



Nyacronomicon Gauntlet v1.0

By Orz

Shiro is an adorable feline apprentice who dreams of becoming a fully fledged mage. Sadly for her, she's not only lazily lackadaistical but has a master who's not only strict but has an incredibly shady past to boot, full of all sorts of ominous dark dealings and forbidden projects.

Cronia's so shady that when cleaning the archives for her mentor, poor Shiro stumbles upon a mysterious glowing grimoire decided to trap souls and feed off of their desires. Inside of this book is an entire Dungeon, a labyrinth of shifting floors and monsters set on having their way with her before her body and mind are returned to their original state and she does it all again!

And yet hope is not lost, relics representing her potential can be found throughout the Dungeon, and using them allows permanent increases to her abilities that carry over after a failure, to say nothing of the VAST array of strange artifacts found in chests that can strengthen her enough that not only fighting but slaying a shadowy copy of the Demon Lord Mammon is a possibility.

Can Shiro master the dungeon's secrets, overcome her own desires, and find a way back home? Or will she be trapped forever, becoming another memory in the book's cursed pages?

Rather, will *you* be a memory since you're taking her place. You have **0 Choice Points**. Oops.

Drawbacks

Self Insert (+0): By default, you'll be appearing in the Dungeon alongside Shiro as her fellow apprentice as you both work to escape the Dungeon, but if you take this option you'll be the only one who got sucked into this stupid cursed book. It's all up to you!

Catbrain (+100): Cats are easily distracted and now so are you. You'll find that your attention span is much lower than normal. You'll still focus in combat or otherwise in obvious danger, but if you're doing something boring like going through tunnels you 'know' are clear, you'll be hard pressed to avoid daydreaming at a minimum.

Lewdly Curiously Cat (+100) - Shiro is at her core despite currently seeming to be a pure maiden, a submissive masochist supreme, although not even she knows about it at the moment. You aren't quite that bad but you'll still often find yourselves fantasizing about getting fucked by certain foes. That skeleton might be as boring as he's bony but that big muscular orc? Woah.

Vitality Challenged (+200): It seems that you have much less vitality within you than the average. While outside of the book that might take the form of getting sick easier or other inconveniences, here it means that you'll be more easily defeated by the monsters that call this place their home.

Magically Inept (+200): Er...Why did Cronia take you on if your mana reserves are this low? That's kind of...Sure you're going to obviously have troubles here since your maximum mana is lower than average but maybe you should be more worried about whatever your 'master' has planned for you after you escape? It might be lucky that the gauntlet will end there. Just saying.

Noodle Arms (+200): Your lack of hard work in the outside world has come home to roost, as you'll find that your physical strength is a lot lower than average, meaning it'll take more hits to take down monsters and by extension, let them get more hits in themselves.

Thinskin (+200): Wow, you look like a stiff breeze would knock you over. You're toughness and general defensive ability is a lot less than the average, meaning that while you shouldn't have to deal with any grisly wounds or even spilled blood thanks to your Talisman, the attacks of the enemy will still strike at your vitality with greater effect than normal.

Slowpoke (+200): Perhaps you should have worked on your cardio because you'll find that your agility is much lower than average. You'll have to deal with the enemy getting to make the first move in most engagements until you can find away around it, which could actually be quite bad.

Lamentable Potables (+200): Normally, you'd find a variety of potions just sitting around on the floor, perfectly usable and ready for drinking. Now, the effects of sitting there that long are a bit more realistic. Every time you drink one there's a chance it won't work, it's magic spent. Also they all taste quite yucky, as Shiro is sure to complain to you about.

Punishing Packrats (+200): If one takes a stroll through the dungeon, one will quite quickly come across a variety of items of varying use, from lost wallets to entire sea urchins. Now instead of being randomly strewn all over the place each floor's random items will be in the greedy mitts of a beady-eyed ratman, requiring you to hunt down and beat him to claim them.

Safe And Secure (+200): It's not uncommon for Shiro to come across a key to one of the many magic locks throughout the Dungeons, each one being usable once to open any of these doors before evaporating into mana. Now they're being watched over by the monsters of the floor instead of just...sitting on a table somewhere for greedy cats to snatch up.

More Mimics (+200): Ah yes, those monsters that pretend to be chests only to yank you inside and stuff you full of tentacles as soon as you open their lid. Those assholes. Well, before they'd only show up occasionally but now you'll find they're much more common. Constant vigilance!

Many Monsters (+200): There's a variety of Monsters within this Dungeon, from Slimes to Orcs to Tentacle Monsters, all very intent on beating the vitality out of you and having their way with you. And now, because you picked this drawback, there's more of them than normal. Have fun!

Worthy Opponents (+300/+500): This Drawback doesn't make it so there's more Monsters, but instead makes the ones there better at their job. They're stronger, tougher, smarter and better at fucking you stupid on top of that. Instead of a mere 'Orc', that's now an 'Orc Brute'. Of course, if you also take the Drawback that *does* make more Monsters appear that'll be even harder with this one so if you go the extra mile I'll toss in an extra **200 Choice Points** for your trouble.

Silver Mimics (+300): Throughout the Dungeon, one can occasionally find a silver chest containing a valuable skill to learn, whether it be cat-themed martial arts, a magical spell or a wide variety of passive boosts to pick up. Now all those chests are mimics, although thankfully they're more interested in your gold than tight neko holes (but if you're offering~?), asking for an amount of currency based on the strength of the skill before letting you have it.

Late To The Party (+400): Rarely throughout the Dungeon are golden chests containing wondrous Artifacts. Some of these are powerful enough to entirely change the way you approach the Dungeon, while others are...less so. And now some of those chests will just turn out to be angry, which is sure to be as infuriating as it is problematic.

He's The Boss (+400): And so is he and so is he. Normally, you'd encounter a powerful monster like a Giant Warrior every ten floors or so, but now you're going to have to deal with a Boss Monster every five floors instead, which depending on your luck with what you're able to scrounge up from chests might be...a bit of a problem for you.

One Shot Challenge (+600): Oh dear. You know how normally if you and Shiro get defeated in battle you'll just get physically and mentally reset after the "Bad End" plays out for a week or so

and then deposits you back at the top of the Dungeon? Well, now you don't have that protection. You're going to need to do all of this without being defeated if you want to actually win this thing.



Perks

Porn Logic (Free!): Considering the kind of place this is, you shouldn't be a surprise that sexy things just go *smoother* here. Anal is pleasurable for all parties involved, getting stretched by huge dicks or tentacles will cause screaming orgasms instead of injury and nobody's even heard of any of those nasty STDs. Even the monsters are sexually appealing in their own fashion.

Strength Lover (100): You just haven't gone all out yet! You're around a tenth more offensively powerful than you would have been without this perk, and you will find that this increase DOES keep up with any outside effects you happen to pick up, granting a stronger effect overall.

Turtle Shell (100): Ah, why can't you just live leisurely? You're around a tenth more defensively capable than you would have been without this perk, and you will find that this increase DOES keep up with any outside effects you happen to pick up, granting a stronger effect overall.

Rabbit's Tail (100): Let's get this done so you can focus on more important things, like having fish for dinner! You're around a tenth more agile than you would have been without this perk, and you will find that this increase DOES keep up with any outside effects you happen to pick up, granting a stronger effect overall.

Secret Neko Arts (200): You come from a long line of secret catgirl martial artists, sworn to-
Ok, ok, you just like pretending you are one in your room. And yet somehow that practice has made you at the very least capable of physical combat. You know how to throw a punch, do a kick, and even the very basics of channeling your energy into strengthening those moves on top of that.

Sneaky Kitty (200): All that mischief you've gotten up to over the years has apparently been good for something. You know how to sneak around without being spotted or stepping on a twig or puddle of water, how to pick locks if you can get your hands on the equipment and even do stuff like pick pockets or set up basic traps, although you mostly used the last part for pranks.

Apprentice Mage (400): It would be kind of strange if you knew NOTHING about magic even if you're just an apprentice. You have access to a basic lightning spell, a light spell and a *very* basic levitation spell although it's pretty expensive on your mana reserves. You'll also find that learning new spells is much easier for you on top of that. You were chosen for a reason, after all!

Lucky Cat (600): How did you even get this far? How did someone as lazy and unmotivated as you even manage to attract the attention of someone like your Master, much less manage to fight your way through an entire Dungeon and beat the shadow of a Demon Lord? Well, that's very simple. You...are lucky. Very lucky. Lucky enough that you'll be stumbling over potions, items, treasure chests and piles and piles of gold at a regular pace in a place like this, and even when you find yourself cornered you'll almost always be able to find a way out of your predicament somewhere if you just manage to look hard enough while holding onto your wits.



Items

Necronomicon? (0): A copy of the book that brought you here? No, definitely not. It's merely a book at this point, if hefty enough you can do a small amount of damage by hitting your enemies with it in a very cathartic manner. How small? Small enough to for it to take a shot or two to defeat a basic slime, but maybe you can find a way to upgrade it?

Cat's Eye Talisman (0): A necklace with a cat's eye gem on it. It's magical enough to faintly glow if you pay attention but it's protection leaves much to be desired. Sure, you won't be picking up any actual physical injuries under its influence, but each strike of the enemy will still sap away at your body's vitality until you can't resist their desires. You won't die. But you might wish you did. Perhaps you can find a way for this ward can be made into something actually defensive?

Your Favorite Boots (0): A pair of boots! Comfy and easy to wear, to the point where you feel like you're a bit faster and more agile wearing them! Maybe! It's small enough you might be imagining it but with some adjustments...~

Red Ribbon (0): A bright red ribbon that looks very cute on your person! Obviously the most essential piece of adventuring gear!

Upgrade Scrolls (100): A set of odd scrolls that when used, improve the quality of whatever piece of equipment they were used on. This can get pretty conceptual, with even something like

a set of protective rubber gloves protecting the wearer's whole body with enough applications. You get a set of three, one for offensive, one for defensive and one for utility purposes (usually something like an increase in agility), and once you leave the dungeon you'll get a new set every month.

Glistening Niboshi (100): These are...a bit odd. While they take the shape of fish they're actually materialized pieces of the user's potential. They'll carry over even after a loss and grant an increase to strength, toughness, speed or similar as the user wishes when they use them. Which is accomplished by eating them, of course. You gain three and you'll gain another three every month or so when you eventually get out of this place.

Pot Lid (200): Huh? What's this doing here? Oh well, you can probably use it as a shield, right? Oddly, however, it seems that while it's only minorly effective in reducing the damage that you take, it does so from ANY non-environmental source from slimes to minotaurs. What kind of cooking was the previous owner doing!?

Spiked Bat (200): Wow, this thing looks mildly terrifying. That said, despite its intimidating appearance, you'll find that it'll only let you do slightly more damage against your foes than you would be able to do otherwise...but also that somehow that small amount of damage will ALWAYS occur, no matter the foe's defenses and abilities.

Almighty Lockpick (200): This simple lockpick has a secret. Namely, that it's not only unbreakable unlike its lesser kin but that it can truly open any lock! Well, *can*. If you have the skills needed to force open whatever lock is in front of you, this artifact will allow you to do so without any tools whatsoever beyond the lockpick itself.

Reset Marathon Ticket (200): This is a bit of an odd one but quite useful. If you open up a treasure chest and find its contents lacking, you can tear it in half and the chest will reset with an entirely new set of contents. Outside of this place, it can be used to "reroll" any instance of looting or pillaging you happen to be doing and you get a new one every six months.

Deluxe Potion Set (200): Oh? Did you win this in the mail or something? In any case, this set contains one of each of the three tiers of red, blue and yellow potions, which fill you with vitality, mana and energy respectively, and an Elixir which fully restores all three...but the taste is so incredibly terrible that some would claim you're better off dead than drinking it.

Secret Membership Card (200): Owning this embossed card with your face and name on it will allow you to purchase from a set of very picky Merchant Crystals throughout this Dungeon. Crystals that happen to sell Artifacts! Outside of this jump, you'll find that this card works for any equivalent shops that only sell to exclusive clientele, allowing you to make purchases as you wish without suspicion or hassle.

Discount Card (200): Owning this embossed card with a variety of already filled out stamps will grant you a twenty percent discount with the various Merchant Crystals in this Dungeon.

Outside of the jump, you'll be able to get discounts from any other merchants as well and everyone will consider it normal.

Sun Talisman (200): A golden amulet inscribed with an image of the sun and containing its power. Any wearer will find that their vitality is a quarter stronger than it would be without the amulet.

Moon Talisman (200): A silver amulet inscribed with an image of the moon and containing its power. Any wearer will find that their maximum magic reserves is a quarter deeper than it would be without the amulet.

Gambler's Dice (200): You know those games where you defeat any old wolf or giant bat and they turn out to have several gold coins on them? That's not how reality works...Unless you're the owner of this item! Defeat any foe and you'll just so happen to find a random amount of money on their defeated form. Gold coins here, but the currency will adapt for whatever jump you end up in later.

Witch's Hat (200): A wide-brimmed black hat with a pink fluffy fur lining and ornamentation that almost looks like rabbit ears. Simply wearing it massively increases your maximum mana reserves by an extreme amount, even if it also gives you an equally massive sweet tooth and the odd urge to introduce yourself as a 'Calamity' for some reason.

Potion Analyzer (200): This nifty little device is useful for any aspiring potion maniac. Simply pour in any potion and it'll not only figure out the exact ingredients but even optimize the potion itself before giving it back to you. It won't add ingredients that it lacked but at the very least if the maker was supposed to stir three times and only did it twice, the device will compensate and provide you with a "perfected" product.

Gold Antique Coin (200): It's said that this ancient coin has the power to multiply itself. It can't, but what it does do is slowly increase the amount of currency it's stored away in, with bigger treasure hoards earning more "phantom interest". The currency earned this way will stand up to any scrutiny attempting to investigate whether it's counterfeit, and indeed is somehow perfectly legitimate currency despite the circumstances.

Very Lewd Book (400): A tome that allows its owner to turn their Masochistic tendencies into defensive power. The more humiliating and painful lewd experiences that the wearer has had (even if they don't remember them), the better the effect.

Teachings of A Money Grubbe (400): A tome preaching how the very world is all about money at its core. Somehow, it grants its owner an increase to their offensive power based on the amount of wealth that they have on their person at the time.

Skill Emulator (400): This odd disk-shaped device seems to hold the secrets of your elders. As long as you have this on your person, you will find that you have access to a handful of

well-rounded skills revolving around either magic or martial arts, decided on your purchase of this item and a second purchase will only cost **200 CP** if you want to complete the set.

Goblet of Life (400): This goblet full of eerie red liquid refills every floor (or every month outside of this place) and will fully restore the health, vitality and stamina of anyone that drinks it, even removing any ailments they possess.

Magical Railgun (400): A very effective weapon. Just how effective depending on just how quick its user is, with slower users being forced to use it as a mere club while faster ones can make use of its true power as a handheld rod from god(s).

Magia Tools (400): A strange red bookcover, blue charm or green thread that when placed over your spellbook, talisman or boots respectively will noticeably increase the quality of the item every time you enter a new floor of the Dungeon, even if the first one is mainly its quality as a bludgeoning implement, similar to an Enhancement Scroll. Outside of this place, you'll find it triggering once very month or so and can be used to upgrade any form piece of equipment of that type, being weapons, armor or utility. If you purchase another of the trio the second will only cost **200 CP**, and if you purchase the third in the set that third will only cost **100 CP**.

Smith God's Anvil (600): Blessed by the god of the forge, simply touching this anvil will massively improve the quality of every piece of equipment that you have on you. Spellbooks will harm better, robes will protect more and shoes will even make the wearer noticeably faster and more agile, just like in those basketball commercials! Then it takes a year to recharge (or until the start of the next jump, whichever comes first) its godly power.

Greedy Wallet (600): This odd leather wallet has a strange ability. If you pour in however much wealth you can hold on your person, it'll be so excited that it won't be able to stop itself from doubling it! Then it passes out for a year (or until the start of the next jump, whichever comes first).

Aether Buster (600 CP): Magic arm cannon? Magic arm cannon. More seriously, this device made up of strange metal can be slotted over one's arm to unleash blasts of energy at anyone and anything the wielder desires. The strength, range, and rate of fire of the device is directly tied to the wielder's maximum mana reserves, drawing on the latent energy of one's magic system to power itself and *rapidly* escalates as those maximum reserves increase, although the user can toggle down the intensity if they so wish.



Companions

Shiro (0 CP): Shiro is an adorable white-haired neko magic user and, as mentioned earlier in this document, also a submissive masochist. She's also just the right combination of enthusiastic and pissed at her master for leaving out the Necronomicon where anyone can stumble on it and get trapped that she's more than willing to follow you on your adventures if you'll have her, to say nothing of whatever bond you might have formed with her after your shared ordeal. You'll find that her laziness has been mostly alleviated thanks to her experience...except when she's looking to be punished by you as said experience has also awoken the desires that laid dormant within her slutty kitty body~.

VICTORY AND ENDING

Reaching the end of the Dungeon and defeating the Shadow of Mammon will allow you to escape the Necronomicon and complete the Gauntlet. It'll also give both you and Shiro all the

forgotten memories of being defeated and sexually dominated by monsters that you might have accumulated all at once, which I'm sure will be a very interesting experience if nothing else.

Your victory has earned you **The Necronomicon** itself, now bound to your will after you conquered it. You may freely enter and do battle with the Monsters within or otherwise make use of them as they'll now follow your commands (except when you don't want them to~), making it an excellent place to train or relieve stress if you wish, even if the Artifacts, gold and other goodies within can't be taken out of its simulated confines (unless you paid for them in an earlier section with CP, of course). You can also have it capture the souls of anyone who attempts to read its pages, either allowing you to turn their desires into magical power for yourself or implanting what could be years of being "trained" by the monsters inside of the book into their unsuspecting mind in an instant. Of course, this is less effective on those with strong will or large amounts of power but it'll always have *some* effect, no matter how temporary.

Whether you choose to **Go Home** to your original world, **Stay Here** in this one, or **Move On** to your next Jump, I'm sure that you'll find plenty of uses for that tome.