight the Demon Lord's fulfilled dream for everyone.

Whether male or female at the start, you possess a suitable, perfect Lilim form for each gender, making you the first Incubus Lilim in this new golden age if you so choose. Once a Lilim, always a Lilim, no matter the sex.

But enough admiring your own newfound beauty and power! Taking strength from your unending love for all those dear too you, you take flight, for the darkness and energy around you is no longer an abyss but the gateway to your new future, and everyone is waiting for you. Concentrating on your immense power, you channel it into a massive orb rippling with raw corruption and willpower, which you rest upon and ride upwards and outwards. In no time flat, you have ascended the seemingly endless distance, and you are back in the light, and everyone embraces you. "Well done, jumper. Welcome home." ♥

The Tattoo Wife (Requires The Tattoo Lady)- Does not require you to spend blessings, but rather to take *The Tattoo Lady* drawback. At this point, you can choose to nullify the "negative" effects of the drawback, though all your tattoos remain as alive and animate as ever. Whenever you have a lover, you may freely manifest an animate tattoo embodying their desires unto your person. Not only that, but you can now also place tattoo avatars of yourself onto your lovers, with similar effects; if your tattoo of your partner and your partner's tattoo of you touch, the two tattoos (maybe even more tattoos), if you can manage it) will be able to interact with and make love to each other, creating a unique and marvelous experience for all of you. "I would love to volunteer as the first to get your runes my love. To have you with me no matter where you go would be so lovely~ ♥"

Lilim Wedding Ring (Requires Lilim Engagement Ring)- "...I still remember that day when we got these rings, don't you? That moment when you slipped the ring onto my finger, I felt my heart beat faster – and I know yours did, too. ♥ We've had so much fun since then, and now it's time for us to make another vow on our rings, for our eternal love. Sisses, you're all the best – thank you for being here for me!"

Unlike the other gifts below (aside from Purgatoria and Tattoo Wife), this one does not require you to spend blessings, though it does require you to have previously taken the highly expensive Lilim Engagement Ring. Now that you and the White Inma have consummated your marriage, her Lilim sisters will upgrade your engagement rings into wedding rings.

Now that the White Inma has reabsorbed the avatar she sent with you as a companion, she'll have full access to her powers as a Lilim, in addition to everything she gained in the jumps. As for you, the love bursting in your ring will overflow and turn you into a full-fledged Lilim (complete with an alternate male form if you want), with all the powers associated with that race. You'll also gain access to your wife's potent, corruptive demon energy.

In addition, now that you've proved yourself a worthy marriage partner for their sister and survived their respective drawbacks, the specific Lilims who gave you their gems will give you the option to selectively turn the "negative" aspects of their gifts on and off as you wish; the "negative" bits may have been a nuisance at first, but for you to have come this far, you may have gained a better appreciation for the things that monster girls value, making the downsides fun in their own way.

Swords' Awakening: Purgatoria (Requires Bastard Sword **and** Maojin Black Blade)- This wedding gift does not require you to spend blessings, but it requires you to buy both swords – the full-priced Bastard Sword option, and the discounted/corrupted Maojin Black Blade.

It is revealed to you by the White Inma that the two swords you carry are actually fragmented halves of a once infamous sword. Wielded by a hero chosen to end the Demon Lord of their time, the once holy blade was tainted by the blood and mana of the fallen demon. Fearing the return of the powerful Demon Lord, the sword was shattered and then sealed by the gods, but over time, its fragments reformed into two new swords, each embodying a different aspect of the Demon Lord and the holy nature of the sword. Your devotion to using them, however, has eroded the seal completely and healed the shattered mind of Purgatoria, an ancient Demon Lord.

"Together, the whole of heaven and earth is ours to embrace~" United now and forever by your devotion, the newly reformed sword bears the visage of the very archdemon it once slew in place of its hilt. Her curvaceous body straddles the handle to form a crossguard, while her overflowing long hair merges with the grip and grants a textured contour to allow a better grasp on the weapon. Whenever you wield it, spectral chains lash out from the demon to embrace your hand and wrist like a lover. The blade itself is still formed of Maojin, but now with a coating of the purest Mamono Realm Silver, giving it a pink sheen when caught by the light. Having long fed on your spiritual energy, the sword is monstrously powerful and corruptive. Merely unsheathing it causes it to gush so much Dark Matter into the surrounding area that it quickly becomes a Dark Monster Realm. Just as before, this Dark Matter can be used for instant transmission of your strikes at any angle and allows the sword more tactile manipulation of its environment. Now freed from its seal, the sword is capable of using "Great Magical Sword" to its fullest extent, allowing you to sheath it in a whirling vortex of your spiritual energy and the corruptive mana of the former Demon Lord to launch destructive blasts capable of boring through mountains and scattering armies just as quickly as it monsterizes them. Remnants of its once-holy nature remain,

as the sword can still conceal its presence to those you consider vile, but it can also purge non-mamono sources of corruption.

Finally, the spirit of the ancient Demon Lord has internalized the seal that had kept it broken for so long and turned it into its greatest power. It now wields the very spectral chains that once bound it, and uses them to break your enemies. With every strike, your opponent will be immobilized bit-by-bit by these spectral chains. They not only bind their physical body but entangle their soul, allowing them to entwine with and catch onto any metaphorical chains the victim may have, such as feelings of duty, honor, regrets, or hate. The spirit of the Demon Lord will saturate these weights, holding its victim down with its own demonic passion. You can then perform a finishing move to sever the chains binding your victim, and in the process, their own metaphorical chains will shatter, leaving them free of anything that might have held them back from embracing the love and depravity of mamono. Of course, they'll be rather suggestible in this state, so perhaps you and Purgatoria can find something to fill their void of purpose. With all that said, Purgatoria is truly grateful to you for freeing her, and while she is far too gone to exist without the sword as an anchor, she can temporarily possess others to fully thank you for your devotion.

Purgatoria can split back into two swords at will, should you wish to fight in a double-sword style; each of her swords will retain the qualities they had in their initial purchase, but will now be free of their limitations. Furthermore, the two swords remain linked in soul, allowing you to fluidly wield them in sync.

This is the only wedding gift that you can potentially receive without actually reaching the End Jump. Intense loyalty to the swords, successful attempts to balance their contrary natures, and an active desire to understand the strange songs and dreams that the former Demon Lord uses to communicate with you will cause her to awaken and reshape her disparate parts into her true form. You must fulfill all three of the criteria fully to trigger the awakening, and you will not know the necessary requirements until **after** you succeed in awakening the swords.

Eye of the Storm (2 Blessings)- "Ah, here we have a gift from the Fallen God's domain! They're so generous with their realm. Many of my sisters have vacation homes here and now we have a place of our very own. A little love nest. After all, having another home in Pandemonium is essential to a happy harem life." ♥

Once you can tear your eyes from the swirling vortex of lust that makes up the sky or the moans of the "damned", you can make out a stately manor. One of typical design to those often seen among Royal Makai with their distinct gothic nature and emphasis on intimidation.

The large building is exquisitely furnished and maintained not by Dark Angels as one might expect but rather by unidentifiable shades. You can catch them out of the corner of your eye, or within the reflection of a mirror, but they otherwise defy description. There are a handful of Dark Priests among the "staff" who seem to be doing the cooking, managing of the estate, and of course maintaining the chapel found on the grounds. The most important aspect of this property, however, is the effect it has on time. While within the manor, time moves considerably slower.

For reference, if you spend six months in the manor, only about an hour will have passed in the real world. And this will be especially valuable and essential with your harem of needy mamono, as you'll be able to have alone time with each of your girls one-on-one without making the others jealous (even if you spend a year or more with one of them within the mansion, the others will only have to wait a day or less outside).

The Life of Magic (2 Blessings)- “Life begets magik, magik begets life. Love is a magik, so let this bewteful magik of love bicume life. Tap et the table, time to respond: let a mirucal of magik bee spauned! Thou who hast served your master so diligently, rejoice, for thou shalt be givun a wurthy reward, and bicume closer than ever. May thou biloved spell serve thee with childesh devotion, and may thou love thy spell like thou woulst a leetle gurl.” ♥

As her tribute to the wedding, the great and might Bapho-chan~ wishes to perform a rare magical ritual that she can only conduct once every 1000 years and can never be replicated. She asks you to pick out a magic spell you cherish – it can be any known spell in MGE lore, or any magic you have gained/learned during the course of your jumps; however, you must only pick a single spell.

Bapho-sama will then perform a wondrous ceremony that blesses the spell with literal life and soul, until a (flat-chested) monster girl (emphasis on *girl*, not woman) appears in the middle of the magic circle. This is a “living spell” – essentially the spell equivalent of an elemental spirit, except attuned to that specific spell rather than an element. A sapient mamono, she will gratefully pledge to serve you and your wife as a faithful handmaiden. Given how she literally embodies her magic spell, she can use it whenever and however she wishes, thus offering greater flexibility, versatility, and frequency than its standard format.

However, since she personifies the spell in question, she will naturally want to cast her magic whenever she can, no matter the time or place. Depending on the specific spell you chose, this could be potentially problematic, so hopefully you picked a spell that you don't mind manifesting at all possible occasions. And of course, your living spell is a mamono, with all the lustful and corruptive implications that entails.

Duet of Destiny (2 Blessings)- “Seven-colored winds, floating from a different world...” ♪ “Greet the dawn with a song to welcome the daybreak.” ♪ “Beneath the waves there is a melody, telling a story of faraway lands. So through this song, may the tale live on.” ♥

For the wedding entertainment, the seven islands of Court-Alf have provided a wonderful musical experience, with the centerpiece being a duet between the Great Songstress, Difina, and her beloved husband, Prince Caspar Le Mar.

“The wind of the seven colors, the sky of the seven colors, you can find hope anywhere in this world.” ♪ “Look straight in my heart: the truth is such a tender miracle, you'll see. Listen to my heart, in your chest.” ♪ “The world was surely born from feelings of love. You can hear it too, can't you? You know...the melodic poem of the planet.” ♥

Different from the Great Diva's Song of Tears, this extensive, energetic melody is a unique composition that the pair of lovers created for the wedding. It channels the troubled emotions of their near-tragic romance, and the newfound love and hope that they, the seven islands, and the world are awakening to.

"Underneath the veil of the dawn..." ♪ "People are reborn each day..." ♪ "We can't see it, but we know that this world is filled with that miracle known as love." ♥

The melody and lyrics of this one-of-a-kind song will ingrain themselves into your memory and heart forever, and you can easily recall the song when you wish. Whenever you and the White Inma recite some of the lyrics together, the song reminds you of who you are, who you care about, and what your dreams are – and gives you the determination to protect all of those precious things.

"I say yes, and swear." ♪ "I will always be forever here." ♪ "No matter what the future holds, let's change it all and fill it up with hope, FOREVER!" ♥

Divine Blessing(s) From On High (2 Blessings)- "Hello there. As I'm sure you already know, I'm Poseidon, ruler of the oceans, overseer of weddings and unions of all sorts, and the unofficial spokesperson for the gods present here at this momentous occasion! We are so pleased to see peace finally reign in our land, and we know a large part of that was your intervention. We've decided to combine our strengths and place a blessing upon you and your blushing bride to keep your union forever unbreakable and your happiness unshattered. Though I will let the others explain the details."

"Hey hey! It's your favorite idol of the underworld, Hel-Chan ~ here to give my blessing ♥ to the lovely couple. I don't **really** understand all the complicated stuff, but all that either of us needs to know is that with the might of our combined divine blessing no meanies will be able to have their way with or break you two up. Ever~",

"I swear on my title as God of War, I Ares, will never allow either of you to fall alone in battle away from the one you love. Nor will I allow the machinations of others to turn you against each other. Also, if you could be a little less violent in general, that would really be great."

"My, my ~ What a wonderful day to celebrate a wedding for our hero! What kind of Goddess of Love would I be, if I didn't take the chance to meddle with the happy couple! ♥ In the name of Eros, you two will fall even more hopelessly in love with each other as the eons pass; your union will be the one all others point to as their ideal, eclipsing even the Demon's Lord's in passion~"

The final Goddess seems unwilling to do more than nod respectfully at the two of you. In fact, if she hadn't moved, you wouldn't have noticed her. "Oh, don't mind Fate-Chan. You'll hardly know she's here at all!" "Don't be disrespectful, Hel." "Oh sorry~! ♥ This is the Goddess of Fate. She doesn't talk much, we were all surprised she even showed up! She orchestrated the whole

rebellion against the mean Chief God. To receive her blessing is well...unheard of. Lilith was the only one. Wow! I have no idea what it means, sorry~"

The blessing of the Gods united has left your union with the White Succubus unshakeable. You are fated to never be slain so long as you are apart, nor can you ever be separated for long against your will. Enemies will fail to break your bond or pervert its purity. Nor shall either of you ever grow bored with each other, your love only growing exponentially as time passes. Before the assembled gods leave, Fate approaches and speaks so softly you almost miss it:

"By my decree...you shall overcome all...as long as you act united...spread this love and unity everywhere so the whole of time and space may be dyed in our colors..."

Eternal Brides (2 Blessings)- As you walked down the aisle, you were surprised to see even more brides-to-be awaiting your wedding than you anticipated. A full host of 72 angelic Houri have descended from Heaven to wed you. All this time, they have watched and admired your heroic deeds from afar, falling ever deeper in love with every virtuous action you take. Eros hasn't given them permission yet to reward you for your virtue, but they couldn't bear to wait any longer.

Each and every Houri you marry is an utterly pure, sweet maiden, whose entire body (even her excretions) embody the purity and affection of a faithful wife. Hearts literally flash in their eyes, with every inch of their speech and conduct highlighting how they live to serve you with loving devotion, forever. In fact, Eros has blessed their kind with the eternal demeanor of a bride on her wedding night, such that sex with each Houri always feels like the excited, never-again rush that fills you making love to your brides on your wedding night, and those feelings will never grow old to you.

It is said that for a saint to be blessed with 72 Houri, his moist penis will never have even a moment to dry, nor will he and his wives' overflowing love ever dry out in the slightest. With all 72 Houri by your side, in addition to your other lovers, it'll be like your wedding night and honeymoon last forever, as if those feelings of pure happiness and love at the very moment of your vows were permanently painted onto you and your life.

"Oh. My. Mother. They are so precious... I just can't take it. You simply must let me teach them how to best be your wives! They're adorable and there's so many. So much pure and innocent love... Of course, my hero deserves them all, and more ~ ♥"

The Morningstar (2 Blessings)- "Oh my, this is... this is someone I never expected to hear from." Standing, or rather floating, before you is what could be mistaken for an angel, if you were a blind man. This is a Seraphim. A six-winged being, one superior to those who dwell on land, and blessed with the right to stand by God herself. They are known for their gentle and caring personality to all but their husbands. Those men who are claimed by a Seraphim know them as "extreme" in their attitudes and affections. These high-ranking angels are not often known to fall, but if one were to do so, it would be a truly terrifying and beautiful sight. They are

only summoned from Heaven when it is time to purge both mamono and man with their great burning wheels to make way for the next cycle.

This Seraphim in particular presents herself by shielding her nakedness with her wings, only her serene smile peeking from the shield of feathers. Dozens of eyes erupt across her wings and follow you with a clinical intensity. She offers you a letter which simply states, "Do as you wish, **HERO.**" The gift is most confusing, as the now-cowed Chief God claims to have no knowledge of this gift, the letter, or this Seraphim in particular.

Notes

On the Subject of Supplemental Wording- Much like the world of MGE that it is based on, this supplement makes heavy use of hyperbole when describing many aspects of mamono life, the corruptive essence of mamono mana (demon energy), and its effect on non-mamono – much in the same vein of the Wandering Scholar, a well-known and unreliable narrator even to the populace of the setting itself. And just like in the home setting, it is mostly that: an exaggeration for flavor. It is left up to the reader to determine just how the elements in this supplement will impact their jumper and their chain.

Jumper Romancing Fiat- Please note that when you take this supplement (or simply take the MGE jump even without this supplement), you can safely ignore the canon limitations on mamono lovers. Normally, monster girls in MGE are solely love men, with no interest in same-sex relationships aside from kink/corruption play. Likewise, they don't typically share their lover in a harem (though there have been a fair number of exceptions, but only for pairing multiple women with a single man). But given your outsider nature as a jumper ignoring the in-setting limitations, you can safely assume that any monster girl will be open to a romantic/sexual relationship with you, regardless of your species or gender.

What About Anti-Corruption Powers?- HA HA NO. Absolutely not. If you want your Lilim waifu, you'll have to take the plunge and accept the whole package, corruption and all. Anything that could stop, reverse, nullify, or limit corruption – perks, items, or anything else – will fail spectacularly. At best, they might *briefly* work, but only because the White Inma is toying with you; she's actually "fixing" your anti-corruption powers/tools so they'll ultimately backfire and blow up in your face, exposing you to all the corruption you tried to avoid, plus interest. Nothing you do will actually protect you from her corruption.

The White Inma and Her Motivations- As you no doubt noticed, penetrative sex with the White Inma is not an option in the *Blessings* section of this supplement. This is on purpose. She is saving herself for marriage. Your marriage. Even if you take the companion copy of her offered by the *Engagement Ring*, you will not be able to take her virginity until you find her true body within the MGE jump.

It is important to note that the White Inma truly loves the jumper. We are talking "true love". As a Lilim, she is hardcoded to adapt and change to suit her paramour. As you adventure through your chain, either in her service or alongside her, she will no doubt change to be better for you, just as much as the various corruptive elements of this supplement will change you to better suit her.

Spoiler Warning!!!! - The White Inma is a title used only a few times in the setting, and only to describe girls rescued from death by Lilith, the Demon Lord herself. The girls are given Lilith's Panacea, which turns them into albino succubi with all the powers of a Lilim, and are then adopted as daughters by the Demon Lord. Even within the setting, people are unsure if this is a rumor or myth, with no confirmation given beyond the tale of the "White Succubus" that you were told in one of the drawbacks. Whether the White Inma is that very fairy tale girl or simply a

normal Lilim is as of now unconfirmed. This supplement will be updated when it is officially confirmed within the MGE RPG. Until then, use whatever works for your chain.

Blessings- The White Inma's blessings are a play on the various markings that you receive from physically interacting with the White Inma in the MGE RPG. Almost all of the blessings present in the supplement are straight from the game. They are runes placed on you from performing that specific act with the White Inma. If it isn't clear, they severely weaken your resistance when a mamono or other such monster attempts to perform that act with you. However, they grant the benefit of making you utterly immune to that act when performed by any other non-monster being.

How Drawbacks Work Within the Timescale of a Jump- Here will be an example of how the drawbacks affect each future jump you take. We will use the *"Gift of the Elements: Dark Sunrise"* as an example to illustrate this, assuming a 10-year jump interval:

- *Year 1-3:* The setting will remain mostly unaffected. Your initial insertion into the setting will be announced by a burst of Dark Matter, which will quickly disperse. From that point on, further magical investigations on your part will find wisps of Dark Matter being released to then disperse invisibly throughout your surroundings.
- *Year 4-6:* Things begin to take a turn for the strange. Mentions of a strange mutation in local flora and fauna will start to disseminate through the realm. Isolated pockets of non-monsters will be struck by a strange plague and exhibit heat-stricken symptoms. The core of civilization remains untouched.
- *Year 7-9:* At this point, most non-monster flora and fauna have mutated into powerful monstrous new forms. The very earth itself changes, as Demon Realms of all colors sprout everywhere. Rural and isolated non-monsters have been fully monsterized into a variety of succubus-type mamono. The core of civilization is now aware of the threat and is actively pressured by the spread of corruption.
- *Year 10:* A black sun watches from a purple sky as the mamono fully claim their new world. Small vestiges of resistance may exist in far corners of this world, but unless coexistence is brokered, they will be snuffed out in a tide of love.

As can be seen, things will progress in bursts, with the first three years or so being no different from normal, and the world at large only truly becoming aware of the incursion in the last four years. This is merely an example, however: worlds unused to magic, monsters, and corruption will fall faster, while worlds with experience in the matter may hold out far longer. In such cases, the ten-year mark may see a world more like that of the Monster Girl Encyclopedia, with two sides at an artificial impasse. In the event that a jump does not follow the standard ten years, use your best judgment as to how fast or slow a drawback affects the setting.

MGE Magic- MGE-style magic can be learned by pretty much anyone, and you don't need a perk to access the magic. Just having spirit energy and/or demon energy [mamono mana] is enough for you to develop and use magic. The *Love is a Magic* perk is just there if you're impatient and want a shortcut.

Dark Flower of Ice Knight Classes- Here is a brief description of each knight class for the Knights of the Ice Flower perk, as well as one or two of their unique abilities. More detailed information and a full listing of their unique skills/spells can be found [here on the wiki](#). Also, as a reminder, while you are free to take Dark Hero, you will not have the raw power or skill present in the class description until you have attained a Divine Blessing in the main MGE jump.

- ❖ **Dark Knight:** Dark Knights are the mounted cavalry of Lescatie's armies, wielding sword, spear, and shield to defend the mamono realms. The mere presence of these knights is enough to spread dread among their enemies, especially those religiously opposed to them. Among the other knight classes, the Dark Knights are the ones whose style most closely resembles the fighting style of the Lescatie knights pre-fall. They also continue following in their predecessors' ways in regard to how they serve their nation. They follow the "chivalrous path" to defend the weak and always serve with bravery and honor, so the people of the land may continue living a peaceful and lewd life. Incredibly skilled in mounted combat due to their talent for tactically mounting and dismounting from their demonic horses, their athleticism makes them capable of performing acrobatics on the backs of their mounts. Their possession of succubae charms makes their every moment a feast for the eyes, and they pride themselves on being ever elegant in battle. Their corruption grants them a talent for reading the movements and minds of their opponent, and they use this with their superior strength to quickly disassemble opponents.
 - *Spear Dance:* Often used by Dark Knights looking to seduce their opponent in battle, they do so by treating their spear like a pole and twisting their body in a mesmerizing fashion along it. They can do this because spears made from mamono materials are capable of being fixed into any position mid-air. Since this means they don't need to thrust their spear into the ground or brace it against themselves; they can conduct continued combat without interrupting their erotic dance. Training in this style impresses the importance of using the hands and tongue along the spear just as much as any snake-like swinging. In fact, mamono of the Lamia family are exceptionally skilled in this style of combat, as they can often enchant their spear to turn into a snake itself, allowing for fluid and unstoppable strikes and sinuous movements that entrance their opponent. All in all, it is an unpredictable and confusing style of combat.
 - *Erosion Sword:* One of the deadliest skills the Dark Knight has, it compresses their mana and releases it through their sword. The follow-up strike is filled with concentrated demon energy and instantly knocks an opponent out if they receive it directly into their body. This dense energy transmits into any weapons and armor of the enemy used to attempt to block the blow, instantly corrupting the material into a mamono ore, rendering it harmless or actively corruptive to its wearer. As powerful as Erosion Sword is, it relies on the opponent actively attempting to block your strikes to be effective at all.
- ❖ **Dark Warrior:** These are the self-taught and savage berserkers of the mamono realm. They wield enormous weapons far beyond the ability of most others and fight with unorthodox bestial styles of combat they learn for themselves living in the wilds. While they lack any real training in battle, they make up for it with raw power and by embodying the instincts of the monsters of old to terrify and break their opponents. They are primarily fielded against huge demonic beasts (once mundane animals who receive too much mamono mana when caught in a Demon Realm) that are a deadly threat to both mamono and humans. They live their lives like they way they fight: brazenly and as carefree as possible, compelled to take what they want when they want it.

- *Battle Cry*: A technique to unleash the beast, so to speak, it lets you tap into the primal monster hiding within every mamono and trigger an “extreme state”. You lose all rational thought and empower yourself far beyond your normal limits, such that even a grunt could prove a challenge to a hero. Nearly all other skills of the Dark Warrior rely on this “extreme state” being active, and they consider this technique to be their most valuable skill. Like many other mamono skills, you can use its functions far better if you actually feel attraction to your opponent.
 - *Beastly Heart Punch*: This is a “fatal” technique: essentially a one-inch punch carried out unconsciously through instinct alone once the Dark Warrior is caught up in the flow of battle. It is executed so fast even the Dark Warrior themselves doesn’t realize until they’ve already struck. Upon impact, it releases a powerful pulse of magical power formed from the concentration of all their rage and desire. Most opponents won’t even realize they’ve been hit with it before they’re already unconscious on the ground. Incredible luck or pre-existing knowledge can help to dodge the initial strike, but that doesn’t mean the target is clear. As the fight goes on, more and more Heart Punches will be launched, until the Dark Warrior has abandoned their weapon and is exclusively lashing out with their fists.
- ❖ **Dark Heavy Knight [Dark Armor]**: A living citadel, numb to all feeling and filled with a hidden power ready to explode out towards any threat foolish enough to strike these walking walls. Dark Heavy Knights focus exclusively on defending themselves to win, and are often positioned to defend locations of interest while the rest of the army moves forward to strike. They are fully encased on thick steel armor that can withstand wall-crushing blows and scorching magical fire. Their armor functions as a kiln and container to generate, compress, and hold their magical power. By doing this, they reinforce their armor into a nearly unbreakable wall. Exclusively reactive, they wait until their opponent strikes them; upon doing so, their mana rushes out of any damage done to constantly erode their opponent with corruption. They then counterstrike with their massive halberd, steeped in the same compressed mana; upon impact, the halberd detonates, unleashing an intense mana explosion often fatal to their opponent. An unfortunate requirement of their primary fight style means they must keep themselves constantly on edge and endlessly prevent themselves from release, lest they lose their built-up mana.
- *Demon Armor User*: Lets them turn any armor into a fully encompassing fortress to contain and compress their own mana. It also allows for this mana to be funneled into the tip of a weapon they wield to “release” in an explosive counterattack. With practice and skill, you will be able to direct your stored mana to condense strongly right at the point your enemy will strike, allowing for an even greater burst of corruption. Please note that using this skill renders you nearly immobile, as it will take all of your focus to contain and control your mana. As you grow in skill with this technique, you will be able to reduce how all-encompassing the armor must be, eventually allowing for “gaps” revealing your hidden form to better entice and seduce targets.
 - *Magical Prison*: This technique is used for both pleasure and combat. With it, they can warp the inside of their armored fortress into an isolated space where only they and their lover and/or opponent exist. They can then lash out with smoky mana to grasp their targets and force them inside. No one may enter from the outside or escape from within unless the Dark Heavy Knight allows it or is overpowered. While inside, their target is restrained by smoky mana and forced into intercourse to generate more of the mana that

imprisons them, creating an endless feedback loop. Warning: the knight is completely defenseless inside of this isolated space, and while the target will be enchanted and constrained by magic, it is important to note how vulnerable you are in this position.

- ❖ **Dark Musketeer**: The knight corps snipers specialize in unique magitech rifles known as “Dark Muskets” and can make magic bullets for a variety of purposes. They use stealth techniques to perform as scouts, provide covering fire, or take out enemy leaders ahead of the army. They value careful planning and calm calculation of all factors as virtues and present themselves as noble gentlemen at all times. Fortunately or unfortunately (depending on your tastes), this makes them rather flamboyant in their manner and appearance. It takes great skill to create and operate their muskets, as well as the ammunition they use. They concentrate their magical power into their eyes, giving them greater visibility on the battlefield and letting them perceive magical effects and mark targets out of the crowd. They also have a danger sense, which when accompanied by their wider field of vision makes them excellent bodyguards for the nobility.
 - *Rain Of Bullets*: This is a magical bullet charged with a great quantity of magic that when shot into the air will explode and pour magical rain down over the battlefield. It is far less corrupting than most of the other magical bullets, but virtually impossible to avoid if caught in. Allied mamono caught in the rain will receive a great burst of energy from it, increasing their magical effectiveness and allure, while the uncorrupted will be slowed by an accumulation of mana which will cling to their bodies like water. Unlike other forms of mana, this doesn’t cause changes to the mind or body of those affected, meaning enemies will often discount it and be unaware of their tainting. They won’t even know why they fall to the next mamono they see without so much as a struggle.
- ❖ **Dark Strategist [Dark Tactician]**: Masterminds who spread heresy to corrupt the hearts of men and interfere with the battlefield. These warriors lead the assorted armies to victory through their obscene magical power and their excellent use of tactics. They generally lead expeditionary missions into hostile countries to turn their lands into Mamono Realms. While they hold high rank within Lescatie’s military, they ultimately consult with Dark Heroes on decisions. Unfortunately, in a direct confrontation they are woefully underprepared compared to the other classes; their power lies in controlling the battlefield and buffing their allies. Their most important ability is bending the selfish and often self-sufficient mamono into a cohesive and cooperative fighting force.
 - *Large Area Magic Recognition*: Enhances the sensory abilities of the Dark Strategist. It lets them instantly recognize the magical forces present in their battlefield; they can then recognize the positions of their enemies and allies as if it were a game of chess. With this, they can also detect traps and obstacles set by their enemies and the corrupted state of the enemy. While this power is great, it requires a great deal of information processing. You must be of quick thought and fast with your decision making to make use of it.
 - *Demon World*: With this, a Dark Tactician can charge the battlefield with demon energy and force it to take on the environment of a Mamono Realm for a short time. While it will obviously increase the sexual aggression of all in its reach, more importantly it greatly enhances the strengths and skills of the mamono caught inside. Humans, despite their own desires, will find themselves feeling comfortable, as if instinctively recognizing the demon realm as a safe place with warm, sweet air that caresses their bodies. Female opponents will more than likely monsterize, while men will inevitably seek a mamono to

enjoy this newfound peace. If enough enemies are “felled” while this is active, the field emitted will fully take root and become a permanent Demon Realm.

- ❖ **Dark Esquire [Dark Squire]:** Often looked-down upon by non-mamono, these (wo)men married to mamono are idolized warriors who support and fight alongside the ones they love to defend their newfound happiness. They grant incredible power to the knights they accompany; together it is not unheard of for a fully empowered Squire and Knight couple to match a True Hero in battle. These are not mere servants but full-fledged knights themselves, acknowledged by Druella and the Seven Princesses of Lescatie. Unlike a traditional knight who fights for their country, people, and spouse, Squires fight only to defend their soulmate. Unlike in the lands of humanity, the squire often plays a prominent role in demon realms’ legends and fairytales, more than knights themselves. Squires are primarily men who have wives in the rest of the Dark Knights and have become incubi to be of better service to them. They fight by creating a looping feed of their spiritual energy and their lovers’ mamono mana to synchronize each other’s powers and movements.
 - *Synchronized Mana Breathing:* By constantly cycling mana between each other, the Knight and Squire synchronize their thoughts and feelings. They have no need to make motions or have words with each other, as the two move as one. Each can use the other’s senses to perceive as if they were their own. And while this is the foundational power of the Squire and needed for many of their other abilities, it has a great weakness in that it can lead to them being overpowered by their loved one’s need to breed; and if either suffers too much, they might hurt the other.
 - *Knight’s Escape:* Firmly grasping their partner’s hand, the Squire can teleport both of them back to a safe “bedroom”. While this may seem like an emergency evacuation (and it is), it also allows for quick mana generation through sex while safe from battle. Tactical use of this combined with the Squire’s other powers can let them and their lover pop in and out of combat and only increase in strength as they return moments later.
- ❖ **Dark Hero [Dark Brave]:** The Fallen Maidens who lead humanity into the waiting arms of monsters. They are “heroes” who have been blessed a god to fight monsters, but have since chosen to fight for mamono. They received new blessings from Druella, granting them further corruptive power to lead her armies and spread the love and depravity of mamono to all lands. They are considered the most beautiful and obscene mamono in Lescatie and have the admiration and respect of all people in the demon realms. Each Dark Hero is an individual with their own ways of doing things, but each possesses the uncountable might of thousands of warriors. Their power is beyond that of any single man, and the Order considers them to be natural disasters in human form. Alone, they can monsterize entire formations with a swing of their sword or incinerate entire battlefields with combat magic. Their incredible naturally genetics due to having ascended from humanity also grants them incredible qualities upon being monsterized, meaning Dark Heroes are often far more impressive than their non-hero counterparts, even among mamono. Most are not blessed by the Chief God, but instead by the Fallen God.
 - *Eternal Dwellers of the Mamono Realm:* Allows the Dark Hero to clothe themselves in a dense field of mana. This ensures they are surrounded by a simulated mamono realm. This keeps their powers in a state of max amplification at all times. It also functions as a powerful barrier able to distort and disperse medium-level spells automatically. Coincidentally, if you have a difficult lover, the use of this ability will enflame their lust and have them throw themselves at you.

Sword and Shield- As it may not be clear, the Bastard Sword and the Sightless Eye Shield are implied to be sentient but not sapient. They are emotional and aware beings, but are not capable of deep thought or communication. Both show signs of and the capacity to gain such sapience, but it will require nurturing from you.

In the case of the Bastard Sword, there is some vagueness on whether the corrupt variant of the sword is the same as the uncorrupt one. Is it merely a demonic variant, or a sister blade, or perhaps it's merely the original blade showing what it has always been? All three are possible interpretations, and this is intentional. It's why we even allow you to buy both versions at once. Consider it a writing prompt to allow for whatever makes your chain more interesting.

As for the difference in pricing between the Bastard Sword and the Maojin Black Blade, it comes down to current and future power, as well as reliability. The seal on the Bastard Sword means that its strength will initially be low, but it has limitless potential, so once you bond with it and break past its limits, it can become incredibly powerful. Plus, it has a tamer personality that won't actively fight you. In contrast, the Maojin Black Blade gives you a ton of power up front, but at the cost of permanently stunting its future growth; it has already reached its apex, and it will never grow stronger. And its raw might isn't necessarily a good thing when you consider how it has a more corrupted, possessive personality now; it is much more willing to assert dominance over you now, and with its warped strength, it has the means to do so. Are you wielding the sword, or is it wielding you?

Engagement Ring's White Inma Companion- On the topic of the White Inma's avatar that you can gain through the purchase of the Engagement Ring: the power-loss placed on the avatar is a very significant one. It is taking a demi-god with the power to alter the fabric of reality and wipe cities off the map with the barest of effort, and turning her into a Lesser Succubus – being so weak, it is a class down from true succubi and is outclassed by “true” heroes. She'll still be stronger than a beginning jumper, but not for long.

Companions Buys- Compared to other available companions, the loyalty of the Cu-Sith and/or Cait-Sith companion(s) goes above and beyond the others. Their utter devotion to you will see them even voluntarily avoid sex if you yourself are not a furry.

The Danuki shopkeeper is an exception, not the rule, to mamono lust. She is unwilling to take advantage of you sexually, or even have a sexual relationship with you without getting to know you better. Still, she will happily and often give you advice on how to handle your growing harem and negotiate life with mamono in general. She will make her move on you when you both are ready.

The Elemental companions are blank slates: they are “newborn” beings and don't really have thoughts or personalities beyond what is naturally attributed to their elements. They are loyal to you, but time will tell what shape that loyalty takes. In the event you take their corrupted forms, good luck! These Elementals have been waiting for you for a very long time, and in the company

of a Lilim steeping in their corruption. They are wholly dedicated to the White Inma's mission of spreading corruption throughout the Chain. They are very dominant and possessive of you, assuming chibi forms and hiding inside of you most of the time. If forced to leave your side, they will wander off to actively corrupt the environment around them, accelerating the effects of your elemental drawbacks.

Splitting a Build Across Future Jumps- As the White Inma will visit you in between each jump, you may choose to take additional blessings, drawbacks, perks, etc. at those times. For perks, items, stat boosts, and companions who require time and effort to grow stronger, you will still be starting from scratch despite gaining them later than your previous purchases. With new drawbacks on the other hand, their effects will scale accordingly with the number of jumps you have already taken, rather than at their default state. And as for blessings, which intensify with each jump, any new blessings you take will hit you with the intensity they'd have if taken at the start of your jumpchain, so hopefully you won't be overloaded by the heightened sensations.

Taking Flight: Birth of Lilim- Please note that this post-jumpchain wedding gift requires taking all blessings (those blessings can still be spent on other wedding gifts), as well as completing the Makai March bonus scenario – in which you must help the Demon Lord achieve her longtime dream of defeating the Chief God once and for all and breaking the final limits on her ability to shape the future of humans and monsters (such as eliminating monsters' built-in aggression towards humans, and allowing monsters to birth male incubi).

Over the course of your journey, you have been steeped in the White Inma's mana, the mana of a lilim, and it has had a curious effect when mixed with your extradimensional nature. Now that you've fully become an incubus, you've ascended into a new state of being: the only or perhaps the first Lilim Incubus. (If you are or were ever female, you'll get to become a White Succubus like those lucky girls whom the Demon Lord has given a Lilim's form; if you have both male and female forms, you'll get both the Lilim Incubus and White Succubus forms.)

Of course, in truth you are more like the White Succubae that Lilith has crafted with her Panacea, but the difference is academic you are a demi-god either way. On the most surface level, you now carry the visual traits unique to Lilim: pure white hair, pale skin, and eyes brimming with the raw mana that surges through you, leaving them black with red pupils. Some of the Lilim bear more monstrous traits beyond those, however, and so can you gain such features if you wish –including large bat-like wings, a long prehensile tail with a heart-shaped tip, magnificent sweeping horns in a variety of shapes, or even armored scales coating your limbs and back.

You will also have a form of Lilim allure, with a beauty that captivates all who gaze on you, and with it most will become your prisoner after only catching a glimpse of your burning eyes. Putting in the effort with proper temptations or heaven forbid actually exerting your inherent nymphomancy will have them step forward and offer their bodies, desiring only to be ravished by you.

Mentally, your mind is now that of a high-ranking succubus – a necessity, as you wouldn't be able to process or handle the amount of pleasure your own powers would cause you otherwise.

And while this will come with a deep love for all men and monsters, and you will have a desire to see them united in greater passion, it is not and never will become the compulsion that drives all other Lilim. Your mind is your own, but if you were to indulge or act along these thoughts, you would find yourself considerably more capable when wielding your powers.

Your immense stores of mana, now greater than any other breed of mamono, allow you to manifest your own energy as a particularly potent orb of Dark Matter – and like your new family, you can ride on this levitating orb for travel or wield it as a focus for your casting, like a more normal wizard might a staff or wand. Of note: you are capable of manifesting magical armor, or even stylized clothing formed from your own mana (so strong it can disrupt and disperse anything short of divine-level magic).

Aside from your natural allure and mana, your newfound body surges with such physical might that you can trade blows with mid-tier gods such as Bastet or Dionysus [Bacchus] and win, though you would lose against Poseidon or the Chief God unless you joined were joined by other Lilim. Just like your new Mother-In-Law, you have the demon energy of all the monsters of the world coursing through your body, and you can use this power to monsterize a woman into any kind of mamono, as long as that race is subordinate to the Demon Lord and always was or has effectively become an entirely monster race.

Alongside all of this, you will learn to manifest a special form of magic unique to you. In truth, this is you finding a specialization that really calls to you; the Red Queen's [Queen of Hearts'], skill in Spirit Realm creation and manipulation, Druella's talent for corruption and enhancement, and the White Inma's skill in dimensional movements are examples of the potential. What you choose is up to you: any of the schools of magic are applicable, as is something more esoteric such as the precursor magitech found through the realm.

Credits

I want to give a big thanks to **FrostyShoggoth**, who helped a lot with this supplement. They personally brainstormed and designed many of the various features in the document, and have been a continuous source of support and advice throughout this endeavor. Their support here as well as with the main MGE jump has been amazing, and I'm very grateful for all their help.

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Change Log

1.2- Added bookmark links to Table of Contents, added Monstrous Obsession blessing, added Hypnotic [Magic] Bonding, added Lost in Your Eyes, added The Tattoo Lady drawback, added The [White] Devil in Your Eyes, added Hero's Charisma perk, added Beacon of Desire, added Entwined Lust, added Vessel of Obedience, added Love is a Magic, rewrote Dark Squire and renamed it Dark Knight Trainee/Dark Flower of Ice, lowered price of Stat Boosts to 100 CP each, edited several of the Stat Boosts (strength, endurance, speed, senses) and deleted luck boost, added InmaPhone item, rewrote Bastard Sword/Maojin Black Blade items, edited Elemental Engagement companions to allow for storing them inside you, added The Gluttonous Princess, edited Companion Enhancements section, added Taking Flight wedding gift, added The Tattoo Wife, added Purgatoria (sword fusion), added Eternal Brides, added more sections to Notes.