~~Mass Effect~~…?

Welcome to the universe of *Mass Effect*, a galaxy filled with many strange worlds, diverse races, and dark conspiracies in the shadows. But I know that you'll come out on top, so let's get star…

What, you're asking where's the *Monster Girl Encyclopedia* option? I told you, that was a gag, you're not supposed to take that seriously. Trust me, it's best to leave *that* dimension well alone. So let's move on.

…You just won't let it go, will you? Fine. Have it your way! But don't say I didn't warn you!

Monster *Girl* Encyclopedia

Version 6.5

By Cataquack Warrior

In this world, all monsters have been transformed into monster girls (Mamono) who gain energy from semen and sex with males and seek to find husbands (while also turning human women into more of their kind).

This world's demon energy is highly corruptive as it warps things to a more sexualized nature, but your outsider nature will protect you…to a degree.

You start out with +1300 Choice Points (CP) and ten years to explore this amazing world (or try to hide from it).

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Background

To choose your age and gender, pay 50 CP; if not, your gender is the same as it was before, barring special cases. A couple of warnings, though. First, given the corruptive properties and abundance of demon energy, it is quite likely that even if you start out as human you may become a Mamono over the course of the jump. Second, monsterization tends to morph the subject's mentality to the perspective of the monster they are becoming, such that the Mamono version of a person may be entirely the opposite of how she was as a human. Third, while corrupted human men generally become male Incubi, it is possible for an Incubus to become a female Alp, often without conscious effort. See *Demon Energy, Monsterization,* and *Alping* in *Notes* for further details)

Drop-In (0 CP)- You come as you are from the saner worlds beyond this current universe, bringing new ideas to the fray. You are technically considered a Human in the context of the jump for the sake of special requirements for things like affiliations, drawbacks, bonuses, etc. as well as how people in general view you. Even if you are coming in a non-human form, since you are not really a Mamono people will in general treat you like a human or non-corrupted other race like the elves or angels (though some superstitious people might be suspicious of you at first).

Local Human (0/+50 CP)- You are a normal human living somewhere in the MGE universe. In other words, monster bait. To get a bonus of +50 CP, you can start out in a lower class, impoverished state (companions may also start in a similar state to get a bonus); if not, you start by default at a fairly average level of living that while not the highest is still relatively stable and secure. Roll a 1d20+10 to determine your age. Please note that you can also choose a uncorrupted version of a non-normally (by pre-corruption standards) monster race like an Angel or Elf and still qualify under the Local Human category.

Mamono (100/50 CP)- You are one of the very sexy, eternally youthful monster girls of this universe. As such, you are automatically female. Freely choose from the mass variety of different Mamono species. Incubi (an Incubus is a human corrupted with demon energy) are considered to be Mamono for the context of the jump, so you can freely choose Incubus as your species instead, making you male. Roll a 1d100+5 to determine your starting age. Also, there are admittedly some "monster" races like Angels and Elves that are not normally monsters (though that's not the case anymore); if you select one of those races, you can choose whether you're really a Mamono or you are one of the few uncorrupted versions of that species. To halve the cost of the background to 50 CP, the weaknesses and negative traits of the Mamono species you chose will be intensified for you – for instance, if you were a "fire rat" Hinezumi just a small bucket of water would severely weaken your flames and strength for an extended duration, and as a timid Cockatrice you would have an exceptionally fearful personality such that a sudden noise is enough to make you panic and run for your life; companions can have the same apply to them to lower the price.

Affiliation

There are a lot of different organizations throughout the world with their own causes, and I can set you up on good terms with one of them, if you would like.

Please note, though, that many of these groups have certain expectations for their members, and some of them may require you to stay in a specific location indefinitely. The "All" note for some affiliations signifies that all three backgrounds are eligible for the faction. You can only take one affiliation.

Unaffiliated (All)- Don't feel bad if you can't really connect with any of the groups. A lot of people, both humans and monsters, just want to live out their lives in peace. And there's plenty for an adventurer to explore around the world. This is the default affiliation you must take if you do not select any other affiliation.

The Order (Drop-In/Local Human)- An alliance of various human nations, all united by their faith in the Chief God and drive for a holy crusade against monsters, the Order of the Chief God is the primary opponent to the Demon Lord's expansion, with battlefronts across the world. Recognizing the dangers of demon energy, the Order's inquisitorial branches are especially vigilant in rooting out spies, sympathizers, and heretics in general.

Demon Army (Mamono)- The core army of the Demon Lord's forces, this army is sent out from Royal Makai to defend demon realms and expand the influence of the Demon Lord worldwide. While some of the army is fairly disciplined, and their power is not to be underestimated, the army as a whole is rather…rowdy, to say the least. Given how most of the Mamono signed up to pillage and rape, with express permission to do what they please to any man they capture in battle, it's easy to see how the army is only loosely held together, even as it continues to conquer more and more of the world.

Sabbath (All)- A religious/magic-user organization that upholds the tenet of valuing the charm and depravity of little girls… Wait, don't run away! The group isn't really as bad as it sounds, and a lot of the individual branches diverge in different ways. And if you want to develop, master, and innovate magic, there's no better place to find help than with the Sabbath's loving black mass family.

Merchant's Guild (All)- Actually an alliance of various guilds ranging from craftsmen to bankers to merchants. Having both human and monster traders, the guild has a wide reach across the world, giving it access to both human and monster-aligned territories.

Circle of the Night (All, Must be Noble Capital of Undying Location)- A church dedicated to the goddess of life and (un)death Hel. Saddened that people are afraid of and hate death, Hel encourages her practitioners to see death as just a new beginning, like a circle with no end. Her power to change people between undead and living forms, as well as protect the undead from the holy magic that usually harms them, has made her highly popular in the undead kingdoms, with her greatest church being in the Noble Capital of Undying.

Queen of Hearts' Playmates (All, Must be Wonderland Location)- The whole point of Wonderland is to keep the eternally childish (in both mind and body) Queen of Hearts entertained, but for you it's particularly important, seeing as the petite Lilim whimsically selected you out of a crowd as one of the "guests" who shall live at her palace and keep her amused with fun things at all times. It's a stressful job, knowing that any moment, if the Queen gets bored, she might decide to break and remake you in a "funner" form, but her constant sense of wonder and fun is rather infectious, so it's easy to just let go of whatever rational concerns you might have and just have fun with whatever mad whim your Queen has come up with.

Fae Court (All, Must be Fairy Kingdoms Location)- You are now a member of the Royal Fae Court of a fairy kingdom. Which mostly means that you are getting dragged into all sorts of childish games by the fairies and being treated like a kid by your "big sister" queen Titania.

Elemental Faith (All)- You are part of a group that worships one of the four great elements that nourishes the world – Earth, Fire, Water, and Wind – and thereby give homage to the spirits who embody those pure elements – Gnome, Ignis, Undine, and Sylph, respectively. By safeguarding these natural wonders, the adherents are granted power over those elements. Of course, seeing as said elementals are now absorbing demon energy, the noble dream of living in harmony with and enriching nature has been corrupted to a degree. You'll need to pick one of those four elements to specialize in unless you take the perk *All are the Element, Elements are All*.

Snake God Cult (All)- A faith that worships the Echidna as a goddess and the epitome of all serpents. The snake to them is the symbol of power, bountiful harvest, eternity, and womanhood. Building on the enduring ruins of ancient snake civilizations by Lamias, Medusas, and the like, cities run by the cult can be found in many wild places throughout the world, while other devotees live secretly in other cities to spread their faith.

Inari Faith (All, Must be Zipangu Location)- You have been initiated into the service of one of the many shrines dedicated to a powerful patron Inari. The mikos and other servants offer their faith (and love) to the Inari, who in turn blesses the land and its people. You can choose to have the shrine dedicated to another Zipangu Mamono (or a Youkai/Shinto deity from normal Earth lore) instead of an Inari, but the overall sexual overtones of your "service" to the goddess (and it must be a female – males will be converted accordingly) will not change.

Mist Civil Service (All, Must be Mist Continent Location)- The Mist Continent has a long tradition of scholars and bureaucrats, but the organizations have been fragmented between the three lands, so if you wish to take this faction you will need to decide which kingdom you will serve. You can choose any of the three lands on the continent, but humans are advised to take either the Land of the Four Gods or the Land of the Four Souls, and monsters are advised to take either the Land of the Four Gods or the Land of the Four Fiends.

Ryugujo (All, Must be Zipangu or Ocean Location)- You have found work (and rest) at one of the legendary "pleasure palaces" floating elegantly beneath the waves surrounding Zipangu. A coral "amusement city" that combines the serene dignity of Zipangu with the watery lust of Poseidon's realm, each city is incredibly

hospitable to its countless guests and workers. Due to the enchantments of Otohime princesses, land-dwellers not yet blessed by the sea can still breathe and walk through the city as if they are on land, while water-dwelling Mamono seem to "fly" through the water around them.

Kingdom of the Sun (All, Must be Desert Region Location)- You loyally serve one of the ancient kingdoms in the desert, long lost to time with the fall of the Sun God but now restored as the eternally-wise Pharaohs awake in new forms.

Bacchism (All)- A religion dedicated to Bacchus, the god(dess) of alcohol. Bacchus actually has two separate forms he/she can take: a raucous man, with a mature with and stout heart; and a well-endowed woman who is weary in manner and very drunk. However, given how most of the gods are now goddesses, worshipers generally view Bacchus as a she. Bacchus governs alcohol and drunkenness, but she takes a neutral stance on monsters and sex. She believes that alcohol and drinking should be for the purpose of celebrating life and love with people, but she also urges her followers to focus on being generous and warm toward others, and to not use alcohol to incapacitate someone for the purpose of rape or robbery. Similarly, she detests violence and wants drinking to bring love, not hate. Most of all, she believes in mutual sharing so that everyone is happy. "Bacchism" promotes charity to people in need, but argues that selflessness is one-sided and thus harmful; you should give because you like being happy with people, not because you want to make people happy at the exclusion of your own happiness. Due to her relatively peaceful philosophy, Bacchus' faith continues to be tolerated by the Order, and due to her sociable and lenient personality she is quite popular amongst ambassadors, merchants, and the common folk of various species across the world.

Eleusinian Mystery (All)- A quasi-religious group that worships "the planet's bounty" – in other words, plants. Unlike Earth-focused adherents of the Elemental Faith, they aren't so much focused on the earth that gives plants life, but rather the vegetation itself. They are well-respected across the world for their efforts in ensuring abundance of crops and preserving the proper balance of nature. As a result, they continue to be treated hospitably within Order kingdoms. However, the priestesses of the Mystery have seen the rise of the recent Demon Lord and the newfound vitality of the demon realms as a prophesied sign of rebirth, with the former "death" brought by the monsters being given new "life" through the grace of love. Therefore, practitioners of the faith are encouraged to be friendly with Mamono plants, and they often help demon realm plants safely grow and thrive in lands that are not (yet) their natural ecosystem.

Bug Lovers Foundation (All)- Having a "creepy-crawly" appearance and often simplistic minds, the "bugs" of this world tend to get less love, but the Bug Lovers Foundation is determined to share its appreciation for all bug-like (including arachnids) creatures.

Slime Herd (All, Must be Slime Kingdom Location)- Slimes are generally not social creatures – if they want company, they'll find a husband or just duplicate themselves – but you have found a particular community consisting of multiple kinds of Slimes living together in harmony – along with anyone else who wants to stay in the kingdom.

The Equites (All)- An equestrian society of horse (Centaur) lovers who train (or maybe they're the ones being trained) their partners for races and other contests. Fitting with the club's passion for Centaurs, the group has a knightly sense of camaraderie to it, with a long history of daring deeds and noble traditions. Since Centaurs are overall fairly safe for humans to interact with, the knighthood is given free pass through Order kingdoms.

Pedigree Patrol (All)- A club for dog lovers of all sorts, including those of Mamono canines. They have regular dog shows where the owners (or owned) of dogs can show their precious companions off. Given how dogs are considered "man's best friend", the club is welcome even in Order-affiliated territories.

Bird Watchers Institute (All)- An organization dedicated to birdwatching – though really a lot of the members like to do more than just watching once they find a lovely Birdman-type Mamono.

Furry Friends Lodge (All)- A club deeply passionate over all sorts of furry and fluffy Mamono – primarily those of the "Beastmen" type. Despite their semi-overlap with groups interested in variants like cats and dogs, this group just embraces the overall fluffiness of the adoraboofy monster waifus.

Horde of Mordor (All)- Well, technically the Dark Kingdom of Mordor was wiped out in a war several millenniums ago, but the army's remained relatively intact, though greatly reduced in size and power compared with its former grandeur. A loose affiliation of various demihuman monsters such as Goblins, Orcs, Hobgoblins, Ogres, and Trolls (despite being the strongest of the bunch, the Trolls are actually the most peaceful, and prefer to grow plants for their friends rather than fight; even so, they are a well-respected pillar of the Horde), this warlord-like band wanders aimlessly through the different lands, sacking (and raping) any towns they come across and forcibly recruiting anyone they find into the fold or otherwise driving them away. Humans that prove their physical strength are sometimes allowed to join the Horde without being raped/"married" or converted, but they must hold off attacks by their fellow comrades on a regular basis.

Orgy of the Fallen God (Mamono)- You worship the Fallen God, who is even more lecherous and debauched than the Demon Lord herself. The church preaches a doxa of complete, unrestrained depravity, and delight especially in corrupting prudish or restrained targets.

Poseidon's Domain (All, Must be Ocean Location)- The unchallenged god of the sea, Poseidon shifted her allegiance to the Demon Lord so that she did not have to hurt her precious sailors with storms as was her duty. Instead, she helps guide sailors across the sea while regularly leading her aquatic monsters to ships, which they proceed to sink and claim all the passengers as either husbands or sisters. Humans affiliated with her are either married to Mamono under the sea, or sailors on the surface; in the case of the latter, she gives you welcome aid in navigating the oceans, but often sends her children out to "test you" intermittently.

Brotherhood of Chaos (All)- A loose alliance of various cults (now more of a sisterhood given the recent changes) dedicated to the "demon gods of chaos" – a bunch of primordial and otherworldly deities who were

sealed away at the bottom of the sea after a long war against Heaven. Said beings of chaos are still sealed below Poseidon's domain – or so it seems; with all the new changes to the world, nothing's certain – but the cults still continue to venerate their beloved gods of unknown darkness. The cults, valuing chaos above all else, don't have much rules except for some wild and frenzied dances and the like to celebrate the gods, so initiates are generally given a lot of freedom. That said, the secrets bestowed by the gods are beyond the normal realm of knowledge, and it is said that once you have seen the mysteries of the abyss, there is no going back to a "normal" life.

Kitty Cat Club (All, Must be Cat Kingdom Location)- The religious sect dedicated to Bastet, the Kitty Cat Club got the name because there was a unanimous vote that the name was more fun and cute. The religion worships Bastet, with all cats as a whole seen as royal beings who should be honored and venerated by all lesser species, who dream of one day becoming a cat themselves. The members of the faith assist cats around the world and deal justice to those who hurt cats.

Army of Ares (All)- Repenting from her constant killing of humans and monsters alike, the God of Fighting, Ares, now serves as a "neutral" party to ensure that all wars between humans and monsters now end with "happy" and peaceful resolutions. She favors fighting to improve oneself, fighting to earn something, or fighting to protect someone, while discouraging people from fighting simply for the sake of causing harm to others. She gives her blessings to both humans and monsters, but she particularly favors the Amazonesses and Lizardmen. While she mostly supports different armies, she has a special "peacekeeping" army of her very best soldiers, all of whom are devoted to her cause. They regularly train (in both war and love) at her beautiful Pallas Fort and occasionally take to the field to right wrongs and ensure peace and harmony; interestingly, though, all of such interventions tend to favor the Mamono side of things.

Erotism (All)- A church dedicated to the goddess Eros. The god of love, Eros views the love that living things direct towards other living things as beautiful, and blesses couples, while also punishing those who commit betrayal and hurt love. She is honored by the Order, but she has great sympathy for the cause of the Mamono, who overflow with love for their husbands.

Dragonia Tourism Bureau (All, Must be Dragonia Location)- Dragonia's official tourism service. Lots of tourists, whether honeymooners or bachelors, come to Dragonia to see the wonders of the dragon kingdom, and you and your fellow guides are dedicated to teaching customers the noble "heart of dragons" in the beautiful land and making their dreams come true through your tours. Of course, the real reason the tourist agency exists to begin with is not only to help vacationers, but also hook up single men with dragons (such as the tour guides, for one).

Location

First, let's see where you're going to start your adventure. However, a lot of the places in this universe can be rather dangerous depending on your species (or just dangerous in general), so let's give you a few options. First, you can freely choose from several options specifically catered to your background and overall plans for alignment in the jump:

Human-Aligned (+50 CP When Taken as Mamono): These are options most favorable for humans; monsters, on the other hand, might not be welcomed in these parts. Roll a 1d15 to select from the following locations: Order Kingdom, Lescatie, Polove, Fire Lands, Dwarven Nations, Eleven Woods, Pasture, Fairy Kingdoms, Mountain Region, Zipangu, Mist Continent (Land of Four Souls), Ocean, Dungeon, Dragonia, or Free Choice (from the listed options).

Monster-Aligned (+50 CP When Taken as Human): These areas are largely pro-monster and very hospitable toward monsters (if you want to stay human, on the other hand, this probably isn't the best idea). Roll a 1d16 to select from the following locations: Royal Makai, Demon Realm, Tentacle Forest, Wonderland, Desert Region, Zipangu, Mist Continent (Land of Four Gods), Ryugujo, Ocean, Cat Kingdom, Dungeon, Dragonia, Noble Capital of the Undying, Village of the Matango, Pandemonium, or Free Choice (from the listed options).

Neutral: A set of relatively mixed territories that, depending on where you look, can be favorable toward monsters and humans. Roll a 1d16 to select from the following: Polove, Plains, Snowy Region, Fire Lands, Pasture, Fairy Kingdoms, Mountain Region, Desert Region, Zipangu, Mist Continent (Land of Four Gods), Ocean, Dungeon, Dragonia, Slime Kingdom, Wetlands, or Free Choice (from the listed options).

Alternatively, you can try your luck with the whole array of locations. Roll a 1d28 to determine your location or pay 50 CP to choose from the following options:

1. Order Kingdom (Free Choice for Order)- A random, anti-monster kingdom that is aligned with the Order.

2. Royal Makai- The central kingdom of the Demon Lord herself, and the greatest stronghold of all monsters. The Demon Lord's Castle stands proudly at the center of Succubus Castle Town, a metropolis of unrestrained passions that is the largest city in the world.

3. Lescatie- An Order-aligned kingdom that is famous for producing many strong soldiers and heroes to fight the Mamono. However, things aren't as safe there as it would first appear, as the monarchy has become a little too overconfident in its security from the bordering demon realms.

4. Demon Realm (Free Choice for Demon Army)- A random, pro-monster land that is a demon realm.

5. Plains- A large countryside that has yet to be claimed by any specific kingdom. Wander enough and you might find some small towns – as well as wild monsters.

6. Polove- A once barren land, Polove has recently been blessed/cursed with the aid of elementalists, turning it into a warzone between anti-monster and Elemental Faith proponents.

7. Snowy Region- An area of the world with cold weather and plenty of snow – perfect for monsters to blend in and ambush potential husbands.

8. Fire Lands- Heavily-volcanic territories that are for the most part claimed by the Order. In the volcanoes themselves, though, you can find monster-friendly villages and Dwarf mines protected by mighty Balrog Mamono who can calm the violent hearts of the fiery mountains.

9. Dwarven Nations- The underground kingdoms of the Dwarves. They are very hospitable, but now monsters, so be on guard. Plus, the tunnels away from the main cities are filled with various monsters waiting in the darkness.

10. Tentacle Forest- A huge, expanding forest stretching out from the borders of Royal Makai. You probably don't want to stay here too long, as the tentacles tend to get really friendly, too friendly if you get what I'm saying.

11. Elven Woods- A large temperate forest that contains the last few sanctums for pure, non-monster Elves. Due to the dangers of corruption, they are very hostile toward outsiders, but you might also find some more friendly Elves wandering the woods – but watch out, as they're likely turned monsters who got kicked out of the villages.

12. Pasture- A vast expanse of fertile farmland with friendly farmers and Mamono ready to greet you with local dishes.

13. Fairy Kingdoms (Free Choice for Fae Court)- A set of interlinked dimensions for the fairies. With flora and fauna right out of a children's storybook, the fairies like to play endless games in beautiful flower fields and toy-filled towns. A number of these kingdoms are getting corrupted into playing lewder games, though, so be careful.

14. Mountain Region- An area filled with tall mountains and lush valleys. Watch out for ambushes along some of those narrow mountain passes!

15. Wonderland (Free Choice for Queen of Hearts' Playmates)- An extra-lewd, childish, and mad dimension that has a strange atmosphere like an upturned toy box, overflowing with curious and lewd happenings.

16. Desert Region (Free Choice for Kingdom of the Sun)- You are in one of the many deserts scattered across the world. Some are bright, verdant oases rule by returned Pharaohs, some are night-locked pleasure realms corrupted by Apophises, some are ruled by budding Incubi "kings" advised by Khepri swarms, and some remain scorching wastelands – the kind you end up in is up to you.

17. Zipangu (Free Choice for Inari Faith/Ryugujo)- Called the Kingdom of Fire by locals, this (relatively) small archipelago of islands has a rather exotic nature compared to mainland kingdoms. It is a land of kimonos, shrine maidens, ninjas, and sake. While some clans specialize in monster hunting, many humans there have established relatively harmonious interactions with the local breed of Mamono, often called "youkai."

18. Mist Continent (Free Choice for Mist Civil Service)- A vast region to the north of Zipangu. Notorious for its mist (near-impossible to see through) emitted by mysterious creatures in the rugged mountains, the Mist Continent is to China as Zipangu is to Japan, in a vague fashion. The continent is fragmented between three warring kingdoms: the peaceful Land of Four Gods, which emphasizes true equality between humans and monsters; the psychotic and hedonistic Land of Four Fiends, where the very environments warps monsters into entirely sex-crazed maniacs who see humans as nothing but sex toys; and the human-centric Land of Four Souls, where monsters are tolerated as second-class citizens who exist to serve the humans in various ways. Because of the wars between the different kingdoms and the dangers in adventuring through the mist, countless martial arts have developed across the continent.

19. Ocean (Free Choice for Ryugujo/Poseidon's Domain)- The many seas spread across the world are filled with many new opportunities for explorations – and many dangers to overcome. You can choose whether you start on an island, on a ship, or in the water itself.

20. Cat Kingdom (Free Choice for Kitty Cat Club)- The personal spirit realm of the cat goddess Bastet, this demon realm is a paradise for cats. It has the overall appearance of a classic Western city, but the architecture has been altered to better suit cats, with tons of alleyways for strays and an extra, small animal-sized door attached to every building. Here, cats are by law above all other beings, and humans and the like are expected to spoil and serve as pets/toys for the diverse variety of cats, both mundane and monster types.

21. Dungeon- In a generic fantasy setting, even one as twisted as this, of course there are dungeons! You have found yourself in the middle of a large, seemingly abandoned dungeon. Feel free to search around for loot, but be aware that many monsters like to use these dungeons as their homes.

22. Dragonia (Free Choice for Dragonia Tourism Bureau)- And where there are dungeons, there are also bound to be dragons! Dragonia is a separate continent from the main area of this world, and dragons of all sorts call this place home. It is a mountainous region with many interesting sights – from towering peaks to mysterious caves to fertile ranches to ancestral burial grounds to even hot spring resorts – so feel free to explore to your heart's content – just watch out if a dragon decides to make you her personal "treasure." There are many tourist agencies eager to show you around (all the way to their bedrooms and the wedding altar, in fact).

23. Noble Capital of Undying (Free Choice for Circle of the Night)- The gem of all undead kingdoms, this land is overwhelmingly filled with undead Mamono energy, thus turning the former wasteland into a paradise for the undead. Under the eternal "black night", the undead in the elegant city pride themselves on their artistic creativity, and the whole kingdom is a hub for gloomy yet refined wonders from cafes to museums to theaters.

24. Village of the Matango- Better hold your breath! This village – and the surrounding area – had a Matango outbreak, so it's now a mushroom forest with many mushroom beings always looking to add in new visitors to their community.

25. Slime Kingdom- This is typically a "kingdom run by a single Queen Slime who has split herself into many copies who act as the "citizens" of the land. Since said queen usually requires a "king" to get things running, you don't need to worry too much about the Queen Slime copies bothering you, but watch out for other monsters that sometimes move into the area.

26. Wetlands- An inland region that nevertheless is filled with bountiful water ranging from crystal clear rivers to foggy bogs and swamps. Perfect place to go fishing – both for fish and for potential husbands!

27. Pandemonium- The "heaven" dimension of the Fallen God, with an eternal orgy of darkness underway. There's a portal out not too far from where you are, so if you don't want to get stuck in this place you should probably make a dash for it.

28. Free Choice- Choose any of the options from above as your starting location.

Perks (Normal/Background)

Well, say anything else about this universe, there are some interesting powers, even if most of them are for the sole purpose of sex/fetishes in-setting. We'll start off with the perks related to the background you chose. All discounts are 50%.

Perfectly Normal (50 CP)- You give off this guise of being just an average person with nothing to hide. People in groups you are a part of, or societies you are mingling with, won't pay close attention to behavior from you that deviates from what they'd normally expect of you given the social and cultural norms, unless you take overt and blatant actions against the group or society. This perk also makes it easier for you to conceal physical features that would single you out as abnormal for the kind of person you are trying to appear as. The perk can potentially enhance and be enhanced by other perks; for instance, if taken with *Land of Grace and Honor*, people wouldn't find anything at all odd with you just entering their home out of the blue and acting like you've always been a part of their lives and won't question it even after you have left.

A Real Beauty (100/300 CP)- In this setting, with the rise of the new Demon Lord and the Mamono, physical beauty is more important than ever before. To fit in with this higher expectation for aesthetic beauty, you have great "assets." Whether it's the face of an adorable angel, large tracts of land (on the chest) that rival even Holstaurs', a rather shapely posterior, or even a large "cannon" in your pants if you're male, no one can deny that your beauty is exceptional. In addition, your beauty seems to maintain itself without any help; your skin stays smooth, your hair stays silky, scars either disappear or become aesthetically pleasing, and grime, sweat, and dirt vanishes from your body without a trace. As a bonus, your beauty seems to never get in the way of practicability: long hair never seems to get caught in anything; volleyball-sized breasts and other abnormally large body parts seem to easily contort into armors and stay out of the way in combat or day-to-day activities; and your biology is enhanced so that these changes can be easily carried, with your muscles strengthening to handle the extra weight without any pain or soreness. If you pay 300 CP instead of 100 CP, you can also bestow the 100 CP level effect of the perk to those around you with no side effects. However, it would take months of close contact with you to bestow the full effects of this perk. Even so, this time period could likely be shortened if you were to "exchange spirit/demon energy" with an individual. The aesthetic beauty of the perk can be toggled on and off as you desire.

Parasite's Compromise (100 CP)- It's so cruel to hate a parasite – it just wants to live like any other living thing. It's just that its survival instincts tend to create conflict with its host. However, you know how to make the experience mutually beneficial. If you are infected with a parasite, you can merge with the parasite and take control of it, thus preventing it from harming you; in fact, the parasite, having merged with you, will now often be beneficial for your body, covering defenses that your body alone could not handle. You will essentially be sharing the same mind and memory (with you in charge), and since the host (you) is now bonded with the parasite, there will be no further conflict over living space or control. On the flipside, if you are in the form of a parasite and have infected a living host, you can, by gaining consent from the host or by overpowering the host's will, merge with the host, you becoming the host and the host becoming the parasite. Either way, parasite or host, you remain the dominant one in the bond. If you wish to break off the merge on either end of the spectrum, you can separate again, on condition that the parasite (even if it's you) will be automatically ejected from the host's body. Please note that the perk applies not only to physical parasitism, but also spiritual forms of parasitism such as possession (which is also pretty common here with things like Cursed Swords).

Gizmo Glitches (200 CP)- This is a magic/luck-based perk that, when you choose to have the power active, causes items in the vicinity to malfunction; it doesn't matter whether the item/construct is mundane, technologically advanced, or magical. A device meant to ward off monsters will instead summon monsters, a golem/robot will stop listening to its orders and go out of control, a massage machine will start aggressively assaulting you, etc. On the flipside, though, you can reverse the perk so that you can prevent items around you from malfunctioning and make repairs to them, even tech normally hard to understand/use like that from ancient civilizations.

Chimeric Fusion (300/500 CP)- With their new forms, beings such as Chimaeras that used to have multiple heads and bodies have fused together into single forms, with one face and one body yet the powers of the different parts combined. Similarly, you can combine different physical bodies you have into a form that combines different aesthetic qualities of each form and allows you to access all of the abilities normally restricted to the single forms. However, none of the fused powers from one of the forms will be quite as strong as they would be if you just used that single form. For 500 CP, in addition to the benefits listed above, you have learned the ancient sorcery used to create Chimaera hybrids by fusing multiple beasts together and enchanting their heart(s) with darkness if they were not already demon beasts. Furthermore, you can use this magic to also fuse beasts to your body to gain their own special powers. However, since they are not a natural part of you, the beasts can resist the fusion, with the level of success depending on their willpower and intelligence; even after they fuse to you, their individual personalities will remain intact, and may lead to your mind shifting to their personas now and then. You can reverse the fusions at any point if you want to.

Magic Prodigy (400 CP)- You have a gift with magic that comes all too rarely to generations. You can easily learn different schools of magic that have been created, and you are able to find innovative ways to effectively use even spells that are normally marginalized as useless. Furthermore, you are now able to learn and use any of the magic spells existing in the MGE setting without needing spirit or demon energy for it to work. You start out with a fair knowledge of and aptitude for all the myriad of magic school – archaeomancy (the orthodox magic system), hieromancy (holy/light/divine rituals traditionally used by clerics/heroes of the Chief God), necromancy (life/death magic), nymphomancy (succubus magic), pharmacomancy (healing) teletomancy (extra-big/strong spells), theriomancy ("beast" physical enhancement), etc. – and if you take the time I'm sure you'll find more schools and develop your skills further, with the potential to eventually master the full depth of each art.

Corruption Resistance (100 CP, Free Drop-In)- You have great endurance in resisting spiritually and mentally corruptive forces. Even if the corruption starts to take a hold, you will still find the strength to resist and potentially push it back out of your system. This also includes resisting subconscious urges forced into your mind. In addition, you can share your ability to resist with people around you.

There's More to Life than That (200 CP, Discount Drop-In)- Oftentimes, fetishes and their settings elevate certain activities to a point that they seem to become the sole meaning to life. You, on the other hand, know better than to put all your value on just one thing. You gain full immunity to all forms of addiction. No matter how unbelievably good something is, whether it is impossibly delicious food or beyond perfect sex, you won't

lose your sight of a balanced lifestyle, and won't become addicted to that pleasure. In addition, you are able to purge yourself and others of addictions.

Please Listen to Me (300 CP, Discount Drop-In)- A lot of the problems in this world seem to come from everyone being too stubborn to consider alternatives to their overall goals and ideals. The perk firstly ensures that you will remain open to new ideas and not become locked into narrow mindsets, but it also helps you break through the narrow-mindedness of others. You have a way of helping people see that there are other ways to view the world and fulfill their dreams than the ones they are most set on without their biases getting in the way. To ensure that you can most effectively use the perk, your persuasion and charisma "rolls" and power are significantly improved when using the perk to convince other people to open their minds and hearts to your perspective on things.

True Love (400 CP, Discount Drop-In)- For all this world is supposed to be about finding love, a lot of the relationships are too forced or sex-focused for genuine, mutual love to develop. Fortunately, you come from a world where much thought has been put into the whole process of love, and you can find a way to make things really work. First things first, you know that love goes both ways. This means that on the one hand you know how to grow and change to make your love happy without giving up key parts of your character. On the flipside, you can convince your lovers that change is also necessary on their end of the table, so that neither side is forcing their ideal onto the other. With enough work, you can build enduring and sincere romantic relationships – even harems, though the perk's not exclusively limited to that type of relationship. Plus, the perk helps you recognize the "compatibility" of potential lovers – a low compatibility doesn't mean that the two of you aren't meant to be, but it does warn that certain traits of you or the partner will lead to pain in the relationship if things are not improved. In addition, you are able to apply your relationship skills to helping other people around you establish equally happy and truly loving bonds.

Anti-Corruption (600 CP, Discount Drop-In)- A big issue in the MGE isn't just the demon energy's ability to infect almost anything, but that it is almost impossible to remove once it's set in. That is, until you arrived. For starters, you can get people who have been corrupted by darkness, lust, and other ill things to "wake up" and recognize that this may not truly be what they want in life, making them desire to be free. Then, by concentrating and releasing a projection of the inner "aura" of your soul, you can slowly but surely peel away at the layers of physical, mental, and spiritual corruption infecting something, until they are completely freed from the corruption, even undoing transformations caused from the corruption. The amount of energy, effort, and time you will need to dedicate to the cleansing process will depend on the level of corruption. Also, you can share the powers of the perk with other people around you so they can help in the purification efforts. Within this jump, the perk primarily applies to demon energy, but in other worlds you can apply the perk to purge other corruptive forces.

Staying Myself (100 CP, Free Local Human)- One of the greatest dangers that humans born in this world must face is the likelihood that, one way or another, they will be transformed into a monster. Fortunately, you have a little extra protection. While the perk will not give you the power to resist transformations imposed on you, it does ensure that you will resist mental and spiritual changes that accompany the transformation. You will remain true to yourself and your ideals even when transformed, and those who transform you in the hopes of turning you against your friends will get a nasty surprise when you refuse – and likely attack them for payback instead.

Of Humans and Monsters (200 CP, Discount Local Human)- The destinies of humanity has always been intertwined with that of monsters in an eternal dance, since the very beginning of the world. Whether as antagonists or as partners, humans and monsters have always had an invisible connection to each other. This perk has two parts to it that you can switch between at will. The first half embodies the longstanding history of antagonism between monsters and humans. When active, it makes monsters in the area more hostile to you, but it also greatly enhances your stats (health, strength, etc.) whenever you fight a monster. The second half of the perk does not increase your stats when encountering monsters, but it nevertheless attracts monsters to your location, only now their hostility is lowered, and they are more likely to be friendly at first.

Spirit Provider (300 CP, Discount Local Human)- All living things in this world, except for monsters and elementals, contain a special life force called spirit energy, or mana. Of course, seeing how most things are being converted into monsters, humans are the main source of the energy these days. You are now able to store and access spirit energy in your body in any form you take, even in worlds where spirit energy does not normally exist. Your reserve replenishes itself naturally through rest and exercise, but you can also gain more spirit energy by naturally absorbing and converting natural energy around you (plants, stones, etc.) or by consuming food and converting the nutrients to energy; however, these latter methods may expose you to invasive forces if the energy/food sources have been corrupted. Spirit energy can be used as a source for magic – though the exact sort of magic used depends on how you shape it. After the jump, assuming that you took this perk, you can continue to produce and gather spirit energy in other settings.

Great Catch (400 CP, Discount Local Human)- Well, there's one thing going for humans seized by monster girls as husbands – they rarely if ever break up with you. The perk, when active makes you highly attractive to people around you. Everyone you interact with on a positive nature, as long as they don't intensely and specifically despise you, will start to like and potentially even love you. Moreover, it helps you build a stable and lasting relationship with lovers. Your lovers will remain faithful in their affections toward you, and gradually any hostile or violent tendencies toward you will be lessened. That said, the perk doesn't grant control over how the lovers handle their feelings – for instance, while the perk may cause a hostile dragon to become affectionate toward you, she may still choose to keep you captive, as the perk does not prevent her from doing what she wants.

Chosen Hero (600 CP, Discount Local Human)- Whenever the Chief God needs a hero to set back the monsters, it's almost always a human from this world who is chosen for the honor. You have been granted divine protection and strength that surpasses that of most men and monsters. When the perk is active, you embody divine light, allowing you to deal critical damage to monsters and embodiments of darkness and evil. The power of the perk grows the more you train with the perk and defeat enemies, such that you could eventually fight even a Demon Lord (well, a normal one, at least – a Demon Lord like the current one who's gained enough power to overcome the Chief God is still out of your league for the perk alone). Plus, the perk gives you favor with the "light," such that light and heavenly-associated beings and groups are more favorable toward you and willing to give you assistance in your quest. It does not make you invincible, though, so don't get too cocky.

Instinct Immunity (100 CP, Free Mamono)- Unlike most monster girls, you come from outside this universe, and that's enough to give you an edge over the imposed instincts that drive all monsters to some degree. You now have the ability to ignore and reject instincts and imprinted behavior – whether physical or spiritual or mental – that your body has inherited. Demons will not be born in sin, even in settings where your very existence as a demon would naturally taint you with evil. Predatory races can overcome natural killing instincts that are normally ingrained in their psyche. And more importantly, it means that you being a Mamono won't force you to have the instinctual sex drives that the Demon Lord has imposed on all monsters. You can still choose to access those instincts if you wish, but you won't get locked into them, and you can shut them down when you feel the need (meaning the instincts can't make you decide to never lock them back up again).

Marking Your Man (200 CP, Discount Mamono)- Despite the competition over available men, monster girls rarely steal away a wedded [to a Mamono] man, in part because they mark their husbands with a special scent. With their consent, you can mark your companions, family, and lovers with a normally undetectable scent. When people interested in potential sex or romance with your marked ones (or simply have ill intentions toward the marked ones) approach them, though, they unconsciously smell the aroma and instinctively feel that those ones are off limits and that they should keep their distance.

Demon Energy Outlet (300 CP, Discount Mamono)- Like most Mamono, you have the power to manipulate demon energy. Like spirit energy, demon energy is the catalyst for many forms of magic, and demon energy is especially good at empowering charm spells. It also sustains a Mamono's body and allows her to corrupt things around her. In the current setting the corruption will largely be toward the Demon Lord's preference for the sexy, but you could potentially manipulate the corruption of targets in other directions with enough work. However, you do not produce demon energy, so you'll have to get it by absorbing spirit energy and converting it to demon energy; you can also potentially change other forms of energy you absorb into demon energy. With the perk, not only are you able to get more spirit energy from available sources as a Mamono, but you can gain spirit energy from any living thing you have sex with – even if you're not a monster girl. Through sex with another person, you absorb spirit energy, which in addition to using to restore your demon energy gauge you can alternatively use convert to other energy you need to refuel on. The amount of spirit energy you gain will determine how much benefit you get in those areas, though. Generally, you get more spirit energy from beings who take pleasure from the act of sex (the more sapient, the better), and people with high magic levels also tend to have high levels of spirit energy to share. Taking away the spirit energy (or maybe it's the necessary physical action) tends to wear out most subjects and lower their spiritual defenses, so try not to drain too much from them at one go. I wish to emphasize that you can convert the spirit energy into other forms of energy besides demon energy – in fact, given how corruptive demon energy is here, I highly recommend that you avoid gathering demon energy except when you are a Mamono. However, if you create demon energy in another setting, one where the Demon Lord cannot force her Succubus nature on the magic, the demon energy you produce will lack the sexual and corruptive effects that it would in this current universe (unless you want the energy to have those sexy/corruptive effects, that is – if you wish, the demon energy you produce can retain those properties; admittedly, given how demonic energy can potentially create sapient monster species from non-sapient plants/animals or even inanimate objects, it's not like the corruptive energy doesn't have its uses).

Environmentally Adaptive (400 CP, Discount Mamono)- One of the greatest strengths of monsters has been their ability to branch out via subspecies to thrive in nearly any environment possible. By spending enough time in a specific type of habitat, your body's form will gradually change so that it is better suited for the setting. For instance, living in a desert or volcano will grant you heat resistance, living underground will let you see

even in pitch blackness, and living on a snowy mountain will give you resistance to cold. Keep in mind that "environment" can also mean social environment – live in a certain culture for long enough, and you will gradually blend in with the culture and become skilled in activities that the culture specializes in. However, this is just the tip of the iceberg. Focus especially strongly on living in a specific environment, or expose yourself to intense magic in that area – powerful magic absorption alone is sometimes enough to change your body, even without a special environment – and your body will fully transform into a new state that, while somewhat resembling your normal form, can be considered its own unique subspecies. These subspecies often have unique powers associated with the circumstances behind the transformation. If your adapted form becomes fully distinct from your original form, you now have access to both forms and can switch between them as you like. You can also share a minor degree of your adaptive powers such as elemental resistances or seeing in the dark with your lovers.

Wonderful Waifus (600 CP, Discount Mamono)- Whatever might be said about the faults of Mamono, it must be admitted that they make amazing, loving wives – most of them, at least. You are now endowed with the skills to be the perfect waifu/husbando to your lover(s). For starters, you are exceptionally skilled with sex techniques, such that sex with you will seem infinitely superior to any similar pleasure they have experienced prior or in the future. And since beauty is also a key part of the equation, you tend to have this sense of gorgeousness to your appearance, such that even forms that would generally be viewed as "ugly" are now drop-dead beautiful. Moreover, you have a loving charisma that helps you understand and account for your lover's needs in a caring fashion, gradually worming your way permanently into their hearts. Such is the matrimony that even people who have been kidnapped and taken unwillingly by you will come to love you. In addition, the perk ensures that, as long as you are genuinely in love with and faithful to your partner, you will be protected from hypnosis, spells, and other tricks that would make you involuntarily break your matrimony; after a while, the perk will also protect your lover from involuntarily breaking faith in their love for you either. Also, when taken in combination with *Marking Your Man*, you instinctively memorize your lovers' "scent" and can spiritually sense their location. However, the perk only works when you have genuine affection for the people in question; should you have callousness toward them or betray your matrimony with them, the perk's effects will be nullified.

Perks (Affiliation)

Whoever you decide to work with in the jump, it will reap you some benefits one way or another. All discounts are 50% off.

I Want to Be Left Alone (100 CP, Free Unaffiliated)- Plenty of humans and monsters alike want nothing to do with the ongoing conflict, and would rather just live peacefully on their own. You have increased luck in finding hospitable yet isolated areas where you can live in relative peace without being bothered by people you don't like – those you do like can still find their way to you. However, increased luck doesn't guarantee security, so you should be ready to defend yourself if something or someone wanders by and disrupts your little slice of paradise.

Why Don't You Write About It? (200 CP, Discount Unaffiliated)- You gain strong writing skills, and you are especially talented at drawing on and applying your experiences in your adventures to fiction and nonfiction works. Any written work you publish will become very popular on a global scale. Most of all, you are skilled in writing exceptionally useful, engaging, and pertinent travel guides.

I Need a Vacation (300 CP, Discount Unaffiliated)- In this coming new era of romance, the world is full of opportunities to explore and have fun, especially for the purpose of love. You have a gift at finding great opportunities for romantic experiences with your lover(s), from the perfect place for a dinner date to ideal honeymoon and anniversary destinations that will bring out the best in your relationship. It also gives you exceptional luck in encountering compatible partners when you are on holiday. However, while the perk is most effective when applied to love, the perk also helps you find perfect vacation destinations in general; in fact, you can alternately set the vacation luck filter so that while bonds between you and fellow vacationers remain strong, you won't get sucked into romantic comedies, harem hijinks, and other things that would bother you when you really just want to relax.

Wandering Scholar (400 CP, Discount Unaffiliated)- In a world where you can't even trust the creator of the setting to be reliable, there is plenty of potential research for an intrepid scholar – and now you have the skills you need to accomplish this research without getting a Bad End in the process! You have renowned luck at reaching normally inaccessible locations and people for the sake of gathering information from them, and even if they have hostile intentions you have the tendency to know just the right time to leave, having collected as much knowledge as you could before leaving. Plus, since a lot of the people in this world have rather biased opinions and deceitful demeanors, you are a sleuth for unraveling the truth; even if they won't tell you the truth about things, just by interacting with them and noticing minute clues in your surroundings you can make critical and accurate discoveries.

Dungeon Delver (600 CP, Discount Unaffiliated)- There are dungeons galore in this world, waiting for brave young people to explore them and uncover their secrets. You gain increased luck in finding dungeons, and you become better skilled in understanding the overall feel of the dungeon and its gauntlets of traps and puzzles. You also gain insights, whenever you learn of a new dungeon, on both the danger level of the dungeon and

whether or not the dungeon is a trap (an important thing to keep in mind, given how Echidnas and other monsters often use dungeons to find suitable husbands). Most of all, the perk will through a combination of luck and personal boosts ensure that you and any members in your adventuring party can reasonably survive any dungeon and be able to obtain all potential loot within.

Bulwark of Humanity (100 CP, Free Order)- Encompassing much of the world and including a multitude of nations and fiefdoms, the Order symbolizes a vision of pure humanity in this universe. With this perk, you have a greater tendency to find favor and hospitality among human groups and nations, especially if you are in the form of a human yourself. This won't stop people from turning against you if you oppose their social norms, but it at least ensures that they will be less likely to treat you hostilely at first.

Monster Slayers (200 Discount Order)- As monsters are the main enemy of the Order, every soldier is instructed in the art of killing them. You are now an expert at killing monsters, and you also find it easy to instruct others how to kill them. Some things are easier to learn than actually do, though, so don't expect the knowledge alone to get you through each battle. The perk updates with each jump to account for new monsters and the like in the current setting.

Voice of God (300 CP, Discount Order)- "God" talks to you on a regular basis, giving you oracular insights into the future and urging you to stay true to your ideals to your last breath. This is normally the work of the Chief God, but seeing as the Chief God isn't too reliable (and a number of monsters imitate the voice to deceive you), the voice you are hearing is a jump-fiat voice that automatically sees the future and embodies your idealized set of virtues. If you are willingly serving a god, you can selectively choose to have your channel open to that god; if so, it still cannot be hijacked by anyone else.

Blessings of Light (400 CP, Discount Order)- You have an untold mastery of the "divine light" magic of hieromancy gifted to faithful servants of the Chief God – and better yet, this version doesn't require the support of the Chief God to work. You can use light-based magic in a couple of different ways. For the offensive, you can use light magic to target beings that qualify as monsters or "enemies of light" while leaving everything/everyone else unharmed; even beings with some resistance, as long as they somewhat qualify within the parameters, will at least become temporarily dazzled or nauseated – and at full intensity, the attack not only damages but annihilates the enemy. Second, you can use light magic in more of a support role to heal injuries or temporarily boost and invigorate allies with enhanced physical strength and magic potency; however, these support functions only work to the extent of the normal capacities for the recipients' species – for instance, while a boosted human could have more physical strength and magical power, he or she still couldn't attain something considered "superhuman", nor could he or she be saved from a grievously incurable wound with the light healing alone.

Trainer of Heroes (600 CP, Discount Order)- The Order works hard to train its soldiers into heroes, and help those already chosen by fate to fulfill their destinies. You have a strong sense for finding people with the potential or destiny to become heroes and can then help give them guidance and training to strengthen their powers to that of a great hero. You can even take ordinary people from the streets or army and train them into excellent heroes – they won't get the special powers that a destined hero might get, but they will gain enhanced

physical and spiritual power such that they are the next best thing to the greatest of heroes, pushing at the very border of their natural limits. If this perk is taken in addition to *Blessings of Light*, you can give people with either the aptitude/destiny for being a hero (or those who have received the full extent of your training) the empowerment into a true hero. When someone becomes a true hero, they overcome the natural limits of their body, allowing them to contain more mana/magic than physically possible, endure beyond their body's normal capacity, and become stronger than they could have if they had trained for a 1000 years. Moreover, the upgrade to hero is nigh-irremovable (so the effects can't be nullified or sealed away), making it much more potent than a limited/temporary enhancement spell.

Oath of the Demonic Knight (100 CP, Free Demon Army)- Just like human knights, the Dark Knight orders of the Demon Army also make vows and oaths to show their dedication, but unlike Order countries, these oaths are not for loyalty to their country, but rather loyalty to their husband and sister comrades or loyalty to their own lust. These oaths are not just mere words, however: by making these oaths, you can temporarily boost your physical stats and your magic. The level of the boost increases with your level of sincerity towards the vow and how much the vow is connected to ideals of love (or lust). You can also teach others to make oaths for similar boosts to themselves; in addition, when multiple individuals who have a very strong and positive bond with each other make similar or linked oaths, the "Reasonance" between the oaths will significantly amplify each individual oath and share the benefits of the oaths with each other in addition to causing you to share a instinctual bond on the battlefield that allows all of you to work in sync in a way that even trained armies would envy. With enough of these oaths, you can turn a squad of 'normal' Dark Knights into a group that could match even a true Hero.

Breaking in the "Recruits" (200 CP, Discount Demon Army)- The Demon Army rarely if ever kills its enemies, but rather "embraces" them. In fact, there is a whole regiment of elite heroes who fell to monsters and were converted to the Demon Lord's side. Whenever you have defeated and captured an enemy in battle, you have increased skill in convincing him or her to switch sides, especially if you use sexual methods of persuasion. Even mighty heroes can be persuaded to lay down their arms and join your side, becoming exceptionally loyal followers. However, you'll need to beat and capture them first. Also, people you have turned fully over to your way of thinking through the perk's power gain increased ability in using the same power to persuade people they defeat and capture. Plus, the perk makes it easier for you to train people under you to greater levels, whether it's better self-discipline, greater knowledge/wisdom, or stronger fighting skills, if you add sexual components to the training; doing so also enhances the resonance of *Oath of the Demonic Knight* for groups trained with this perk.

Downfall of King and Kingdom (300 CP, Discount Demon Army)- It is amazing how the Demon Army has managed to, with just one fell swoop, overtake countries that seemed invincible just a week before and turn them into exemplary demon realms. The truth is, not all that glitters is gold, and many of the Order's proud bastions in fact have many doubts, injustices, and other weaknesses already hindering them from the inside. It's just the matter of finding just the right spot to target, and with just one stroke – sometimes even without having to fight – the kingdom is fallen. You are a master at discerning the weaknesses, both physical and emotional, in not only individual people but also in larger armies and societies as a whole. You also understand the linchpins that hold groups together and have greater success at defeating the larger group whenever you successfully deal with the key players (which you also have greater effectiveness against due to this perk). The perk becomes even better when combined with *Breaking in the "Recruits"*, enabling you to quickly and fluidly convert and

consolidate individuals, armies, institutions, governments, and so forth into your own group(s) once you target their weak spot.

S.S. ~ Seductive Succubae (400 CP, Discount Demon Army)- Since the Demon Lord herself is a Succubus, it is only natural that the Succubus arts influence the Demon Army's tactics and fighting styles. Every aspect of the Succubus is designed to enable her to bewilder and charm men, and they have learned to flaunt their beauty even in the chaos of battle. You are now an expert at seduction, capable of bringing men (and women) to their knees in lust even while fighting for your life. Even the simple swings of your weapon(s) and the way you dodge attacks somehow highlight the beauty and flexibility of your body and work to seduce all viewers, including opponents. Furthermore, you are now armed with one of the diverse battle skills known by the Dark soldiers of the Demonic army:

Dark Knight- If you choose to be a Dark Knight for one of the converted knight orders, for instance, then you gain great skill with the blade in addition to possessing the powerful magic. At a base level, you can project magic sword strikes that cut even when you are far from the target, control the flow of a duel in such a way that you gradually incite the lust of your opponent, and ride a horse with great skill even when wielding heavy weapons or battling ferociously. Veteran Dark Knights can greatly increase the range, speed, and force of the magic projectile; coat their own blade in a highly corruptive demonic energy that will gradually infect enemy armor and weapons, turning even holy swords into demon blades; use demon energy to strengthen any horse they ride on; and even have access to the Dark Knights' most potent skill, Blade of the Eclipse, which transforms an enemy's hatred and aggression against monsters into a desire to be with or become one (the more they hate or loath monsters the stronger this effect is).

Dark Warrior- As a Dark Warrior, a mercenary from the Demon Realms, you exchange the finesse and magical power of a Dark Knight for overwhelming your enemy with raw physical power. At a base level, you simply possess greatly increased strength and speed in comparison to what is normal for your race. At higher levels, however, you can use your strength to smash apart even durable magic weapons, give out battle cries that incite the lust of both your fellow warriors and your opponents, trap enemies in an iron like embrace, and even gather all your magical power, strength, and lust into one ultimate attack that would leave all but the most stalwart of enemies completely powerless.

Dark Musketeer- As a Dark Musketeer, you are the master of the relatively new weapon the demonic musket, and while you are not be able to be out in the front lines like your sisters-in-arms, you would be amazed how a single bullet could change the tide of battle. At the basic level, you possess incredible skill with the musket, keen eyesight, an uncharacteristically patient mind to make just the right shot, and the ability to fire magic bullets, which when they hit someone knock a person unconscious if they are male or turn them into a monster if they are female. At higher levels, Musketeers gain the ability to create special magic bullets, such as shots that disable limbs, shots coated in demonic energy that causes a human to desire be drawn to the shooter, and shots that additionally create a large rain of bullets from a single shot. The ultimate skill of a Dark Musketeer is to create a single bullet glowing with the power of a Lilim (usually Druella), which when it hits a target not only instantly transforms them into a monster, but also uses their own spiritual energy as a fuel to cause those around them to turn into monsters too. This bullet, when used on someone with massive amounts of spirit energy such as a hero, could turn almost an entire army into monsters at once and can completely turn the tide of a battle.

Dark Armor- As a Dark Armor, you have trained in the usage of the Demon Realm's heavy armor and long spears, and as such you act as a moving fortress on the battlefield, one that only someone on the level of Heroes could hope to beat. However, unlike normal monsters who typically wear light armor and possess speed far faster then the average human, your class instead tends to move so slowly that even the average human soldier can outrun them. In addition, the strength of your heavy armors comes from the incredible amount of Demon Energy stored in it, and it takes skill and willpower to use it without immediately going crazy from lust. At a beginning level, not only are you skilled in manipulating the huge stores of demonic energy trapped in the armor, easily allowing you to reinforce any parts of it to be even tougher, but you also can launch corruptive magical blasts from your spear similar to the Dark Knight's magical sword strikes. Any enemy that dares try to strike you will find their body invaded with the demonic energy stored up in your armor, with the speed of monsterization depending on the potency of your stored energy. At higher levels, you can 'tempt' enemies into focusing solely on you while forgetting or ignoring your allies. You also can use your demonic energy to expand your armor or weapons into many times their normal size, increasing their defensive or destructive power. Your two most powerful skills are the magical armor prison and magical armor "complete release". Using the magical armor prison causes your armor to expand rapidly and create a pocket dimension within it, trapping your opponent in its embrace and exposing them to the full power of the demon energy stored within the armor, likely causing them to monsterize instantly and go mad with lust (of course, you are also trapped and deprived of your armor while using this, so I hope the sex that happens was your intent). Finally, by releasing your armor's limits, you seem to completely absorb, and even enhance, its defensive properties into your body while gaining incredible mobility. However, the energy that you absorb from the armor will cause you to go into a berserk, lust-filled trance, demolishing anyone who gets in your way as you track down your mate or find some poor sap to let out all your sexual aggression on.

Extra Info- Furthermore, if you also took *Chosen Hero*, however, you will not only start out with all the strongest techniques for your chosen variant, but you'll additionally gain access to the high-level powers only possessed by the "Dark Braves". Like the Dark Knights and Dark Armor soldiers, you too can fire a blast of magical energy; however, the difference between their magical blast and your own is like a small spout of water versus a tidal wave. This enormous blast of magical power would scatter any arrow or magic used against you and turn entire platoons of soldiers unconscious or into monsters instantly. The power is transferred no matter what weapon you use, with arrows striking with the power of tornadoes or musketeers conjuring forth a storm of bullets more akin to a machine gun then a musket. Additionally, you possess demonic energy of such potency that just being around you is akin to being in a Dark Demon Realm, not only monsterizing those caught in it, but also forming into a powerful shield that overpowers and corrupts any magic used against you. Finally, you have a corrupted version of a hero's charisma which makes people more easily put their trust in you, not only allowing you to easily convince others to give into the same corruption you have, but also filling others that gaze on you with envy and admiration for your beauty and decadence. You likely would become a popular figure among monsters, both normal and former humans, filling them with confidence as soon as you grace the battlefield while filling humans in turn with dread (or desire).

Linked by Lust (600 CP, Discount Demon Army)- The Demon Lord's greatest ability is how she influences the bodies and minds of all her monster followers, and her daughters the Lilim seem to bring some of that contagious charisma to their own troupes – Druella's regiments, for instance, influenced by their mistress's charm and pure-black mana, become stronger than ever and zealously fanatical in their devotion to her. You

can now "share your power" with anyone who can be considered a follower, comrade, or ally of yours. You can transfer energy from yourself to them and share physical and mental traits with them, though the effect on individuals lessens with the more people you spread around the shared energy/powers with. In addition, you can influence their state of mind to fit with your own ideals and personality, though it is possible for followers to resist to a degree if they dislike the changes (however, any charisma skills you have will help lower their resistance accordingly). If you took *Breaking in the "Recruits"*, you can apply the link to anyone you train. If you took *Downfall of King and Kingdom*, you can apply the link to opponents if you have already started to chip away at their resistance. This perk also strengthens vows made with *Oath of the Demonic Knight*, and enables you to exchange such oaths with anyone qualifying for the link under this perk.

(Im)Mature Magic (100 CP, Free Sabbath)- Why be a stuffy old grown-up when you can be even stronger as a fun and cute little kid? The more childish you are in appearance, mind, and action, the more potent your magic becomes. You also become smarter and more charismatic in that state.

Chapter Diversity (200 CP, Discount Sabbath)- The Sabbath has been so successfully in getting recruits in part because they find ways to appeal to the individual tastes of local communities and let them create their own unique chapters of the organization. This perk has two main abilities. First, whenever you are in a leadership role in a group, you can boost recruitment and encourage communities to build side-branches that appeal to and bring out the best parts of those areas while still upholding the main ideal/goals of the central organization. On the flipside, whenever you are a lower member of a group, or your group is linked to a larger organization, you can make sure that the individual values of yourself and/or your smaller group are respected by the larger group rather than have your interests be disregarded.

Familiar Contract (300 CP, Discount Sabbath)- You have the power to form magical "pacts" with individuals as a sort of life bond. You can access the senses of the person you are bonded to, and vice versa for that person. The bond also allows for the sharing of health, magic, and other energies one of you has with the other. There is no distance limit to the bond, so you could potentially conduct transfers even when the two of you are on opposite ends of the world or in different dimensions. The terms made for the contract are ironclad and cannot be broken by you or the other party as long as the pact's bond remains in place. However, you are especially sly and able to use your charisma to convince people to make contracts with you even when the terms of the pact clearly favor you rather than them, as long as you offer them at least some small reward for their service to you. Furthermore, the perk allows you to assert control over familiar contracts and other such bonds, both for this perk and for other bonds you become linked to. Even if someone were to bind you as a familiar/servant, with enough power and time you could completely reverse the contract so that you are in charge and your "master" is the true servant. And due to your controls over the familiar bonds, you can easily determine whether the person you are bonded to wishes to end the contract or happily remain bonded as long as you like. In regard to the specific type of familiar contract enabled by the perk, you can make and keep as many such links to different people as you wish.

Mind Over Magic (400 CP, Discount Sabbath)- For eons, magic had been pretty straightforward, but now the Sabbath has developed new and revolutionary kinds of different magic. How'd they do that? They realized that it's not the magic you have, it's what you do with it that counts. You are able to take magic spells and other magical/energy-based powers and control the specific properties of the power with your mind/heart, even when the spells are normally rigid. For instance, you could alter a normally-devastating spell so that it can still crush

through a mountain yet not injure a single living thing within it by focusing on your love/compassion for those people, or vice-versa make a normally-harmless spell have harmful properties by focusing on vicious hatred. And that's just the tip of the iceberg: with this perk and enough work, you could potentially reshape your spells/powers into completely new forms. On the downside, when accessing this perk, your control over the form/effects of the spells depends on your emotional state, so it will be hard to make the magic do things that disagree with your heart; however, you can shut down the perk's effect anytime to use the standard forms of your spells/powers.

Magical Renaissance (Discount Sabbath, 600 CP)- Not only has the Sabbath found many new ways to adjust the usage and effects of numerous spells, even ones though useless, but they've also created a lot of new ones, too. Once you have a basic understanding of a magic system, you can easily start designing entirely new spells of your own make. And if you know multiple schools, you can start fusing the different schools together to create new spells that bring out the best elements of each parent. This perk blends very well with other magic abilities for even greater effect; for instance, if combined with Mind Over Magic, not only will you be able to better shape and reshape your own spells and others', but you could start connecting with magic systems on a deeper level…and maybe do a little tinkering to how they're set up with a little mindpower.

Ambassador of Commerce (100 CP, Free Merchant's Guild)- As long as your main purpose is to hawk your wares and you do not take other actions outside of your business operations that conflict with local laws, you can freely travel into any territory or domain without being stopped by authorities. Even in the case that there is an organization particularly opposed to you, you can always find someone who is willing to look the other way and buy from you.

Master of the Forge (200 CP, Discount Merchant's Guild)- You are a master at crafting everything from simple items to masterwork weapons. You need to devote considerable time to each individual item, but the resulting masterpiece will always be superior to a normal version of that item. You also know how to enchant your works with special enchantments, whether blessings that strengthen you in battle or curses that corrupt you.

No Monsters Were Harmed in the Making of This Product (300 CP, Discount Merchant's Guild)- The bodies of monsters are useful resources for all sorts of things (Dragon scales make nifty armor, Slime substances can be used for various potions/elixirs, Demon Realm Boar meat is incredibly healthy and invigorating, etc.), so now that monsters are friendly (sometimes too friendly), it's become easier to obtain these once-rare ingredients. However, this leads to a dilemma: how to extract the items without hurting the innocent Mamono. At the lowest level, this perk helps you "sense" what parts of a creature's body could be useful/profitable (it won't help you exactly identify their use, but it will at least let you know if they're worth taking a look at). But more than that, the perk gives enable you to easily extract things from a subject's body without actually harming the individual, even if doing so would normally hurt or even kill the person. The subject will generally heal any scars without trouble afterwards, and any removed parts that are irreplaceable will regenerate. Plus, you gain increased skill at preserving the extracted materials for extended durations until you can find a good use for them or hawk them off to buyers.

Tainted Goods (400 CP, Discount Merchant's Guild)- Given how the items from demon realms have led to the downfall of so many humans, the merchants distributing those corruptive items may very well be the greatest threat to anti-monster kingdoms, more than even the Demon Army. You have a natural talent in getting people to ignore any negative effects of items you sell to them, such that they will even remain oblivious to fairly obvious signs that the thing they're about to eat is poisoned or tainted with demon energy – heck, they might not even notice after they've eaten it! But keep in mind that the perk covers more than just the action of transmitted actual tainted items; it also accounts for tainting things that are not material items, and for things that you give away, barter, or slip over into people's possessions. For instance, you could use the perk to subtly poison a sewer system, transmit malware-infected "apps", and serve clearly-corrupted foods at a feast you're hosting, and the similar effects of ignoring the warning signs will still influence the victims.

Ultimate Usurer (600 CP, Discount Merchant's Guild)- At their worst, Mamono merchants such as the Gyoubu Danuki have brought entire nations to their knees through money schemes. Whenever you acquire or win ownership of something – no matter how much you cheated to gain the ownership and no matter how outrageous the item in question is – as long as the person who owes you the item has ownership of it you can claim ownership with no questions asked. Even if the "item" is ownership of whoever lost the bet or an entire city was offered up to sale, you can claim ownership once the sale or bet has been made without any legal consequences.

Regeneration (100 CP, Free Circle of the Night)- The undead used to be despised for their degenerate bodies, but Hel's blessings have given them new life and vitality. Your body parts will gradually regrow over time, and you will not truly die until your whole body is entirely destroyed. This also helps stabilize your body such that having your bones break or head fall off is more of an inconvenience than a serious, painful injury. Furthermore, you gain increased resistance to holy and "life" powers that normally harm the undead, such that healing spells might truly heal you rather than hurt you even if you are undead and thereby should be vulnerable.

Monarch of the Undead (200 CP, Discount Circle of the Night)- You have a decadent yet alluring beauty that, combined with your sense of elegance and dignity, gives you a strong charisma, especially in commanding the dead. More than simply necromantic enslavement, lower undead will recognize your rank above them and follow you out of loyalty, perhaps even making will saves to resist being turned against you. Even undead individuals who are stronger than you will at least treat you with respect and hospitality. In addition, the undead under your leadership will gradually evolve beyond their current state, such that a shambling zombie would eventually become a beautiful and intelligent undead drawing on you as a role model. And this evolution is not linear: the undead are able to ascend to whatever kind of undead best suits their personality and passions, so that even a ghoul could become a ghost, vampire, death knight, skeleton, or even a dracolich/dragon zombie with enough work. The undead serving you also receive protection against holy and life-giving magics that would normally harm them, and particularly powerful undead could even use them for healing rather than take damage.

Ghostly Haunter (300 CP, Discount Circle of the Night)- You can turn yourself into a [MGE-style] ghost – though you don't need to be female. Your body will vanish and your form will consist of the various energies you had stored inside you. You retain your mind, but the specific energies that now make up your "body" may influence your thoughts to a degree – for instance, demon energy tends to make Mamono ghosts go bonkers with lustful daydreams. Your ghost form is usually intangible, allowing you to slip through walls but inhibiting

your ability interact with things; however, you can assert a more physical form as a ghost, albeit at the cost of expending some of your energy reserve. Plus, you can flow into and possess individuals. If you overcome their spiritual resistance, you can take control of their body, temporarily unifying their thoughts with your own. You can project your thoughts into the possessed subject and control his or her physical actions. If you absorb enough additional energy from the possessed being, you can manifest your ghostly body in a more physical form that can interact with other things. Plus, by drawing upon the thoughts of the possessed victim, you can give yourself a form that mimics a person from their memories to the point of being practically identical in both appearance and demeanor. If you wish to return to normal, you can summon your dissipated body back to you.

Cage of Will (400 CP, Discount Circle of the Night)- Like a Will-o-the-Wisp, you can transform your negative emotions such as envy, loneliness, and rage into powerful flames that can either burn targets or inflict those emotions on them as you see fit. Furthermore, you can turn part of your body into a Gothic-like chandelier/bird cage to store up these emotion-flames. The longer the flames are stored in the cage and the more they come into contact with each other, the more potent the fire will become. You could also potentially transform the cage to trap other things and people inside, thus exposing them to the raw intensity and passion of those flames. Furthermore, the cage serves to trap both body and soul, such that even if a person were to die within your cage, the soul would remain trapped for you to do with it as you please. This also means that you can capture souls that are "drifting" around you and store them inside as flames that empower you; it helps that, when you summon your cage body, you gain the ability to detect souls around you.

All the World's a Stage (600 CP, Discount Circle of the Night)- As with ghosts (see Ghostly Haunter), you can project thoughts to people around you, but you no longer need to possess them. More than that, though, you can produce incredible visions that are shared with all targets of your choice within 100 feet of you. With these fantastical but seemingly real illusions, you can blur the line between fantasy and reality and drag your captive audience into a spectacular drama in which they play the various characters. The more you immerse your targets in the fantasy, the more they will see those visions as reality, and see the path you want the story to go as their destiny. This effect lasts even after the illusions vanish, so that the emotions and desires they felt while under the vision will continue to influence them in reality. On the flipside, you can immerse yourself in these delusions to live out stories in your imagination. You also gain the ability to speak in exaggerated yet professional theatric-styled dialogue, such that you can turn even simple and childish statements into monologues worthy of a play.

Making Sense of the Nonsense (100 CP, Free Queen of Hearts' Playmates)- Wonderland is full of crazy little spells that affect the very physics of the world, such that deep kisses teleport you from the castle to the shopping district and singing in the aphrodisiac rain lets you fly. It doesn't help that things are constantly changing as the Queen of Hearts wishes. But for the locals, all of these things are perfectly normal and understandable. With this perk, you have increased ease at understanding the rules – whether social or natural or magical – around you and finding a logical way to comprehend and work with them.

We're All Mad Here (200 CP, Discount Queen of Hearts' Playmates)- While Wonderland is a perfectly rational place (to you), new visitors have such a hard time getting their heads wrapped around the (il)logic. But you're here to help. You retain your wits/intelligence even when driven mad, so even though you are still certainly mad, you can still perform complex plans that normally wouldn't come to your mind in such a state; for instance, if you entered a berserker mode, you would still feel compelled to attack, but you could strategize

and use complicated tactics. Furthermore, the perk gives you a strange charisma that allows you to present nonsensical ideas in a way that makes them seem more logical than sane things. This allows you to comport yourself in a manner that makes you appear sane no matter how mad you really are. Even the insane things you say will be said in a fashion that, unless you look closely enough to see and challenge the gaping holes of logic, will seem like reasonable things you should just accept without question. Your brand of insanity is so "natural" looking that just from observing your behavior one would almost be deluded into thinking it was normal – until it truly becomes accepted as a normal thing.

Door Between Sleep and Waking (300 CP, Discount Queen of Hearts' Playmates)- Like the Dormouse, you love your sleep, but you like being social, too, so the solution is to sleep and talk at the same time. Easy, right? When you sleep, you can choose to keep yourself in a transitory state that is not quite submerged into dreams but not fully awake either. Therefore, while nevertheless sleeping and gaining the benefits of sleeping, you can remain aware of your surroundings and even understand words you hear people say around you – in fact, you are able to comprehend the things happening as you sleep better than a Dormouse can. As a result, you are perfectly able to hold conversations, go walking, or even have tea and cake while fast asleep. To fully enter a dreaming state, though, you will need to suppress this ability.

Card Bridge (400 CP, Discount Queen of Hearts' Playmates)- The Trumparts have taught you their special card tricks to enter a secret pocket dimension that exists between all cards in Wonderland. By physically touching a playing card or one of the four traditional symbols for the cards (Clubs, Diamonds, Spades, or Hearts), you can instantly shift to the location of another such card portal nexus that is within a 100 foot radius of your starting location. Touching any of those symbols also boosts temporarily your physical stats such as health/ vigor (as well as your magic power).

Wonders of the Heart (600 CP, Discount Queen of Hearts' Playmates)- The Queen of Hearts created many of Wonderland's unique monsters herself by changing existing Mamono to new forms that she thought were more fun. By standing right in front of someone and touching him or her, you can spiritually touch the "heart" of the person – or rather, a specific quality that the individual values or embodies. You can then alter that heart piece to transform the body and habits of the person. You can either boost that heart piece so that it overpowers all other qualities the person has, make the heart piece go in the opposite direction so he or she now values the opposite, or twist the heart piece so that the overall concept of the value is retained but shifted in a new direction of your choice. The overall form of the person stays true to his or her original body – humans will stay humans, and monsters will stay monsters – but will have "evolved" into a physically, mentally, and spiritually different variant. This transformed being would therefore represent a new species, and while able to breed with beings it could in its past form, all children will be born with its new form and mindset. The target can resist the change by having stronger willpower or magic than you are drawing upon.

Childish Games (100 CP, Free Fae Court)- Many a man causing trouble in the fairy kingdoms was stopped simply by a Titania appearing before him and using her magic to compel him to play with the fairies. Using this perk, you can emit a spirit of childishness that infects people around you (within a 50 meter radius, generally). Those affected will begin to act more like children, and be more willing to play kiddie games. The magic wears off after 24 hours, but continual exposure tends to make people embrace that childish outlook permanently. You can also apply that magic to yourself to gain a more childlike, fun personality; the more you act like a child,

the more that other people affected by the magic will see you as a "big sister/brother" they should respect and listen to, thus deepening the spell's effect on them.

Inviter of Happiness (200 CP, Discount Fae Court)- You can form a large ball of white fluff around your body to become as light as pollen, thus letting you travel long distances via the wind. Also, you can produce and release fluffy white pollen that contains hallucinogenic compounds and makes people want to "feel happy." While you are in this form, people will see you as a source of good luck. You can also give yourself that carefree feeling of bliss that others get from your pollen. Fill their or your own head with enough happiness, and happy will become the default, normal state of feeling.

Size Change (300 CP, Discount Fae Court)- You can freely change the size of yourself and of people within a 10 foot range of you. For instance, you could turn yourself into a giantess, or change yourself and a lover down to smaller than a leaf (with you now taller than your partner even if you used to be the shorter one). The more you shrink yourself, the more that people will feel compelled to see you as an innocent, sweet person no matter what mischief you get into.

Artistic Muse (400 CP, Discount Fae Court)- You can feed on the spiritual energy embodied in works of art, from paintings to literature. Essentially, when viewing the art in question, you absorb energy from it, and while you can only absorb a certain amount of energy from each piece of art, your "feeding" will not damage the artwork. Using that energy and potentially coupling it with creative insights you have developed on your own, you can bless a person with great creativity and drive for art by making physical contact with him or her. You can also place a subtle charm into your gift that will cause the recipient to gradually become obsessed with you, as whenever they try to think of creative new ideas the first thing that will pop into their head will be thoughts and dreams of you.

Away With the Fairies (600 CP, Discount Fae Court)- Firstly, the spell lets you mark certain locations for "fairy travel"; said locations must have a nature theme to them. By dancing around in a circle, you can create a portal that automatically sends you and whoever is encircled to one of those fixed points. On your own, the ritual will take you at least eight hours to complete, but the time is drastically reduced when you get other people to join you in the dance. The spell is especially powerful when performed between dusk and dawn. However, there's more to the "fairy ring" than simply teleportation. While you and the other active participants in the dancing circle are unaffected, whoever is the "guest of honor" in the center will be enspelled by a geiss upon traveling through the ring, making him or her acknowledge the destination as "home." Wherever he or she ends up, the person will be compelled to feel attached to the location and not wish to leave. If you have a special association with the overall area of the location, the effects may be even more powerful. For instance, if the ring took someone to a kingdom you ruled, he or she would automatically feel like a subject of that land and view you with great loyalty, and if the destination was your home, he or she would start to associate you with the concept of "family."

Covenanter (100 CP, Free Elemental Faith)- Choose one of four elements – earth, fire, water, or wind. You can now make "covenants" with elemental spirits and beings that embody that specific element. In exchange for giving them energy through various rituals (which usually involve sex in this world), the elementals you

made the pact with will loyally serve you with the magical power, while also teaching you and strengthening you in their specialty of magic. Elementals often have a mind of their own, so even after you bond with them you'll need to find ways to cooperate with them best. While you can potentially bond with multiple elemental spirits, since each individual elemental uses some of your energy for the covenant, it may be difficult to keep a lot of covenants steady simultaneously. The elemental spirits you bond with can follow you between jumps, but you can only have four elemental spirits in active status at one time, with the others being kept in a hibernation/stasis state until switched out; even so, the inactive spirits still require a minimum degree of energy from you to stay around. Elementals released from your service will likely move to the nearest environment that embodies their element; in the case that they have followed you across worlds, they will have the option of either returning to their homeworld or choosing to stay in an environment in the current setting. You can only purchase this perk once; if you wish for more opportunities, see *All are the Elements, Elements are All*.

Elements Taking Shape (200 CP, Discount Elemental Faith)- You can apply this perk to a specific element you interact with (must be the same element chosen for other Elemental Faith-discounted perks). By focusing your power into the element, it will begin to gain self-awareness and intelligence, and eventually a human form. If you are interacting with a personification of that element but it is not in human form, the perk will help it reach a humanoid form, and give it sapience if it didn't have it already. Said beings would therefore qualify for contracts under *Covenanter*. Moreover, the perk compels elementals you link your power with to treat you in a friendlier manner.

Spreading Nature's Heart (300 CP, Discount Elemental Faith)- For a specific element (must be the same as that chosen for other Elemental Faith-discounted perks), you can apply your power to that element to help it expand its influence over the region you are in. Earth will create fertility for plant growth and encourage the growth of land. Fire will encourage "warm" things in the environment, from sunny days to hot springs, while also fueling the hearts of living things with "fiery" vigor. Water purifies water and protects it against stagnation and pollutants, while also multiplying the amount of water in existence. Wind naturally enhances the, well, wind, providing sufficient amounts of wind to carry the currents of life throughout the world while also tempering more violent aspects such as tornadoes and storms. Apply enough power over an extended duration to an area, and the elemental improvement will merge with the natural environment and become a permanent fixture of the region. Please note that while the element you choose must be the same as that you would choose for other Elemental Faith perks, you can still enhance that element even without any other Elemental Faith purchases.

Dark Power (400 CP, Discount Elemental Faith)- Through access to a specific element of your choice (must be the same as that chosen for other Elemental Faith-discounted perks), you can corrupt it with a dark power. Elementals you make a covenant with or help gain human mind/form will shift into females and become lecherous. An element you help spread with the "blessing" will spread the corruption, such that Earth will produce demon realm plants, Fire will make people got berserk with passion, Water will corrupt those who drink the contaminated waters, and Wind will spread the corruption to anything that breathes in the contaminants carried through the air; plus, once the hold is solidified, the corruption will become a "natural" and fixed part of the environment. The corruption has its bright side, though, as it significantly enhances the magical power of the element to a level that it could not ordinarily reach. The default corruption is demon energy, but you can also use other forms of "darkness" or energy you have access to, potentially altering the ensuing changes (for instance, an evil-themed darkness would make things more evil, while a martial arts-oriented energy like ki might give everything a martial arts-styled theme). Since you are creating the corruption,

you don't need to be worried about being infected yourself from the corruption created by the environmental spread; even Demon Energy will become harmless to you after the jump (unless you actually want the corruption to corrupt you as well, that is). Please note that while the element you choose must be the same as that you would choose for other Elemental Faith perks, you can still corrupt that chosen element and spread the corruption without having purchased any other Elemental Faith perks.

All are the Elements, Elements are All (600 CP, Discount Elemental Faith)- While specific practitioners focus on one element or another, the Elemental Faith has always given equal respect to all elements, and you are one of the lucky few who have mastered them all. You are no longer restricted to a single element for any of the other Elemental Faith-discounted perks, and instead you can apply your powers to all of the four elements. Furthermore, you can potentially apply your powers to other elements, whether scientific ones or metaphysical ones that embody the world around you. Plus, assuming you took *Covenanter*, you can now also make covenants with "demi-elementals" that only partially embody elements. In the case that you didn't purchase any of the other Elemental Faith-discounted perks, don't worry – this perk will nevertheless significantly improve your affinity with all elements accessible in different worlds, making it easier for you to find, build and strengthen connections to those elements.

Serpentine Flexibility (100 CP, Free Snake God Cult)- The wish of every human worshipper in the faith is to one day become a snake or be married to one. So, as the first step, they learn to move their body like a snake. In general, you now have the ability to use abilities naturally gifted to snakes even if you currently lack the physical attributes that would normally be necessary. You gain increased flexibility such that, even when you're not a serpent, you can imitate snake movements such as slithering at a fast speed – even up trees if you want to! You know how to bend your body around targets and bind them in your "coils." You can even use your tongue to smell (and sense the direction of smells) and speak/understand the secret languages of snakes. Plus, your mouth and throat can now expand much like a snake's to swallow much larger things than you normally could.

Slithering in the Soul (200 CP, Discount Snake God Cult)- To turn human devotees into the proper form of a snake monster, the cult performs a special ritual in which a multitude of snakes are absorbed into the girl in question, causing them to then manifest in her hair. You have a variety of mundane snakes inside your soul as an extension of yourself, and you can manifest them onto your body at will (and make them recede again if you wish). It is easiest to have them take the place of your hair, but with enough practice you can have them replace other body extensions such as teeth, tongue, toes, arms, and tentacles (assuming you have those body parts to begin with). You can control the snakes remotely, but they can also function independently so you can focus on other things; they are reflections of your soul, so they will generally still do things that you would want them to do if you were focusing on them.

Predatory Gaze (300 CP, Discount Snake God Cult)- You can now, when you choose to have the perk active, give your eyes several effects when they make contact with other living beings. First, like the Medusas, your petrification gaze will cause anyone who you make eye contact with to harden into stone. Living things petrified by your ability never die from it, and you can selectively have only certain parts of the body harden while others are left unstiffened (though the penis of a man might certainly still be stiff in another fashion!). The petrification generally wears off after a few days, but you can also dispel the effect yourself, and there are a few spells and the like that could do the trick, too. Then there are the "evil eyes" of the Basilisk. The gaze

actually "poisons" the target with a venom that, while not truly harming the victim, relaxes all muscles in the prey's body while also inflicting a burning sensation like a monster in heat. The venom is particularly virulent, converting internal energy sources like ki and magic into more venom to increase the effect. As a result, it becomes very difficult for the prey to think clearly. You can also choose to use the more deadly version of the gaze from ages past, which can kill a man slowly over a single day with but a single glare. For the "evil eyes" victim to be cured, every last drop of the venom must be removed from the body at once. And despite what some myths say, you cannot be affected by your own gaze being reflected back at you (unless you specifically choose to allow it for some reason).

Ritual of the Snake God (400 CP, Discount Snake God Cult)- You can now singlehandedly perform the sacred ritual to transform human women into beautiful serpent Mamono – or just into humanoid serpent monsters in general if that's your preference. You must have the subject in question sit on a magic square you have prepared, and then order snakes you have prepared for the occasion to coil around her. The snakes will eventually seep into her body and transform her, and the extent of the transformation in part depends on the number of snakes used and the amount of magic applied to the snakes beforehand. It just takes a couple of days of magic exposure (under normal levels of application) to get the snakes ready to transform a girl into a Lamia, while it would take months to a year to prepare for a woman to become a moderate-ranked serpent such as a Medusa or Shirohebi. For a human to ascend to the rank of an Echidna, the greatest of all serpent kind, at least several years of preparation would be necessary, and potentially a decade or more for a particularly powerful Echidna. The inclusion of unusual (by Earth standards) snakes in the ritual, such as special magic/alien varieties could result in new species of serpentwomen. Eventually, you might be able to find a way to use a similar ritual to transform males and nonhumans as well. This perk also means that, if you also bought *Slithering in the Soul*, you can bind more snakes, even exotic and magical ones, to your soul so they can manifest on your body.

Mother of Monsters (600 CP, Discount Snake God Cult)- The Echidna is considered the "god" of the faith in part from her ability to give birth to any kind of monster in existence. In a vaguely similar fashion, you can pass on copies of your different body forms to your offspring, even ones you adopted or created. Any special physical/magical abilities associated with that form, as long as they do not stem from the individual mind/soul, will be passed along to your child's form. You can only pass one form to a child at a time, though your children can accumulate multiple forms. Children who are your natural offspring can be automatically given a copy of one of your forms, but for any subsequent forms, or for children that you have created unnaturally or adopted, there is a special ritual to give them another form. You must swallow them whole like a snake swallowing an egg (in the case that you do not have *Serpentine Flexibility* or another similar power to enable this, you will be able to perform this action solely for the completion of the birthing ritual. After a couple of hours, your child will instantaneously appear outside of you in a large, snake-like egg that will hatch in one day. Upon hatching, the child will have the form you wish to pass on, and now can for all purposes be considered a natural offspring of yours. The body of anyone you swallow for the ritual, or any creature you consume (or have had sex with), becomes one of the forms you can select to pass on through the perk; this does not mean that you can access those other forms yourself unless you have some other way to do so. When giving one of your children a new form, you can selectively choose the specific form yourself, or you can let the form be chosen at random. If you choose to let it happen randomly, there is a 5% chance each time that the result will in fact be a special fusion of two separate forms, thus having the combined abilities of the two forms. Please also note that you can only use the perk to affect people that are truly your offspring or genuinely viewed by you as your children; you cannot force yourself or be forced into seeing someone as your child to get the perk to work.

Land of Grace and Honor (100 CP, Free Inari Faith)- The people of Zipangu, both human and monster, are notable from other cultures in how they have such an elegant, polite flair to their every action, such that even an aggressive monster's advances somehow seem more demure. With this perk, you can make any non-hostile action seem more graceful and polite. People seeing you act in that manner will therefore be more hesitant to view you badly. Even if you lock the doors and start to sharpen your knife, they'll think that it can't be that bad, since you did it all so beautifully. Even without asking or doing anything direct, people will feel charmed into taking initative toward actions you desire of them, such that you can gracefully claim that you did nothing but oblige what they asked for of their "own volition". Furthermore, if you give off the right sort of charisma, a mix of politeness yet authority, you can reverse the normal lines of host and guest such that the people of a home you walked into would treat you as the rightful master (or mistress of the house), serving you their finest food and perhaps even comforting you in bed if that were to be your wish. The perk's power fades when you actually take direct, hostile action.

Blessings of the Kami (200 CP, Discount Inari Faith)- You (and any gods you are loyally serving) can establish a mutual relationship with a community. In return for giving them blessings like safe childbirths, plentiful crops, and steady rain, you will be honored by them and given various gifts. As long as the community gives you sacrifices, you can perform these small miracles, and as long as you perform those miracles you will have loyal followers. Over time, your worshippers will insist on giving you "sacrifices" as thanks even without asking, going as far as to offer their sons and daughters to you for marriage and service.

Mana Strengthening (300 CP, Discount Inari Faith)- By concentrating your spirit and performing a unique combination of breathing and other actions, you can temporarily increase your mana (spirit energy) or demon energy gauge beyond its normal capacity. This also temporarily increases the amount you can expend at one time, thus increasing the potency of spells. Plus, you can maintain your concentration even if your mana supply runs dry, allowing you to continue spells that were being cast or maintained before you ran out; however, doing so puts considerable stress on your body. In addition, the perk makes it easier for you to focus your energy to specific parts of your body. Furthermore, if you focus enough you can master the ultimate technique of this art: forcefully transferring the energy to a target via physical contact; at lower levels this may be beneficial for the target, but if you push enough energy in, the target's body will overload under the pressure, potentially with fatal consequences. With enough work, you can apply these abilities to other energy systems in your body (magic, ki, etc.).

Loyalty Beyond the Grave (400 CP, Discount Inari Faith)- You can give this blessing to anyone working under you, whether as an accountant or a soldier, with no limit to how many you can give it to. If any of those people die carrying out their service to you, and they feel sufficient loyalty to you such that they wish to return to aid you once more, a miracle can happen. Their corpse will automatically absorb any latent energy in the nearby vicinity, and, assuming that enough energy is gathered, will resurrect as an Ochimusha undead. Please note that as long as the physical remains of the deceased person survive to some degree, the person can eventually resurrect as an Ochimusha once enough energy is absorbed (maybe over hundreds to thousands of years) even if there was not enough energy in the area initially to power the transformation. Like most undead, the Ochimusha gradually regenerate from damage, and their regeneration is in fact enhanced when given "affection" by their lord - anything from a pat on the head to a kiss to full-blown sex. The Ochimusha have their intellect and strength enhanced, and they can enhance their weapons with yokai energy that releases a mysterious light and makes them more skilled than ever before with that chosen weapon; this energy also causes those slain by the weapon to not truly die, but rather to be reborn as youkai (Japanese/Zipangu-style

monsters). The exact physical (and sometimes mental) form of the Ochimusha will depend on the energy it absorbs – ones born from absorbing demon energy will likely become Mamono, areas with ki/chi might give birth to martial artist Ochimusha, ones that awaken in mana-filled environments may have more arcane abilities and knowledge, Ochimusha in chakra-filled regions may lean more toward the ninja style of fighting than that of samurai, undead in lands that embody certain elements may in turn specialize in that element, etc. – but in all cases they are highly dedicated to you and will risk their lives to protect you if necessary.

Form of a God (600 CP, Discount Inari Faith)- "Holy" beasts like the Ryu can transform from their humanoid form into their true, bestial form as they wish – they just prefer not to, as it scares away worshippers. With your deity's blessing, you can now transform yourself into a bestial version of the race your god symbolizes (a giant, white fox with nine tails for Inari; a giant green dragon of the sky for Ryu, etc.). Your own form is not quite as powerful as your goddess, but it is certainly above the average representative of that race. You retain that extra form even if you should leave the service of your deity. Similarly, if you are following a god in another world, you can transform yourself into a bestial, blessed creature that symbolizes the respective deity (and maintain access to that form even if you leave the god). Your form is not at the same level as the god in question, but it still embodies key attributes of the god. For instance, if you served Zeus you could turn into a giant eagle that spews out lightning, and if you served the goddesses Kanako and Suwako (Touhou Project) you might turn into a frog, snake, or hybrid of the two with the power of weather/earth. You can have access to multiple forms based on different gods you serve/serve, and you can turn into and back from your godly form(s) at will.

Concentration is Key (100 CP, Free Mist Civil Service)- Across the whole Mist Continent, scholars are expected to be able to concentrate on important matters – though the values of what is important varies between kingdom. At the very least, people now see you as a very good source of advice, and they will come to you whenever they need advice, particularly if you advertise your wisdom on a specific topic. Even if the advice you give seems obviously stupid, people will still see it as a wise suggestion. And even if you give bad advice to everyone, people still tend to seek you out, but watch out for repeat customers, who may be a little upset that your advice didn't work. Furthermore, the perk allows you to split your concentration between physical and mental activities without sacrificing focus on one or the other. It also ensures that you can avoid becoming truly distracted whenever you are focused on studying or academic pursuits. Thus, you could have intense sex while continuing to study for an important test. For the course of the jump, your ability to focus and give advice will be harder (but not impossible) if you do not focus on things that fit with the values of the specific land you affiliated with; if you didn't choose the Mist Civil Service Faction, you can pick which of the restrictions apply. For the Land of Four Gods, you are best able to concentrate on and share information that emphasizes how people can get along well in mutually positive ways. For the Land of Four Fiends, you are best able to concentrate on and share information about ways to accumulate power. For the Land of Four Fiends, you are best able to concentrate on and share information about ways in which others can best serve you. You can also affect the concentration of others with the perk, with similar restrictions in place: for the Four Gods, you help others concentrate; for Four Fiends, you ruin the concentration of others; and for the Four Souls, you make it difficult for the target to concentrate on anyone except you. Perk can be purchased multiple times for different land ties, but if you chose the Mist Civil Service faction the freebie must be the land that you chose to ally with.

Jiangshi Master (200 CP, Discount Mist Civil Service)- You are a master in the art of summoning the undead Jiangshi, a physically strong and intelligent undead that can move about by stretching and hopping. With her body restored to prime condition and her mind retaining its faculties, she is even capable of complex martial arts, magic spells, and other advanced battle tactics. In addition, the toxin of her nails can turn living women

into Jiangshi like her. You know how to create "spirit recalling talismans" to transform corpses into Jiangshi and alter the talismans enhance their powers or reprogram them accordingly. However, you can never fully enslave a Jiangshi, so please treat it well or it might run away. With enough work, you might be also able to create/use talismans to take control of other kinds of undead beings.

Touch of Knowledge (300 CP, Discount Mist Civil Service)- By simply touching something or someone, you automatically gain scholarly knowledge about whatever you touched. Your mind is now like an infinite encyclopedia that can store as much information as you want without getting jumbled or overloaded. In addition, you can share a copy of the knowledge you hold with others by touching them. You can even imprint your knowledge into your children, as long as you contribute some of your DNA to their birth. Knowledge isn't the same thing as experience, though, so it's best to find a healthy balance between study and practice.

Martial Arts of the Mists (400 CP, Discount Mist Civil Service)- With the constant struggle to survive in the mist and monster-filled mountains and the constant warfare, it's no surprise that most martial arts come from the Mist Continent. You get the option of purchasing one of several schools of Mist-based martial arts; you can purchase the perk multiple times to select additional schools. Each school you purchase you can also teach to others; the rate of success for teaching the art to the students varies depending on the complexity of the art and the aptitude of the student, but generally the student will develop a basic level of mastery between a week and a month and will reach the higher levels of the art within several months to a year (this does not account for other perks that may boost your teaching capabilities). Here are the available schools:

Five Animals- The first option is the "Five Animals" school – a set of five different techniques based on the local animals of the Mist Continent. The first animal, the "Tiger", embodies the Jinko and reflects her sudden shift from passivity to aggressiveness during mating season; the technique emphasizes lightning-fast and powerful strikes to stretch out and grasp the enemy. The second animal, the "Deer", embodies the Hakutaku and reflects her scholarly concentration; the technique focuses on controlling your inner organs/bones and maintaining your health reserves during battle. The third animal, the "Eagle", is for some reason actually the mouse-like Hinezumi; the technique emphasizes aerial combat via jumps and the targeting of pressure points (which includes the application of mana and other internal energies to those weak points for extra damage/effects). The fourth animal, the "Leopard", is actually the fox-like Youko, and reflects her sly nature; the technique focuses on hit-and-run techniques to outsmart your opponent while also steadily building up your internal energy reserves. The fifth and final animal, the "Mantis", is not based on an actual animal but rather the undead Jiangshi zombie, whose stiff posture sometimes resembles a mantis'; the technique uses a combination of close-range arm/leg strikes for offense and whip-like motions to defensively deflect attacks, while also encouraging the stiffening of one's muscles for increased durability. As these techniques are all part of the same school, they can be used interchangeably and together for different combinations.

Chi-Tai- The second school is "Chi-Tai", developed through collaborative efforts of Hakutakus and Jiangshis. The school values the art of understanding one's surroundings and opponents, and the style allows you to avoid enemy attacks while gradually understanding your opponent's patterns and determining the precise path to victory. It also allows you to slowly but surely strengthen your fighting skills outside of combat by exercising your mind and learning new knowledge. Plus, this particular school is exceptionally easy to teach to people.

Monkey Fist- The third school is the "Monkey Fist", a martial art developed by the Kakuen monkeys. It appears to be a drunken-like, clumsy style that reflects the wild nature of the monkeys, but its seemingly silly nature conceals its cunning edge. The style allows you to fight on instinct to accurately target enemies despite having no solid concentration on anything, making it difficult for people to predict your movements/targets. It also enables you to trick enemies to let their guard down for critical strikes and even muggings. Furthermore, like a monkey you are able to climb and jump nimbly even in the midst of fighting, and grab onto objects with even a single appendage of your body, such that you could fight while upside-down and hanging onto a branch with your foot or tail.

Bamboo Sage- The fourth school is the "Bamboo Sage" style, a Ren Xiongmao-developed art based on the use of poles – anything from wild bamboo shoots to bo staffs – as weapons. The body movement of the style seems cumbersome like the bear, but this conceals the true power of the art, as it allows you to develop complex strategies with your staff's attacks to catch the opponent off guard. You also learn the art of "sliding" around a pole for circular motion that increases your velocity. The highest level of the school's teachings is the "Bamboo Forest" technique, which involves the use of a potentially-infinite number of weapons. At this advanced level, the user will be able to use any appendage to swing a pole (or anything close to a pole), and you know how to throw these poles high in the air and have them land at specific points of your choice in the battleground. This results in a "forest" of ever-falling poles that the user constantly shifts between using before throwing them back into the air while also spinning between them to bewilder the enemy.

Kingdom-Specific Choices- In addition, there are three other schools that can be purchased, each of which originates from one of the three primary kingdoms on the Mist Continent. In the case that you chose the Mist Civil Service faction, you will receive the school associated with your territory for free upon purchasing any of the above schools, though you will have to make a separate purchase for the others. The "Path of Partners" school, originating from the Land of Four Gods, is a teamwork-oriented style that enables you to better cooperate with allies in battle so that you fluidly support each other; since the style itself teaches you how to make the partnership work, it isn't necessary for the partner to already know the technique for it to work when you use it, though the effectiveness will be enhanced even further if your partners know the school as well. The "Path of Power" school, originating from the Land of Four Fiends, is an aggressive style that focuses on physically and psychologically imposing dominance over the opponent until he or she submits to you. The "Path of the Master" school, originating from the Land of Four Souls, is technically a teamwork-oriented style but focuses on a master-servant relationship: the technique involves having your allies redirect their tactics to support you, even when doing so leaves them weakened; the style involves a lot of charisma so that your allies accept this unequal relationship on the battlefield.

Secret of the Mist (600 CP, Discount Mist Civil Service)- Like the mysterious monsters lurking in the mountains, you can exude your mana stores and other internal energies as a pervasive mist. At the bare minimum, your mana and other energies' production and storage capacities are significantly boosted. In addition, you can generate a mist reminiscent of the continent's mist around you in a 50-foot radius. It becomes difficult for other people to see in the mist, but you can see through the mist perfectly. Furthermore, you can "taint" the mist with special properties of the specific energy you use: succubus-style demon energy makes the mist monsterize people, element-based energy empowers elemental beings of that element's affinity, undead energy makes it easier for the dead to rise up as undead, etc.

Courtesy of an Invitation (100 CP, Free Ryugujo)- If a lady gives you an invitation of hospitality, it would be rude to decline, wouldn't it ~? When you offer an invitation of hospitality to someone, he or she is compelled to accept the invitation without protest. The power of the perk increases the more you have genuine intentions of hospitality toward the guest; that said, being exceptionally hospitable and convincing guests to stay forever…isn't that essentially fulfilling the same goal as taking someone prisoner?

Slippery Touch (200 CP, Discount Ryugujo)- You can produce a slimy membrane across your body, and you can control the level of slipperiness of the mucus. This means that you can control *how* people slip when they make physical contact with you. For instance, you could have a man slip deeper into your embrace when they really wanted to get out of your arms, or have an attacker grabbing you slip right away from you into a pedestal to knock them out. The nutritious mucus also gives enhanced vitality and stamina to whomever touches or consumes it – and if you are producing the mucus, you will get the same benefit.

Cry of the Helpless (300 CP, Discount Ryugujo)- Whenever you are apparently in a vulnerable position, you can create one of two effects on observers. The first option causes their sadistic feelings to rise and go wild, such that they will take their time and slowly toy with you instead of being quick and done. The second option makes onlookers feel protective of you and viciously attack anyone they perceive as a threat to you. You can also affect different people around you with different effects at the same time. In fact, simply through ordinary speech and behavior you can induce irresistible feelings of sadism or protectiveness.

Paradise of Pleasure (400 CP, Discount Ryugujo)- Despite the sexual themes of the Ryugujo cities, they are nonetheless seen by most outsiders and even visitors as refined fun parks instead. You can now merge sexual themes with a product, service, or institution that embodies separate themes, and people as a whole will focus on the non-sexual parts of the resulting mix from a distance. For instance, you could make your fancy, five star restaurant all sexy, and gourmands and reviewers will focus on the "French cuisine" and turn a blind eye to the sex going on; likewise, you could mix porno elements into a kid's cartoon, and censor groups will still believe it to be G-rated. This doesn't stop the people actually experiencing the thing from realizing the truth, but anyone learning about your creation from hearsay will remain ignorant to the sexual elements. You are especially skilled at making sexy theme parks and attractions.

Domain of the Sea (600 CP, Discount Ryugujo)- You can bend the sea to your beck and call. This lets you manipulate things like sea currents, whirlpools, and tsunamis with ease, but it also gives you control over the very way in which you and other people interact with water. You can manipulate the water around you (within a 50 foot diameter) so that any living thing that is not adapted for swimming and breathing underwater will seem to be on land; it will be as if the water does exist to them, meaning that they can breathe air but also that they can't swim. Similarly, "wetness" effects will be absent – if people need moisture to for essential functions like gills, they'll still get it, but they and objects in general won't get soggy or face any other negative effects of water. You can also give yourself that effect if you wish, but you can also maintain your default state in the water, as is the case for things that normally live underwater; you and they can continue to breathe the water and swim through the space, as if you are "flying" in the eyes of the land-locked beings. You can also temporarily give a person (up to 25 people at a time) the ability to breathe underwater for 24 hours, thus

allowing them to also swim freely in the "air" space" you make in the water; they can also repel water from their bodies to keep themselves and their clothes dry.

Riddle Me This (100 CP, Free Kingdom of the Sun)- You are a master at solving and inventing riddles. More than that, you have strong hunches on just the right riddle for every occasion – if you want someone to succeed in a riddle, you can come up with the perfect one they can succeed at without feeling like someone cheated, and if you want them to fail you can come up with one that they will only have themselves to blame when they inevitably get it wrong. You can also cast a charm when you ask a riddle, causing the loser to fall in love with the winner; however, you cannot use the part of the perk that lets you pick the perfect riddle when you cast the charm, so it's a gamble whether the person will fall for you or you'll fall for them.

Wishmaker (200 CP, Discount Kingdom of the Sun)- Your body and soul are innately endowed with the spell formula for granting wishes. In general, unless you practice a lot, it will be difficult to focus your power into fulfilling an objective unless you are given a worded wish by someone other than yourself; however, you get to choose whether or not you grant the wish. Keep in mind that the stronger the wish, the more energy you'll need to supply (and for a longer duration) for the wish to be fulfilled – eternal wishes like immortality, for instance, might require an eternal amount of energy to work. In addition, the extent of wishes is bound to the universes in which they occur in, nor can they go past the admittedly-considerable range of the magic systems within the MGE verse.

The King is the Land, The Land is the King (300 CP, Discount Kingdom of the Sun)- The Pharaoh is said to embody the very heart of the kingdom, and through sheer will and magic influence the form of the region. At the very least, the perk allows you to fill the land around you with newfound life, such that springs would gush out and plants sprout even in the harshest of deserts. Furthermore, you can shape the kingdom to match your overall mood. If you have a virtuous and noble heart, you can make the land into a paradise where the sun never sets yet everything is temperate and the land is green with life under the ever-bright sun (your blessings will take strength from the sun, by the way). If you wish for debauchery and pleasure that never ends, you can instead transform your realm into a land of everlasting night where the sun never rises yet plants and animals are sustained with vigor for wicked deeds under the light of a full moon (and the moon enhances your power over that style of realm).

Long Rest (400 CP, Discount Kingdom of the Sun)- By resting and meditating, you gradually collect divine power that strengthens your soul and powers. This effect is rather small usually, though, so for a major change you'd need to sleep for thousands of years. However, this is an open possibility, as when you rest you enter a state of suspended animation that will protect your body from aging until you choose to awaken, even if it is hundreds of years later. In case that you don't have that much time in the jump for all that, you can cause the clock for the jump's timeframe to stop while you sleep; however, you can only pause the clock once in a jump, so no waking up in between! Also, your body is still vulnerable to harm if exposed, so you probably want to find a safe place to store you while you sleep with the gods.

Royal Power (600 CP, Discount Kingdom of the Sun)- A legendary, blessed gift of the Pharaohs that consists of three integral qualities of character that are significantly boosted by exposure to the sun. Number 1, the royal

talent of grasping the hearts of the people, allowing them to see the inner motivations and desires of their citizens. Number 2, the divine power to "illuminate" people, shining a light into their heart so they can see what they truly wish for. And Number 3, the devilish charm of monsters that convinces people to do things the monster's way and believe that it's what they wanted all along; however, this last aspect relies on the sexiness of monsters, so unless you are aesthetically beautiful and act sexy you won't be able to use this third element. When you combine all three of these powers together at once, and have enough power from the sun, your charisma can become very powerful. At full intensity, with all three powers active and the sun at its strongest phase in the day, the Royal Power gives you an aura of leadership, such that people upon seeing or hearing you will feel compelled to kneel and bow in submission, and obey without question or hesitance any command you issue. The only way to resist the kingly authority at this high level, other than when the order is something rejected from the bottom of the heart, would be with godly abilities. The potency of each individual power, along with the combined effect, diminishes with lack of sunlight, and moonlight will significantly sap the strength of this perk.

Drunk in Heart, Not in Mind (100 CP, Free Bacchism)- The Satyros and other followers of Bacchus may be drunken hedonists all the time, but they are also startlingly elegant hedonists, giving off a sober demeanor even when dead drunk. You are able to maintain a clear mind even when drunk or intoxicated by other substances; you'll retain whatever happy feelings come with the intoxication, but you will still be able to see and think clearly. People who observe you, unless they already know you were drinking, might think you are cold sober even after you've gotten completely drunk. You also have a greater capacity for alcohol and are barely affected by any of its negative effect.

Embodiment of Drunkenness (200 CP, Discount Bacchism)- With this perk, you can make every little action you make embody drunkenness, and impose that drunkenness on others. You can "breathe out" drunkenness, such that the way in which you play music, caress the body, or even speak words carries with it a magic spell that makes those exposed to it feel like they've been intoxicated with the finest alcohol. Better yet, the spell imposed by your actions ignores the subject's normal resistance to alcohol and intoxication. The effect of your actions increases the more effort and emotion you put into the acts, such that a simple kiss on the cheek might make you just slightly drunk while a full-blown, tongue-and-all kiss would make you completely drunk and tipsy.

Bacchus' Blessing (300 CP, Discount Bacchism)- You can turn any liquid you touch into a form of alcohol. If you want, though, you can instead let the liquid retain its original form and properties yet still absorb the intoxicating quality of alcohol, so that while it appears like its normal self, anyone who drinks or touches the liquid will feel intoxicated as if they drank actual alcohol. The effect spreads across the entire liquid with enough time, though it will stop spreading once you cease contact with the liquid, so you could feasibly, if you're willing to sit out by the shore for weeks on end, turn an entire sea into water that nonetheless makes you drunk.

Colors of an Oni (400 CP, Discount Bacchism)- Just as different-colored Oni have different powers, you can turn your whole body certain colors to gain various benefits. Red, like a Red Oni, will give you enhanced strength and appetite, allowing you to push forward to obtain what you desire. Blue, like a Blue Oni, will give you increased intelligence and calmness, such that you can think straight even when angry and avoid becoming irritated when you want to be happy. Green, like an Ogre, will give you enhanced endurance and determination,

such that you can pull yourself up for another go even when you should be at the point of exhaustion. Black, symbolizing the dark fear Oni create, helps you sense weakness in individuals and imposes an aura of fear that makes people hesitant to oppose you. Yellow, symbolizing how some Oni are revered as soldiers of the gods, allows you to impose dominance over people through charisma, or on the flipside make people discontent so that they stir up trouble.

Bacchus' Party (600 CP, Discount Bacchism)- If there's one thing that Bacchus is loved for, it's her wild and happy parties, where everyone's invited. You have the ability to get people to have large parties and make it so that anyone who might like to attend will know about the party and be able to come for it. Anyone who passes by the party or even distantly sees or hears it will be attracted to it and compelled to take part. The more people there are at the party, the happier everyone participating will feel. Moreover, Bacchus is known for blessing food and wine. As the party continues, all resources at the party will be multiplied so that there will always be enough to satisfy people; even if you were to host a nationwide party in an impoverished country, everyone would be able to feast and drink like kings. In addition, the parties help people find "strength in oneself" to live their lives as they wish, such that a village beggar could, after stumbling into one of your parties, become a successful and happy businessman. However, the longer and more intensely you party, the more that fatigue and hangover effects will gradually kick in, and eventually the resource multiplier will cease, meaning you'll have to find more supplies for the party yourself or call it quits. There is also a cooldown period before you can start another party with the perk, but the length of the cooldown will be three times the length of the previous party; for instance, if the party lasted just 6 hours you could party every night, but if you partied for two days straight you'd need to wait the better part of a week before resuming the festivities.

Vegetal Shepherd (100 CP, Free Eleusinian Mystery)- An important tenet of the faith is to do everything possible so that any plant can grow anywhere she wishes. This perk allows you, by personally tending to plants regularly, ensuring that they can grow in any environment, even ones that would normally harm them. If you stop tending to them, though, they will lose that protection and potentially die as a result. You will need to personally care for and sing to the plant twice every day, at least for the first week. After the first week has passed, you only need to tend to the plant once a day. After the first month, you only need to complete the necessary rituals once a week. After six months have passed, once a month will suffice. And after a full year has passed, the plant will be capable of surviving in the environment on its own. However, the rituals only ensure that the plant is able to stay alive and relatively healthy; for it to be especially fruitful, you may need to give extra care and love. Also, once the plant has reached the one-year turning point, depending on the severity to which the environment would normally threaten it, the plant may alter its physiology to better suit its environment; this may result in the plant becoming an entirely new hybrid.

Sticky and Bouncy (200 CP, Discount Eleusinian Mystery)- Plants have a variety of different textures – sometimes sticky, sometimes bouncy. The perk has two aspects to it. First, you can selectively make your body sticky like glue. The "glue" is very difficult to get off, and it is strong enough so that you could use it to anchor yourself to a rock in the midst of a powerful sea current. People and things that touch you in this state will naturally get stuck to you, though you can dismiss the sticky effect as you wish. The sticky slime can also be used as a tasty and nutritious additive to meals. The second option allows you to generate a fruit-like gel around your body, covering up everything that you want it to cover. The fruit is incredibly bouncy, to the point that you could potentially make yourself into a "super ball" and bounce around accordingly. You can make the fruit gel permeable if you wish, but when you reassert the bounciness whatever was still inside will be trapped,

with any attempt to escape causing them to bounce right back. Like the slime, the fruit juice is delicious and healthy.

Lovely Fragrance (300 CP, Discount Eleusinian Mystery)- You can emit a cloud of pollen that has an amazing fragrance to it. A seductive fragrance, in fact. Depending on what you want, the scent will either drive whoever smells it mad with lust and cause them to quickly seek you out; or it will imprint the scent in their mind and make them unconsciously home in on the scent's location in a gradual, less noticeable process. People who are caught in the spell of the aroma and then encounter you up close in personal will be caught in an overwhelming whiff that will addict them to your presence if that is what you wish. You could also potentially bottle and sell your scent as a sort of perfume.

Plant Puppeteer (400 CP, Discount Eleusinian Mystery)- You're the brains of the operation, and you can get plants around you, whether they're flowers, vines, trees, or tentacle plants, to do your bidding. You can even link up with the senses of those plants and "see" through them. Your control covers a 50-meter radius around you. Plants that are sapient can resist your control, but on the flipside, if they are willing, you can help coordinate them for a fluid relationship. In addition, you can cause plants to grow around yourself, such as a flower or fruit.

Trees of Life (600 CP, Discount Eleusinian Mystery)- Dryads are considered sacred beings by the Mystery, and you have been inducted into one of the greatest and most secret rites of the cult so that you have a degree of the tree mistresses' power. You can enchant trees to protect them from fire, lightning, disease, and other threats, with the application of magic and other energy sources strengthening the enhancements. More than that, you can merge into the tree for protection from harm. The interior of the tree when you enter spiritually hollows out into a cozy, delightful little home that you can decorate as you please. You can also, when inside a tree, teleport to any other tree within 50 meters of the tree (this includes the trees' branches and roots). Furthermore, if you want, you can bond your soul with a specific tree of your choice. You and the tree are now a single being, so to speak, and you remain eternally youthful and alive as long as the tree lives. If your body is destroyed outside the tree, your soul will automatically travel back toward the tree; once it's nestled inside, your soul will gradually heal until your body regenerates. However, if the tree dies when you are bonded, you'll die too. Also, you cannot travel more than two miles from your tree at any time. You can still use your power to travel into and between trees, but only one tree can be bonded to your soul at a time. You can dismiss the bond and take your soul back at any time you wish. When you enter a tree, you can bring people and things with you, but unless they have their own means of exit you get to determine if they stay or leave. If something or someone is left spiritually inside a tree for more than one week, they will become bound to the tree, though unlike you they can only travel up to 50 meters from their tree.

Silent Clues (100 CP, Free Bug Lovers Foundation)- Due to their primitive personalities, many bug Mamono are unable to even speak or write, but their dear husbands are still able to figure out what they want. You have a way of getting people to understand the feelings and thoughts you are trying to convey to them through body actions – or even just staring silently at them. This is not so much a communication perk, but rather a luck perk that makes people more likely to grasp what you want to say. The interpreted messages are generally simple summaries of overall feelings and ideas, and lack the sophistication of sentences, much less conversations, but it's still better than nothing. On the flipside, you are able to understand similar messages from others without speaking or writing simply by observing their body "language" and the way they look at you.

Bountiful Harvest (200 CP, Discount Bug Lovers Foundation)- Despite being often seen as vermin, bugs often are the heralds of bounty, as in their gluttonous acts they often make the land more fertile. The more food and wealth you spend frivolously, the more food and wealth you will get back. At the barebones, you'll get enough back to break even, but consume excessive amounts and you'll start getting back even more than you exhausted in the first place. Similarly, the more you raze and consume vegetation around you, the more fertile it will become for the next generation of growth. That said, the newfound food, wealth, and plants won't reappear immediately, so if you're not careful you could have some short-term problems.

Poisonous Pest (300 CP, Discount Bug Lovers Foundation)- You are able to produce different poisons in your body and transmit them to parts of your body – from teeth to claws to spines. The effects of your poisons range from paralysis to more dangerous kinds of poison. The perk doesn't give you immunity to poisons you are exposed to, but you are immune to the poisons you produce and can resist poisons you are exposed to from outside sources; plus, any outside poisons you are exposed to can then be reproduced in your body.

King/Queen of the Hive (400 CP, Discount Bug Lovers Foundation)- A key social behavior of many insect species is how they group together in communal swarms and hives. When you have gathered willing companions and allies around you (within a 1-mile radius), you can create a "swarm" with them. Each individual's general stats are slightly boosted, with the boost increasing with the number of people in the group. Moreover, the different members of the hive gain an instinctive connection to each other, such that they can quickly relay their observations and ideas to each other (even without vocal communication) while remaining largely united in objectives. As the leader of the swarm, you can control the overall goals of the hive and their movements, as long as they are not significantly opposed to your intended objectives. You can also emit pheromones to leave messages for your followers to pick up, even path markers for navigation. In addition, if your swarm pulls outsiders into its fold, such that those people are essentially surrounded on all sides by your hive, you can gradually shift their mindset to one embraced by the hive. For instance, if the swarm values violence, you can make peaceful people caught in your "net" more eager to fight, and if the hive embodies peace and harmony the swarm could quell the violent tendencies of even naturally-aggressive beings – and once their values line up with those of the hive, it's likely that they'll be willing to join the group.

Worm Vessel (600 CP, Discount Bug Lovers Foundation)- You can summon a monstrous worm that resembles the outer form of a Sandworm to surround you as a "shell". The worm "shell" is linked to your own body, and you can control and sense things through it as if it were your true body. You can alter the size of the worm shell as you wish, so that it can be small enough to fit on you like clothing or be up to twelve times your actual body's size (this means that the potential size of the worm vessel increases with your own body's size. The outer body of the "shell" is hard as rock and very difficult to damage, but the interior walls are soft and fleshy, making it a very comfy home. As long as the "mouth" is closed, the interior will be fully protected from outside hazards (sand, heat, etc.). Given the potentially spacious interior, you could potentially live inside it indefinitely along with other people. In addition, the worm is able to "swim" through solid materials, whether it's sand, earth, stone, or something else, without leaving any tunnel or trace behind it.

Slime Coat (100 CP, Free Slime Herd)- You can now produce a general slime substance that covers your body without damaging your body or anything you're wearing at the time (unless you want it to for some reason). In

addition to the general sort of slime, you can also alternate between the different slimy substances produced by different kinds of Slimes in this world. Furthermore, you can potentially learn to create new kinds of slimes (as in substances, not monster girls) if you mix your slime(s) with new substances. Also, you can change your body's color, from skin to hair, to match the color of the slime you are producing. When your slime is more than 20 feet away from you, it will quickly begin to dissipate.

Bubbling Purifier (200 CP, Discount Slime Herd)- This perk, in addition to giving you a general immunity to the negative effects of toxins, allows you to absorb toxins around you into your body and convert them into harmless substances that you can then release back into the environment. The catalyzing process may sometimes release a foul smell depending on the potency of the toxins, but you will personally be protected from the bad odor unless you choose to expose yourself.

Amorphous Body (300 CP, Discount Slime Herd)- You can selectively control the solubility of your body. For instance, you could become like a liquid/slime so that swords will simply pass through your body without actually harming you, or twist your body to squeeze through small cracks. You can also ensure that when you are in a liquid or semi-liquid form that your body will not mix with other liquids in the area. Furthermore, if you adjust your solubility, you can become light enough to drift through the sea (or instead float against it). If purchased with *Slime Coat*, you can choose to merge your liquid body with the slime substances you produce, and same for the toxins you absorb if you bought *Bubbling Purifier* – and don't worry, you can cancel the fusion and eject the slime substances and toxins whenever you want, though you can also choose to store them for later use.

Droplet Division (400 CP, Discount Slime Herd)- You can create extra copies of yourself. Each time you split a new copy off yourself, you need to expend a fair amount of stored energy/mass from your current body to create the new body, so the division may temporarily weaken you if you haven't gathered enough resources for the split ahead of time. But once your copy has been generated, it can subsist on its own. Each copy has your basic body form from when you initiated the division, but the copies will not normally inherit any perks from you except for *Droplet Division*. In their normal state, the copies lack minds of their own and instead have simply an instinctual desire to follow you. However, you can focus to implant certain knowledge and memories into individual droplet copies, thus allowing you to transfer knowledge-related perks. But to do so requires you to expend even more energy/matter.

Slime Core (600 CP, Discount Slime Herd)- You can generate a "slime core" nucleus within your body to act as an extra storage container for magic and other energies within your body. The core lets you store energies such as magic inside it and enhance the potency of the energy the longer it's stored in the core. In addition, the core acts as a sort of "back-up hard drive" for your mental processes, so as long as the core keeps running you can retain complex intelligence/thoughts even if your body otherwise lacks the capacity for that level of thought. If you also purchased both *Slime Coat* and *Amorphous Body*, you can regenerate your body slowly but surely as long as your Slime Core survives. If you also purchased *Droplet Division*, the Slime Core allows you to pass on knowledge to your copies without having to expend extra energy/materials.

Two Parts (100 CP, Free Equites)- The Centaur's horse body actually has two vaginas – one like a horse's and the other like a human's. You can use the perk to give yourself multiple vaginas and penises, but the perk also lets you duplicate body parts and place the second body part on any area of your body. Furthermore, the second body part does not have to be the one that would usually correspond to your current body – it can be the equivalent part from any other body form you have.

Keeper of the Ancient Ways (200 CP, Discount Equites)- The Centaurs have a long history of sages and wise guardians due to their great respect for honoring the past. You are able to easily learn, remember, and honor the histories of the families, organizations, and cultures you are a part of, to the point that you could recreate an accurate history of your bloodline despite a scarce paper trail and even learn unique skills that were kept – even to the grave – by your ancestors. You also become skilled in teaching these traditions and skills to the "next generation" – anything from your actual descendants to new initiates for your organization to immigrants assimilating to a culture you're a part of.

Nightmare Rider (300 CP, Discount Equites)- By being physically next to an individual who is asleep, you can enter that person's dream and take charge of it. In the dream, you can appear in a persona of your choosing, even if in reality you look nothing like what you do in the dream. You cannot physically or spiritually harm the dreamer when you are in the dream, but you can take control of the dream's direction. Furthermore, you have the ability to drain energy from the sleeper by having sex with him or her in the dream (or possibly other ways, if you already have other methods of energy draining). Also, you can empower weapons you hold to "cut" portal-tears into dream worlds, though the holes gradually patch up over time.

Horn of Purity (400 CP, Discount Equites)- You can make a Unicorn's horn appear on your head. The horn symbolizes purity, and it has strong healing powers that you can draw upon. The horn is filled with its own replenishing supply of energy, and the power of the horn's healing abilities increases with how pure your energy is (meaning the less you use other energies to power the horn); the power of the horn also increases the purer and more loving you act toward the person you wish to heal – meaning that you could potentially restore a person burnt to ashes back to full health in body and soul if you sincerely, deeply cared about him or her.

Bi-Harem (600 CP, Discount Equites)- With this power, you can bless those you love with the ability to attract harems. By marking a person, you make him or her highly attractive to other people, and he or she will have great luck in drawing in especially compatible partners. Moreover, the scent of the mark makes those attracted to the marked person open to the idea of sharing love in a harem style without coming into conflict with each other. If you are already romantically tied to the person you blessed, the people attracted to your lover's harem will automatically recognize and respect your position in the harem. In addition, the perk allows you to fan the desires of those you mark so that they consciously start to desire a harem. And unlike a normal Bicorn, there is no limit to how many people your marked lover can attract to his or her harem – nor is there a limit in how many people you can mark with the harem master scent. The harem blessing cannot be given to yourself, though others who have the perk could in turn share it with you.

Man's Best Friend (100 CP, Free Pedigree Patrol)- There's just something about the cute, devoted behavior and appearance of dogs that they can instill great love in their owners, despite the dogs' inability to use any sort

of charm magic. You have a very sweet and adorable demeanor that makes you very likeable and easy to love, with the power of the perk increasing with the level of devotion and love you show in return. And since the power is not actually a charm spell, the perk is not nullified by magic-neutralizing powers.

Alpha of the Pack (200 CP, Discount Pedigree Patrol)- You have a strong yet wild sense of leadership that allows you to take command of small groups (no more than three dozen individuals at a time) and guide their behavior and actions. Even rowdy and wild packs that are little more than feral dogs in their lifestyle will be willing to listen to you and accept your commands, such that a completely undisciplined regiment could become a well-oiled squad that moves with the perfection of elite units.

Mood Monitor of Maids (300 CP, Discount Pedigree Patrol)- You are very sensitive to the subtleness of human emotions and can intuitively recognize what people want. Reading the mood of people, you could tell their food preferences, pet peeves, and even degree of pent-up lust without them ever saying a thing to you. You also gain increased skill in maid work.

Sixth Sense of the Sith (400 CP, Discount Pedigree Patrol)- You have especially high olfactory senses that not only strengthen your normal senses such as smell and hearing but also give you an ability to sense danger. You are able to sense threats to both yourself and people you care about. Furthermore, you have a "study sense" that helps you concentrate and develop skills that will help the people you care about; for example, if you wanted to help a wizard companion in his studies, you would be able to master enough sorcerous skills to competently assist him, and if you were part of a royal court you could quickly pick up proper etiquette so that you never embarrass your mistress during official functions.

Rebel Against the Gods (600 CP, Discount Pedigree Patrol)- It is said that the Hellhound was made by a god of the underworld to serve as a guard, only it was impossible for even the gods to tame them. You have an unbridled determination to remain free, such that you can never be forced or kept in a servant position against your will. Even gods will be hard-pressed to get you leashed to their will, much less keep you leashed for long. To assist in your desire to be free, whenever physical or metaphorical "chains" of submission are forced on you, your heart and body begin to overflow with a dark, magma fire normally found only deep in the abyss of the underworld, giving you a significant will and strength boost.

Watch the Sky (100 CP, Free Bird Watchers Institute)- Birds fly up very high, so it's important that they have eagle eyes to find targets below – and it's equally important for birdwatchers to be able to keep track of things coming from up above. Your vision is greatly improved so that you can see for miles. More than that, you are able to instinctively sense and fully see anything you see below or above you. For instance, you could sense something watching you from up in the clouds, and just by looking up you could instantly tell if it's a Harpy, a plane, or Superman. Similarly, you could quickly identify and make out key features of things far below you while flying up alongside the clouds.

Run With Your Cock (200 CP, Discount Bird Watchers Institute)- You can run as fast and agilely as any bird flying in the sky. In fact, whenever you can see something flying in the air, you can make your running speed

match that of the flying thing as long as you keep sight of it. In addition, anyone you pass while running will be granted a significant boost to their own running speed as well.

Shinzuuriki ~ Way of the Daitengu (300 CP, Discount Bird Watchers Institute)- You have been taught in the fighting style of the Daitengu, the greatest of all Tengus. This special kind of martial arts called "shinzuuriki" almost crossed the line to sorcerous magic, as it allows you to effortlessly move about in the air as long as you are in the midst of your battle techniques (and it lets you gracefully land afterwards as well). Furthermore, the techniques allow you to "bend the wind" to either limit air resistance against you or cut through armor with "blades" of wind. Because of this, the style is especially suitable for aerial combat. In addition, the practice emphasizes careful observation and accumulation of knowledge, such that your accuracy and ability to find weak points against an enemy increase the more you watch his or her movements. There's one other feature for the perk: you can change the size of your nose, and the larger and longer your nose become, the stronger you become both spiritually and magically (on the other hand, the bigger the nose, the more your sense of pride swells, so be careful).

Egg Laying (400 CP, Discount Bird Watchers Institute)- You can at will lay birdlike eggs, though none of them will actually contain an embryo. They can range in size from chicken eggs to the size of chickens to even large enough to contain a full-grown ostrich. All of the eggs are hard as rocks and near-impossible to even crack. However, either at your command or when a hostile person comes within 20 feet of the egg, the egg can hatch to reveal a yolk-bodied slime. When you lay the eggs, you can imprint certain commands into the yolks to determine what the slimes will do when they awaken. Please note that the perk allows you to lay eggs regardless of your sex, such that you could lay eggs (usually through the butt) even if you're a guy. Actually, you don't really "lay" eggs but rather summon the eggs out of this air, so you don't need to worry about your anatomy getting in the way.

Thunder of the Heart (600 CP, Discount Bird Watchers Institute)- Your heart is like a bolt of lightning, ready to strike at a moment's notice. You can generate magical lightning that can either cover your body or be shot out like lightning at a target – and since it is literally lightning, it's going to certainly be a swift attack. The default state of your electricity leaves no physical harm but temporarily paralyzes victims with a sensation of shocking pleasure; you can change the electricity to the normal, harmful kind if you wish, though. And unlike a normal Thunderbird, you won't have to worry about losing control of your lightning if you get too emotional. In addition, you can absorb outside energies you make contact with and add them to the electricity you're storing for an even more intense voltage; that said, you'll need to consciously activate the absorption power before you make contact with that energy.

Born to Be Wild (100 CP, Free Furry Friends Lodge)- Like beastmen, you have your physical and wild attributes enhanced. Your sense of hearing and smell will become a little stronger than it normally would, for instance, and you would be a little faster and stronger. The boost isn't incredibly big, but it will enhance these attributes and more beyond what they would normally be for your body (including beyond any other enhancments already in effect). It also teaches you how to instinctively use bestial seduction gestures to appeal to a target's animal instinct to reproduce and make them see you as a "suitable mate".

Magic Repository (200 CP, Discount Furry Friends Lodge)- Fun fact: mice are excellent catalysts for magic rituals since they naturally accumulate and store magic within their bodies. Like mice, you can find it easy to store magic and other energies in your body, essentially increasing your overall storage capacity. It also becomes easier for you to naturally absorb magic and energy from your surroundings. And unlike mice, you aren't locked out from actually using/releasing the magic you build up inside you, so don't worry about that.

Beast Insignias (300 CP, Discount Furry Friends Lodge)- You can manifest tatoo-like insignias on different parts of your body – not only the infamous "beast" wolf pattern of the Beast Sabbath but also other animal symbols like vixen [fox], rabbit, and more. These different sigils sharpen both your body and mind in various ways depending on the specific symbol. Generally, you will get physical enhacments and a mindset parallel to the type of animal pattern. For instance, the wolf insignia heightens your senses while also releasing the bestial instinct of a predator, the vixen insignia grants you the crafty mind and alluring charm of a fox, and the rabbit insignia puts you in heat like a rabbit while also helping you sense love/lust around you. Each individual insignia's enhancements and effect on your mind are limited, though, and generally have the most effect in the place you summon the emblem; if you have a wolf pattern on your face, your eyes and nose will sharpen considerably (and those senses will also drive your predatory lust), while if you had it in the mouth, you'd have a rich sense of taste as well as a lustful desire flow through your mouth. It is possible to summon multiple insignias of the same or different type on various parts of your body for an accumulated effect physically and mentally. You also know how to implant these markings on others through physical contact.

Howling Force (400 CP, Discount Furry Friends Lodge)- A theriomancy spell invoked by howling or roaring like a crazed beast. Anyone within hearing range who is considered a "pack member" of the howler (family, friend, ally, etc.) will temporarily receive any buffs that the howler is currently enhanced by. You can also selectively choose what buffs to share while howling. The shared buffs will remain in effect as long as the howling has not stopped in the last five minutes or the original buffs have not worn off the first howler. Also, if the individual has the *Born to Be Wild* perk, that boost will also be shared among those affected. The effects of the howl are heightened the more members of the pack howling, as once the original howl starts their own roars will be qualify as this perk as well. That said, the power of the individual buffs being shared won't be increased by the number of howlers, so it's best if each individual howler shares their own separate buffs for the most efficient use of the perk. However, the howl has another effect, as it is not simply a call out to pack members but also a cry for pack members – meaning that the roar is also seeking new potential members for the pack. Anyone with strong affinity or compatibility for the "pack" who hears the bestial call, even if they were not previously connected or allied with the howlers, will themselves compelled to join the wild pack. If they embrace the compulsions of the howl, their mindset will gradually shift to being a fellow "pack member" toward the howlers, thereby enabling them to receive the buffs and join the howl themselves.

Trust Your Instincts (600 CP, Discount Furry Friends Lodge)- Beastmen and other wild Mamono tend to favor the theriomancy school of magic because it, unlike other schools, doesn't rely on chants, rituals, or thinking at all. Rather, it all comes down to your primal instincts. You can enter a bestial "berserk" mode where you act completely instinctual like a beast, though your normal mindset still influences you (you'll recognize allies/companions as comrades, you'll know if you have a specific goal to accomplish, etc.); this also lets you instinctively sense when you would, if you were in your normal state, desire to switch out of your berserk mode, so don't worry about getting locked in a loop. In this berserker state, you are able to activate magic spells and the like (as long as you already know them) naturally and near-instantaneously as if they were simply extensions of your body, with no need for specific incantations and the like. And because you're

functioning on pure instincts, you'll often have heightened insights on the best spells and abilities to activate at just the right moment. In this mode, the *Born to Be Wild* and *Howling Force* perks are also strengthened.

Bountiful Catches (100 CP, Free Horde of Mordor)- In all truth, aside from their physical strength and numbers, the Goblins and other such monsters aren't that tough if you're prepared for them. Which is why the bands target those who won't be strong enough to escape. When actively looking for targets to fight, particularly for acquiring wealth and goods, you have increased likelihood of finding targets that are sufficiently worthwhile to attack yet are not too strong for you. The perk doesn't ensure they'll just surrender, though, so don't let your guard down.

Trippy Tricks (200 CP, Discount Horde of Mordor)- Goblins and other demihumans are notoriously stupid, but they're also very cunning, and not to be underestimated. The perk allows you to selectively shift your wits and overall brains to the goal of mischief and troublemaking. This allows you to come up with very sneaky tactics that surprise enemies, but it keeps your wits from helping you with other thought processes, making you very stupid in other aspects. You also know how to disseminate your wits back to their normal, distributed form when you're tired of being a silly but very clever trickster. In addition, the dumber and clumsier you act, the luckier you get, to the point that silly and embarrassing stumbles on your part may actually deal critical blows to your enemies. Also, the dumber you are, the bustier you can make your physical appearance (muscles, breasts, butt/hips, penis, etc.), even potentially to cartoonish proportions – and the bustier you are, the stronger your charisma will become.

High Odor (300 CP, Discount Horde of Mordor)- You can release a peculiar odor akin to that of a High Orc's, which two possible effects that you can selectively alternate between. The first effect of the feminine stench is to cause all allies who catch even a whiff of it to suddenly gain enhanced bravery, stamina, and physical strength, perfect for a mass berserk charge on the enemy. It also makes them more eager to follow your command. The second effect you can choose will make targets feel an overall sense of defeat and submission to someone of your choice, as long as said person is within the overall field of the stench. In both cases, the scent fills everyone affected with wild, excited lust. You can also have both effects selectively active on different targets of your choice if you like.

Red Cap (400 CP, Discount Horde of Mordor)- You can summon a long stocking cap onto your head. It fits snugly on you and cannot be removed unless you choose to dismiss it. The cap acts as "extra space" for energies in your body, allowing you to essentially keep a spare surplus of energy without overloading your body's capacity. You can transfer energies inside your body to the cap, or have energy you absorb through various means go directly into the cap. The cap is normally white, but once energy is put into it the cap will start to change color to suit the energy. When stored in the cap, the energy will "boil" into a more refined, potent state that has more power than the energy normally has. However, the "boiling" process is right next to your head, so the energy stored in your cap may leave a temporary imprint in your mind that influences your behavior depending on the sort of energy contained; for instance, a red color typically associated with demon energy would increase your aggressiveness and lust. Also, as long as you are keeping energy in the cap, you can transfer some of the energy to whatever weapons you are physically holding, thus temporarily enchanting your weapons with that type of energy. If you dismiss your cap, the energy will normally transfer back into your body, but any energy beyond your normal storage capacity will be lost.

Troll Garden (600 CP, Discount Horde of Mordor)- You have a strong affinity with the earth, such that your body metaphysically qualifies as "fertile soil." Meaning that when you have the perk active, whenever you are hit by sunlight, the "soil" will cause plants to grow on your head – and other parts of your body if you wish. You can selectively change the type of plants that grow on your head as long as you have previously eaten the plant, but the default state is a bouquet of aphrodisiac flowers. Whatever plants you grow, they will be in optimal health and possess all special qualities of the specific plant. Keep in mind that since the plants are rooted in the soil of your head, the qualities of the plants will influence your body. For instance, aphrodisiac plants will make you "space out" with the dizzying sense of lewdness coursing through your veins. In most cases, though, the plants you grow on your head will increase your physical strength, as long as you are exposed to sunlight. Once you are out of the sun, the plants will slowly shrivel away until they are ready to spring back to life under the sun. In addition, the plants bless your body with the ability of "regrowth", such that you can quickly regenerate from wounds.

Every Inch of Passion (100 CP, Free Orgy of the Fallen God)- The devotees of the faith believe that you should be able to orgasm through a simple touch from any part of your body. Now you can make every single part of your body, inside and out, sexually-stimulated to the maximum potential. Also, any energy-absorption skills that you have can now be performed by any part of your body, even through simple skin contact.

Promotion for Misconduct (200 CP, Discount Orgy of the Fallen God)- The followers of the Fallen God most of all follow the creed of self-hedonism, such that they will abandon the mission of spreading the faith as soon as they find a husband – and they are actually rewarded for this disloyalty by being granted access to the (un)holy realm of Pandemonium. With the perk active, you actually get rewards and potentially promotions from your leaders and supervisors for neglecting your work.

World Without Time (300 CP, Discount Orgy of the Fallen God)- You can now mimic a degree of the Fallen God's Pandemonium, and create a fifty-foot radius space around you that has a uniquely warped sense of time and space: the normal rules of exhaustion, ageing, and appetite are suspended as long as the perk is in effect. The perk also gives you insights into how time and space can be warped, so you can potentially extend the range and versatility of your power over time, such as potentially creating small pocket dimensions and the like.

Fallen Eclipse (400 CP, Discount Orgy of the Fallen God)- In a world where every monster specializes in corrupting the innocent to the ways of lechery and hedonism, you are a master of the art beyond the common corrupters. Through a combination of charisma, dark magic, and the Fallen God's own hieromancy, you can corrupt even the holiest of heavenly servants and the purest of chaste nuns into utterly lewd parodies of their former selves.

Usurper of the True Divine (600 CP, Discount Orgy of the Fallen God)- One of the Fallen God's greatest tricks is to tap into the link a priestess normally has to the holy Chief God, and take the god's place in advising the girl. With the perk, you can reach out to people who believe in a certain deity and mentally communicate with them, either seizing control of a pre-existing link or creating a link of your own. The subject will believe you to be the god they normally speak to, and their very faith in that god now works to fool them into trusting

you. They might resist if what you tell them is too far against their beliefs, but gradual tricks to slowly change their views tend to be more successful. If you are serving a god yourself, you can also turn the link over to your own god and let him or her speak to the bewildered follower.

Grace of the Ocean (100 CP, Free Poseidon's Domain)- You have been blessed by the protection of Poseidon. Whenever you are in or on a body of water, you can soothe any furies in the water, thus reducing storms to calm weather you can easily sail through without trouble. Plus, you have gained a carefree, wistful personality that, much like the sea, is ever eager to explore new things and enjoy life's beauty.

Flexible (200 CP, Discount Poseidon's Domain)- You have an exceptionally flexible body like that of an octopus (or Scylla). As a result, you can bend your body in all sorts of ways, and even squeeze yourself into narrow little crevices and openings that you normally wouldn't fit into. Plus, it gives you many new possibilities for positions when having sex!

Darkness of the Deep (300 CP, Discount Poseidon's Domain)- The seas go a long ways down, and you have gotten used to the darkness, so why not share that lovely atmosphere with others? At will, you can spew out pitch-black ink, to the point that you can cloud an 80 square foot field around you in pure darkness. Magically enhanced, the ink's spell is darker than night, making it impossible to physically produce light in the area and inhibiting magical means of light as well. You, on the other hand, can see perfectly well in the darkness, and you can also at will make yourself glow as the sole source of light that others can see in the darkness. You could also use your ink as fuel for "dark lamps" which produce a pseudo-night of darkness instead of light.

Nesting Hole (400 CP, Discount Poseidon's Domain)- You can summon and seal yourself inside a human-sized, barnacle-shaped rock with a large hole at the top. This "nesting hole" is harder than steel and strongly resistant to both physical and magical attacks. The interior is actually a separate dimension that is more like a giant cave, able to hold a large number of guests and treasure at once. When you are in this form, you can freely move about the interior, but you cannot leave the shell or move the rock from its starting location. Fortunately, you can bring what you want to you: this form allows you to summon great whirlpools that can drag in anything in the area (or specific targets you select). If you don't want to keep everything you pull inside, you can choose reverse the whirlpools to specifically eject what you don't want. Your Charybdis-like form was intended for use in the water, but with enough work you could probably get things to work on land, too, making whirlwinds or sinkholes in the place of whirlpools.

Marriage to the Sea (600 CP, Discount Poseidon's Domain)- You have been given the great honor of helping Poseidon link more people to the sea. Whenever someone is fully exposed to water (aka drowning), by touching the person you can "wed" him or her to the sea. The marriage alters the individual's body into an aquatic form that can easily breathe and move underwater (interestingly, the transformation does not take away any existing abilities to live outside of water), and also gives him or her a natural scent that causes other aquatic organisms to recognize him or her as a fellow "child of the water" and thus treat him or her with less hostility. Of course, it's possible for people, through willpower, to resist the holy transformation, but fortunately you have a strong charisma in convincing people to love the ocean and water, such that someone terrified of water will, after talking with you, see water as the most wonderful thing in the world and wish to live under the sea.

The perk also gives you the right to conduct marriages between willing couples, and when you complete the ceremony the marriage will be legally and spiritually binding.

Staring Into the Abyss (100 CP, Free Brotherhood of Chaos)- Whether it's in the midst of an endless blizzard or in the depths of uncharted caves, the creatures birthed by the chaos gods are used to living in darkness. This perk gives you enhanced ability to see when things are normally inhibiting your vision, so that you could see even in magically-enforced darkness. The perk also protects your eyes and body from any damage that would normally be caused by these factors – things like sandstorms, blizzards, and polluted mist won't sting your eyes or choke your mouth, for instance. Furthermore, the perk gives you increased protection from going mad by seeing things that normally induce madness.

Maddening Allure (200 CP, Discount Brotherhood of Chaos)- You have a stunning and…otherworldly beauty that comes to the fore when you choose to activate the perk. Your beauty is amazing…and maddening. Anyone who gazes at you when the perk is active will begin to go mad. In the old days, this would have turned people into gibbering wrecks, but in this new age it instead makes people go mad with an untampered lust and love that is inhuman, such that making love to you is more important than anything else in the world; you can selectively determine which effect takes place. People can resist your chaotic beauty with enough willpower, and anything blocking their view of you, whether it's clothes, a mask, or pitch-black darkness, will reduce the effect. However, the perk has a secondary aspect to it that comes into play whenever something prevents someone from fully seeing you. Whenever that happens, the person will slowly become obsessed with seeing you in your entirety – which, of course, would mean exposing themselves to the full madness of your appearance. To protect you from the effect, you are immune to the effects of seeing yourself. You tend to adopt a manic, untamed grin whenever you draw on the power of this perk, and those infected with your chaotic madness will come to sport similar expressions.

Mental Tentacles (300 CP, Discount Brotherhood of Chaos)- You can summon purple, slimy yet sensual tentacles anywhere on your body. These tentacles are physical manifestations and can be used for a variety of tasks, but they take an entirely different form whenever they can access an opening into a person's body – whether it's the ears or the anus. Once they enter the body, they become intangible, psionic projections that home in on the brain without harming any part of the body. Once the tentacles are coiled around the brain, you can "melt" and "stir" the mind. For starters, you can "slurp" up memories and thoughts from the individual to mentally view them yourself and consume them for sustenance. The "slurping" does not erase or remove the original memories and thoughts from the target's mind, but you can also "stir" to bend, seal, and implant memories and thoughts into the victim. You could give your victims new memories, such as convincing a human (even a man) that "she" is a monster girl. These mental effects can also influence the body's senses; for instance, if you made someone believe he was a fox, he would have enhanced olfactory senses like a fox. You can also implant subliminal messages, such as one requiring them to return to you every fortnight and then forget about it. However, while you can twist around the mind, you cannot truly enslave or alter it permanently. Whenever the affected victim prepares to commit an act that he or she would wholeheartedly refuse with a free mind, such as murder their family or sleep with someone other than their true love, the person will instinctively begin to resist and potentially break free entirely.

Body of a Servant (400 CP, Discount Brotherhood of Chaos)- Like a Shoggoth, you can reshape the cells of your body to create any organ you wish, and that's just the tip of the iceberg. You can also split off and shape

your body's cells/organs into various items that mimic the function of the actual items. For instance, even if you are normally vulnerable to fire, a frying pan you made with your body would be resistant to heat. It's fairly easy to make mundane items using your body, but especially complex items, such as magical artifacts or especially advanced technology, would require a lot more concentration on your part (and maybe a little extra energy) to get things right. Please also keep in mind that these items are being created from your body mass, so unless you have a way to regenerate your mass you might not want to make too many things at one time.

Atlached to the Nacha (600 CP, Discount Brotherhood of Chaos)- At will you can turn yourself into an ominous-looking, huge (size of a truck at the least) spider. Your "head" is a strange orifice with wiggling tentacles and fangs that can inject targets with a bodily fluid that contains energy from your body. You'll be quite a formidable beast just on your own, but you can take things to a new level with a partner. By pulling a living being (it should probably be someone smaller than you) into the opening with your tentacles, the two of you can, by mutual consent, "fuse," with your partner functioning as your "head/upper body." The two of you can see through each other's senses and cooperate in sync, such that if nobody saw your transformation, they would mistake the fused being for a single creature. By "biting" into your attached partner with your fangs, you can transmit your personal energies to the partner, or absorb the partner's. If your partner is of the opposite sex, the position of the two of you allows you to essentially have sex indefinitely by transmitting the necessary genetic carriers between your halves of the body. Your large abdomen will always be the one that gives birth to the young, and, similarly to the high breeding rate of bugs, can potentially give birth to over a hundred children at once if the two of you put enough effort into it. You can dismiss the transformation at will, which will instantly separate your fused partner from you. While the default monster form available to you is a giant spider, you can alternatively turn into an equally gargantuan and monstrous squid (that can safely move about on land/water), slime amalgamation, white-furred, antlered beast, or giant, tentacled bat creature as you see fit. Only the spider has the breeding abdomen, but each form has its own advantages. The squid can unleash psionic mind blasts that daze and confuse people caught in the wave, and the tentacles can safely "swap" the brains of targets. The slime's substance is able to selectively dissolve most materials (except those you choose to let it harmlessly pass over), and living things exposed to the slime have a 5% change of their body chaotically altering in some manner. The furry and antlered beast has increased resistance to cold/ice and can summon blizzards at will; the antlers can also project illusions, like make it appear that there are four of you instead of just one creature. The bat creature is able to fly without making any sound, and it perfectly blends in with darkness to become invisible; it also does not need to breathe, so it can fly through space. All of these different forms, though, retain the "fusion" aspect of the perk, such that someone can merge his or her body with you as a second "half" of your form, and the two of you can transfer energies back and forth accordingly.

Cute and Coy as a Kitten (100 CP, Free Kitty Cat Club)- Cats are rather selfish and capricious, but in a way that is part of their charm. You have a certain aura of cuteness that encourages people to fulfill your desires, with your power growing whenever you act like a childish and spoiled cat.

Feline Grace (200 CP, Discount Kitty Cat Club)- The human worshippers of Bastet deeply wish to one day be granted the bliss of becoming a cat, so it's only natural that they prepare themselves for that ascension. You have been granted access to some of the natural abilities of cats, such as enhanced climbing and agility, along with the ability to always land upright. It also allows you to understand and communicate with cats.

Cat Curse (300 CP, Discount Kitty Cat Club)- By scratching a target in the manner of a cat, you can impose a 24-hour curse on the subject that makes him or her especially vulnerable to cats. This means that feline attackers will deal extra damage to the enemy, and also that whenever a cat touches the victim he or she will feel a sensation of pleasure that will sap away his or her strength. If you took *Feline Grace*, seeing as you technically fulfill the qualifications for a cat, the target will also be vulnerable to you.

Luck of Cats (400 CP, Discount Kitty Cat Club)- If a black cat crosses your path, that may actually be good luck for you, as you were so kind as to let it cross before you – and help it out more, and you might be even luckier! Whenever you perform a good deed to help cats, you will gain an enhancement on your overall luck for the next 24 hours. The perk also helps you sense whenever a cat in your vicinity needs help.

Blessing of Bastet (600 CP, Discount Kitty Cat Club)- How lucky! Thanks to Bastet's generosity, you can now transform at will into any mundane cat, anything from a housecat to a tiger; you can turn back from a cat to your normal form whenever you like. If you go to other jumps, you can additionally turn into new types of cats, even unusual ones, if you personally encounter them in the setting. You can also share the "blessing" with others by casting a spell that will turn them into cats. The spell can be resisted with sufficient willpower, though. But since the spell is often used as a punishment for criminals who hurt the hearts of cats, the forced transformation on others will be very difficult to reverse unless you choose to allow them to change back; since it is a spell made by Bastet, it will take a god or divine source to undo the "blessing" once it takes effect. Once transformed, the cats instinctively feel a sense of camaraderie and loyalty towards you.

Gentle Strength (100 CP, Free Army of Ares)- While recognizing the necessity of fighting, Ares blesses her soldiers to ensure that things don't get out of hand. You now know how to fight in a sexy style that ensures that you will not seriously wound or kill an opponent, yet still incapacitate. Essentially, you know how to limit your attacks just enough so that while they will bring down enemies, they won't kill them. Also, you have increased likelihood of striking erogenous body parts with this style, thus immobilizing foes as they have sudden rushes of euphoria. Since Ares never learned much magic, though, the perk only applies to physical attacks.

Is It Right to Kill? (200 CP, Discount Army of Ares)- Ares helps to ensure harmonious monster-human relationship by gently encouraging humans to hesitate when about to slay their opponents, thus allowing the Mamono to claim them. Whenever you are on the verge of defeat and someone is preparing to make a lethal attack on you, they will hesitate, taking pity on your forlorn appearance. You instinctively know when they are showing mercy and are granted a boost to your strength to seize the moment to your advantage. The perk is less effective on specific individuals who especially want to kill you for personal reasons (instead of it just being a job or duty). However, you can also channel the effect over a full battlefield (with a maximum of a 1-mile radius) to give similar benefits to your allies.

Honor Duel (300 CP, Discount Army of Ares)- You can call out a single enemy combatant in a battle to engage you in a one-on-one duel, and the person will feel honor-bound to accept. No other combatants on either side will be able to interfere in the battle. The perk can only be used once per battle (and a large-scale battle such as one in a war will count as a single battle, even if there are multiple skirmishes and phases of the battle). Also,

you cannot use the perk to call out an opponent if he or she is the only enemy combatant in play (or if you're the only combatant on your side).

Flaming Passion (400 CP, Discount Army of Ares)- Your heart burns brightly like a volcano under Ares' loving care, and you fight that the fire intensifies with every battle you take. As the challenge level of your opponents in battle increases, the fire in you grows, boosting your energy and raw strength while also filling you with incredible happiness. You can also cause the fire to emerge physically on the exterior of your body without harming you. In addition, while the fire normally burns and hurts enemies that touch it, you can also temporarily transfer the flame to others so that they feel the same rush of exhilaration that you do in a fight, encouraging them to fight ever harder.

Divine Voyeur (600 CP, Discount Army of Ares)- It is said that Ares watches on with glee when Amazonesses have public sex with their partners. Whenever you have sex with others, or whenever you act sexy in battle, Ares will be watching and will award you "points" for your performance. The points will enhance your combat stats such as strength, vitality, and agility for a limited duration, with the timeframe and level of enhancement depending on how many points she gave you – with the lowest rank just giving you a minor boost for maybe 10 minutes. Part of the score is determined by your sexual prowess, but it's also based on Ares' appreciation for "honest love" – the less private the affair is, and the more people that witness your actions, the higher your score, such that making out in a crowded town square would bring Ares' full approval. A "perfect" score of 10 would make you the equivalent of a mighty hero for 24 hours, but there's really no limit to the number of points and equivalent boons you can earn from the goddess, assuming you have enough stamina and passion for the job. The perk also lets you visually see any sexual acts or battles within a 50 meter radius, but you can only focus on one such incident at a time.

Honored Saint (100 CP, Free Erotism)- Despite Eros' work in bringing together humans and monsters, the Order still honors her as a good-aligned deity and gives her servants (the Erotists) safe passage through Order-aligned territories. In fact, the idea of harming them is sacrilege! The perk embodies that effect by making it so, as long as you preach and practice a moral code valued in a community, people there as a whole will see you as a good person, even if you commit other actions that go against other codes they value. They won't take action against you unless you are blatantly hostile with your actions that go against their morals, and even then they will be reluctant to hurt you because, since you follow some of their other values, surely you must be a saint at heart – you must just be testing them to see if they have the same goodness to resist your temptations, and if they fall it's their own fault.

Eternal Virgin at Heart (200 CP, Discount Erotism)- Like the Houri, you have the persona of an "eternally newly wedded bride." Meaning that every time you have sex, it will feel to all parties like your very first time, and similarly dates, kisses, and other actions of love will have that unforgettable feeling of the very first time every single time, never getting old. You can share the virgin embodiment with your romantic partners. The virgin aspect only applies as long as you choose to have the perk active, but the happy feelings you get from that state will remain in your heart for some time after you stop being a virgin.

Melody of the Gandharva (300 CP, Discount Erotism)- The wise (and lustful) winged Gandharvas have taught you to play and sing their beautiful music. By playing the "melody of love," you encourage people to embrace their feelings of love for others, to the point that you could potentially even bring a war to a grinding heart by reaching out to the hearts of the combatants and helping them find love for their comrades and enemies. Moreover, the Gandharva's charm affects all the human senses. Therefore, the perk ensures that music-related powers are guaranteed to affect anyone in range, even those unable to hear it, as long as they have other senses active.

Dance From the Heart (400 CP, Discount Erotism)- You have been taught the many wondrous dances that the Apsara use to teach love to the world. Your "dance of love" is designed to make watchers notice and admire every part of your body, enrapturing them with love while also granting them vigor and energy. Your "celebratory dance," traditionally performed at weddings, accentuates the charm that a couple offers to each other, thus permanently strengthening any bonds they already hold for each other. Moreover, dancing for you is a way of life that permeates even into your daily activities. Therefore, any action you take that involves movements of your body – even waving your hand or walking a few steps down the stairs – counts as "dancing" and therefore qualifies as empowerment for any abilities you have that use dancing as the foci. On the flipside, this means that you can perform almost any common standard action through a dance, such that you could cast spells or pickpocket a victim even while keeping up a complex, elegant dance.

Arrows of Cupid (600 CP, Discount Erotism)- You can now fire the arrows used by Cupids to spread Eros' message of love with others. The golden "Arrows of Love" cause targets to swell up with love, greatly amplifying even minor feelings of affection into overflowing passion. The black "arrows of lead" make a target lose their love for certain things, and is generally used either on people unhealthily attracted to partners who don't love them back or on people who have love for things other than people, such as "love of gold" or "love of knowledge." The black arrows don't make their targets dislike love, though – on the contrary, now that they have felt the pain of losing love, they will thirstily seek out genuine love somewhere else. Both the golden and black arrows are less physical objects than the spiritual embodiment of "immortal love," so the arrows will ignore all physical defenses when piercing a target and have strong power in overcoming other resistances; moreover, once the arrow has locked someone into or out of love, it will be practically impossible to break free of the compulsion, even after a thousand years, unless the individual has divine assistance or opposes the compulsion with all their heart. You can also fire an arrow born from the feelings in your heart; this is usually used as an extra-strong love letter to propose to lovers by the Cupids, but you could potentially use other parts of your heart besides love/lust to power those arrows, with different effects.

Prideful Power (100 CP, Free Dragonia Tourism Bureau)- Dragons are often known as "rulers" of the earth because of their sheer pride and raw strength both magically and physically. Really, if you look hard enough, it becomes apparent that the greatest aspect of dragon, if only to themselves, is their unabashed pride, which gives them unrivaled power. You can now convert internal willpower, determination, and pride you have into a power boost to your physical strength or magical power (or both, if you like). Essentially, you can substitute strength with will or give yourself extra magic to draw on with will. The more pride and determination you have in yourself, the more you can do, such that not even mountains will get in the way of whatever goal you have. Of course, willpower isn't infinite, though it can replenish itself if you give it enough time. So make sure that you don't go too far in using up your will for the sake of power, or you might suffer some physiological nausea or emotional turmoil due to the loss of will/pride. On the flipside, since dragons get their pride from their great strength and magic, the stronger you are physically or the more magical power you have under

normal conditions (not accounting for enhancements from this perk), the greater your full pride and will reserve will be. Become strong as a dragon, and your pride and willpower will soar to a suitable height (though you can choose to lower your pride at any time if you wish).

Draconic Breath (200 CP, Discount Dragonia Tourism Bureau)- You can now selectively breathe out several different magical substances, though only one at a time. The first is the fire that normal Dragons have. The fire is intense enough to incinerate almost any material, though it may take prolonged effort to melt especially durable materials. You can choose to have the fire not harm living things that would normally be vulnerable to the flames, and the fire will instead "burn" away their strength, thus weakening them significantly. The only other limit to the fire's power is that it is unable to harm things that are specifically made from or immune to the element of fire (it could melt hardened lava, but it would do nothing against a magma slime beast, for instance). The second breath ability is the "rotten breath" of Dragon Zombies. Like a miasma, the vile gas rots away at the victims' rational mind and resistance until they have nothing left but lustful instinct. In the case of women, they will further corrode into various undead monsters; you can also choose to alter its effects so that everyone who breathes it in becomes an undead. Finally, the third option is the forgotten "breath of the earth." This metallic, rocky breath causes whatever is caught in the cloud to turn into natural stone. Inorganic material that is already hard like rock will harden even further, making it harder to even scratch. Living things petrified by your ability never die from it, and any body parts not caught in the spray will remain normal. The petrification will naturally wear off over a week or two.

Bond of Champions (300 CP, Discount Dragonia Tourism Bureau)- The greatest dragoon partnerships between man and dragon are ones of deep love and affection. You and people you are directly partnered alongside with for a task, whether it's running a club fundraiser or fighting in battle, now gain have increased success working together fluidly and accomplishing the desired task, with the boost increasing the more each of you cares about the other. Keep in mind that this must be a direct partnership, so it won't automatically extend to allies in general unless you are cooperating with specific individuals for a certain goal; this means that while you could use this to boost your attack combos alongside a comrade in a tough fight, you probably wouldn't be able to have the same enhancement spread out across the entire army you're fighting as a part of. But more than that, you can bless the partnerships of others (even ones with domesticated beasts like pets or steeds). For the blessing to work, each partner has to be willingly committed to the partnership/goal. With the blessing applied, the more each partner spends physical time alongside the partner, the more they will strengthen their bond and understand each other, which in turn boosts their success in accomplishing tasks and challenges. In addition, the blessing has the potential to instill romantic feelings between the partners. This is a voluntary aspect that requires consent on both sides (meaning they need to be sapient, for starters): essentially, the blessing makes the partners more open to considering romance, with the prospect becoming more attractive the more time they spend together.

From Parts of Bodies to Bodies of Their Own (400 CP, Discount Dragonia Tourism Bureau)- There used to be double-headed dragons and the like, but the two heads didn't fit well with the Mamono aesthetic, so instead each head became its own separate dragon. Whatever form you have chosen for the jump can now at will switch to and from a two-headed form. But that's only the beginning. Whenever your current physical form has multiple consciousnesses or thinking body parts, you can split yourself up into multiple individuals, each "sibling" being the manifested version of the individual component. For instance, if you had two separate heads or even ten or more, each head would become a separate "sibling". It even applies to odder, independent body parts, like say literal snake hair or a tail that can bite or maybe even a "belly mouth" if it can think for itself.

You can also, if you have distinct and separate mental personas inside you, you could have each persona become its own separate body. Generally, each body will look like the standard version of the form you split up, but with thing singularized. So if you're a six-headed dragon, each new body would be a normal, one-headed dragon; if you were a two-headed giant, each body would be a normal, one-headed giant, and if you were a twelve-headed hydra, each body would be a one-headed albeit giant lizard. If the individual body part/persona has a unique form, such as a snake-headed tail when you're a cat, that specific extension would maintain that other form (a serpent in this case) while your other self would lack that body part now (so you'd be a cat without a snake-headed tail). You can selectively choose to not force available parts into separate bodies; in that case, each body would maintain that body extension (if you were a three-headed chimera and has a snake-headed tail, for instance, you could give the three heads separate bodies and let them all have a snake-headed tail). Once the split takes place, each individual body is a separate, autonomous individual with its own consciousness. They are all still "you", but each under the circumstances would have its own unique "soul" and be considered an individual person. The individual's personality will be similar to how it behaved when it was still a part of your united body, and if it had no real personality it will be given a suitable one by Jump-chan. Furthermore, it's possible for the individuals to develop new interests and views over time now that they can go about on their own. Even so, all of you are ingrained with the view that the whole of all your split selves are "close family" that you love like brothers and sisters, so while you may have differences of opinion you'll always want the best for each other and cooperate. You all feel naturally coordinated with one other, like you are different parts of the same body, and you can instinctively divide up tasks in an optimal manner that helps all of your body part selves. Each individual, unless it had a full consciousness prior with memories separate from your own, will have a set of your memories and knowledge (this does not account for memory-related perks, though). If a specific body part/consciousness was the primary source of a specific power, that power will be given to and monopolized by that individual once it gets its own body. In general, powers and perks that you would have had if you were all in a single body will be copied and shared with every individual after the split, albeit with the ability's overall power level for each body being divided by the total number of people you're splitting into. In the case of powers, perks, and the like that cannot have its power level subdivided, they will be distributed randomly but evenly if possible between the different individuals. If you have different physical forms you can switch between, like distributed perks each will be given to a single individual after the split, meaning that that individual you will be able to change into that form if he or she wishes but nobody else. By mutual consent between at least two of your separate bodies/individuals, you can merge your bodies back together. After merging back together, the individual body parts retain any new memories or skills or powers they acquired during their time as individuals. If any of you wish to merge back, all of the others will instinctively sense that one of their number want to merge, and they can then choose to merge back no matter how far away they are from you. Individuals who do not want to merge back right then can stay separate as long as they wish, and as there is no distance restriction each individual can potentially go as far away from the others as he or she wishes. This could lead to partial merges, such as going from a three-headed dog to three individual dogs to a two-headed dog and a lone one-headed dog. However, as all of you care about each other, it's not like any of you would refuse to merge back if it's important to do so. If one of the individuals dies, the body part will merge back with at least one of the others; even so, said body part will be wounded after the merge, so it's probably good to heal up after that. Furthermore, all of you still count as a single person in the scope of the jumpchain. This has multiple ramifications. At the start and end of a jump, you are all merged back into a single body. As a result of this, you can only make a single decision on whether to stay or go after finishing a jump, and only a single, whole you will be buying stuff for the jumps. And drawbacks you select for a jump, and curses in general that you receive when you are whole, will be applied to every individual after the split.

True to Form (600 CP, Discount Dragonia Tourism Bureau)- When the most recent Demon Lord took power, she forced all monsters to become part-succubus Mamono, locking them all in the forms of humanoid women.

But the dragons, while still gaining Mamono forms, were too prideful to truly give up their old selves, and as such they can turn back into monstrous dragon forms at will. At the bare minimum, the perk allows you to turn into a dragon. However, the real beauty of the perk is that it ensures that, by your sheer willpower, you are able to resist being locked into a single form. It does not prevent someone from forcibly transforming you into something else, but it does ensure that you can turn back to your previous form as you wish. And once you turn back to your previous self, you can now change to and from the other form you were changed into as you please like any other form you have access to. However, special traits and curses embedded into the form you were turned into will continue to affect your other forms even though you can change form. For instance, if you were turned into a genie in a world where genies must obey wishes, you could change back into a human, but you would still feel compelled to grant wishes, just as how the dragons retained their Mamono lust for men even when they turned back into real dragons. To eliminate the forced aspects, you would need to do what you would normally need to do to break the power that was meant to keep you in that form; however, after you break free, you can still access that form if you like. Even if you weren't forcibly turned into something else, the perk prevents you from becoming locked in any of your forms. In the case that it is somehow impossible even with all that to transform, there is one other option: using willpower, you can project a physical manifestation of one of your other forms around your body as sort of a cocoon/armor. This approach has a couple of downsides though. First, since it needs to cover your whole body, the manifested form adjusts with the size you are currently; you could give yourself a giant's form around you when you're a mouse, for instance, but if you were a huge dragon your manifested body would have to be even larger than you are now. Second, since it's a manifestation of your internal will rather than an actual form change, it will only last as long as you have willpower to keep it running; once you are weakened enough from expended will, the projected form around you will dissipate and leave you still stuck in whatever form you were locked in.

Items (Normal/Background)

The setting has some interesting and…unique goodies you'll have trouble finding in other worlds (thank goodness). All discounts are 50% off. Any items that are used up, lost, damaged, or destroyed will reappear in mint condition in your Warehouse after a month has passed. Please keep in mind that while you may be able to find many of these items within the jump, you will need to purchase them here for the jump fiat protecting them from infecting you and others with a myriad of corruptive curses, transformations, and the like.

Book of Properly Dealing With Monsters (Free)- A massive book of studies by Hakutaku scholars on how to "deal with monsters." Of course, the actual goal of the studies was how to make monsters friendlier toward you, with "effective actions/items" being things that would make the monsters like you and attract them to your location. The book grows in each jump to account for monsters in that setting, but again the guide will, despite its misleading language, be about how to become friends (or more) with those monsters.

Wardrobe (50 CP)- A collection of all clothing shown on monster girls and other characters in official illustrations for the setting. Even for the ones that were made for monsters with awkward body parts, you can somehow get them to fit on you nicely. None of them have any of the special properties that the originals would have had, but then again, that might be for the better.

Agarwood (50 CP)- A rare type of wood grown in Zipangu that is used by youkai-slaying clans due to its monster-repelling incense. The wood grows heavier the longer it is submerged in water.

Mamono Realm Ink (50 CP)- A collection of inks made from minerals in various demon realms, with varying magic properties. These enchantments can range from protecting the words from physical wear to preventing anyone from tampering with the letter to even charms that send the words and feelings of the message straight into the reader's head, eroding and charming the reader's heart with passionate desire. However, the magical effect contained in this ink will not manifest in an insincere nonsense sentence, and you also cannot make someone believe in a lie.

Intimacy Vegetable (50 CP)- A demon realm vegetable, also known as demon realm taters. Resembling a reddish potato, the vegetable is notable for naturally absorbing adjacent magical energies when planted in the ground. The root plant then converts all of the energies into "intimacy". It should be noted that the plant never contains any demon energy or aphrodisiac effects, but when it is eaten it instill the eaters with the unique mix of intimacy and love that it gathered while growing. The exact form of intimacy is shaped by the specific energies and even the location of the crop. For instance, the plant will naturally pick up the "kinks" and feelings of the people who tend to it, especially romantic couples. As a result, no two taters are alike, and there are hundreds to thousands of different potential variants, each with its own unique taste – there are even some larger than boulders, or transparent like ghosts.

Inari Kitsune's Cooking Class Master Book (100 CP)- A hefty cookbook assembled by the teachers from Inari Kitsune's Cooking Classroom, a culinary school meant to teach monsters (and men) how to cook delicious meals for their lovers. The cookbook contains recipes from around the world, from Zipangu cuisine to "western" (main continent) styles to demon realm delicacies, with the recipes coming from both humans and monsters as well. The cookbook is easy to understand, such that even a complete, wild novice, someone who is likely to break the knives or eat the plates, could quickly learn to master these meals as well as all the other steps such as setting the table, applying condiments, and using different utensils. The book also contains a ticket granting you and anyone else you wish free study at the school to learn even more.

Talisman (100 CP)- A Zipangu talisman with charms that prevent transformations, even ones forced on you by others. It won't help you if you or someone else removes the talisman, though.

Kobold (100 CP)- A dog Mamono who has a simplistic and loyal personality akin to that of a normal dog. They are very popular as pets even in Order kingdoms and are considered the most harmless of all Mamono species. She cannot learn any charm magic and does not have any inclination for violence. Yet her gentle warmth for her owner, and the upfront emotions she expresses with her entire body, make her quite charming and lovable. She is very obedient to you and will follow your every command. As a pet, the Kobold does not count against companion restrictions unless specifically imported as a companion.

Griffon Quill Pen (100 CP)- A special pen made from the feather of the valiant Griffon, it embodies the beast's prideful guardianship of treasures. You can use it to write runes on things and people you closely cherish, and enforce your assertion of ownership to protect your precious treasures from harm. The runes will cause the item to warn you whenever they sense desire or hostility towards it, while also making the affected item resist whoever is trying to take your treasure away.

Engagement Rings (100/50 CP)- Two engagement rings, each fitted with its own unique Magic Gem. When two people wish to solidify their bond to that of marriage or something similar, they may kiss their ring, which will it with a personal signature of their internal energies/soul, and give it to the other. When you are wearing the infused ring of the partner, you will feel his or her comforting presence wherever you are, such that you will never feel alone. You can place the ring into a subspace if you don't want it to be seen or on your finger, but its signature flare is still always wrapped around your finger, with a light that can only be seen by your partner. Since the signature is unique to the individual and impossible to replicate, you can immediately identify your partner due to the ring, or recognize an impostor due to the lack thereof. The gems reflect the state of the marriage and will not lose their luster as long as the marriage is happy. If stagnation, neglect, or abuse occurs between the couple, the stones may lose their luster over time and eventually become ordinary stones. If one of the two people dies, the ring he or she was wearing will become an ordinary stone, but the one containing his or her energy will remain until the partner also dies. Can be purchased multiple times; after the first purchase, the price is lowered to 50 CP.

Moonlight Pub Storehouse (150 CP)- A well-kept storehouse that, while the size of a small shack on the outside, is the size of a gourmet kitchen on the inside and filled to the brim with all the various special foods and drinks that have flourished in the monsters' cultural renaissance. You'll find everything from Ryugujo-

style sushi to Dragonia "dragon" steaks to the popular demonic wine "Lescatia de Rouge". None of the food or drink stored inside has any exceptional properties, but you'll find that many are rejuvenating and (sexually) arousing in a diverse variety of ways. All the food and drink is pre-prepared, so you can have a feast at a moment's notice. The storehouse replenishes its supplies whenever anything is taken from it, but it can take up to a week for the full stock to be replaced.

Inma's Rod (150 CP)- A stiff, rod-like staff shaped like an incubus's tail. When you are looking for a specific person you have strong feelings of love (or lust) for, the rod can accurately point you in his/her direction. It won't specify the exact location or indicate the distance, but even if your target is across an ocean or even in a spirit realm, so as long as you follow the tool's directions you will eventually find your beloved without fail. The rod can become flexible at your command and even fuse onto the ass as a literal tail.

Intoxication Fruit (150 CP)- A grape-like fruit that grows in the demon realm; while the version you get has had the demon energy and monsterizing properties neutralized, it retains the other special abilities. The red liquid inside is like mellow wine, and it's mixed with a perfect balance of sweetness, sourness, bitterness, and astringency, thus easily making all who eat or drink of it pleasantly intoxicated. Furthermore, the plant's juices and skin are highly nutritional, both for eaters/drinkers and plants/soil. Exposing soil to the dew of the fruit would significantly enhance the growing properties of the land, such that a patch of land that could normally just sustain a few flowers would become a vibrant field of flowers. If the seed of a plant were to be regularly "watered" with the fruit's juices/dew, the plant would become a "super" version of its normal self; for instance, a relatively normal-level plant monster like an Alraune or Mandragora would grow into an individual with enough power to rival a high-rank monster like a Baphomet or Dragon.

Sanri (150 CP)- A swarm of small, scorpion-like vermin with an eye on its stinger-tail. These timid yet voracious bugs love to eat crops, and they have found a great way to divert farmers so they can raid the plants: their tails spray liquid magic that fills anyone hit with deep arousal, often causing them to have sex with one another on the spot. Interestingly, the liquid magic actually fertilizes the soil in the process, allowing even more plants to grow. You can also order the swarm to merge together into a giant "boss" monster; its spray is comparable to a tsunami and could result in a massive orgy breaking out.

Couple's Fruit (150 CP)- Two fruits, one red and one blue, kept in separate containers to keep them from merging together. There is no particular effect if one person eats both fruits or if one person eats one fruit and no one eats the other. Once one person has eaten one fruit and another person has eaten the other, though, the two fruits will subconsciously influence their eaters to seek each other out. Each person will subconsciously feel drawn to the other's location. Once they meet, they will seek to be "joined" in various ways, ranging from holding hands to kissing to outright sex. In any case, any actions they take to get close to each other emotionally or physically become more pleasurable to them, and they will feel more interested in being together even after the fruits' effects wear off. After the fruit works through and out of each person's digestive system, the effect wears off; however, once both have been eaten, the fruits' digestive processes synchronize, so if the first person ate it one day ago and the second person ate it just ten minutes ago, the first fruit will slow down so that it leaves at the same time as its partner's. After both pieces of fruit have been eaten or one of the fruits was fully digested and ejected without the other having been eaten, the two fruits will regenerate so they can be used again.

Call-Back Bed (150 CP)- A fluffy bed that embodies comfiness, such that you want to bellyflop right onto it at just a glance. Whenever someone sleeps on the bed, you can make the bed remember the "essence" of that individual. From then forward, whenever the target falls asleep elsewhere, or even just faints or falls unconscious, he or she will be instantly teleported back to the bed. The bed can only memorize one person's scent at a time, but you can make the bed forget a targeted individual to imprint on someone else.

Sacred Chain/Pedestal (200 CP)- A pedestal and golden chain like that used to seal Gargoyles; this one is missing the monster, though. If you bind a target to the chain and pedestal for a full day and night, the prisoner will turn to stone and be cast into a stasis-like state; the person remains awake and can still potentially communicate, but not by physical means obviously. If the pedestal or chain is damaged in any way, the prisoner will be free to move, but he or she will now be a "gargoyle" being; while the person could move about freely at night, he or she would retain stone-colored skin and would instantly turn back into a statue (as well as anything the person was touching at the time) whenever the sun is up. Also, being a Gargoyle that is naturally used to be a living statue, the person will gradually accept his or her new form and actually find pleasure when turned to stone (same goes for living things trapped in the stone with them).

Kamaitachi Sickles (200 CP)- Three sets of double sickle blades that you can summon on your body or dismiss at will. The longest sickles are heavy and dull but can be easily wielded by you; they generate strong winds that create shockwaves to knock foes away or to the ground. The medium-sized sickles are the sharpest of the three and can create sharp winds that cut through almost anything; living things wounded by the sickles won't be hurt, though, and instead the cut areas will heat up and throb with arousal. The shortest sickles aren't good for fighting and can only produce gentle breezes, but they can instead summon a jug filled with a strange, watery liquid; the secret medicine is used to make someone into a being "compatible with a Kamaitachi", not only healing the subject's wounds but also giving them enough energy and vigor to satisfy three separate people (with sex) in one go (and making them open to that idea).

Dragon Lamp Flower (200 CP)- A red-colored Dragonian flower able to grow even in harsh conditions such as at the top of a tower with very little air, due to its unique means of sustenance. The plant naturally absorbs the energy of dragons in the area. The drain is generally minimal to the dragon unless you could somehow make the flower take more, but even the bit it takes is enough to give it a bright glow even at night. Due to it glowing brighter when dragons are near, this could be a way to detect dragons. But more than that, much of the dragon magic is stored in the flower over time, and with the right work, you might be able to draw on that power.

Tentacle Medicine (250 CP)- A potion that transforms the drinker into a tentacle. The transformed subject's intelligence normally drops sharply to the level of a tentacle plant (next to nothing), so you might want to see if you can find a way around that limitation. If you drink it yourself, you can control all the tentacles produced, and if someone else drinks the potion, you can still control their tentacles, too. Unlike the potion usually produced within the setting, it is actually able to turn other drinkers, even women and monsters, into tentacle beings; humans and other beings that don't have any particularly notable attributes will become simple tentacles, but Mamono and other beings may turn into Tentacle monsters that might reflect aspects of their original selves (a fire-based Mamono would become a fiery tentacle, for instance). The number of tentacles produced by the

drinker increases with the amount of mana and magical/spiritual energies within the user. Fun fact: the tentacles all function as male genatilia, and they usually take the shapes of penises, though other lewd shapes are possible as well.

Doppelganger Potion (250 CP)- A potion used by the husbands of monsters to duplicate themselves when the Mamono wishes for gangbang sex but cannot think of having sex with anyone but her husband. Depending on how much of the medicine you drink at once, you can produce from 2 to 12 identical copies of yourself. Each copy has access to all the user's physical, magical, and special abilities. That said, your consciousness and soul are split between all of them, thus splitting the potency of your overall powers and significantly fragmenting your mind. Therefore, if you don't have a way to offset the effects, your mind and various bodies lose rational thinking due to the chaos of feeling all those sensations from different directions. Even so, all the individual copies retain a sense of unified connection and purpose, like different limbs of the same body, so they won't ever quarrel with each other. The "doppelgangers" generally disperse after six hours, at which point they will merge back with you into a single body and consciousness.

Celestial Sphere of Trysts (250 CP)- A massive, half-dome slate representing a hemisphere. The slate's surface alters to reflect the current hemisphere of whatever world you're on; go to a different hemisphere or world, and the slate changes accordingly. By calling out the name of a specific species or organization, every location where that species or group currently resides will faintly shine. With the special variant available in this purchase, you can also make it focus on a specific individual, but, as the magic is connected to emotion, you must have personally encountered the individual and have significant emotional connection to activate this secondary function. Please keep in mind that this is more of a rough representation of the hemisphere and does not show smaller-scale features like towns and forests. Also, if the species/group is spread all across the whole world, you'll basically just get lights everywhere.

LongQuan Stones (250 CP)- A dozen pebble-sized stones mined near the legendary LongQuan Spring, an untouched oasis whose waters are said to bless those who bathe there with the power of dragons. Similarly, if you crush one of the stones and put it in hot water, the resulting mixture will temporarily produce the same effect for any who bathe in or drink the water. The dragon power-up will only last for about a day's time, however, and though you can recharge the power by absorbing more of the water, once the enchanted water evaporates, cools, or is drained, you will need to grind up another stone to replicate the effect. Once all the stones are gone, you will receive another full set in a year's time.

Berit's Sword (300 CP)- A magical sword belonging to a schoolgirl-turned Succubus from another world. The sword inflicts no actual wounds or damage on targets it hits, but it "seals movement." Essentially, the body part that the sword strikes will remain active and healthy but be unable to move, such that legs "cut" by it would no longer be able to walk and an arm hit would no longer be able to swing a weapon. You can also selectively define the movement restriction so that movement is allowed as long as it is "movement that does not oppose you" – meaning that a victim could still freely move about as long as he or she did not take actions that are against your wishes. The sealing effects on the movement of targets generally last for up to 24 hours, though particularly strong-willed victims might be able to break free sooner. Striking the sword against already sealed parts allows you to either modify the degree of movement restriction or undo the seal as you see fit. While the sword is most useful against living targets, the sword can also halt the motion of nonliving objects, such that

cutting a boulder or a car in the right place could halt them in their tracks, even if the rock was tumbling down a hill or someone had the car's gas to top speed.

Golem (300 CP)- An artificially-made monster girl programmed to obey you; her programming cannot be overwritten by anyone else except with your permission. She is very loyal to you and wishes to serve (and love) you to the best of her abilities. She can be anything from a common Golem to a more specialized variant like a Living Doll or Automaton. Your Golem is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Spell Books (300 CP)- A collection (practically a library) of the various magic tomes used by humans and monsters for different magic spells. Anyone who reads one of the spells will learn the spell and be able to cast it, even without spirit or demonic energy. Be warned, a lot of the spells are…strange, especially the monster ones. Please also keep in mind that some of the spells require various ingredients and rituals to work.

Wurm Tentacle (400 CP)- A unique type of tentacle plant that grows in the subterranean "Wurm Nests" of Dragonia. Unlike most tentacles, the Dragon Wurme is rather intelligent, though still somewhat simple-minded in its affection for you. Blessed with the power of dragons, it is a "boss" –level monster and has high physical and magical stats, both in attack and in defense. And like dragons, the tentacle can switch from its relatively humanoid form to a dragon-sized, monstrous tentacle plant. Interestingly enough, the plant also acts as an enhancer for alcohols, and any wine, drink, or fruit placed in close vicinity to the tentacle plant will become richly sweet and intoxicating, though the effect diminishes the longer it's away from the plant. As an item, the Dragon Tentacle does not count against companion restrictions unless specifically imported as a companion.

Cursed Sword (400 CP)- A foreboding, ornate sword that has what looks like an eye on its hilt. The sword is in fact possessed by a battle-hungry spirit and wants above all to cut people. Unlike a normal sword, the Cursed Sword does not leave physical wounds, at least on living things (she can physically cut through non-living things with no problem), but rather targets the enemy's internal energies such as spirit energy. Each "cut" causes the victim's internal energy to "bleed" out and be replaced by the sword's demon energy. As a result, people cut by the sword enough will turn into Mamono. The sword also grants the user inhuman strength, such that a simple villager could become a formidable swordsman. Under normal circumstances, such a sword would parasitically corrupt the user to go on berserker rampages, but with this purchase the sword will recognize you as her rightful owner and "sheath", and therefore will not corrupt you, whether you are male or female (even so, she will telepathically urge you to use her to cut as many people as you can, though you can choose to ignore her advice). Still, you can "fuse" with her such that you and the sword you hold are a single being in existence. You maintain control and can break off from the fusion whenever you like, but when in the state you will feel the full aggressive intensity of the sword. Since your sword will be able to sense what you sense with your body, and you will be able to sense whatever your sword senses (and that eye is real, remember), in the fused form you will become incredibly skilled in swordfighting, with lightning-fast reflexes and eagle-eyed precision. Plus, your sword can summon an empty (in mind and soul) female body for her to possess, thus allowing her to serve you, her precious owner, in new ways. Your sword retains her MGE powers in other jumps, but if you wish she can swap her powers out to her original set before the Demon Lord's changes; in that form, she would be able to cut and leave physical, cursed wounds (which cannot be healed until

the curse is broken) on enemies, and anyone who endured the cursed wounds long enough without dying first would turn into a regular, non-Mamono monster. She can also change her sword form into a gauntlet when necessary. You can change the sword between these different forms as many times as you like. Seeing as she recognizes you as her sole owner, she refuses to be anyone else's sword; if someone else tries to use her, she will resist to the best of her abilities. The sword can be of the type(s) available in the setting, or it can be a sword you already have in your possession from another jump. Powers that the sword has from other jumps may influence the form and powers of its summoned body to a degree. Your Cursed Sword is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Living Armor (400 CP)- A monster that, to all others but you, appears to be a normal set of armor, but you can see her as a half-transparent female wearing the armor. If she wishes, she can also make her true appearance visible to all. The armor can be a normal kind found in the setting or an armor you have in your possession from another jump. It can also be a more exotic/unique form of "armor" like some forms of mechas/mechs (Evangelion, Gundam, etc.). In either case, the demon energy of the monster significantly strengthens the armor's endurance beyond its normal capacity, for instance, a mundane suit of medieval armor, upon being enchanted with the spirit of the Living Armor, would become strong enough that an attack able to crush or melt steel wouldn't even faze it. The female armor will also retain any special properties that the original armor had. You can "wear" her, but nobody else will be able to put her on, as she shifts her body specifically to fit your form. When worn, the two of you will "fuse" and be able to exchange energies between each other. However, the Living Armor won't transmit demon energy to you unless you command it to (so you don't need to worry about getting transformed if you're a female). The two of you will share each other's senses, and your physical senses will be increased to the same level as the armor's. When not worn by you, the Living Armor can still float through the air as if an invisible being is wearing the armor, but really by her own free will. She and you can also upgrade her with further enhancements and weapons with enough work. Your Living Armor is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Monster Girl Encyclopedia (100 CP, Free Drop-In)- A collection of all canon works for Monster Girl Encyclopedia's setting, as well as a full set of the Wandering Scholar's writings from within the jump (with all demon energy enchantments removed).

Art Museum (200 CP, Discount Drop-In)- A collection of various artworks made by humans and monsters alike throughout the setting, as well as a collection of all fanart and comics made by fans for the setting. All curses and enchantments from demon energy that would normally be on them have been neutralized them, though you can shut off the safety mode if you are brave or foolish enough.

Kurobinega (300 CP, Discount Drop-In)- A doujin group that follows you between jumps and gives you access to all events and markets for doujin materials, with a license to distribute any doujin or manga material regardless of lewd content.

Monster Identifier (400 CP, Discount Drop-In)- A special crystal that glows in the presence of demon energy or monster. It was developed by one of the many kingdoms in the human-aligned lands, but the king of the land shut down the project because it kept malfunctioning and indicating corruption everywhere (in fact, as the king discovered too late when Mamono agents seized and converted the kingdom to a demon realm, the crystal was accurate). You now own a copy of the prototype, allowing you to pick up monsters and sources of corruption around you. However, the crystal will not indicate the exact location of what tripped its senses, nor the exact form and power level of that threat. The item will be able to identify monsters and sources of darkness/corruption in other settings.

D.E.P.A ~ Demon Energy-Proof Armor (600 CP, Discount Drop-In)- A full, single-piece bodysuit that leaves no exposure points and perfectly protects you from all demon energy in the area as long as you are wearing it. The armor also encases your head and is pretty durable physically and magically. Plus, the outfit's pretty flexible, allowing you for almost as much ease of movement as you could without the armor.

How to Be a Good Husbando (100 CP, Free Local Human)- A guide on how human men can best get along with their Mamono wives, with chapters on how to build the best relationship for each sapient species (there's also a small one for humans). Just by reading the right section, and you will start to mold toward your wife's ideal you, even learning essential skills that she would like you to have. Of course, the focus is more on making your wife happy, so it won't always help you take charge of the relationship. Updates to account for new sapient species in each jump.

Canteen of Magical Supply (200 CP, Discount Local Human)- A seemingly-empty canteen that readily produces water whenever mana is applied to the canteen to power it up. The canteen normally produces normal water, but extensive exposure to specific kinds of energy can cause the water to be infused with that energy; however, your canteen (unlike most others available in-setting) has a remarkable filter, so the canteen will not become permanently locked on a specific energy or permanently tainted by one unless you want it so – instead, once the corruptive energy is gone, it will go back to producing regular, untainted water.

Alraune Nectar (300 CP, Discount Local Human)- A half-translucent amber-colored liquid that is very sticky and syrupy – the bodily fluids of an Alraune monster girl! It has aphrodisiac and stamina-boosting effects on whoever drinks it, and it also acts as great monster bait by attracting them with its sweet, intoxicating scent. It also makes great honey.

Holstaur Milk (400 CP, Discount Local Human)- A bottle of eternally fresh milk squeezed from the breasts of a Holstaur. The milk is both delicious and nutritious while also boosting the drinker's stamina. It also acts as a beauty product by giving the drinker expanding and maintaining the size, resilience, and luster of breasts. The bottle refills when used up. All potential monsterization effects of the milk have been nullified.

Raging Mushroom (600 CP, Discount Local Human)- A spicy mushroom that, when eaten, appears to "strengthen" the eater's physical power in battle. What it really does is generate an aura that causes enemies in close range of the eater to lose some of their physical strength and endurance, such that a mundane human, even

a sickly one, could potentially overcome a strong monster like an ogre or even a dragon. The mushroom has the side effect of filling the eater with a lust for battle.

Monster Literature (100 CP, Free Mamono)- A library amount of various books written by Mamono. The books are quite diverse, but they all embody themes that favor love, sex, and monsters – even the children's books! Also comes with *How to Be a Good Waifu*, a companion to *How to Be a Good Husbando*; it teaches monster wives how to please their husbands while simultaneously wrapping them around her finger and has specific sections on how to use their special abilities to improve their matrimony.

Arachne Silk (200 CP, Discount Mamono)- An endless strand of silk from an Arachne that can be used in making clothes. Clothes made with the silk are extra durable, so that even a wild beast couldn't leave even a tear on them. Semen and other stains on the cloth are easy to remove, but magical energies applied to the clothes have a trace of them absorbed and stored inside the clothes, giving off the scent of the energy.

Demon Realm Silver Weapon (300 CP, Discount Mamono)- The official equipment for soldiers in the Demon Army. A sword made from demon realm silver (also called realmsilver), causing it to not inflict physical wounds on a target, but instead drain away their magical energy (spirit energy, demon energy, etc.). The sword does not generally drain away essential life force, so the opponent remains alive, but the gradual loss of energy with each blow will weaken him or her, allowing you to defeat them without having to kill them. In the case of women, demon energy will flow in to replace the lost energy, thus potentially converting them into monsters with enough cuts. Interestingly, the sword is super-effective on Mamono and monsters in general, quickly knocking them out with but a few strikes, though it mostly just paralyzes/disables them instead of killing them. Please note that while swords are the default option for purchase, you can select demon realm silver weapons from a variety of different tools ranging from lances to whips to even magic-powered guns.

~~**Cursed**~~ **Blessed Equipment** (300 CP, Discount Mamomo)- A variety of different sets of armor and gear enchanted with the mana from specific types of Mamono (one is Dullahan, one is Werewolf, etc.). If a human puts on the armor, the armor will normally lock on him or her and expose the subject to the demon energy, hastening their conversion to an Incubus or the specific monster that "blessed" the equipment. You, on the other hand, can take the equipment on and off and won't be permanently affected by the curses. In addition, the armor will grant you special enhancements depending on the type of Mamono it is built around. For instance, the Ogre armor would give you greater strength, while the Yuki-Onna suit would give you ice magic. If you are a Mamono yourself and are the same species as the type embodied in the armor, your special abilities for your race will be strengthened (and if you chose to be a Mamono for the jump, you can be sure that there will be at least one set of armor matching your type).

Demon Realm Boars (600 CP, Discount Mamono)- A mating pair of two Demon Realm Boars. With a jet-black coat, gigantic tusks, and a huge body, each mighty boar is larger and stronger than an ox. Due to their gentle and friendly personality, as well as endless endurance, they are popular pets, beasts of burden, and war mounts, leaving aside their nutritious meat, which is potent enough such that an ordinary man could copulate nonstop with a monster for three days and three nights fueled by a serving of the meat alone. Oh, and don't worry about feeling guilty; the boars are able to "shed" fresh meat like sheep getting wool sheared without any

harm to themselves, so it's perfectly fine to have a nice helping of boar meat after playing with your pets. Being pets, they don't normally count against companion limits unless specifically made into a companion.

Items (Affiliation)

The different organizations across the world have manufactured a number of neat little gadgets and treasures that they like to share with their members (or distribute to unsuspecting victims). All discounts are 50% off. Any items that are used up, lost, damaged, or destroyed will reappear in mint condition in your Warehouse after a month has passed. Please keep in mind that while you may be able to find many of these items within the jump, you will need to purchase them here for the jump fiat protecting them from infecting you and others with a myriad of corruptive curses, transformations, and the like.

Travel Booklet (200 CP, Discount Unaffiliated)- Instead of being a scholarly overview of the world, this is more of an in-depth tourist's guide, with info on must-see attractions, dining experiences, and inns among other things. The booklet updates to include tips for the current setting in each jump.

Magic Gems (400 CP, Discount Unaffiliated)- A bag full of a couple dozen magic gems. Magical gemstones are prized for their use in magic because they can absorb and permanently contain the first source of energy that is directly poured into the stone. Once the energy enters, it becomes locked inside, and no further energy can be absorbed. The color of the gem alters not only depending on the type of energy used but also the specific person who applied the energy, making each stone uniquely beautiful. Powers that can detect the "aura" of a specific individual will also recognize the gem that was formed by that person accordingly. Your bag refills with new, unadulterated gems whenever you push energy into one.

Hero's Gear (200 CP, Discount Order)- A set of holy armor, sword, and shield given to the greatest of heroes. It embodies light and holy magic, making it highly effective against dark powers. If the gear was corrupted by darkness, it would become even stronger, albeit in the opposite direction.

Magic Sword of Truth (400 CP, Discount Order)- A legendary sword said to bestow upon its possessor with the power to "attract the future they desire." Essentially, the sword lets you reset from "bad ends." Whenever you are in a state that could be considered a "game over" (though it must be something sexual or involve you being transformed/mind-altered to work) and there is no way to escape the coming doom, the sword will activate and take you back to right before the key decision you made that sealed your fate. This reset will occur even if your mental faculties have been compromised, such as if you were transformed and brainwashed into a Lesser Succubus. You will have no lasting physical effects after the reset, but be careful! The memories you retain from those bad ends can traumatize your mind and potentially, if left untreated, continue the aborted corruption.

Dark Armor (200 CP, Discount Demon Army)- As with most of what they touch, the Radical faction of the army took the concept of Living Armor to a whole new level. Glowing with darkness, the sentient armor is infused with many tentacles that constantly stimulate the wearer to boost his/her magic power and mana/magic generation – at the cost of inflaming the wearer's lust, of course. And if the wearer is not the proper owner (such as you if you bought it), the tentacles will instead corrupt the would-be thief into a depraved monster with lust rivaling the Radicals. The armor can be a normal kind found in the setting or an armor you have in your

possession from another jump. It can also be a more exotic/unique form of "armor" like some forms of mechas/mechs (Evangelion, Gundam, etc.). As with the standard Living Armor, the durability of the armor is significantly stronger than what a mundane equivalent of it would be. Moreover, the Dark Armor can sense lust in you, and when you have strong and lewd enough passions coursing through you, the Dark Armor will further shield itself with a dark aura that is especially strong at resisting (and corrupting) magic; just keep in mind that the aura will in turn magnify your feelings, so it will be very hard to calm yourself down after you get into such a state. However, unlike a Living Armor, the Dark Armor lacks true intelligence or sense of self-identity; however, if you also purchased the Living Armor item, you can choose to merge the two options into a single item combining their separate attributes, including the Living Armor's intelligence.

Soldier Squad (400 CP, Discount Demon Army)- A special gem badge of Demon Army officers that lets you summon your own personal squad of loyal and dedicated soldiers. They can be a mix of the various kinds of soldiers in the Demon Army, or they can be a specialized branch such as musketeers or heavy cavalry. The number of soldiers can range from six to a full dozen individuals, but since their overall power level will be split amongst the battle unit, their individual capabilities will lower with the more soldiers in the squad. The squad does not count against Companion limits unless specifically summoned into a Companion role.

Baphomet's Eye (200 CP, Discount Sabbath)- A spherical, eye-like tool that, at its most basic state, enables you to identify the aptitude of people for magic and childishness. You can potentially adjust the focus of the eye to focus on people embodying other ideals, but it always at the least can detect when someone has great potential for magic.

Familiar (400 CP, Discount Sabbath)- An artificial race created by the Baphomets to be living magic repositories to enhance the powers of "magical girls". The Familiar contains a small but potent fragment of the Baphomet's true power in addition to any other magic she soaks up, and you can siphon off that power to temporarily enhance your magic and charm. If you took *(Im)Mature Magic*, your youthful charm and magic will be enhanced even greater with your Familiar, and if you took *Familiar Contract* your bond with the Familiar will be virtually unbreakable. Plus, since your Familiar has a strong compatibility with you, the two of you can fuse together at will and thereby soar to unfathomable heights in your magical power and seductive charm, with even elements of a Baphomet seeping to the surface (as noted by the horns growing on your head). Just keep in mind that with two consciousnesses in one body, even though you're in charge, your combined emotions and desires will swell up to nearly uncontrollable levels. You'll probably come to fully embody one of the Sabbath's virtues such as Purity, Indulgence, Sexual Love, or Motherly Love. But don't worry, you split back to your normal selves whenever your want. Due to the strong bond you share, your Familiar will likely wish for you to share your "Onii-chan" and other relations/lovers with her, just as she'll share anyone she has affection for with you, since by her reasoning the two of you are two halves with a common sense of purpose and desire. Technically considered an item, your Familiar won't count against companion restrictions unless specifically imported as a companion.

Succubus Nostrum (200 CP, Discount Merchant's Guild)- A set of "beauty products" that contain "medicine" with the demonic energy of a Succubus. Whoever the "health and beauty enhancer" is applied to will transform into Incubi or Succubi depending on the gender. Anyone who sees the set and is uninformed of the true effects will believe that they are simply beauty items that they can use to look prettier.

Dwarven Glass Bottle (400 CP, Discount Merchant's Guild)- A set of a dozen glass bottles and containers made by the East Giyamante Dwarven Craftsmanship Firm. Each piece is a testament to Dwarven art with its beautiful etchings, but furthermore they're magically reinforced to resist both magical and physical damage, and they will preserve whatever is stored inside indefinitely, even organic liquids that would go bad after a week.

Undead Grey Lamentation (200 CP, Discount Circle of the Night)- A rare mushroom that has a grey-colored cap resembling a human's face. The spores emit a "scent of death" that attracts those seeking death, and the mushroom is very tasty for all undead beings. When eaten by a being that is not undead, he or she will, over the course of 7 days and nights, transform into an undead. You can also choose to revert individual mushrooms back to their original state, in which they instilled a curse of fear on those who saw it and would make those who ate it die after 7 full days.

Phylactery (400 CP, Discount Circle of the Night)- A item used by Liches to serve as the "vessel" for their soul. From the soul, you can remotely control your body and see through it. Since the phylactery keeps your soul separate from your body, your mind remains unaffected by hormones, spirit energy, pain, and other sensations that would normally disrupt your concentration – perfect for making studious notes even in the midst of sex. If the phylactery is damaged, your soul will automatically return to your body.

Dormouse Tea (200 CP, Discount Queen of Hearts' Playmates)- With tea parties considered daily national holidays, tea is a precious commodity in Wonderland, and other of the finest teas is produced by Dormice – and now you have a steady supply of said tea. The demon energy of the Dormouse has a sweet, molasses-like flavor that makes for excellent tea when mixed. Anyone who drinks the tea and chooses to sleep afterwards will have a deep rest that soothes the body and takes you to a wonderfully sensual dream. And the version you've bought has been adjusted slightly, so women who drink it no longer need to fear being turned into Dormice (unless you want them to).

Hatter's Hat (400 CP, Discount Queen of Hearts' Playmate)- A hat plucked from the head of a Mad Hatter (don't worry, the hats grow back!). The hat ordinarily seems to be a felt or cloth hat resembling a giant mushroom, but when worn, you can turn it into a mushroom that temporarily fuses with your head. The spores (which have been adjusted with the purchase so they don't permanently infect and turn you into a Mad Hatter) will give you greater clarity as your mind is able to move much faster than it can normally. When you take the hat back off, the intelligence boost recedes.

Fairy Powder (200 CP, Discount Fae Court)- A rainbow-colored power made from the shed scales of fairy wings. It is an especially potent and useful ingredient for magic potions, runes, and the like. Also, if sprinkled on your head, it attracts all fairies in the vicinity to your location and makes them friendlier toward you; this works with fairies from other settings, too. Furthermore, the power is also effective in attracting/befriending beings with childish bodies or mindsets (Imps and Goblins within MGE, for example).

House Tree/Mush (400 CP, Discount Fae Court)- A cute little tree or giant mushroom that has a spacious interior containing individual rooms and furniture, allowing for a naturalistic and childish home. It has an organic feel to it, but it has various magical equivalents of modern conveniences (bathroom, kitchen, etc.); also, the house magically keeps itself clean and tidy. Being a living thing, the house will grow bigger over time, but you can restrict the outside growth of the tree/mushroom if you wish. Can be summoned by you to a location of your choice in each jump. Plus, reflecting the storybook-like land it originates from, the tree/mushroom can think and talk; it has an innocent, childish personality and views you as a close friend/family. The tree or mushroom does not count against standard companion import limits unless you specifically make it a companion.

Sun of Darkness (200 CP, Discount Elemental Faith)- The primordial, unborn form of a Dark Matter, it is a large orb the size of your head, dripping in pure darkness. You can either move it about and throw it like a physical item, or at your will have it levitate through the air. Whoever makes physical contact with the sphere will be instantly corrupted by lust and pleasure. The substance naturally erodes and absorbs magic, such that any magical attack used against it will only cause the sphere to grow bigger and stronger. Also, it can become incorporeal to pass through walls and other physical barriers. The orb is currently mindless and subject to your personal control, but you can "awaken" the Dark Matter inside at your command, allowing it to perform more complicated actions, though at the price of it becoming a lustful Mamono that may or may not obey you (though she still looks up to you as her "parent"). On the flipside, you can clamp down on the demon energy influence so that it instead embodies true darkness; people struck by the item, instead of being corrupted primarily with lust, will instead be corrupted by the sensation of evil.

Scepter of the Ice Queen (400 CP, Discount Elemental Faith)- Taken from an Ice Queen, the tall staff embodies the full ferocity and heartlessness of winter. While wielding the wand, you can freeze targets with ice intense enough to freeze the [metaphorical] heart. Anyone trying to even approach you will be beset by increasing gales of loneliness and despair. You can also use the treasure to produce items of pure ice and snow, from thrones to entire palaces. The ice you produce is vulnerable to fire – both the element and the "fire" of love.

Shed Skin (200 CP, Discount Cult of the Snake God)- A molted skin that was discarded by a Lamia and subsequently enchanted with magic. By wearing the skin over the lower half of your body, you can temporarily take the form of a Lamia, but you can only wear the costume for 24 hours at a time; once you take it off, you will have to wait another week before you can wear it again. You can also access the memories that the Lamia had up to the point that she shed her skin, giving you important insights on Lamia culture and lore.

Echidna Dungeon (400 CP, Discount Cult of the Snake God)- A very generous Echidna "god" of yours, having finally hooked up with a husband, has decided to leave her favorite dungeon to you, designed to lure in potential hero suitors with many magical items and test them with various traps and mazes. You, of course, have the blueprint so you can get around all of those things. The dungeon follows you between jumps and can be placed at any location of your choice in a jump. None of the traps and the like are deadly, but the Echidna had high expectations for her hero, so overall the dungeon is able to challenge even the greatest of adventurers.

Tsukumogami (200 CP, Discount Inari Faith)- An item in your possession has been granted life due to its strong feeling of gratitude toward you, and is now a Mamono with the appearance of a girl faintly resembling that object. She is incredibly loyal to you, and if you are male would love to give you a "worthy reward." The item in question can either be a simple item you picked up in the jump such as an umbrella or musical instrument, or it can be an item that you already owned before coming here. Either way, the item should typically be no larger than a truck in size. Generally, the item receives, in addition to the standard abilities of Mamono, enhancements to assist in its original "purpose" (for instance, a lantern could convert her energy into a flame that lights/heats up her body, and an umbrella, reflecting its original purpose of protecting its owner, could now repel rain, swords, and even magic that makes contact against its canopy. The Tsukumogami can switch between its Mamono and standard item forms, and its powers are shared between its forms; this means that special enhancements in the original item can be used by the Mamono in her humanoid form, and her new monstrous powers like producing demon energy carry over to when she is pretending to be a normal item again. Your Tsukumogami is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Yukaku (400 CP, Discount Inari Faith)- You own the deed to one of the many "pleasure districts" for Zipangu "youkai" Mamono; they are especially popular for young youkai seeking lovers. The Yukaku consists of a pleasant set of traditional Zipangese (Japanese) streets and gardens that have a cultured flair while also having a natural aesthetic. Sakura petals fall from the sky with no end (without burying people either), and the domain in general gives off a pleasant feeling that invites love. Youkai can instinctively seek out and access the Yukaku wherever they are, but the area has an imposed geass that requires all who enter to be peaceful with one another; active youkai can still "hunt" each other for fun, but they cannot take action to harm anyone. In addition, the area has a spell that increases the luck of people finding lovers while in the Yukaku, with extra luck given to pairings with youkai. The Yukaku is a pocket realm that follows you between jumps and you can access from your Warehouse. In addition, the Yukaku is always linked to whatever the current setting's version of Japan is, so you can open up portals between your pocket realm and a location of your choice in that Japan. Likewise, any "youkai" in the setting you are in – creatures that embody Japanese monsters, monsters found in Japan, monsters found in parallels to Japan, etc. – can access the Yukaku as a guest. In general, youkai feel attracted to the place and enjoy visiting. And as love always finds a way, even the fiercest of youkai will likely find themselves blessed with happiness and love, even with a human they'd have otherwise eaten, when they visit the Yukaku. You can also regularly collect rent from the district.

Jiangshi Servant (200 CP, Discount Mist Civil Service)- A Jiangshi that you have brought to (un)life. Due to technically being an "item", she does not normally count against companion restrictions unless specifically made into a companion. The exact attributes of the Jiangshi depends on which kingdom you chose to serve under the Mist Civil Service faction; if you did not choose that faction, you can choose from any of the three following options. For the Land of Four Gods, your Jiangshi is fairly strong physically/magically and quite intelligent, giving her a healthy balance of strengths, but this also means that she sees you as an equal partner rather than a master; she starts out as a loyal helper who might become a lover over time, but don't expect her to unquestioningly follow your every command. For the Land of Four Fiends, your Jiangshi is exceptionally powerful in physical strength and magic, but she has a highly independent and sex-crazed mind that is difficult to control, such that she is constantly seeking to flip the board and assume her rightful place as your master. For the Land of Four Souls, your Jiangshi is a docile blank canvas who is absolutely obedient to you and can be programmed as you see fit; that said, she isn't the strongest physically/magically, and her lack of independence means that she will depend on you for complex directions.

Great Wall (400 CP, Discount Mist Civil Service)- A special contract that lets you summon Mist Continent workers wherever you are (even in another world/jump) to build a wall around any property/land that is completely yours. The workers will all vanish like mist once they've completed the project, but the wall will be just as grand as any of the formidable, towering walls used by the various kingdoms in the Mist Continent to defend their holdings. The walls are strengthened physically and spiritually, and, assuming the perimeter is long enough, will contain various fortifications and structures for defending the wall. Furthermore, when building the wall the workers can use a special technique to absorb latent mists in the area into the very foundation of the wall. Any such mist will strengthen the wall's defenses, and if the mist/fog had any special properties the wall will also gain similar enhancements in a way that will support those defending/defended by the wall; for instance, a poisonous miasma that harms those who breathe it would hurt those who attack the wall yet leave people stationed on the wall unharmed.

Underwater Palanquin (200 CP, Discount Ryugujo)- A small palanquin that is fit for royalty and surprisingly has enough room for a half-dozen people inside. The litter functions safely underwater without letting water inside, and it could be used in conjunction with aquatic carriers as a form of water transportation. More than that, though, you can designate the palanquin to travel on autopilot between two fixed points connected by water. The covered litter will move at a sedate speed but is guaranteed to get there eventually. As long as the palanquin is moving between those locations and the passengers do not exit, the transport will be safe from attacks of any sort, as no one would wish to mar such a lovely vessel of the sea. However, it does not protect you against natural hazards, though it will do its best to move around them. Plus, as soon as you and others exit the vehicle, you are no longer granted that protection.

Tamate-Bako (400 CP, Discount Ryugujo)- Have you ever had the feeling, just after you wrapped up your vacation, that you missed out on some opportunities and now it's too late to experience them? Well, now your troubles are over! Open this ornate box when you are doing a recreational activity (going to an amusement park, taking a cruise, going on a road trip, etc.) and keep it open until you finish the overall experience – after that, you need to close it. When you later reopen the box, magical smoke will fan out and engulf you in a lifelike simulation of whatever activities you missed out during your recreational outing. You'll get the full sensation of food you missed out on, feel the bubbling laughter from a comedy act you were unable to see, and experience the in-depth warmth of a romance that could have been. However, once the simulation is over, the smoke will fade away, and the box will reset to its default state; if you want to experience those extra things again, you'll have to go there and do it yourself for real this time.

Messenger of the Sun (200 CP, Discount Kingdom of the Sun)- A giant red cobra larger than a tall human. These sacred beasts, the only monster said to have lived as long as the Pharaohs themselves, serve as the royal attendants/guardians of the pharaohs, and yours is highly loyal to you. It lacks fangs, but it specializes in sun magic to produce magical shields to protect you and allies of your choice from attack or unleash powerful beams of light at enemies, for example; you can also transfer magic from yourself to it to boost it. Plus, it certainly packs a good wallop as a "staff" (it can instinctively stiffen its body at will to be as hard as stone yet lightweight to hold, allowing you to wield it as a weapon); it can also turn itself into an actual, ornamented staff if you so wish (in such a state, it will retain its sun-aligned magic). In addition, it can float in the air and curl itself just right for you to sit on it like a throne. The cobras are generally calm and wise servants who serve their masters for eternity, and yours is loyal to the death to you and cannot be tamed by anyone but you. The cobra does not count against standards companion restrictions unless you specifically import it as a companion. The purchase also comes with a golden "crown of the sun" for you to wear; as said crown symbolizes the sun,

wearing it makes it as if you have access to the sun even when the sun is not present, thus empowering sun-based abilities such as *Royal Power*.

Genie Lamp (400 CP, Discount Kingdom of the Sun)- You now own a golden lamp, which is the very source of existence for a powerful genie. Keep in mind, though, that the genie's wish-granting power comes from drawing on mana and other energy to convert into a spell formula for miracles; therefore, while simple wishes can be easily be fulfilled with just small energy uses, heavy-duty wishes require a lot more fuel, and if the genie doesn't have enough power for the wish, you'll have to supply some extra energy to her for the wish to truly take effect. Fortunately, the lamp automatically collects mana from its natural surroundings, so don't worry about draining the lamp and genie dry. Also, your genie is mischievous and independent to a degree, so she will try to stop you from making wishes she disagrees with. Your genie does not count against companion restrictions unless specifically imported as a companion.

Oni Sake (200 CP, Discount Bacchism)- Two massive (the size of a dog at the least) jugs with a seal neatly attached to the bottom of each. One jug pours out red-colored sake, while the other pours out blue sake. Those who drink the red sake will gain enhanced strength, enough to crush boulders with one punch, while those who drink blue sake will gain a boost to their intelligence; however, as the enhancements only last as long as the alcohol is in the system, either way they're going to end up incredibly drunk! The seals on the jugs prevent the sake from emitting demon energy, but if the seals are removed, people who drink them will gradually become Red or Blue Oni respectively.

Robe of Bacchus (400 CP, Discount Bacchism)- A copy of Bacchus' toga, which can be worn regularly or inside-out without trouble. Just as Bacchus can change form and gender, though, so too is the toga enchanted. Wear the toga normally, and you will take the form of a man. Wear the toga inside out, and you will take the form of a woman. Find a way to loosely wear the robe so that your body touches both the inner and outer sides, and you will take the form of a hermaphrodite with both male and female parts. You can determine the overall appearance of each form, and you can also select the overall personality you have in that form. Make the forms different enough, and it will be near-impossible for people to tell that your different forms are the same person unless they're told. And no matter which way you wear it, the robe will grant you enhanced drinking [alcohol] capabilities.

Barometz Wool/Juice (200 CP, Discount Eleusinian Mystery)- Wool and fruit juice extracted from a merry Barometz sheep/plant girl. The wool is exceptionally and eternally fluffy, and never deteriorates over time. The juice is exquisitely sweet, and just licking it causes a thick sweetness to spread through the mouth. Plus, there's an ancient legend that if you soak the wool in the juice and then wring the juice back out onto grass or similar vegetation, a Barometz will grow there; whether the sheep-plant grows into a Mamono or its original form depends on the nutrients it absorbs as a sprout.

Mandragora Roots (400 CP, Discount Eleusinian Mystery)- The roots taken from a Mandragora monster girl (don't worry, it doesn't hurt her – in fact, she enjoys it). The roots are renowned worldwide by humans as a cure-all panacea for natural diseases/afflictions – and by monsters for its use in aphrodisiacs and other obscene substances. It even works as a cooking ingredient to enhance the flavor of meals.

Soldier Beetle Armory (200 CP, Discount Bug Lovers Foundation)- You gain access to the variety of different natural weapons "worn" by Soldier Beetles – "scissors" claws, "lance" horns, shields, blades, and even spray "cannons" that launch various liquids and chemicals that do anything from blind to nauseate enemies – or even glue them down with sticky substances. Despite being "natural" outgrowths of the body rather than actual items, they are just as strong as regular versions of those tools, so that the weapons can pierce through thick metal and the shield can deflect boulders and the like. These various weapons are stored in your soul, and you can summon them onto your body as natural armor/weapons or dismiss them at will.

Ant Hill (400 CP, Discount Bug Lovers Foundation)- An abandoned Giant Ant colony, consisting of a maze of complex tunnels and underground chambers that you and your friends instinctively know how to navigate through. The colony follows you between jumps and can be summoned into a location of your choice in each jump; you can also access it from your Warehouse.

Slime Jelly (200 CP, Discount Slime Herd)- A collection of jellies made from the dispensed goo of various Slimes, with a lot of different kinds to sample. The exact taste and effects differ between types of Slime, but don't worry, we've made sure that the truly addictive elements of the jellies have been reduced to a manageable level. The jellies could also feasibly serve as handy catalyst for various magic spells and potions. The jellies refill once per week.

Slime Mold (400 CP, Discount Slime Herd)- An experimental device that resembles a giant capsule, the sort of thing you would put wax in to mold/harden. The capsule is large enough to hold a single human. Once you have placed a subject inside and locked the container, twist the knob on the back of the capsule to set it to a specific type of Slime (Normal, Red, Sea, Bubble, Dark, Queen, Nureonago, etc.). Once you're, just push in the knob to start the process. The interior of the capsule will then release that specific type of Slime, and, unlike how most slimes don't transform human women, this slime will make the victim into that type of Slime. The goop will melt away the subject's mind and body with unfathomable pleasure until all that is left is a new "slime core." The subject will then reform their body to that type of Slime, with an appearance similar to how they were before the transformation. Their knowledge and intelligence as humans will remain intact, but they will be driven by the instincts of the Slime. Please keep in mind that the container is not invincible on the inside or out. And as a safety measure to prevent contamination, should the capsule be ruptured midway through immersion, all of the slime goo will instantly vanish, thus potentially stopping the transformation before it is complete. You can try to use the item to change beings that are not human, but doing so may result in drastically new and different kinds of Slimes.

White Horn Coat (200 CP, Discount Equites)- A heavy winter coat traditionally made from the shed fur of a White Horn. Despite its thick nature, the coat is surprisingly lightweight. The coat naturally produces heat at a level to balance out the level of cold it is exposed to, such that it will get comfortably warmer the colder the surrounding environment is. Interesting, the warmer the coat, the more your body will flush, to the point that a permanent blush might spread across your cheeks and you may become sexually excited. The coat fits snugly on you without hindering your body movements, but it can be expanded to fully bundle up two people together if necessary.

Twin Corns (400 CP, Discount Equites)- Two hollowed out Bicorn horns that make for good drinking cups. Whenever different liquids are poured into one of the cups, they are instantly mixed together. Similarly, any energies applied to the cup are converted to a liquid form and mixed together; also, the energy of each individual person has its own unique flavor. Each cup can hold up to three liquids together, but if you lock the two horns together and shake them, the liquids of both horns will merge, and you can use a small opening at the tip of either horn to drink the full cocktail – thus receiving the unique blend of different liquids/energy types fused together.

Maid Broom (200 CP, Discount Pedigree Patrol)- The old-fashioned broom used by Kikimoras. When you are wielding the broom, you can make any dust or other small particles that touch the broom immediately vanish from existence. In addition, if you can use special energies, you can replace the dust particles with that energy, invisibly filling the room with that energy the more you sweep.

Cu Sith (400 CP, Discount Pedigree Patrol)- A dog that has, out of a deep wish to love and serve you in a better form, transformed into a humanoid canine Mamono. Your pet views you as her master and can sense danger and hostility toward you. Moreover, her breed is highly intelligent and adaptable, such that she can learn new skills to better serve you at what you need help with most. If you want help with food, for instance, she could gradually train to be a master chef, if you need a loyal knight she can become a fierce warrior, or if you want someone to help you with sorcery, she can learn magic spells and rituals; the main requirement is that you must be there to teach her some of the steps along the way for her to fully learn. The Cu Sith is normally a dog from the setting, but if you already own a dog before beginning the jump, you may import your dog into the role; in the case that your dog already had special attributes or training, her Cu Sith version might start out with special skills – a hunting dog might now be a full master as a gamekeeper and hunter, and a [D&D] "Blink Dog" with a natural ability to teleport might retain that ability and in fact be able to use it better than ever before. As a pet, the Cu Sith does not count against companion restrictions unless specifically imported as a companion.

S.O.S ~ Songs of Sirens (200 CP, Discount Bird Watchers Institute)- A magical CD (comes with a player but can play without any player if necessary) that contains all sorts of songs sung by some of the greatest Siren idols. All of the songs are utterly magical and beautiful beyond words. Crowds who listen to the songs will become more loving and lustful, while also having their bodies filled with newfound vigor.

Record of Deeds (400 CP, Discount Bird Watchers Institute)- A large tome in the style of the books used by Crow Tengu to record their observations of humans. The book automatically fills itself with information you learn by observing and interacting with people, and the book will intuitively assemble the different pieces together into an organized format while also reaching new yet startlingly accurate conclusions using the information available. And since the book assembles the notes even when you do not have it directly with you, this allows you to record important notes you gather without letting the people you're watching know it.

Weresheep Wool (200 CP, Discount Furry Friends Lodge)- Three bags full of wool shaved from a Weresheep. The bags refill whenever all three are used up, but the supply will only regenerate slowly, one bag at a time. The wool can be used for a variety of cloth products from pajamas to pillows. When used, the wool induces a

deep, comfortable sleep that thoroughly restores you from fatigue, such that you can feel fully refreshed even after a short nap with such a pillow. Also, this wool is safe for human women to use without fear of turning into a Weresheep.

Selkie Suit (400 CP, Discount Furry Friends Lodge)- The cartoonish, zippered, and surprisingly comfy seal outfit worn by Selkies. When you wear the suit, it magically bonds with your flesh so that it responds as fluidly as part of your body, and you'll find that swimming seems to come to you naturally while it's zipped up on you. Moreover, the inner fur lining insulates magic released by the user and uses it to generate pleasant warmth throughout the outfit, keeping you nice and toasty even on icy beaches and in the far frozen depths of the sea. The costume can also stretch to let two people share the inside, letting them be warm, comfy, and intimate, though it won't be as easy to swim in it that way.

Goblin Bag (200 CP, Discount Horde of Mordor)- While Goblins and their ilk are best known for their bandit-like raids, they also keep up a steady business as merchants by selling the goods they loot. But with such small bodies, they need special bags to handle all the excess items. The Goblin Bag has infinite storage space inside, but there's a catch: much like the Goblins' haphazard manner of collecting things, the storage in the bag is random. You can choose to activate the bag at any time and tell it to store any item in your inventory, but the bag will choose the specific item at random. Likewise, you can only take out items one at a time, and each time the selection is random. No more than 20 items can be taken out of the bag in one day, though there is no such limit on putting items inside the bag. The one exception is for capturing living targets: the sack is exceptionally handy in catching someone by pulling the sack down on their head, and once the person has been shoved inside you can automatically pull him or her out of storage at will.

Goblin Club (400 CP, Discount Horde of Mordor)- A big wooden club that is always just slightly bigger than you in size and twice as heavy as your own weight. Even so, you can wield it effortlessly. The special gift of the club, though, is that when you manage to make a solid blow to a single target on the head, you can choose to give up all potential damage that would be dealt; instead, the victim will be suddenly and comically dazed and immobilized by the blow to the noggin – the perfect time to take a prisoner!

Paradise ~ Fallen Garden (200 CP, Discount Orgy of the Fallen God)- A copy of the legendary painting held in high-security storage by the Royal Demon Realm Art Museum due to its tremendous danger. It is an illustration of Pandemonium, which features countless individuals having endless sex all over the place. In fact, watch carefully for long enough, and the positions will gradually change as the lovers switch partners and the view pans around to cover the entire dimension. There's another effect that you can selectively turn on and off: people who view the painting will be filled with increasingly hedonistic thoughts that will turn them to the Fallen God until they pray to become one with the orgy, at which point they will instantly teleport into the painting and become part of the living art. This is because the portrait is in essence a nexus to the true Pandemonium. You are immune to the effect, of course, unless you want to experience that pleasure.

Unholy Armory of the Heavens (400 CP, Discount Orgy of the Fallen God)- A set of equipment – including battle armor and weapons – that belonged to Angels and Valkyries of Heaven before they turned to the Fallen God's darkness. The gear is highly enhanced by dark-aligned magic, and, since the items were originally holy,

they actually have an advantage against holy powers, such that they can resist holy powers that would normally be highly effective against darkness and pierce through light-aligned defenses that normally ward off darkness.

Merrow's Cap (200 CP, Discount Poseidon's Domain)- A beautiful, red, feathered hat traditionally worn by a Merrow. It is waterproof and grants the wearer of the hat the ability to swim and breathe underwater even if they had zero experience prior; however, those benefits only work when you're wearing the cap. Plus, the hat embodies the Merrow's boundless sense of romantic lust, so you can choose to tap into those emotions to fill your head with the pink, lovely romantic thoughts of a Merrow. Also, since the cap is impermeable to water, it makes for a handy drinking cup. Any liquid, even Mermaid's Blood, that is placed in the cap and swirled around for at least 10 minutes will be purified and enhanced with the lustful feelings of a Merrow.

Mermaid's Blood (400 CP, Discount Poseidon's Domain)- A vial containing the blood of a Mermaid (don't worry, the removal is entirely harmless!). Anyone who drinks the blood will have their lifespan extended for at least several hundred years. If a couple with strong ties of friendship or love drinks the blood together, the blood's magic will at the very least ensure that the one with the lower lifespan now has a lifespan matching that of the higher lifespan of the other, such that they can spend as much time together as they can.

Wendigo Coat (200 CP, Discount Brotherhood of Chaos)- The warm and comforting coat of a Wendigo. It appears to be a shaggy coat that can completely cover your body and leave absolutely no part of you exposed. The fur is naturally warm and comfy, so that you can stay warm in the coldest of snowstorms while wearing it. In addition, the size of the coat expands to cover whoever is under it, so if you want you can share your coat with someone so you'll both be nice and toasty.

Web of the Abyss (400 CP, Discount Brotherhood of Chaos)- A mystical web carefully woven by a subterranean Atlach-Nacha. At its normal size, the web is about as big as a common carpet, but its elastic nature means that it could feasibly be stretched out to cover a much larger area, such as a baseball stadium or maybe even bigger. If you set up the web underground, you can perform a special ritual, though first you will need to circle the full web while chanting 108 times and infuse the full web with magic. Once activated with the ritual, the web will do two things. First, assuming you carried out the ceremony yourself, you gain the title of "lord" of the abyss, meaning that subterranean beings will feel a natural compulsion of loyalty to you. Second, a beam of dark light covering the full area of the web will shoot upward to the surface. The surface will turn into an "abyssal gateway," with many passages opening up to the underground. Living things on the surface at the time of the transformation will change into "abyssal" forms – meaning that they will gain enhanced senses and other features that are useful for living in caves and the like – especially pitch-black environs. Moreover, they will feel a natural discomfort toward life on the surface, and they will try to migrate underground at the first opportunity.

Matatabi Fruit (200 CP, Discount Kitty Cat Club)- A special plant whose fruit will intoxicate any cat who takes a whiff. You can use this to get an edge over cat enemies, or use it to befriend cats.

Bastet Figurine (400 CP, Discount Kitty Cat Club)- A small statue of Bastet. Show this to cats and they will recognize you as an ally and friends of cats and treat you accordingly. Furthermore, carrying the statue with you gives you protection against illnesses and a slight boost to agility and strength during battle.

Ares' Armory (200 CP, Discount Army of Ares)- A large collection of different weapons and armor gifted to Ares by her various devotees, from the scale-incrusted swords of the Lizardman to the fire-forged sabers of the Salamander to the tribal gear of the Amazonesses.

War Tattoos (400 CP, Discount Army of Ares)- A book with charts and a large bucket of unknown goop that you can trace either onto yourself or others, just like the special markings Amazonesses wear on their bodies. The symbols are actually botched pleasure runes, but Ares has improved them so that they enhance your physical stats in battle while also giving off a sexy appearance that may charm enemies during combat. The book also has instructions on how to turn the designs into proper pleasure runes that will flood wearers with ecstasy at the slightest touch.

Maiden's Perfume (200 CP, Discount Erotism)- A special perfume made from the fragrance of a Gandharva's feathers. Anyone who wears it gives off an impression of "purity" by suppressing lust and other transitory emotional impulses. Normally, the kick to the perfume is that it in fact amplifies lust when the wearer sees someone he or she already had some feelings for. However, you can selectively choose whether or not the perfume will have that extra element to it.

Amrita ~ Elixir of Perennial Youth and Beauty (400 CP, Discount Erotism)- A bottle of the pure, unadulterated "ocean of milk" that the Goddess of Love Eros made, stronger than any second-hand milk produced by the Apsara. Whoever drinks the liquid will be granted beauty while also retaining the strength they had in their prime.

Dragon Soul Necklace (200 CP, Discount Dragonia Tourism Bureau)- Considered a national treasure, there are only four of these ancient artifacts which date back to the Kingdom of Dragai – and this fifth special copy for your own. It gives you the power to reshape your magic, from single spells to larger-scale magic, into the form of a dragon. Since dragons embody both power and wisdom unmatched, your "dragon spells" will have enhanced power as well as a limited level of intelligence. The stone is also both physically hard and magically resistant, making it virtually impossible to break.

Dragon Sword (400 CP, Discount Dragonia Tourism Bureau)- A special variant of cursed sword that, rather than be directly possessed by a spirit, instead carries the "blessings" of a dragon. The sword can become your "dragon heart" and merge with you to transform you into a mighty dragon. Similarly, people cut by the sword (and like a dragon's claws and teeth, the sword can tear through most materials barring the way) will gradually transform into some sort of dragon. The exact transformation depends on the attributes of the individual: average people will generally become standard Dragons, particularly weak or dumb people might become Wyverns or Wurms, people especially strong in physical strength, magic, or willpower may ascend to a high-rank dragon like a Ryu, Otohime, or Bahamut, and non-human targets might become a new variant of dragon.

The transformation also affects people other than you who try to hold the sword. Furthermore, the sword likes to act as a "dragon matchmaker" and charms dragons you encounter while holding it to become romantically interested in you (though this is not always helpful, mind you). Furthermore, the mighty weapon was forged of the legendary ore Dragonium, which has been enchanted by dragon's breath to dissipate magical energy around you while not preventing you from using your own magic – in fact, magic attacks channeled through the blade tend to spread more widely than usual. You can selectively deactivate and activate these powers as you see fit.

Companions

Whether for protection or for romantic bonds, it's good to have people with you through your adventures.

Friends to the End (50/400 CP)- You can import/create up to 12 companions, paying 50 CP for each or paying 400 CP for all 12 of them at once. The individual companions can arrive at your own starting location or select other starting locations for free. Each companion receives a free background, affiliation, and location, and gains +800 CP to spend on different purchases. As an extra option you may pay 100 extra CP to grant your companions an additional +100 CP. This option may be invested in multiple times. All discounts for the backgrounds apply. You can choose to pay 400 CP again to import 12 more companions and so forth, but only the original 12 get CP.

Love (100/200/300 CP)- This world's all about everyone finding love, and you'll have the chance, too. The true depth of love will depend on the price, though. For 100 CP, you basically find someone deeply interested in you sexually; they'll be very passionate toward you, but there won't be much else to the relationship. For 200 CP, your love is interested in more things than simply sex and cares about other aspects of you, but your relationship is still average. For 300 CP, you find someone who could very well be considered your soulmate, with the two of you finding an especially satisfying and healthy relationship. Each level of purchase also comes free with a wedding at your discretion. Your love gets a free background and affiliation, and he or she receives either 500 CP (100 CP level lover), 800 CP (200 CP level lover), or 1300 CP (300 CP level lover) to spend on purchases. You can purchase more than one lover if you so wish. You can also transfer your own CP to your lover(s) to spend on a 1-to-1 ratio.

Drawbacks (Normal)

Things aren't safe as they are now, but if you want to take some extra risks, go right ahead; I guess you get a kick or kink out of losing in the end. You can take up to +2500 CP in drawbacks (this includes background and affiliation-tied drawbacks), but taking *True Corruption* lets you take as many points as you want.

Companions may take drawbacks from all of the given sections (Normal, Background, Affiliation) for points (up to +600 CP in total), but they may only take drawbacks specifically stated to be available for them; also, they cannot take *True Corruption* (though all other Affiliation drawbacks can be taken by companions). In the case of drawbacks with failure scenarios, the companion failing the scenario will not lead to the forfeit of the jump – instead, the companion will be stuck with the consequences of the failure and will not be saved until the jump ends; for instance, if a companion were turned into the Dark Mage's familiar for *The Coming of the Wicked Witch* drawback, he or she would be permanently stuck as a brainwashed, transformed familiar of the mage until the jump ends. Also, any potential companion or reward options upon surviving a drawback will be given to the companion taking the drawback; for example, the companion taking *The Coming of the Wicked Witch* would be the one to decide if the Dark Mage shall come along as a companion.

Toggle (+0 CP)- The overall danger level of this world is fairly balanced in the canon level – with a lot of fun and happy things you can do yet many dangers lurking in the darkness and light. But the fans tend to argue on just how bad or good things are. If you do not toggle the level at all, drawbacks remain at their current levels. If you make the setting more lighthearted and safe, other drawbacks will give you (and companions) only 50% of the CP they normally would. If you increase the darkness of the setting past its canon level, the CP from other drawbacks are now multiplied by 1.5.

Extended Stay (+0 CP)- You want the jump to last even longer? And to think I was wondering if you'd last 10 years! With this option, you can extend the length of the jump to up to 50 years at the maximum.

Monster Effect (+0 CP)- If you wanted to be part of *Mass Effect*, you could have just stuck with that to begin with, you know? Now the whole *Mass Effect* thing is more than just a joke; the world of *Monster Girl Encyclopedia* now exists somewhere in *Mass Effect*'s Terminus Systems. It is 2157 CE, and while much of the galaxy's attention is focused on a rising conflict with a new race's use of a Relay, an Asari survey vessel is approaching the system and planet you are on. Whether this first contact remains unnoticed and forgotten in the galaxy's coming events (as it would have in the standard timeline(s)) or changes the fate of the universe for better or for worse, that's up to you.

Fan Designs (+0 CP)- A lot of fans on sites such as Monster Girls Unlimited have designed their own Mamono in homage to the Encyclopedia, complete with their own encyclopedic entries. You can now selectively have those fan creations – ones made and published online – exist in this universe. However, they must be consistent with the overall setting and cannot replace any canonically existing Mamono.

Extra Imports (+100 CP)- Monsters and creatures you have encountered in other places before this jump, even ones you have only heard about, will start popping up in Mamono forms in this world. However, their backgrounds and abilities will be adjusted to fit the MGE setting, they cannot replace canon Mamono, and their power level will be adjusted so that it is no greater than the highest power level available in the MGE world and that it is slotted into a level appropriate to its past relation to the power hierarchy. Essentially, this means that the power of an imported monster cannot be higher than the Demon Lord or Chief God, and if the import would normally be stronger than the Demon Lord but was low in the power hierarchy of its original setting, it would not be simply limited to the Demon Lord's power level but would rather be reduced to the power of a low-rank Mamono.

Culture Clash (+100 CP, Can be Taken by Companions)- There are a lot of cultural elements unique to this world and its different social groups, and you're having trouble adjusting to them. You have a tendency to make critical faux passes due to misunderstandings about the culture, which can have consequences ranging from frowns to shotgun weddings to being burned at the stake.

Lightweight (+100 CP, Can be Taken by Companions)- Even a tiny cup of sake or wine is enough to get you dead drunk, which can be risky given how there are a lot of people who might take advantage of you in that state.

Sleepy (+100 CP, Can be Taken by Companions)- You must sleep for at least 10 to 12 hours a day or else you will be very groggy.

Dom (+100 CP, Can be Taken by Companions)- You have a very dominating personality, and in fact enjoy the pleasure of being able to dominate someone. Whenever you have the opportunity, you will favor toying with and asserting your dominance over others, even if doing so delays or compromises other objectives.

Pain, Not Pleasure (+100 CP, Can be Taken by Companions)- Whenever your sexual organs are stimulated, you feel sharp pain instead of pleasure, with the level of pain increasing with the amount and intensity of the sex.

Clumsy (+100 CP, Can be Taken by Companions)- You are very clumsy and constantly tripping and stumbling all over the place.

Exhibitionist (+100 CP, Can be Taken by Companions)- Uh, oh! Looks like you ate too many Melting Vegetables! Any clothes you wear, even the lightest of garments, start to melt and burn up as soon as you put them on. Plus, you feel uncomfortable wearing clothes, as they make your body feel itchy.

Bound for Trouble (+100 CP, Can be Taken by Companions)- Tails, vines, webs, tentacles, hair, tongues, whips… There are a lot of ways you can find yourself in a bind in this world. And unfortunately, now it seems that Mamono interested in bondage – and beings in general that have ways to bind you – are attracted to your location and determined to tie you up. To make matters worse, somehow just seeing those wonderful things that are going to wrap around you, and even more so once you're captured, makes you overwhelmingly giddy and aroused, so it's going to be tough to resist/escape.

Racist (+100 CP, Can be Taken by Companions)- You are very prideful of your own race, and cannot resist boasting about your species' greatness at any given opportunity. Moreover, you have difficulty cooperating for any length with other races.

No Official Translation (+100 CP)- Everything in this world – no matter the language – sounds like gibberish to you. You can gradually learn to understand the language, but it will take a lot of work and you will never truly master it. You can still communicate with companions, though.

Cost of a Sin (+200 CP, Can be Taken by Companions)- Given the way this whole universe is set up on a meta level as a lewd fantasy, one of the worst sins by the standards of the author would be to hurt any woman, especially a monster, whether physically or emotionally. Therefore, bad karma comes to anyone who does not accept the wrong of hurting a lady. Whenever you take an action that injures a female or makes her feel hurt inside, you must pay a penalty: your strength will temporarily weaken, and you will be cursed with bad luck. It is possible to be cursed multiple times for sins toward the same person (with the effects stacking up in intensity) if you do more than one thing to hurt her, and you can also stack curses if you hurt multiple women. These ill effects gradually fade away given enough time, but you get more whenever you commit more of those "sins", and if they accumulate enough your bad karma may never go away in the jump. The only way to neutralize the curse other than waiting it out is to "repent" and do whatever is necessary to make the woman you hurt happy and healthy again; you must offer to do anything she wants to gain her forgiveness, and whatever she requests must be fulfilled by you to get rid of the curse – well, part of the curse, at least, seeing as it only accounts for the single curse inflicted for that individual sin. And refusing to do something the woman requests you do to make things up to her…well, that would be a sin, too.

Sub (+200 CP, Can be Taken by Companions)- You have a submissive nature and tend to go into that mode whenever you face someone with a dominant personality.

Favorite Color (+200 CP, Can be Taken by Companions)- Pick a color. Whenever you see that color, you become highly aroused and violent. Can be taken multiple times.

Virgin (+200 CP, Can be Taken by Companions)- You are a virgin, never having had sex before. As a result, the first time you have sex will be overwhelming, potentially addicting you before you're finished. And virgins are an especially prized commodity for single monster girls…

Pink Head (+200 CP, Can be Taken by Companions)- You have pink hair, and that's not the only thing pink! It may as well be said that the inside of your head is also entirely pink, meaning that you are obsessed with sexual and romantic thoughts.

Stupid (+200 CP, Can be Taken by Companions)- You have a very simple (and dumb) mind that's like a bunch of bricks shoved together.

Lonely (+200 CP, Can be Taken by Companions)- You become very lonely and depressed whenever you are alone, to the point that being fully alone for several weeks could kill you. As a result, you desperately seek out companionship whenever possible.

Food Frenzy (+200 CP, Can be Taken by Companions)- Pick a common type of food that is eaten at meals. Just smelling the food in question makes you drunk, and actually eating the food will drive you crazy with lust. Plus, it's now highly likely that you will find the food all over the place. Can be taken multiple times.

Treasure Hoarder (+200 CP, Can be Taken by Companions)- You now have a deep lust for treasure, and you are very possessive of it. You will do almost anything to get your hands on treasure you find or even hear rumors about. On the flipside, you become intensely hostile to anyone you even in the slightest suspect of potentially taking or damaging your precious hoard. And you never give any of your treasure up, not even the smallest piece.

Mischief Maker (+200 CP, Can be Taken by Companions)- You have a highly mischievous personality and just love to cause trouble for people whenever you are given the opportunity – and if there isn't an opportunity, well, you'll just have to make one happen yourself, right?

Pacifist (+300 CP, Can be Taken by Companions)- You cannot stand the very idea of hurting someone. You can never bring yourself to hurt someone else, even in the midst of combat, and you feel an urge to protect anyone who is about to be hurt.

Chivalrous Idiot (+300 CP, Can be Taken by Companions)- You have made a vow to never make a woman cry for any reason, so you will do anything you can to make a lady feel better if she gets upset. The drawback does not obligate you to consent to sexual requests, but you can still get caught in fairly obvious ploys, such as stopping to dry the tears off an Alraune after you cut yourself free of her vines, accepting an Arachne's offer of clothing, or allowing an Alice to spend the night in your bed because sh's scared of the dark.

Oblivious to the Obvious (+300 CP, Can be Taken by Companions)- You tend to ignore key warning signs of trouble around you, from suspicious aspects of gifts you've received to how a maiden just happened to be lost in the heart of the dungeon. Who cares why this chest is here in the middle of nowhere, let's see what's inside!

Typhoid Mary (+300 CP, Can be Taken by Companions)- Regardless of other things corrupting you, you carry a particularly virulent curse of demon energy. Wherever you go, anything you interact with for an extended period will gradually absorb demon energy and be corrupted accordingly.

Pride Cometh Before a Fall (+300 CP, Can be Taken by Companions)- You are very prideful and arrogant, seeing yourself above other people and never doubting your own righteousness and power for even a second. Even if you recognize minor errors on your part, you'll never admit them. However, if something significantly challenges your view of yourself, your ego will not simply lower, but shatter completely, leaving you a meek and submissive person who has lost all confidence in yourself.

Monster Bait (+300 CP, Can be Taken by Companions)- You have a strange, unique scent that attracts Mamono of all sorts to your location and makes them eager to do things to you.

Daily Shifts (+300 CP, Can be Taken by Companions)- Your personality (and power) changes with the cycle of the day. In daytime hours, you have a very submissive and kind personality, combined with weakened strength and overall powers. At night, your powers are back and possibly enhanced slightly, but you become especially sadistic and violent. Furthermore, your recollection of your memories shifts to match your current personality, so while you have memories of what's happened in the other half of the day it will all be through your current lens of thinking, and you won't be aware of your alternate personality.

Infected Items (+400 CP)- A massive explosion of demon energy erupted in your Warehouse, corrupting every item in your possession (including those purchased for the jump) with demon energy. The corruption's effects on the items will disappear once the jump is over unless you choose otherwise. Does not account for any items you get after starting the jump, such as the rewards for bonus scenarios.

Soft Spot (+400 CP, Can be Taken by Companions)- Like Achilles' Heel (she has a different story of her fall here), a small part of your body is highly erogenous, such that even a faint touch of it can make you blush. If someone really felt it, especially in the midst of sex, it may very well be too much for you to bear. Can be taken multiple times.

Sex isn't Safe (+400 CP)- The monsters have been programmed to be (relatively) nonviolent to humans and other races, such that even at their worst they won't significantly damage their partners, much less kill them. Now, though, the monsters have not fully lost their violent streak, so there's a fair possibility that you could get killed during the sex.

And Then There Was One… (+400 CP, Can be Taken by Companions)- In these parts, it's dangerous to go alone, but you seem to have bad luck finding a reliable party. Whenever you are in a group (starting at two or three and going up from there), there is a likelihood that either you will get separated from the party or that the

individual party members will leave you one by one, as they get snared by monster girls and fall into other traps. It's also likely that at least some of your allies are in fact spies planning to betray you.

Jumper Encyclopedia (+400 CP, Can be Taken by Companions)- There is a detailed, printed description of you widely distributed around the world. It includes your face(s), behavior, and powers. While the printout won't cover everything, it will still cover a lot, so hopefully you don't have a problem sharing that info with the world.

Amnesia (+400 CP, Can be Taken by Companions)- You have lost all of your memories from before this jump.

Magic Circle (+500 CP, Can be Taken by Companions)- You ended up arriving in this world right on top of a demonic magic circle. Now all of your physical and magical abilities have been significantly sapped, such that you are barely stronger, at the most, than a common human.

Ancient Seal (+500 CP, Can be Taken by Companions)- You have been trapped in an ancient spell and sealed away far from any help. The seal will not harm you and will keep you in healthy, unaging stasis, but you cannot escape it on your own. All of your special powers are locked away while you are trapped. It is possible for someone on the outside to free you, but finding you and the seal won't be easy, much less undoing the powerful magic. Also, while the seal protects you from all harm, it does not impede certain energies – like say, demon energy – from leaking in, so hopefully you'll get rescued soon or else you might be very different by the time you are freed.

Runic "Blessing" (+500 CP, Can be Taken by Companions)- You are now covered with pleasure runes across every inch of your body. The runes make even the slightest touch or feeling on your skin become intensely (and sexually) pleasurable, with sex in particular having a most wondrous feeling. Even a simple pat on the head can make you sink into dizzying euphoria. With the constant feelings of pleasure overwhelming you, be careful or you'll find it hard to think of anything but sex sex sex sex SEX! And try as you might, the runes will never come off until the jump is over. To make matters worse, these runes are enchanted to infect whatever clothing you wear with more pleasure runes, meaning that whatever sensations your clothes are exposed to will reverberate back to you and make your pleasure even worse. Oh, and given how your runes will be rather visible, most people will associate you with the radical faction of Mamono. After the jump is finished, you can choose to keep the markings on you without them having any of the previous effects (unless you choose to activate them), and you will be able to make them appear and disappear at will.

Voice of "Jump-chan" (+500 CP)- What an honor! From the very moment you start the jump, you will be in constant communication with your Benefactor, who will always be there to give you advice and keep you on the right path. But for some reason, however much the voice gives reasonable justification for its commands, you will be increasingly pushed to go against your normal morals. But it's all for the good, right? Surely your Benefactor would never betray you? Unfortunately, the voice is truly the "voice of your own desires" – a manifestation of your repressed inner desires mixed with the taint of the Demon Lord. Fortunately, you are completely unaware of this when the jump starts, and I advise you to keep it that way: the revelation that the

voice you were hearing was not from a greater power but only from your own heart will rock you to the core, and in your madness you will allow yourself to be subsumed entirely by those unleashed desires.

The Sword and the Suit (+500 CP, Can be Taken by Companions)- When you start the jump, you will find that you have somehow fused with two especially strong-willed items: a Cursed Sword and a (Dark) Living Armor. The armor is locked onto your body for the duration for the jump, and it is impossible to get it off. Likewise, the sword is somehow magnetized to your body and will swiftly return to you whenever it is pulled (or thrown) away from you; at most, you can clip it on your side when you need to use your hands for something important like eating or opening a door, but she'll return to your hands as soon as you're done. And each of the items has already been corrupted greatly by lustful darkness, and wants to corrupt you in turn. The Cursed Sword is constantly urging you to use her to attack and cut things, and whenever she does damage to a foe, a similar amount of "damage" is dealt to you – but not to your physical body but rather to your resistance, as she molds you into a wielder worthy of her; and seeing as she's so strong that each strike by her is likely to be a critical hit, you can be sure that the damage will quickly rack up. The Living Armor is quite the opposite and wants to protect you from harm. Being a particularly durable Living Armor enhanced by darkness, she can absorb almost any damage you take. However, whenever she protects you from harm, a similar amount of "damage" will be done to your resistance to her own corruption, as she wants to make you into a wearer worthy of her. If either item – or both – manages to fully corrupt you to her desired state, you will fail the jump. If you manage to last the whole jump without succumbing to either item's wiles, the items will obediently submit to you and no longer attempt to corrupt you. You can then choose to take the two items with you if you want. While the items can be handled as two separate items, they can also count as a single, fused combination of the Living Armor and Cursed Sword items, merging with you for a three-way fusion that combines the individual powers of you and the two items. The two items will no longer be locked onto you (and they'll now have human forms), but you can still activate that component when you wish to draw them to your side and prevent them from being wrested away from you. You can choose, if you so like, for the sword and/or armor to be equivalent items that were already in your possession prior to this jump; however, this won't make the drawback any easier - and depending on what sort of items you used, it might make it even harder.

Coming of the Wicked Witch (+500 CP, Can be Taken by Companions)- A Dark Mage has scryed you with her crystal ball, and she wishes above all else to make you into her eternal familiar, whether you like it or not. Using her magic to track you wherever you go, she will launch various schemes to make you hers. Whenever you stay somewhere for more than a couple of days, she will soon arrive and begin to convert the area into a demon realm environment for the purpose of ensnaring you, and either turn the locals into monsters or threaten them with that fate should they not deliver you to her as a sacrifice. Any close companions, friends, lovers, or family you have may also become targets, as she will cast enchantments to transform them in body and mind into monsters loyal to her, so that they can assist her in capturing you. If all else fails, she'll show up in person to bring you to heel with her diverse and powerful spells. Unfortunately, she also has enchanted herself with special failsafes that will always teleport her to safety when she is in danger. The only way to truly defeat or capture her is to confront her in her personal territory, which is easier said than done. She resides in a remote bog-forest that is very difficult to locate, and even harder to traverse. In addition to the monsters lurking in the swamp and the trees, the domain has been enchanted with insidious spells meant to lead you astray until you end up right where she wants you. Here, in her home, the Dark Mage is at her strongest, and she will use any spell and trick she can to seduce you into serving her as a loyal, loving familiar. Should she complete the familiar ritual to bind you to her service for forever and a day, you will fail the jump. If you successfully finish the jump without being made a familiar, you can bring the Dark Mage along as a companion, if that's what you want.

Mushroom Fever (+500 CP, Can be Taken by Companions)- You just *had* to eat that fluffy, rainbow-colored mushroom. Why do I bother some days? Well, I'd better warn you what's going on. Some crazy experiment to fuse the mushroom hat of a Mad Hatter, the Undead Grey Lamentation Mushroom, and the spores of a Matango went horribly wrong, and created a monster of a parasite. This monstrosity has the cordyceps-like infection growth of a Matango, the undead-raising capabilities of the Grey Lamentation, and the sharp, analytical yet mad mind of a Mad Hatter. What's that have to do with the mushroom you just ate? Well, this was a plan they had to get some poor sucker of a hero to eat it and be turned into their husband and champion. Good news is, your outsider nature prevented it from truly infecting you. Bad news is, it's still stuck inside you, and impossible to remove (in this jump, at least). And it acts as a homing beacon to all of the other mushrooms, who are now desperate (at the level of a yandere) to become one with you. While you're safe for the moment and can survive a degree of their spores, enough continual exposure will do you in. They will also try to infect your friends, family, and companions to make them part of the hunt to catch you. Watch out in particular for three individual mushrooms; they call themselves "sisters", but they are rather three simultaneous manifestations of the parasitic collective's consciousness. The first, calling herself Red, is a female with a bright red mushroom head. Like most of her kin, she is rooted in place, but is in essence the "heart" of the parasite. She has great magical and regenerative powers, and as long as she survives, the mushroom infestation can resurge no matter how much damage you deal to the mushrooms. If you defeated her, on the other hand, the cordyceps threat would significantly diminish. Unfortunately, she's well-protected at the centermost infection point of the growing mushroom kingdom. Plus, she can telepathically communicate with the other mushrooms, and she acts as the "tactics coordinator" for them. Red sees herself as the "mom" of the family and has a calm yet assertive demeanor. The second, calling herself Grey, is the one mushroom who can walk around on two legs. She looks like a grey-colored Mad Hatter. Indeed, she embodies the Grey Lamentation and has its special powers: she has the regenerative properties of an undead and can summon undead to serve her. She can create painful albeit nonlethal poisons and can also give out a "death cry"; the cry does not actually kill, but it fills everyone who hears it with a paralyzing feeling of fear and despair. Grey's's pretty good with a knife, and she is the most violent and aggressive of the trio, always at the head of the trail to hunt you down. The third, White, is actually inside your head. When you sleep, you will see a petite, white mushroom-headed girl. She is rather shy and has this innocent sort of demeanor, never wanting to harm anyone the slightest. She does her best to comfort you in your dreams, and once she's strong enough she might be able to communicate with you when you're awake as well. But don't be fooled. White is the manifestation of the mushroom you ate, and its continued effort to truly infect you. She genuinely believes that it's for your own good for you to become part of the mushroom infestation like everyone else. She doesn't have an ounce of violence in her heart, and she won't force you to become one with her. But she's so gentle and sweet, and she cries when you reject her offer. If you give into the temptation/guilt and allow her to convert you, you will be turned into a mushroom, thus fulfilling the game over requirements for the drawback: if you are successfully turned into a mushroom fully merged with the growing cordyceps "village", you will fail the jump. If you survive until the end of the jump, you can take the mushrooms with you as a single companion, if that is what you want to do.

Dragonic Desire (+500 CP, Can be Taken by Companions)- A great and powerful Dragon, an unrivaled champion from the far wastes of the north, has espied you and decided that you shall be "honored" and become one of her prized, jealously-guarded possessions. She is incredibly strong even for a dragon, with her full, monstrous dragon form as large as the mythical leviathan. She isn't native to Zipangu, but she visited there once and learned a little on how to manipulate the weather. Knowing that little can stand against her for long, she lets nothing get in the way of her capturing you. Whenever she seizes you, she will take you to her remote lair, where you shall live in comfort as part of her massive hoard. She is more selfish and prideful than any

other dragon, yet she retains a strong cunning, so it will be a herculean feat to convince her to even consider letting you go. In fact, she has so much pride that it spills out in a charismatic aura that makes those around her feel intense awe and obedience toward her, though it can be resisted with enough effort. Admittedly, she treats all of her "treasures" with the utmost care, such that after a while you might start to feel at home under her rule, but if you stay in her lair for more than two months at one time, you will fail the jump. The time limit resets whenever you escape her lair, but her home is gargantuan and labyrinthine, so you'll have enough trouble just finding the exit, and once you're out you'll be in the middle of nowhere – perfect for her to track you back down. And don't think of using magic to get out! The dragon is an accomplished sorceress and has enchanted her lair with various spells to keep thieves from stealing her treasures – for one, all teleport spells in and out are neutralized. She jealously views anyone trying to help you as a "thief" stealing her treasure and will attack them to "save" you. And even if you kill her, she will come back to life as a Dragon Zombie, one that has especially potent regeneration and can quickly return to full health after all but the most lethal of attacks. Furthermore, she has gathered a loyal cadre of followers over the years, from an air squadron of Wyvern scouts to a "pet" Wurm to a half-dozen Lizardmen/Salamander bodyguards to some random Mimics scattered throughout her hoard; they are all happy and proud to be her precious treasure, and they want to do what's best with you and ensure that you accept the great honor of being one of her cherished possessions, too. Since the dragon believes that all of her treasures belong to her in the first place, she doesn't mind if some of her treasures have some "fun" with other treasures, for she and her treasures all know what love for her trumps other loves. You're an "extra-special" treasure, though, so she's a bit more possessive of you. Meaning that she's perfectly fine in having some of her servants have their way with you if it helps ensure you stay, and she might even watch, but she makes it firmly clear that going too far, or without her express permission ahead of time, is forbidden; for starters, she declares that only she, not her other treasures, may have the right of officially marrying you. If you successfully complete the jump without succumbing to the failure scenario, you may choose to bring the Dragon with you as a companion – and where she goes, her hoard follows.

The End is Nigh (+600 CP)- Despite the looming problems with humans going extinct and the Mamono running out of mates if the Demon Lord can't break the Chief God's imposed limit, the full consequences are still long in the future. Well, were. Now, you've jumped a little farther into the setting, and things are starting to get tense. Very few humans are still alive (probably less than 1 man for 500 monsters), both in Order and monster-friendly regions, and the world faces some serious challenges. Mamono are becoming especially competitive for husbands due to the low supply, and the peace amongst monsters is starting to break down as they fight amongst themselves for the last scraps of humanity. The remaining humans under the Order have become desperate, and they may soon take drastic measures that before would have been unthinkable. By the time your stay here is up, things will have reached the breaking point.

Ashes of Victory (+600 CP)- Hurray? A hero from the Order finally managed to kill the Demon Lord, along with her traitor husband and all her daughters. Unfortunately, this has caused all monsters to revert back to their bestial state, leading to many tragic endings for human-monster marriages. Despite the victory, the Order has been pushed back to the wall due to the expanding demon realms, so the fight is hardly over. And with the Chief God wishing to cut back the advances in population, technologies, and ideas by whatever force necessary, things could get even worse.

Drawbacks (Background)

Being from Beyond the Void (+200 CP, Drop-In Only, Can be Taken by Companions)- There's…something off about you, stemming from your origin beyond this universe. All beings in the world, from humans to monsters to deities, will get this uneasy, suspicious feeling about you. This makes them reluctant to be on good terms with you, with reactions ranging from them trying to keep their distance to violently attacking if you come into conflict with them.

Parental Problems (+200 CP, Local Human/Mamono Only, Can be Taken by Companions)- You have…issues with your family in this world. Maybe they are very possessive toward you, or maybe they are especially strict, or maybe they want you to engage in a "family tradition" that you are heartily opposed to. Whatever the case, the problem(s) will cause considerable trouble for you. The drawback can also apply to in-laws of waifus you gain in the jump.

Jumper-kun Change (+200 CP, Human Only, Can be Taken by Companions)- Whenever you get excited or stressed, you will change to the opposite sex. Keep in mind that males and females are typically affected differently by environmental, magical, and Mamono-related features. When you switch back to your original gender by either calming down or having the focus of your excitement shift significantly, all physical alterations will vanish, but any mental changes and corruption that you were exposed to before reverting back will remain present.

Light of the Moon (+200 CP, Mamono Only, Can be Taken by Companions)- Every full moon, your body will change from that of a monster to that of a normal human woman. You remain stuck in this lesser form until the moon fully wanes, returning you to your Mamono form. It is important to remember that while monsters are generally immune to the negative effects of demon energy, female humans are particularly vulnerable, which could create issues for you. After you shift back to normal, physical alterations and the like will vanish, but any mental changes and corruption that you were exposed to before turning back will remain present.

Drawbacks (Affiliation-Tied)

Traitor (+100 CP, Cannot be Taken with Unaffiliated)- There are rumors within your organization that you are working against them, so your colleagues in the group will be more suspicious toward you.

Loyal Servant (+200 CP, Cannot be Taken with Unaffiliated)- Many of the organizations in this world have a very loose hierarchy, giving you a fair amount of freedom, but that is no longer the case for you. You will obey any command given to you by a superior in your faction, no matter what the order is.

Radical (+400 CP, Cannot be Taken with Unaffiliated)- Whatever group you are organized with, you have become zealously dedicated to its vision – and not in a good way. You seem to embody and embrace the worst aspects of your chosen group, such that even most of your peers in the group view you somewhat warily. You are constantly pushing at the boundaries of the group's values in your determination to enforce and spread the ideals, and if given the opportunity you might do something drastic.

Archenemy of the True Faith (+500 CP, Cannot be Taken with Order)- The Order has declared you to be a heretical enemy of its faith, and nearly as great a threat as the Demon Lord herself. The greatest of heroes and the most determined of inquisitors will be assembled to fight you to the death, and bounties for your head will be posted in all Order-aligned territories.

Lilim's Love (+500 CP, Cannot be Taken With Demon Army)- When you arrived in the jump, you landed headfirst into the bosom of a Lilim, one of the fabled daughters of the Demon Lord and the Fallen Hero. Seeing the encounter as a sign, she wants to take you and corrupt you to a debauched state for an eternal honeymoon, and will do whatever it takes to claim you. Fortunately, she's too wrapped up in her fantasies to do anything at first, so you have more than enough time for a clean break; even after she recovers, she's going to go back home to get her mother's blessing before continuing the hunt. But once she's gone back home and gotten ready, she'll be back on your tail. While she does have the Demon Army at her beck and call, she considers this a personal mission and won't send any of her servants after you (though they may report your location to her if they happen to spot you somewhere). Even so, a Lilim has the exceptional charm and beauty of her mother, and the strength and endurance of her father. Anyone close to you may also be subject to her attention in another way, either by her forcibly pairing them up with monsters or by turning them into monsters; in the latter case, she's not above using your monster-turned companions to capture you. Most of all, while you escaped from the Lilim during the first encounter, you got a glimpse of her visage, and her beautiful body haunts your memory. Whenever you see another female, you will mentally compare the woman to the Lilim and find the woman lacking in comparison. Whenever you sleep, your subconscious will fill your dreams with visions of her, and all the things you could enjoy if only you let her. Can be taken multiple times to bring additional Lilims into the mix – is now a bad time to mention that it is likely that the Demon Lord has over a hundred daughters by now? If you complete a wedding ceremony with a Lilim pursuing you before the jump finishes, you will fail the jump. Should you finish the jump while avoiding becoming permanently tied to the Lilim through her having her way with you, you can invite her to accompany you as a companion, if you so feel like it.

The Witching Hour (+500 CP, Cannot be Taken with Sabbath)- You interrupted a very important black mass ritual, and the highest Witches and Baphomets in the faith want to make you pay by turning you into a monstrous familiar to serve as a birthday present for Baphomet-sama. Fortunately, only the most zealous chapters will actively pursue you under normal conditions. However, with every midnight under a full moon on the seventh day of the week, everything changes. Due to the ritual you disrupted, the "Witching Hour" casts a mighty curse on you. All your magic will be sealed away from midnight to dawn, and every member of the Sabbath will automatically know your location and feel compelled to capture you. If the Sabbath succeeds in the ritual and turns you into Baphy~chan's familiar, you fail the jump.

Merchants of Menace (+500 CP, Cannot be Taken with Merchant's Guild)- The Merchant's Guild believes that you stole something very precious from them. They don't have any proof, so they can't do anything against you legally, but they will bring their full economic power to bear against you. Merchants tied to the Guild will try to cheat you at every opportunity, and the sneakiest of the bunch want to find a way to take possession of everything you own. If one of the more outrageous schemes succeeds and you lose something critical like your Warehouse, a kingdom you run, or your own freedom, you will fail the jump.

Death Rising (+500 CP, Cannot be Taken with Circle of the Night)- All of the undead in the world believe that you are the prophesied "Immaculate One," a great undead that will marry Hel and bring about a glorious new age for the undead. But to make that happen, they first need to make you into an extra-special undead for their goddess, whether you like it or not. While Hel is a little embarrassed about the whole thing, her practitioners are determined to fulfill the prophecy and will do anything it takes to turn you, even summoning the souls of old foes from your past adventures (and maybe even historic figures from your homeworld) as undead Mamono. While these undead, now being Mamono, only have love for you, not hate, they wish to bring about the "Age of Night", so while you could trying waifu'ing them, you'll need to convince them to stop trying to perform the ritual on you. If the prophecy is fulfilled, you'll fail the jump.

Going Mad (+500 CP, Cannot be Taken with Queen of Hearts' Playmates)- Oh dear; didn't you realize that it's not a good idea to make a joke about lollipops where a loli who likes "popping cherries" can hear you? The Queen of Hearts finds you *very* interesting, and wants to toy with you. Whether it's when you're lost or just taking a brief nap that descends into dreams, you will be increasingly pulled over to Wonderland, no matter how many times you escape. In fact, as the Queen can pull anyone she wants into Wonderland, she'll pull you back into her world whenever she pleases; fortunately, her childish nature means that she tends to get distracted by other things and neglect to use her power all the time, ensuring that you can at least stay out of Wonderland for a little bit. Each time you enter Wonderland, the full population will be roused to capture you for the Queen. Human female companions of yours that she captures will be turned into Trumparts and tasked with hunting you down (even outside of Wonderland), while Mamono companions will be turned into Wonderland-style beings and given similar instructions. Should you be taken to the Queen, she will use every bit of her charm, magic, and debauched pastimes to break and transform you in mind, body, and spirit. If she succeeds and you fall fully into her desired madness, you will fail the jump.

Changeling Reel (+500 CP, Cannot be Taken with Fae Court)-Somehow, when you were arriving in this universe a piece of yourself, embodying the most childish aspects of yourself, broke off and was born as a Titania. You lose at least a quarter of your powers to your other half, and she can sense your presence and location. She won't actually harm you, but she will constantly play pranks on you and cause mischief for you.

Plus, beware of playing her games; while most of the games will be harmless, at one point in the jump she will use one of her normally-innocent tricks as a ploy to try to trap you in a special fairy circle that will bind you to her as an eternal playmate (if that happens, you'll automatically fail the jump). Plus, things that affect one of you, like demon energy, will affect the other in turn. If you successfully complete the jump, you get back your full soul, but you can ask your Changeling self to come with you as a separate companion if you like.

Enemy of the Environment (+500 CP, Cannot be Taken with Elemental Faith)- The various elemental powers and their devotees see your otherworldly existence as a threat to the natural harmony of the elements, and they will do their best to resist your presence in the world. The very environments you travel through will have their negative aspects heighted solely for you – watery terrain will constantly make you slip, get wet, and possibly even drown; hot areas will quickly dehydrate you and maybe even set you on fire; the earth's plants will seem to shrivel up just to deny you food, and the ground will crumble at your feet in the worst locations; and the wind will become strong enough to send you flying for miles, and bring down whatever shelter you try to take. Don't bother to ask for help from elementalists, as they don't want to have anything to do with you.

Hissing Hunters (+500 CP, Cannot be Taken with Snake God Cult)- You accidentally got partially caught in a special ritual to create the perfect "bride/groom" for the cult's prime goddess. The ritual was only a partial success, and you will show no outward signs of change. However, your soul now has a bunch of snakes slithering inside you, and the snakes want to complete the ritual. Unless you resist, you start to act more and more like a snake, and if you go fall far enough to the compulsions you will be unable to use any special powers unless you can link them to a "serpent" theme. The Snake God Cult isn't aware about how you've disrupted their ritual, but if they do find out somehow, they will send out their best agents to capture you to finish the ceremony; they will also attempt to capture and convert any allies of yours to use them against you. If the ceremony on you is completed, you will fail the jump.

Wrath of the Kami (+500 CP, Cannot be Taken with Inari Faith)- All of the gods in Zipangu gather together for a grand celebration on the eve of the new year, at a sacred place that only they and their servants are allowed. Unfortunately, something about your arrival caused a disaster at the party, and all of the humiliated deities know that they have you to blame. Anyone with the slightest respect for any of those gods (which is nearly everyone from Zipangu) will treat you poorly as a result. They won't attack you, but they will shun you, refusing to have anything to do with you. You will constantly suffer from small setbacks unleashed by the gods, whether it's tripping into other people or getting rained on in the middle of a sunny day. More than that, though, a few of the strongest Zipangu kami feel like you stole part of their honor, and they want you to "take responsibility" (in other words, they won't be satisfied with anything less than a wedding vow). The goddesses will torment you when you sleep, and try to compel you to travel to their specific shrines so you can be fully "punished." If one of the gods completes her "discipline" of you at her shrine, you will fail the jump.

The Furious Three (+500 CP, Cannot be Taken with Mist Civil Service)- Three renowned Mamono martial artists (except for the Souls one, who's human) from the Lands of Four Gods, Fiends, and Souls respectively believe that you have insulted each of them in an unforgivable fashion, and they want to challenge you to a duel. And they won't stop challenging you until they win. I'd especially watch out for the martial artist from the Land of Four Fiends. The only godsend is that each of them works alone and will challenge you to a one-on-one fight. If one of them beats you, she will take you back to her homeland with the expectation that you, by an ancient code, must perform menial labor in her kingdom until the end of the jump. And keep in mind that the

other two martial artists aren't going to stop harassing you even if you're captured. If you escape custody, the martial artist will go after you again. After the jump, you can choose to take along any of the three rivals as companions if they are willing.

The Tale of Urashima Jumper (+500 CP, Cannot be Taken with Ryugujo)- At least every two months throughout the jump, you will receive an invitation via an Umi Osho to visit one of the Ryugujo amusement cities as a very special guest. You can refuse, of course, but between the faux pas of turning down the generous invitation and the fact that your refusal causes the Otohime of that city to unconsciously create storms in her frustration (and all the blame will go to you), expect your social reputation to sharply drop. If you do take an invitation, you will be expected to stay for at least 5 days in the wondrous undersea carnival, while being exposed to all sorts of aquatic monster girl maids, amazing cuisines, exotic dances, and other thrills that will tempt you to stay forever. As fitting your jumper status, you will get the full VIP treatment, and your personal, cute (and molestable) Umi Osho tour guide is one of the best, always finding new and wonderful things for you to enjoy no matter how long you stay there; in fact, it seems as if you're on a date (which is exactly what she has in mind for you). And on the night before you leave the palace, the local Otohime will perform a very special, magical dance to try to convince you to stay "for just a *little* longer." Furthermore, just as your Umi Osho guide is showing you the way out, she will "accidentally" trip and fall on her back in such a funny way that's so tempting to take advantage of; if you give in to those sadistic urges, you won't be able to stop toying with your guide until hours later, at which point you'll just have to hold off on leaving until tomorrow. Once you leave, seeing as the resorts are very popular, they'll become overbooked in a flash, meaning that you will be unable to return to a Ryugujo until you receive a new invitation from your Umi Osho guide in two months, no matter how much you wish you could go back there right away. If you stay at a Ryugujo for more than 2 months at a time (the time limit resets whenever you leave and return), indicating that you no longer wish to ever leave the underwater paradise, you will fail the jump. Do you have enough willpower to consistently reject the ever-so-graceful-and-kind entreaties of the many husband-seeking Mamono making up the entirety of the staff, your Otohime hosts, and your person Umi Osho attendant who will be with you during all your stays, slowly but surely getting closer to you? If you resist all the way to the end, you can take the Otohime and any attendants/servants that caught your eye with you, but you won't know that until you pass the test.

Storms of Sand (+500 CP, Cannot be Taken with Kingdom of the Sun)- The desert is full of ancient curses, and you have unfortunately become a victim of a particularly potent one. Desert environments will now be actively hostile toward you: sandstorms and quicksand traps will seem to home in on you, desert creatures (even monsters) will treat you hostilely, and water seems to move away from you. Furthermore, wherever you go, the desert follows. Stay long enough anywhere, and conditions will gradually dry up and transform into a desert.

Intoxicated Initiate (+500 CP, Cannot be Taken with Bacchism)- Bacchus is very difficult to offend, but you apparently did something very offensive to her morals, so she has imposed a geiss on you that you must fulfill: you are duty-bound to be the escort for a young and naïve Satyros who is a priestess-in-training and wants to see the world. The Satyros is very carefree and always intoxicated, so she tends to accidentally offend more conservative people and stumble headlong into danger at every turn. And she doesn't like being told what to do, so if you're too forceful she'll run off on her own. At the end of the jump, you will be judged on how well you looked after the Satyros. If you did a good job overall and did not mistreat or neglect her you'll be able to finish the jump. If you did not treat her well, though, or if you failed to protect her from a danger during the jump and she was seriously injured or killed, you will fail the jump. After you successfully complete the jump, you can choose to bring along the Satyros as a companion.

Blighted Bane (+500 CP, Cannot be Taken with Eleusinian Mystery)- For some reason, your otherworldly aura harms plants in your vicinity, causing them to gradually wither in your presence. As a result, plants, sapient and not, will instinctively and reflexively lash out against you. Vines you try to reach to climb will slither away from you, rose bushes will strike you with their thorns, and even Mamono will feel inclined to take hostile action.

Where's My Insecticide? (+500 CP, Cannot be Taken with Bug Lovers Foundation)- There is just something about you that bugs don't like. Throughout the jump, you will be plagued by mundane (non-Mamono) types of bugs. They won't kill or significantly hurt you, but they will constantly make your life miserable by landing on you, stinging you, or clouding your vision among other things. If you are near artificial things such as items or buildings, they will also start to subtly sabotage those things, such as undermining the foundations of your home or eating your food. In addition, all bug poisons and other substances produced by bugs, while not fatal to you, will be especially painful whenever they make contact with your body.

Goopophobic (+500 CP, Cannot be Taken with Slime Herd)- For some reason, you are terribly allergic to Slimes and all of the various substances they produce. Just touching the stuff is enough to make you break out in rashes, and it'll get worse if you have extended contact. To make matters worse, your body somehow also acts as a sort of magnet for Slimes, attracting them and their substances to you.

Curse of the Centaurs (+500 CP, Cannot be Taken with Equites)- You have severely offended several great Centaur sages, and they have called upon the stars to curse you. Now, whenever you are riding or being ridden by something or someone (in both interpretations of the phrase), you will inevitably fumble. Whether you are riding on a dragon, carrying someone on your back, or "mounting" your partner for sex, something will go wrong for both the mount and the rider. In addition, the curse allows Nightmares to freely enter your dreams and "play" with you as much as they please, and they no longer need to be physically next to you to enter your dreams.

Allergic (+500 CP, Cannot be Taken with Pedigree Patrol)- You are allergic to all kinds of dog hair, and you break out into sneezing fits whenever you are close to a dog. And unfortunately, something about your scent attracts dogs, and they will cuddle right up to you and ignore the effect that they're having on you.

"Present" from the Skies (+500 CP, Cannot be Taken with Bird Watchers Institute)- For some unlucky reason, it seems that birds are constantly dropping their droppings right onto you. No matter where you go, birds will just so happen to let their poop fall straight down to where you're standing. Also, every now and then the birds will accidentally drop something else they were carrying – a heavy rock, a Humpty Egg, who knows?

Fluffy Roughy (+500 CP, Cannot be Taken with Furry Friends Lodge)- For some reason, every kind of fur and wool feels especially course on your skin, and you'll quickly have marks if you rub against them for long. And

for some reason, you seem to have a karmic magnetism toward fluffy things, such that you'll constantly find yourself inadvertently rubbing up against furry things.

Horde Hunt (+500 CP, Cannot be Taken with Horde of Mordor)- A High Orc has taken charge of the Horde and is determined to claim you as her prize. With her stench to fill the troops with vigor and power like none before, the Horde will hound you to the ends of the earth with a blunt force that can tear down nearly all obstacles in their end. If you are captured, the entire Horde and the High Orc queen will gang rape you as their "badge of conquest" – should their "recruitment ceremony" finish and the High Orc break you in, you will fail the jump.

Voice of Pandemonium (+500 CP, Cannot be Taken with Orgy of the Fallen God)- You have a constant mental link to the Fallen God, and you will constantly hear the depraved god calling out to you, tempting you to give in to lecherous darkness. You'll also hear the ecstasy of all the happy couples within Pandemonium, inviting you to join in. If you, for even a brief moment, wish to go to Pandemonium, the Fallen God will instantly fulfill your prayer and bring you to that eternal realm; if that happens, you fail the jump.

Caress of the Sea (+500 CP, Cannot be Taken with Poseidon's Domain)- Poseidon's normally a pretty nice person and doesn't want to hurt people. For you, though, she'll make an exception. Whenever you are at sea, Poseidon will constantly barrage you with storms, tsunamis, and other watery disasters. And don't think you can escape onto land, as she will send those storms at your location to wear away at the land until she can pull you under.

Merry Maid of Madness (+500 CP, Cannot be Taken with Brotherhood of Chaos)- A Shoggoth maid had fallen madly in love with you, a little too deep even for the madness of the chaos creatures. She has declared herself to be your maid and is certainly skilled in taking care of your every need…whether you ask for her assistance or not. She gets intensely jealous and violent toward anyone else who occupies your attention, and she is known to make items in your possession "disappear" so you can only rely on her body items instead. Also, while she wants to approach the matter delicately, her dream is to "become one" with you permanently, and she is always leaving little traces of her in the food and drink she serves you to accelerate the fusion process. If you ever attempt to leave her, refuse her, or push her away, she will come to the conclusion that you need to be "fixed", and she will take steps to personally solve the problem. In addition, she is best friends with a high-ranking Mindflayer; said Mindflayer believes that you and the Shoggoth make the perfect couple, and she will do whatever she can to ensure your "happy" matrimony. If you completely assimilate with the Shoggoth, you will fail the jump. If you manage to survive the whole jump without fusing, you can choose to bring the Shoggoth (and her Mindflayer friend) along as companions.

Cat and Mouse ~ You're the Mouse (+500 CP, Cannot be Taken with Kitty Cat Club)- Bastet believes that you have committed an unforgivable crime toward cats, and she has sent out all of her servants – from human priestesses and Werecats to Cait Siths and Cheshire Cats – to bring you to the Cat Kingdom for judgment. The only way to stop the constant kidnapping attempts is to go with them and stand trial in hope that you can prove your innocence. However, if you do so you will be throwing yourself into the heart of the lion's den. For starters, a Cheshire Cat convinced the kingdom to adopt the "sentence first, verdict afterwards" approach, so

during the week of preparation for the trial you will be turned over to some especially selfish and mischievous cats as their "cat toy" to play with around the clock; hopefully they haven't broken you in by the time the trial starts, or you might just plead guilty from the start so you can return to your beloved "owners" as soon as possible. The trial system is heavily biased in the place of cats, and the rules will be reinvented and turned on you whenever possible. Not to mention that the judge is Bastet herself, who is the most capricious and haughty cat of all! If you lose the trial, Bastet will sentence you to be permanently turned into a giant cat that will be her personal pillow and mount for all time. You can try to fight your way out at that point (though it's probably futile by this point), but if Bastet successfully imposes her punishment on you, you will fail the jump.

Quelling the Strife (+500 CP, Cannot be Taken with Army of Ares)- Ares has seen the violence in your heart, and she dearly wishes to save you, and show you the truth of love. She won't send her soldiers after you, but she will be watching every fight you get into, and whenever you have what she sees as an unfair advantage in the battle, she'll adjust fate just enough so that your opponent is at an equal footing with you. And whenever you are about to win, she will make you hesitate and leave yourself critically open to your opponent.

Test of the Unfaithful (+500 CP, Cannot be Taken With Erotism)- You did something to anger Eros, and she has decided to "test" you as she does with other heroes who refuse her call of love. She will send her servants to tempt you with all of their love so that you stray off your path of lovelessness and embrace her message of eternal love. Even the most stoic and chaste of hermits have succumbed in the end to such charms, so be forewarned. The Apsaras will dance before you for days on end to teach you what it is to love. The Gandharvas will play their love songs while presenting themselves before you, waiting for you to give in. And the Cupids will shoot arrows at you to push you away from interests other than love and make you fall in love with targets of their choice. Initially they will tempt you individually, but eventually they will work together for even stronger combos. And you will need to resist their temptations for the entire jump. Also, as Eros' servants are sacred angels, it is considered a crime against Heaven to harm them, so you will be cursed with bad luck when you physically hurt them in any way, even a single feather or hair (and likely shunned by many for being so cruel as to refuse the holy ones' kindness). At the end of the jump, just a little before time is up, Eros will congratulate you for winning, but don't let your guard down! As a "reward" she will offer you her very favorite Houri, who has the innocent appeal of a virgin and hopes to please you and teach you about love. Give in to any of these maidens of love and you will fail the jump. If you successfully resist all their temptations, you can take any of those maidens as companions, but be warned: when you start the jump, you will lose all knowledge that this will happen, making you certain that if you refuse there will be no chance of ever being with them, and if you accept any of them before the jump ends, it will count as a failure.

Oath to the Grave (+500 CP, Cannot be Taken with Dragonia Tourism Bureau)- When you arrived, you did something awful that gravely offended dragonkind as a whole. As a result, the dragons forced you to take a magically-bound oath to redeem yourself. You are bound by the unbreakable geass to enter the Dragon Cemetery, an ancient graveyard on the edge of Dragonia where the dragons of old, filled with insurmountable grief and anger, perished and remain as bitter undead. You must find a Dragon Zombie, convince her to embrace the joys of life once more, and return with her to Dragonia for the geass to be lifted. And it cannot be just any Dragon Zombie, though you may still help as many as you like. The oath will only be satisfied if you tame the heart of a Dragon Zombie with sufficient strength in body, magic, and will to rival your own. You do not need to go on the quest immediately if you want to prepare, but don't make your oath wait too long. If you delay the quest enough, the geass will punish you with "dragon fire" (a wild fire in your heart that can drive you mad), "dragon earth" (a curse that locks you down to the ground, not only preventing flight but forcing you to

crawl like a Wurm if you want to move), and "dragon tempest" (a jinx that makes the weather into whatever is least convenient for you at that moment). The Dragon Zombie(s) you save can come with you as a companion.

True Corruption (+1300 CP)- Careful. Under normal circumstances for this jump, corruption wouldn't leave a permanent mark on you, and you could just leave it all behind if you wanted after the jump. But the full depth of corruption in this world, which you are about to expose yourself to, is on a much deeper level, to the point that it has affected even otherworldly abominations and gods. It will infect you on a metaphysical level, slowly but surely tainting your soul with lust **PERMANENTLY**. The pleasure you receive from the corruption is beyond words, such that nothing else will ever be as satisfying as it. And any companions and friends you've brought here will no longer be protected either. Sure, maybe you can still find some ways to protect yourself from corruption, but are you willing to bet everything on it on it? Mess up, and your mind, body, and soul might be permanently warped. And if you can't get the corruption cured before the jump ends, you'll be stuck with it and its effects. Can you truly find the strength to still defy that power, the lust that whispers into your heart? You're really brave…or foolish – or maybe you just don't care. After all, I suppose some would like that sort of thing, so if you do, feel free to dive right in. Just as a long as you're happy with what you get – and can't let go of.

Bonus Scenarios (Normal/Background)

Want even more extra CP, and maybe a few other prizes? Well, if you want, you can take one or more of these special challenges. Taking a bonus scenario grants you +300 CP that does not count toward the drawback limit. However, you will only get the extra +300 CP after you complete the respective scenario. You can ignore a scenario's mission even after you choose it here, and still successfully complete the jump. Once you finish a scenario, though, you get +300 CP that you can use for another set of purchases within the jump, either at that point or when you complete the full jump; the extra CP does not carry over to other jumps.

Imported companions may take any normal scenario, scenario based on their background, scenario connected to their starting location, or scenario connected to their faction (except *Makai March*) and get the bonus CP, but they will have to fulfill the quest primarily on their own (they can get assistance from you or other companions, but they cannot let others take the brunt of the challenge, just as you can't pass off your full responsibilities for the scenarios to other people), and any rewards they receive for the mission – which includes companion options – will be given to them instead of to you; if a companion decides to invite Acererak along as a companion, for example, Acererak would (initially) be primarily interested in that companion, rather than directly loyal to you. With the exception of *Soul Search*, *Those Who Hunt Mamono (For Panties)*, *Raising a Monster Child*, *Harvest Mon*, *Into the Woods*, *Labors of a True Scholar*, *No Turning!*, and *The Very Model of a Monster*, only one person (unless the companion in question consists of multiple individuals) can complete each scenario; if a companion completes *The Demon Who Would Be Lord*, for instance, you would be unable to complete that scenario yourself.

Soul Search- On very rare occasions, when people are traveling across the multiverse, a person from one universe might visit a universe where a person with the exact same soul currently exists. It's even rarer if the two same souls ever meet, but it's said that such a meeting would be miraculous and bring about the truest and deepest of bonds. As it turns out a copy of your soul currently exists in this world as a separate incarnation, but he or she is in the opposite kind form you are currently in; if you are a human (Drop-in or Local), your other soul will be a Mamono, and if you are a Mamono your other soul will be a native humanif you are an Incubus, which is sort of blurring the line between human and monster, your other soul can be either a Mamono or a human. Whoever your other soul is, he or she is on the far other side of the world from where you start. You have no idea what he or she looks like, and all you have to rely on is a very faint "pull" in your soul that encourages but does not force you to go in a certain direction like a magnet toward the other soul; your other soul likewise feels the same pull, but it's up to the soul whether or not they act upon it. When the two of you start to decrease the physical distance between each other, you will start unconsciously sharing dreams, but you will only see the other as a hazy afterimage; as the distance between the two of you closes, you'll get a stronger "ping" on where your partner is. Once either of you sees the other (in must be face-to-face), you'll identify the other as your other soul instantly. If you find and befriend your other soul, you will successfully complete the mission, but you only have until the end of the jump to finish it, and you might not even have that long. Because while you know that the two of you have the potential for a very special bond, it's not like your other soul knows that, much less the many other people looking for love in this world. If you give into other urges and marry someone in the jump before you meet your other soul, that new bond will overcome your yet-to-be-fulfilled bond, and you will no longer be able to sense or identify your other soul. The same applies to your other soul, and given the often sudden matrimonies in this world and the fact that your soul partner isn't aware of the true potential of your bond, you may not have much time before he or she is claimed or claimed by someone else. If either of you is close to giving into a marriage or something similar with another person, the

bond will temporarily flare as a warning to you, but it doesn't ensure that you'll heed the warning. If the two of you meet and bond, you will become something deeper than soulmates. If you wish, you may choose to merge your souls together into a composite soul that has access to both of your souls' forms and powers. Since you have "double the soul" now, any spiritual powers that draw on the soul are significantly strengthened (and you have a bigger reserve for internal energy). The two of you can temporarily separate yourselves back into your separate bodies and function independently, but you will never be truly able to separate, and cannot go 100 meters away from each other (if you do, you'll merge back together). On the other hand, you can choose to let your second soul exist as a separate being and join you as a companion. The two of you will be unable to fuse in that case, but there are other benefits. You can choose to transfer any powers/perks you have from you to your partner, and your soul companion can likewise choose to transfer his or her powers to you. Anything like a door or weapon that is only coded to respond to you or your soul companion will see the two of you as the same person and allow both of you equal access. Also, you can mentally/spiritually communicate with each other instantaneously. In addition to whatever normal abilities your soulmate would have as a local human or Mamono, he or she will have the *Spirit Provider* and *Chosen Hero* perks if human or the *Demon Energy Outlet* and *Wonderful Waifus* perks if a Mamono. If you take this scenario, you can choose to have your second soul be the 300 CP-level *Love* companion purchase for free; however, if you fail the scenario, you will not get said soulmate as a companion.

Those Who Hunt Mamono (For Panties)- Your mission is to collect a set of panties (underwear) from every canonical monster girl species – even a Lilim's. However you carry out this dangerous quest – maybe you try to be stealthy, or maybe you'll charge in instead – you must do it yourself; at most, you could have friends give you assistance (decoys, transportation, etc.), but you cannot have them steal or acquire the panties for you – and if your companions are monsters, you can't ask them for their panties, as we want things to be challenging for you. Once you have gather all the panties, you will be rewarded not only with ownership of all these wondrous and unique panties (and they'll be repaired whenever they get damaged), but also a special blessing: whenever you wear the panties of another individual – whether on the crotch or on the head – you gain access to a small degree of whatever special powers and the like they have.

Raising a Monster Child- When you arrive in this world, you will find an abandoned baby Mamono and adopt her as your child. You are then responsible for raising her for the course of the jump. At the end of the jump (or in 10 years if the jump is extended), you will be graded by your jumpchain benefactor on your quality of care, with points given and deducted for your daughter's overall health, education, happiness, and morals (by the standards of normal Earth, not here). You can afford to get a few points taken off here and there, but you need at least a 90% grade to pass. Also, keep in mind that monster girls mature relatively quickly, such that you will be dealing with the equivalent of a Mamono teen by the final year of the jump. And being a Mamono, with the instincts on seeking out and seducing a husband engraved in their consciousness since birth, your daughter will have a lot of obscene feelings you'll have to handle – ones that, depending on how things go, may lead to them viewing you as a desirable mate; if you marry or have sex with your daughter, willingly or not, before Jump-chan's evaluation, you'll fail the mission. If you succeed, though, your daughter can come with you as a companion. In addition, you will be considered a certified and professional child caretaker in all worlds you visit.

Harvest Mon- You start the jump with a decent plot of farmland that you can expand and further develop over time. To complete the scenario, you must maintain and improve your farm into a successful operation by and up through the end of the jump. It won't be easy, though. Between various Mamono wandering through and

messing up your crops, various outbreaks of non-Mamono "demon bugs" that will descend on your crops like locusts (and they won't inadvertently fertilize your soil like they normally do), and wars affecting the economy, you'll have more than enough problems to keep you busy just to stay afloat. If you complete the scenario, you can import your full farm and crops/livestock to other jumps. Please note that while you can choose to use normal crops/livestock or demon realm breeds of crops/livestock (see *Demon Realm Boar* and *Matatabi Fruit* as examples), you can also raise certain Mamono, such as flower-like Alraunes, cow-like Holstaurs, root-like Mandragoras, and sheep-like Weresheep, as "crops" and "livestock", and they will accordingly be transferred along with the farm regardless of companion import limits so long as you do not specifically import them as companions. After the jump, demon realm/Mamono crops/livestock will no longer spread demon energy corruption (unless you specifically want them to), but will otherwise be the same as they were in this jump.

Art Exhibition- Every year there is a worldwide art show, with the top artworks being given the honor of permanent display in the Royal Demon Realm Art Museum. To complete this scenario, you will need to get the first place ribbon for an art piece that you personally make – you cannot have other people make it for you. You are allowed to use all abilities at your disposal for your masterpiece, but be forewarned that the same applies for all the other competitors, who often use powerful magic to enchant their works. And the artistic tastes of Mamono are…interesting, to say the least, so you'll need to make sure you have the right appeal for your audience. And leaving the art show early disqualifies you, so you'll need to stay there during the whole judging process, while making sure that some of the living art doesn't decide to have some fun with you. As a reward for winning the art contest, the three judges – a Lilim, a Leanan Sidhe, and a Phantom – will create a special artwork of their own for you. The three of them have a special combo power to make the "perfect painting partner" for any individual they observe. You will be presented with an artwork that contains the image of a person who is your ideal vision of a romantic lover, both in appearance and personality. At first glance the artwork seems inanimate, but whenever you kiss or otherwise fondle it, your precious painting will come to life. The artwork can step out of the painting if she so wishes, or she can invite you into the pocket dimension contained in the painting; just as the painted lover is made to be perfect for you, the interior of the painting has just the right appeal for you and is perfect for making out with your lover.

Live Love!- You know the image of the Siren on her encyclopedia entry? Well, said Siren is widely considered the top singer in the world. But a young, budding Siren named Honoka has been inspired by her idol to step up and become a great idol herself, one who can sing to even the Demon Lord (or at least one of her Lilim daughters). She's gotten all of her friends interested in starting a band, but she wants you to be their manager. It's not going to be easy, though. Honoka is a very talented singer, to be sure, but she's also kind of bubbly and lazy whenever it comes to anything outside of singing – and since she's the team's leader, she needs to take on other responsibilities besides singing. The back-up singer, Hanon, is a Mermaid who has taken a human form to travel on land; she's a good singer, but she has trouble focusing on her music practice, as she is overly romantic and goes into daydreams about finding true love at the drop of a hat. The lyricist of the band, Brillig, is a Jubjub who likes love songs and pop music, and has a habit of making the lyrics all bizarre and nonsensical. The band's choreographer, a Harpy named Ila, wants something slower and swinging, and she designs all of the songs' dances in that way; this leads to conflict between Brillig and Ila. Ila's twin sister Zeni, a Black Harpy, is the band's composer and wants to try out a new style of "metal" music; since she's easily mistaken for her sister, she sometimes impersonates Ila to alter the choreography. Ritsu is a Kakuen who is a whiz with drums and percussion, but when she gets into the beat she descends into the fervor of a wild animal (her nickname is "Animal") gets out of control; plus, she tends to be mischievous when she's not playing the drums. In contrast, Ritsu's friend Mio, a Soldier Beetle who plays the violin, has trouble putting enough emotion into her art; when she does, though, her music is amazing, so you'll need to help her draw out that emotion within her. The Gandharva guitarist Meer is an experienced musician, but she's more interested in playing matchmaker with the

band members (and you) than actually performing. Then there's Megumi, a childish Fairy who plays the piano but has difficulty seeing things as anything more than a game. Fortunately, you'll have the wise assistance of Nozomi, a Crow Tengu who specializes in fortune telling and wants to help you and the band fulfill their destiny as musicians. Even after you manage to coordinate everyone and get them to work together, there's still more to be done before you can take the stage. You'll need to work with Napari the Arachne to design all the outfits for the monster girls, who each have their own vision of what the attire should be. Finally, there's setting up the concert. Nozomi has set you up to perform at a popular festival, but you'll need to negotiate with Ikiban the Gyoubu Danuki to spread the word about the concert and sell tickets without getting scalped by her in the process. And at last, you'll need to wow the crowd and get the approval of the Lilim who is attending the festivities, thus ensuring that your band will prosper. As a reward, you will get a special medal that enables you and any music/dance group you are a part of to get into any musical performance opportunity (though you'll still need to do a good job if you want to stay on the backers' good side). Plus, the whole band can accompany you to other jumps as companions. Also, you get a free, ever-growing music video that shows all of your performances.

Marigold Matchmaker- A lonely Liliraune wants your help with something. A Liliraune flower typically has two girls in the flower, but this flower only has a single individual at the moment, and she wants to find a partner to share her flower. However, the Liliraune is rather picky, as she only wants a willing volunteer and someone whose scent seems "just right" for her. You don't have the right scent for her, but she is hoping that you can help her find someone who meets her standards and is willing to consent to monsterizing and permanently merging with the flower. To complicate matters, said Liliraune lives in an admittedly peaceful meadow that's practically in the middle of nowhere and difficult to access. She likes her home, so you're going to also need to make sure that the volunteer is able to reach her and is okay with living in such a place. If you manage to find the perfect match for the flower, the Liliraune will give you a seemingly normal flower that is actually an entirely vacant Liliraune flower. Whenever two or more people who sincerely care for each other step into the flower, they can transform into a Liliraune (and they can also switch back to normal when they want). The different individuals in the Liliraune can vividly sense the feelings of each other, and the sweet nectar produced by active love in the flower is better than even Alraune nectar. Also, while the Liliraune you helped didn't think that you were the right candidate to become the other half of her flower, that doesn't mean that she (both of her now) can't embrace you as a lover; the completed Liliraune is therefore available as a companion and lover.

A Date on Sunset Boulevard- You have been contacted by the Sunset Boulevard Club, a group of elderly Mamono ladies of the more predatory sort (Manticores, Hellhounds, Ogres, Minotaurs, etc.). While the group was originally founded so the ladies could have some girl time together (since their aggressive nature drove most other woman away), as time progressed it became a club for the spinsters who have yet to get a husband, as they kept getting turned down by their targets for "kinder" and "gentler" rivals. And since the ladies are past their prime, they can't hunt like they used to, but in their stubborn pride they insist on the chase – the only way to get a man, in their opinion. So the members of the group are working together to try to find husbands for each other, but it's been kind of difficult. They want you to find some "volunteers" for the ladies to "date" in their aggressive fashion. The poor saps don't have to be exactly willing or aware of who they're getting hitched with, but it might be a good idea to find people who would be willing to stay with the women for the long-run – or at least make sure that they're slow runners. After all, the ladies will take out their frustration on you if you can't get them men fast enough for their liking. And while you're working to get them paired up, they will insist that you participate in the regular club activities, leading to humiliating situations like them using you as a chair when they play bridge or insisting that you try on the girly clothes they knit. Plus, if the ladies fail to catch and hold onto lovers over an extended period, they will begin transferring their affection toward you, and

they don't take no for an answer. If you manage to get all of the ladies in the club hooked up with someone, whether it's a "volunteer" or yourself, you will complete the mission. As a reward, you receive the club's quilt, which was collaboratively made by all the members of the group. By touching it or wearing it around you, you can access to the collective hunting instincts of all the members who contributed to the cloth, and by sleeping on or under the blanket you will wake up with increased strength and vigor (and feel more aggressive than ever). Also, any of the ladies who got hitched with you can come with you as companions and lovers; keep in mind that even elderly Mamono such as the Sunset Boulevard Club members retain a sense of mature beauty, though whether or not that makes up for their ferocity remains to be seen.

School of Hard Knocks- The MGE world has traditionally been rather restrictive on knowledge and scholarly learning, but in this new era we are starting to enter an artistic Renaissance. Now it's up to you to take things a step further and establish a worldwide educational system that is on the same (ideal) level as Earth's modern education system. This means that the school will need to cover all of the key subjects that Earth schools teach – math, history, geography, sciences, art, literature, grammar, physical education, music, theater, writing, biology, social sciences, etc. – in addition to the expected (by Mamono) "sex-ed". To help with that goal, you will have the famous elementalist Saphirette Spherica as a collaborator. As an accomplished scholar of geography, history, and the elements, she has much to bring to the table, and she is passionate about the idea of establishing an educational institute for the greater pursuit of knowledge. That said, she's recently transformed into a Dark Matter, and between her lustful desires and her elemental Mamono partners egging her on, she's taken on a more sexual outlook on life, so she is constantly getting sidetracked with her efforts to find a husband to have sex with around the clock. Not to mention that she sees no problem in being subjective rather than objective with scholarly studies, and thinks that the primary purpose of education is to improve people's sex lives. The potential trouble with Saphirette underlines a key challenge you will have: getting Mamono students interested in more than just the "sex ed" courses, and ensuring that they actually do some serious studying instead of in-school sex. Your educational institute starts out situated in Polove, but you will have to ensure that your school attracts students from around the world, and that all major nations and powers adopt your educational system. This includes kingdoms ruled by the Order; since the Order still honors certain gods, if you can get one as a patron you might have a door in, but you'll still have to find a way to balance out the Mamono demands for sex focus with the Order's disgust in such things. If you get your school and educational system firmly established on an international scale (this includes underwater/underground territories, but pocket realms like Wonderland and Pandemonium are purely optional), you'll be close to finishing the mission, but there's one more test. A well-respected scholar from normal Earth will be summoned to evaluate the school's overall set-up and test your students' abilities. If he or she gives you an overall "A" for the educational structure and the school body's knowledge, by Earth standards (meaning he won't be particularly impressed if all the students know about biology is all the perfect points to stimulate sexual ecstasy, for one), you will successfully complete the bonus scenario. As a reward, the school and its faculty (and its students, if they so wish) will accompany you across jumps; jump fiat will always ensure that the institute can be legally established as an educational facility in any setting. Furthermore, Saphirette will decide that you are the perfect partner for her and propose to you. She is a genius scholar, albeit one whose greatest interest is in sex, and she can find ways to restore vitality and natural resources to even the most barren of wastelands. She is also an accomplished elementalist and has four elemental spirits – Undine, Ignis, Sylph, and Gnome – as beloved companions, each being incredibly strong in her particular element; that said, be warned that she believes in the motto "share and share alike", so she prefers that sex be not only with her but with all of her elemental partners simultaneously.

Into the Woods- Most of the recent changes to the demon realms have made those once-nightmarish domains into vacation-like paradises for couples, but if one thing has gotten worse, it's the tentacles. While some of the

tamer variants are used as decorations and pets, even monsters are wary of the massive forests that have emerged and are made entirely out of these voracious, parasitic plants. Even the Demon Army has at most only been able to limit the expansion of those forests, and few dare to venture into their depths. You, however, and a partner of your choice, must enter the oldest, largest, and most dangerous of all the tentacle forests in order to complete the challenge. The top of the forest is completely covered by tentacles, which can quickly extend skyward if they detect something, making a flyover useless. Once you enter the forest, all of the tentacles will seek to swarm you and your partner from head to toe. The tentacles are violent and merciless, and they will get worse as you go deeper and deeper. The outermost plants will just kick you out of the woods once they have their way with you, but once you get deep enough into the forest the tentacles will take a different tactic. By infesting the bodies of their victims, the tentacles make them lose focus in why they came to the forest, and in doing so the victims will become permanent hosts for the tentacles. The innermost forest contains many past victims who now serve as the "brains" for the tentacles, and their intelligent minds allow for especially effective and efficient coordination of the tentacles, so watch out! The woods are also swarming with parasitic Ropers, including "queen" Ropers. To complete the mission, both you and your partner must safely reach the destination together; neither of you can be left behind. Once you reach the central grove, you'll see a giant "tree" composed of tentacles. These "treasured child trees" are normally sought out by couples, but don't let your guard down, because this one's a "boss"-level tentacle and it wants you to join its family permanently. Destroy the 'tree" entirely, and you will find an actual tree that had been covered up by all the tentacles. This is a rare Ranka tree, which has the special ability to have the children of worthy couples be born directly from its fruit. When you and your partner kiss the tree in unison, you will be granted a Ranka fruit that contains a baby. It is essentially what the child from a union between you and your partner would be, and it contains heritage from both sides: it will inherit any physical/magical qualities that you or your partner have in your current forms, and it will inherit one of every three perks that you and your partner purchased in this jump. The fruit gives birth to a child even if it would normally be impossible for you and your partner to have a child together. After giving you the fruit, the tree will bury itself under the ground for protection, so you won't be able to find it again.

Tomb of Horrors- Your mission is to find the lich Acererak, who resides in her fabled Tomb of Horrors dungeon. Some of her old Lich and Vampire colleagues, having revised their worldviews after becoming Mamono, want to invite Acererak to a tea party to show her how the world has changed and the new fun to be had. However, none of the undead servants and hired adventurers have returned, as they have all been defeated by Acererak and made into servants in the dungeon. It is your mission to go to the dungeon and convince Acererak to let go of her old grudges. As any *Dungeons and Dragons* fan can tell you, you're in for one hell of a campaign – and given how the dungeon has been modified due to the shift to Mamono monsters, don't expect your *D&D* experience to cover everything either. You will have to adventure all the way through the dungeon, even past the decoy antechamber into the Lost City of Moil and a strange, distant plane, before you can finally meet Acererak. Upset about her transformation and wishing to bind all undead in the universe to her thrall, Acererak will not cooperate with your requests, so you will have to defeat her before she will listen to you. And much to your horror, you'll soon see that she has ascended to the rank of Demi-Lich, a legendary rank of monster far above any standard Lich. Once you've defeated her and she learns about the new changes in the outside world, though, Acererak will be eager to leave and conduct new field research – and meet up with her old friends for a much-delayed tea party. As a gift, she will turn over the lease to the dungeon to you, which will be attached to your Warehouse and can be summoned in different jumps; the dungeon also remains linked to the MGE world. If you remember to track her down before the jump ends, she might also be open to the idea of coming with you as a companion for further adventures.

Primordial Park- An eccentric merchant named Johrani, who has become a billionaire by the standards of the setting, is dissatisfied that the modern "monsters" have lost the violent instinct and primal power that, in his

eyes, made them truly majestic. To reclaim that ancient heritage, he has turned a large island into a park like no other to showcase his "true" monsters. Various wild Mamono have been captured and placed in artificial exhibits meant to resemble their normal habitats. Viewers from around the world will be able to see them on display as if they were there in the wild, without the risk of actually being hunted by them. Johrani also has more intelligent Mamono on exhibit, and he has used various drugs and the like to subject them to a "primal" state of being that has sharply increased their aggressiveness and made them more "wild". He also brought in demon realm beasts and the like. Furthermore, through controversial styles of magic, Johrani has managed to replicate extinct creatures, such as the primordial predecessor to the Wyverns/Wurms and shelled versions of Giant Slugs and Tritonias. The monsters aren't just there for display, though; Johrani wants to recapture the thrill of the hunt, and as such he's jacked up the aggressive states of the Mamono to the point that they might even kill someone. However, his plans are about to take a turn for the worse. A nerdy Gremlin saboteur named Denise was sent in by Mamono activists to shut down the fields imprisoning the Mamono. She didn't realize how intensely Johrani's team increased their hostility, though, and soon she and everyone – including you, as you were issued an invitation to the grand opening – will be in serious danger, and not the usual "danger" that monster girls pose. To make matters worse, Johrani set up a back-up system to lock down the island if the beasts broke loose; now malfunctioning due to Denise, said system has surrounded the entire island with a deadly storm that, while never touching the island, will rip apart anyone trying to escape. To deactivate the force field keeping the storm going, you'll need to find and shut down the five individual switches scattered throughout the park. The first switch is in the Lagoon Boardwalk, an artificial archipelago with various aquatic monsters. Be especially wary of the primordial versions of the Giant Slug and Tritonia: their shells give them extra protection, and despite the extra weight they are surprisingly fast. The second switch is in the Aviary, which is home to extremely territorial, aerial monsters. Don't let the Harpies swarm you, and watch out for the Wyverns and their ancestral kin. The third switch is located at the Safari Lodge in the middle of the grasslands area; there's nothing but wide open spaces here, so you can see threats coming from miles away – not that it helps much, when the creatures in this zone (Demon Realm Boars, Hellhounds, Centaurs, etc) can easily run you down regardless. The fourth switch is in the power generator, which happens to be in the Bamboo Forest. Aside from expected predators like Werewolves and Mantises, be especially wary of the primal Kamaitachi packs. You might see one in front of you, but there will always be two others behind you, waiting to strike; they're clever girls, so don't underestimate them. Finally, the fifth switch is at the volcano, secluded in the deep jungles at the far north of the island. This is the hunting grounds for the primordial ancestors of Dragons, Wurms, Chimaeras, and the like, and Johrani managed to get them all locked into their original giant forms. And throughout this whole adventure, you'll need to regularly check in on the visitor's center to make sure that everyone stays safe. As long as you can escape the island, you'll complete the scenario and get a sturdy hat that never gets damaged or worn out, but there are extra benefits if you help save the other people. If you save at least two-thirds of the visitors/staff, you will get a copy of the park, sans creatures, that will follow you between the jumps. Save Johrani, and he'll teach you his special technique for breeding primordial beast versions of monster girls; they'll lack the human-like intelligence that Mamono in general have to some degree, but they will retain some of the special abilities of monsters. He'll also thereby be available as a companion. Save Denise, and she'll give you improved, tamper-proof versions of the security systems (including the storm lock) that you can control at will, and she can come with you as a companion. If you manage to save both of them, protect the majority of the guests, and avoid killing any of the maddened monsters, Johrani and Denise will settle their differences and work together to cure the Mamono of their forced aggressiveness, and after the Mamono have left will work with you to rebuild the park in a way that connects people to the primordial pasts of this world without forcing the Mamono to be something that they don't want to be anymore; therefore, the actual, staffed park itself can come with you across jumps.

The Demon Who Would Be Lord- During one of the past cycle, the very soul of the planet became frustrated with the constant fighting and birthed a powerful being who would without a doubt seize the mantle of demon

lord. Fearful of its power, the Chief God sealed away the monstrosity of a monster in a special prison. Now, however, the seal has weakened, and the would-be demon lord is free. This powerful monster, named Typhon, now has the body of a Mamono, but the sheer determination granted to her by the earth has made her conflicted and angry about her new form. Her goal is, by gathering enough power, unleash a worldwide, catastrophic heat spell that will "cleanse" the hates of all sides by burning them all away. You will be assisted in the struggle against Typhon by Briar, a hundred-armed Hecatoncheir who was assigned the duty of guarding the prison. While she is very strong, Briar is unfortunately unused to fighting after so many centuries of guard duty, and to make matters worse she isn't quite used to her new Mamono form. In any case, Typhon is nigh-unstoppable, so while it may be possible to slay her with enough effort, it may be better if you can appeal to those strange new emotions in her heart. If you can convince her that this world is already overcoming the cycle of hate that the planet summoned her to stop, she may decide to spare it the fire. Either way, you'll get Briar as a companion/lover, and you'll also get an experimental "cloud golem" that is made of air and can transform into any person you wish; the cloud golem perfectly adopts the personality of that person, but it is essentially mindless and on autopilot, and it can only use the air to make illusions to imitate that person's power – it's still incredible in its sexual prowess, though. If you managed to stop Typhon without having to kill her or lock her up again, she will also be available as a companion/lover.

Saga of the World Tree- Your mission is to help the squirrel-like Ratatoskr carry out their most dreaded but traditional mail routes: up and down the massive World Tree. For eons, the Ratatoskr have had the sacred (and disliked) responsibility of relaying messages between longtime rivals Turul and Nidhogr. Turul, a unique and powerful variant of Harpy who seems to have some of the characteristics of a Griffon, roosts at the top of the World Tree, where she regularly trains Heaven's Valkyries. Nidhogr, a gargantuan and ancient Wurm, lives at the very lowest roots of the World Tree. The two are old enemies but do not wish to mar their honor with a brawl and instead resort to sending elegant and biting letters to each other. This mail job is going to be very hard, though, as the World Tree is certainly a world of its own. The uppermost branches of the tree extend up to Heaven, and the roots go all the way down to a very old demon realm beneath the earth. The higher you go, the more you will be harrowed by terrible winds and blizzards that threaten to send you into a long fall; in contrast, the lower you go in the roots, the darker and hotter things will get. And the recent outbreak of Mamono has led to some various tentacles infesting the tree, not to mention some subterranean Mamono down in the roots. The few paths up and down the tree are secret Ratatoskr routes, so you'll need to rely on the help of your assigned partner for the mail service: Bragi Gunsnor, a most skilled and crafty squirrel girl who knows the tree like the back of her hand. Unfortunately, Bragi isn't exactly pleased that she was given the "honor" of this mission, so while she's too proud to quit on her own, she will give you faulty information in the hopes that you'll give up and quit, thus relieving her of having to be your guide.

And delivering the messages to the two monsters is just the start of your adventure. Your true mission is to help Turul and Nidhogr finally hook up romantically. You see, the two of them have fallen for each other over the many years, but they are too proud to ever admit it, thus why they're too embarrassed to see each other face to face and insist on their letters being "rival correspondence." While relaying the letters back and forth (going all the way up and down the tree each time), you'll need to find ways for them to realize how they truly feel about each other. And given that both of them are especially strong monsters prone to wild fits of rage, you're going to have to address that matter *very* delicately. You'll need to find a way to handle their egos while also stopping Bragi from feeding them the wrong info on their "rival". To make things even more complicated, both Turul and Nidhogr are classic poets and insist that all of their messages be properly delivered in the tradition of bardic skalds, meaning that you must sing the verses and give the proper emotional inflection/voice as if you are a manifestation of the sender's feelings. Fortunately, while she will mess with your deliveries, Bragi takes the skaldic tradition very seriously, and she is willing to mentor you in the trade if you ask. As the quest progresses,

you'll also have to go on treasure hunts within the World Tree to find certain items that Turul or Nidhogr want you to give to the other – n…not that they're gift, of course! They're just…accompaniments to the letters, that's what they are! Finally, if you manage to get each of them to recognize their true feelings, they are still too embarrassed to confess, and in one final show of pride ask you to compose a "challenge letter" to the other to meet at the middle of the World Tree for a final confrontation to settle their rivalry. It's up to you to create your own letter to each of them as the confession that they're both afraid to go forward with. It will be tricky, as you will need to get the emotions *just* right without them realizing that you wrote them, but if you succeed, the two will settle their "duel" with a mutual embrace of love.

As a reward from the Ratatoskr race for fulfilling their ancient duty once and for all, the squirrels will give you the Rumor Acorn. Plant the head-sized acorn in the ground after whispering certain information/gossip to it, and it will gradually send out invisible "rumor branches" that make such information spread throughout the area, the extent of the rumor branches growing the longer you leave it buried. If you later choose to unearth the acorn, you can listen to it to hear any info/rumors that the branches overheard while it was planted; all of that info is jumbled up together though, so you'll need to listen carefully to make sure you caught everything. Inspired by your determination to succeed in the impossible mission despite her lack of faith, Bragi will ask to accompany you as a companion/lover; while she may still give false info to others as she sees fit, she will always be honest with you and provide the best intelligence she can gather up. In addition, Turul and Nidhogr are most grateful that you help them understand their true feelings, so they have a couple gifts of their own. Turul will teach you how to write "sky runes" that have mystical powers depending on the runes – this also means that you can now "write" on thin air as if you were writing on something solid. Nidhogr, having long learned to live off the World Tree's roots for sustenance, will give you a self-regenerating root piece that, when eaten, restores you to your prime age and physical/spiritual condition; it doesn't keep you at that state permanently, though, so make sure to eat your roots and veggies daily for the best effect. Furthermore, they wish to repay you by joining you as companions; they can also potentially become lovers, but they'll insist on sharing you with each other.

Journey to the West- A neutral hermit in the Mist Continent wants you to travel to the monastery of wise Gandharva monks on a mountain to the far west and bring back a mythical tablet that contains important information on the path to enlightenment. If you accept, you will have a few bodyguards with you, admittedly – a Kakuen (Monkey), an Orc (Pig), a Sahuagin (Sandy), and a rare Hakutaku/Ryu hybrid (White Dragon Horse) – and all of them are stronger than normal. All of your escorts are at the power level of great heroes, but they are very rowdy, and they all have a tendency to get into trouble whenever you leave them alone for long. And the journey won't be easy, as the vague trail to the monks will take you to the farthest edges of the continent, into barbarian lands that no kingdom has been able to civilize; it is said that the mist is thicker and the monsters fiercer here than anywhere else on the continent, so be careful. If you reach Vulture Peak, the Gandharvas will grant you the Sutras of Wisdom, which you will need to take all the way back to the hermit to complete the mission. As a reward, you are granted a copy of the Sutras, which will allow you to enhance the intelligence and wisdom of wild beasts, though it does not give you control on how their views and personalities will develop as a result. You can also bring along your bodyguards as companions if they are willing.

The Unforgiven ~ Secrets of Zipangu- The Shirohebi miko twins Kagami and Tsukasa, young but determined to serve all of Zipangu, have foreseen a great calamity approaching their beloved homeland. The dreaded Tsuchigumo, a spider warrior race of yokai, is planning to return to the surface. Little is known about these

monsters, but the ancient records say that they were sealed away beneath the surface after a long war due to their misdeeds. A few plague the surface and cause trouble for both humans and yokai, even in the current age of Mamono, but now it looks like the entire horde is arming up for war. Being young, the mikos' warning has been dismissed by most, but they have sought you out, having received a vision that you will save everyone from the strife that is to come. No matter where you start out in this world, they will seek you out and beg you to come with them to Zipangu to find the answers they need. Unfortunately, nobody knows how to access the caves where the Tsuchigumo live anymore.

Therefore, you will first need to seek the aid of three Great Yokai of Zipangu (all married). The first, Empress Tamamo, lives in the Imperial Court and is renowned for her great knowledge and wisdom. Unfortunately, a great curse has inflicted her with an illness, and has prevented her from telling who is responsible. She knows what is really going on and will try to help you, but only through a set of riddles that will slowly lead you to the answers. All the while, you will have to handle the complex intrigues of the court and avoid getting poisoned and cursed yourself by the perpetrator. If you have able wits, you'll be able to determine that the servant who daily changes Tamamo's clothes is the culprit; the servant will transform into a Tsuchigumo and then vanish, revealing she was little more than an illusion. As thanks, Tamamo will give you the Stone of Life, which gives off an aura that negates evil curses and restores vitality to those close to it. Next, travel to Mount Oe, home of the great Oni Shuten Doji, who is said to embody the combined powers of the Red and Blue Oni. She is a jolly fellow who loves to drink and fight, and she wants to test your mettle. You'll need to undergo a gauntlet of 4 anything-goes brawls against her Four Heavenly Kings – four exceptionally powerful Oni, with two Reds and two Blues – and then Shuten Doji herself. Each match is preceded by a drinking duel that you'll also need to pass, so hopefully you can drink your weight in sake (that said, the miko twins can help by spiritually channeling away some of the alcohol, as long as you can make sure they aren't caught in the act). The Four Heavenly Kings, like Shuten Doji, are all married to great heroes whose quests to slay the Oni did not go as planned, so they will play fair and abstain from having their way with you; that said, there are plenty of other Oni in the bleachers who would love to have some fun with you, like it or not, if they found the right opportunity, so be careful. Succeed in the full gauntlet, and Shuten will give you the Mask of True Nature. The mask blesses or curses you with physical/magical powers that depend on your current mood and personality, and it lets you see the true "self" of people (a crooked politician would look like a slimy leech, for instance). Finally, you will need to seek out Sutoku, a legendary Daitengu crow who meditates behind an isolated waterfall. She will give you a set of challenges that will test your courage and integrity as a warrior, as well as that of the two mikos. Pass her tests, and she will give you the Scroll of Forgiveness; the item allows you to cast curses through the sacrifice of your own blood and life force, but on the flipside it heals you and gives you luck blessings whenever you give genuine aid to someone, with the level of the blessing increasing when it is for the sake of someone who committed a wrong against you.

Now you can find the Tsuchigumo. Once the twins guide you to the general location, wear the mask to find the right spot to place the stone like a key and then read the scroll aloud. This will open up the cave (you'll get the items back). But the adventure's only started. Before you stands a foreboding web of underground passages that go further and further beneath the surface. You'll have to deal with subterranean monsters like the Oomukade, Ushi-Oni, and even Atlach-Nacha, but that's only the beginning. Soon you'll encounter the Tsuchigumo and be in for the fight of your life. Each Tsuchigumo is a trained warrior who rivals the skills of a samurai or Ochimusha, and she has the strength of an Oni. Furthermore, she is blessed with illusionary magic like the Inari. And most of all, they seem to be like the Dragons (or Ryu) in that they can turn back into fully monstrous spider forms and resist the urge to mate – in fact, they seem to be downright vicious and out for your heads. But stay strong – soon you will find the heart of their lair and be able to end their evil threat once and for all! However, you may have noticed that all three of the Great Yokai seemed sad and regretful about the

Tsuchigumo, and now you are going to learn the truth behind their tragedy. The Tsuchigumo once had a different name, and they had kingdoms all across the land of Zipangu – which, too, had another name back then. Until one day, when refugees from the demon wars sailed to the islands and claimed it for their own. Intense wars were fought, one after the other, but the Tsuchigumo refused to give up their home. In the final battle, the Tsuchigumo nearly won, but the invaders used powerful magic to curse the natives, turning them into monstrous spiders. The wars continued, but the Tsuchigumo were driven underground. Much of Zipangu culture, from swordplay to art to how the Inari use their illusions, were learned from the Tsuchigumo, and even though the settlers gradually forgot about the true history of the spiders, they appropriated the culture for their own. But the Tsuchigumo did not forget. They used a special ritual to prevent more curses from being forced on them, and this has helped them resist the Demon Lord's corruption, which would have mellowed their hatred to some degree. Despite being forced into the worst dregs of the caves, they struggle to hold onto their pride and grace as the true heirs to the land above, and they dream of one day reclaiming the surface. Under their great leader Aterui, they have been debating whether or not to launch an all-out attack on Zipangu, against both humans and yokai, for they see both as usurpers.

Your trespassing, however, has turned the tide in favor of war, once they deal with you, that is. After you and the twins prove yourself against the army of elite warriors, Aterui herself will call you out to single combat to determine the course of the war. The proud spider warrior will abstain from using her illusions, which were previously utilized to support her troops, during the duel, but she is nevertheless a dangerous opponent. She is a skilled fighter with multiple swords. Her body is incredibly strong and poisonous, and her true spider form is even worse. Moreover, Aterui refuses to give up, not after everything they've already lost; no matter how much you hurt her and tire her out, she'll keep forcing herself back up to continue the fight. If you cheat to win instead of fighting fairly, or if you give a finishing blow to Aterui when she is most vulnerable, the rest of the Tsuchigumo will carry her off into a deeper part of the cave and seal the door behind them, thus completing the mission of stopping the Tsuchigumo. However, if you fight fair throughout the duel and show mercy to Aterui when she is at her weakest, she will see that perhaps the upper world has begun to see other ways for life other than pure dominance and might makes right. She will ask for the chance to bring her clan to the surface, so the world will know the truth and they can begin to rebuild bridges. Allow her to come up with you, and she will give you the Tsuchigumo Fang. You could also get this if the Tsuchigumo fled as well, and in that case it will appear to be a giant stone spider fang that can be used as a weapon to leave cursed and poisoned wounds that do not easily heal. However, Aterui will show you that the true form of the "weapon", once you dispel the illusions surrounding it, is a humble spade that blesses even the most barren and cursed ground with vitality and life; it also serves as a weapon that grows stronger when the user embodies true honor as a warrior. Aterui will also ask to join you as a companion in this case, once she's gotten her people settled down. She will see you as a comrade in arms, but she may be open to romance in time. Tsukasa and Kagami will also be available as companions (and lovers) as long as you complete the scenario one way or the other. The two twins are naturally jealous Shirohebi, but they also are dear sisters and want to share you between themselves, and they're open to sharing you with other people they consider friends (though they'll get possessive of them too). They are still (by monster standards) young, but they have a lot of spiritual potential if they train hard enough.

Labors of a True Scholar- Your goal is to show that hack of a "Wandering Scholar" what real scholarly research is actually like, and compile an "Encyclopedia Mamono" – a comprehensive study of all races on this planet and in connected planes – not only monsters, but other species such as humans, fairies, angels, elves, and gods. Each entry must be highly detailed and consistently accurate. Keep in mind that there are more monsters and the like than just the ones covered in the Wandering Scholar's works, so you'll need to go to the ends of the

world to gather full data. Once you believe that you have completed the encyclopedia, you can submit the work to Jump-chan for grading. If she judges that the encyclopedia is sufficiently thorough and accurate, you will succeed in the mission. As a reward, at the beginning of each jump you will retroactively receive a similar encyclopedia that you would have personally made if you had to do the scenario in that setting.

No Turning! (Drop-In/Local Human Only)- Even if you start out as human, it's quite likely that you'll turn into an Incubus or Mamono soon enough. To complete this mission, though, you will need to avoid reaching the threshold point of beginning to monsterize. Every bit of demon energy helps increase the likelihood of monsterization, so you'd better watch out. If you manage to get through all 10 years without starting to monsterize, you'll get a special reward. As a reward for completing this difficult challenge given the setting, you are rewarded with the special power *Judgement on the Changed*. The perk gives you increased offensive power when fighting an opponent who has transformed willingly or unwillingly to a form different from what it was originally. Unlike *Corruption Resistance* and *Anti-Corruption*, the perk is not designed to save those who have transformed, but rather punish them for forsaking their true sense of self for another form. In fact, the strength of your attacks increases the more that the transformation rejects aspects of the original form, and your attack power increases the more that the target embraces the new form and wishes to not go back to their original self. You can also use this power to instantly and completely purge yourself of unwanted transformations/corruptions on yourself – but it will hurt like hell, let me tell you that!

The Very Model of a Monster (Mamono Only)- To complete the mission, you will need to become the prime example of whatever monster species you selected. You must be the person that other Mamonos of your race generally point to as the perfect example of what it's like to be a good Mamono of that kind, and your image must be the default that people use for illustrating that species. How you gain that recognition will vary between races – for instance, to be the best Kikimora you would have to first win a special maid championship, while Onis won't recognize you until you show that you can really nail it down where it comes to both drinking and fighting (or thinking, for the Blues). In general, though, you will need to embody the common aspects associated with your chosen Mamono, such that people would laugh at the idea that you used to be something other than that Mamono. If you successfully complete the challenge, you will now be looked up to on almost a universal basis by your species, as if it is a natural instinct for them to defer to you and wish to help you if it is within their power. If it should be your desire to become their ruler or take some sort of position in their culture, they will be more than happy to oblige. Even so, they can go against you if they are significantly opposed to you. Furthermore, your race will now appear, so long as you allow it, in every other jump you visit. Fortunately, the species will be adjusted so it's not Mamono, meaning that they will have members of both sexes (unless they're hermaphrodites), they do not emit the corruptive demon energy (though they may retain other abilities they might have had to turn others into their race), they do not depend on semen/sex for survival, and they are not rabidly violent monsters like they were before the recent Demon Lord either. Still, they retain the ability to absorb and get stronger from magical energies they find. If your species already canonically existed in that world, and your species would not be considered a separate subspecies in that world, the pre-existing race there will treat you in the same way as others of your species would.

Bonus Scenarios (Location)

For the location-tied bonus scenarios ONLY, you have the option of taking a bonus scenario that is not in your starting area, at the cost of giving up the CP bonus you would normally earn (you'll still get any other rewards for completion, though!).

Fading Light (Order Kingdom Only)- You are visited by an Angel named Aeris and a Valkyrie named Gondul. Each believes that you have been chosen by Heaven for a different mission. Aeris believes that she needs to guide you to a sacred temple so the two of you can perform a holy ritual to bring continued prosperity to the land and protect it from evil. Gondul has received visions of a dark power growing in the land, and she believes that you are the hero destined to save the land from the coming evil. First, though, you will need to get some training so you can fulfill your duties as a hero. As they have similar requirements for you, this is the one period where Aeris and Gondul will cooperate with each other so you can be trained. Even then, though, they will have a rivalry with each other, as each thinks you are "her" hero and that the other is leading you astray. In fact, both of them are already on a path to darkness. While they believe they are hearing the voice of the Chief God, they are actually being misled by the Fallen God, who is behind the cult. The Angel is correct that a ritual must be performed at the site in her vision, but the directions for the ritual have been twisted so that instead of protecting the land it will accelerate its corruption. And the cult has a prophecy about a mighty hero that they plan to subvert, so the Valkyrie has been tricked into training said hero and leading you right to them. The course of the scenario depends on who you decide to help. If you choose to go with Aeris, you will need to escort her to the ritual site and protect her while she performs the "holy" ceremony. Since the cult wants you to succeed in the ritual, they won't present as much of a challenge; then again, since Aeris doesn't have much fighting skill, she'll be relying you to protect her. If you go with Gondul, you and her will need to fight the cult head-on; this will be more challenging, but on the other hand you'll have Gondul fighting alongside you. Either way, as you are about to reach your goal, the person you rejected will appear. She will have discovered what is really going on with the "holy" servant you are working with, and she urges you to stop the evil of the Fallen God. You must then decide whether to continue to work with your partner, this time embracing the darkness, or save your partner from the darkness and become her true voice and light. If you choose to save your partner, the person from the other option will succumb to the darkness and become a dark version of herself, forcing you to fight her. If you side with your partner and the Fallen God, the other heroine will become determined to use the last of her light and strength to vanquish both of you. If you give in to the darkness with Aeris, you will complete the ritual to shroud the land in the darkness of lust. Having become a Dark Angel, Aeris will come with you as a companion and lover, and you know how to use the ritual, assuming you find the right place and resources, to engulf other places in similar debauched darkness. If you instead save Aeris, she will use the true version of the ritual to protect the land against evil. She will come with you as a companion and lover (one who's not solely interested in sex), and the two of you know how to use that ritual in other places to protect the land from encroaching evil and corruption. If you give in to the darkness with Gondul, the two of you will have your powers sharply enhanced by darkness, and Gondul, now a Dark Valkyrie, will come with you as a companion and lover. If you instead save Gondul and help her find a better purpose for herself than what the Fallen God had in mind, you will be blessed with holy light that comes from within your hearts, allowing you to stay true to your ideals even when you are all alone (it also gives you a boost when fighting evil). If you managed to convince both of them to work together from the start rather than just choosing one, you will complete the two "quests" together and the head Dark Priest will be the one to explain what is really going on, in the hope that it will accelerate your downfall; at that point, you can either give in to the darkness or save both of them, which will net you the rewards focused on that particular end of the scenario for both characters.

Heart of Darkness (Royal Makai Only)- While in Royal Makai, you are surreptitiously approached by a man (well, Incubus) who has a special request for you. It turns out that this person is none other than the Fallen Hero – the (in)famous hero who chose to join and marry the Demon Lord rather than slay her. He still strongly believes in his wife's ideal, but he is concerned about the extremist "Radicals" that are forming an ever-growing portion of the overall Demon Army. Believing in absolute domination over and corruption of humans, the Radicals make even the Demon Lord somewhat uneasy with their tactics. However, as their leader is one of the Demon Lord's precious Lilim daughters, Druella, the Demon Lord has been reluctant to take strict measures against the group, not when the tangible evidence of their misdeeds has been limited. The Fallen Hero wants you to infiltrate Druella's faction – he'll provide the necessary paperwork and cover story. Your mission is to get deep in the Radical's circle and gather the information that will give him the justification to severely curtail their growing power. It's going to be difficult to keep your cover, though, as Druella's troops are some of the best-trained soldiers in the Demon Army. They are incredibly lascivious even by Succubus standards, and they are remarkable temptresses for debauchery of all sorts – and seeing as they have Druella to thank for what they've learned, they are steadfastly loyal to their beloved mistress. Be especially careful around Druella; as a Lilim, she has the power to turn people into monster girls as she pleases, and she also likes to "bless" her favorite soldiers with constant demon energy upgrades until they can think of nothing but sex all the time (well, at least she boosts their power in the process). And as you work your way up the ranks, you'll be expected to participate in the team's missions. Not only do many of these missions favor the extremists' vision of forceful asserting sexual glory (meaning that they literally rape entire kingdoms in their way), their determination to never compromise against the humans means that you will often be up against some of the toughest kingdoms and heroes in the world. Other missions, though…are not what you'd expect. Like…saving human orphans and beggars desperate for help in kingdoms that have no concern for the poor. Or bringing food and water to neglected outskirts on the breaking point of drought and famine. Aye, there's the rub. The Radicals believe in Mamono dominance over humanity, but that is because they believe that the human system of life under the Order is flawed and they feel that the humans' lives will improve as monsters in a demon realm that embodies liberation and freedom. And the various soldiers in the Radical faction all share a close bond, like a family. So, once you have gotten into the inner circle of the Extremists and have access to the info you need, you have a choice to make. Do you fulfill your original intent and turn the evidence over to the Fallen Hero so the Radicals can be suppressed? Do you instead admit the truth to your Radical friends and wholeheartedly join their cause? Or will you attempt a "middle route" – find a way to convince the Radicals to cut back on Druella's forceful approach and find a better way to fulfill her beloved mother's dream? If you bring back the evidence to the Fallen Hero, he will reward you with the Shield and Sword of Salvation, which can respectively repel and cut through any type of corruption or darkness; so great was their holy power that even after many years at the heart of Royal Makai they still shine with untarnished light – the Fallen Hero no longer wishes to use them, but he is willing to give them to you for you to do as you like. If you fully join the Extremists, Druella will give you a special blessing which allows you to ascend any form you have to its strongest potential (but doing so will always make that form extremely sexy/lascivious. Taking the middle path will be much harder, as you will need to persuade Druella and her cohorts – all of them very set in their ways – to take a different path without them seeing you as having turned against them. But if you succeed in that option, you will be granted the rewards from both sides of the scenario.

Maidens Rising (Lescatie Only)- It may be impossible to save the kingdom of Lescatie from the looming invasion by the Lilim Druella and the Radical faction, but maybe you can at least save some girls who live in despair/regret and yearn for some light in the darkness, before they descend into pitch black corruption. The scenario centers around you trying to save the 7 heroines from the Fallen Maidens/Fallen Brides stories. Wilmarina Noscrim is a high-level hero descended from a family of noble heroes. She has a warm heart and believes in fighting for justice, with her strong charisma and power giving hope to many in the kingdom. Unfortunately, her aristocratic family believes that the hero blood of their lineage should not be tainted by ties

to lowly commoners, so they have worked to keep Wilmarina isolated from anyone they consider "unworthy", even forcibly separating her from a servant she befriended as a child. She fights hard to keep the world's hope alive, but in her heart her own hope for herself finding happiness is dying. Mimil Miltie is a high-level, genius mage who, despite her young age, is a prized prodigy in the kingdom. She has both exceptional magic power and innovative ideas on how to use magic, such that she can use even low-rank spells to turn the tide of battle in surprising ways. She was inducted into the Magitec research institute at a young age, but the constant pressure to excel is getting to Mimil, who just wants to enjoy the carefree whimsy of being a kid rather than being forced to grow up too fast. In addition, she feels alienated from her colleagues and even her family, as they only see her for her power/usefulness and not what she truly wants for herself. Sasha Fullmoon is a veteran hero and a pious nun in the Order. Even though she could live in one of the finest rooms in the royal castle due to her deeds, she prefers to run a humble orphanage in the city's slums to look after the needy. However, she has noticed during the wars that her battles against the Mamono, rather than bring smiles to everyone like she hoped, always instead bring sorrow to the monsters and their husbands. Questioning the rightness of the Order, she has started up a second orphanage in the woods to take in Mamono children who have lost their parents. Due to the manner in which the Fallen God will inevitably usurp her weakening link to the Chief God and her insistence on looking after the little monster girls, she is likely the easiest one of the heroines to fall. Mersé Dascaros is a mid-ranking soldier in the Order's army in Lescatie and has strong skills in the art of war, such that she is often called upon to teach new recruits. She acts light-hearted and brash like a man because she secretly fears and hates womanhood. When Mersé was a child, her mother abused and later abandoned her, and she does not want to become what her mother was. Even so, she cannot forget that she is truly a woman in body and heart, and that creates constant tension within her. Unlike the other heroines, who are all humans (for now), Primera Concerto is a Half-Elf. Having both human and Elf heritage, Primera has faced persecution from both humans and pure Elves. Forced to rely on nobody but herself to survive, she has grown to be prideful and moody to conceal the sensitive and kind-hearted side of her, as she sees that as a weakness. Saved from monsters by Sasha, Primera has been recruited into Lescatie's army but maintains her friendship with Sasha, such that the nun has asked her to look after the Mamono orphanage in the woods since Sasha can't leave the city too often. Being out in the woods, where demon energy is already beginning to spread, she is especially vulnerable to corruption, and if nothing else is likely to be bitten and infected by a Werewolf pack if you're not careful. Francisca Mistel Lescatie is the fourth princess of the royal family, but unlike the rest of her family her constitution is very weak and sickly, such that she has little magic strength and is considered infertile – essentially useless in the eyes of her family. She is neglected and abused by her family and the palace's servants, as they at best pretend she doesn't exist and chastise her if they do happen to notice her. This has made Francisca very miserable and self-conscious, such that she feels hopeless and worthless. Finally, Amanomiya Koyoi is a samurai all the way from Zipangu. The monster-hunting Amanomiya family is very strict and traditional and believes that all members live to serve the family; this has caused constant pain for Koyoi. Having a younger sister and an elder sister, Koyoi was concerned about the family's succession line, as only one heir can be considered an official successor and all the others must become branch families. To save her sisters from the dilemma, Koyoi volunteered herself as a branch member. Isolated from her sisters, Koyoi has devoted all her life to being a skilled monster-slayer. However, within the first five years of the jump a tragedy will befall her and those she loves most. The eldest sister has also worked to become a first-rate youkai slayer, and this has created a schism within the leaders of the family over who should be successor. If things come to pass as they would in the original canon(s), either the eldest sister will be marked for death and severely wounded while escaping or the youngest sister will leave the family and be turned into a monster girl. As Koyoi will not, under normal circumstances, arrive at Lescatie until the invasion is well underway, she will be the hardest heroine to save unless you instead go to her first, which would then mean neglecting the other heroines. And you can't protect all of them from the coming darkness. At most, if you put lots of effort into it, you will be able to save three to four of the seven heroines; if you try to save all of them, they will all fall into the darkness.

Once the Lescatie invasion comes five years into the jump, the second part of the challenge will begin. Druella doesn't like letting anything escape her reach, and she won't let you and the survivors you protected escape easily. The heroines who couldn't be saved, now being both fanatically loyal to Druella and madly in love with you, will attempt to hunt you down to capture and corrupt you and your charges. You must protect any of the heroines you saved from Lescatie's fall, and yourself, from being corrupted to succeed in the scenario. To make things worse, each corrupted heroine will have gained a considerable upgrade in power from Druella due to her transformation. Wilmarina will now be a high-level Succubus whose sword and sorcery skills she honed as a hero have only been strengthened to inhuman extremes; she now believes that it was foolish of her to worry about saving the world when all that really matters is her own happiness and those she loves. Mimil has been turned into a Witch and retains her high-level spells while also gaining the charming cuteness gifted by the Sabbath and the ability to produce corrupting tentacles; while she still uses magic to get whatever she wants, Mimil now only cares about finding a "big brother/sister" who can love and care for her forever. Sasha will have changed into a Dark Priest serving the Fallen God, and she leads both orphanages (all monsters now) in her chase after you; she now believes that the way to truly bring "salvation" and smiles to everyone is to corrupt all of them and drown them in lust. Mersé is now an Echidna, a high-rank Lamia who specializes in magic, while also retaining her solid battle skills and tactical knowledge; having failed to prove her strength as a man, she has reached the revelation that the weakness she saw in women was only because they were human and therefore flawed – monsters on the other hand never let go of those they love, and she has therefore vowed to be the perfect feminine embodiment of the mother of monsters while also turning all human women into powerful monsters using the Ritual of the Snake God. If things went wrong for her, Primera will have turned into a Werewolf hybrid that retains her Elven heritage, such that she still has her talented archery and magic skills while also being able to enchant her weapons with demon energy to turn anyone hit by them into Werewolves; she now wants to bring about through her hunts a world where everyone can love each other with endless pleasure. Francisca has been turned into a Queen-class Roper, and while her new form is rather slow at moving she can rapidly extend her tentacles over a wide span, enough to fully stretch to every nook and cranny of her home castle; she wants to use her tentacles to "make friends" and a place where she "belongs". Koyoi will be turned into an Inari foxwoman who can adeptly control large internal reserves of demon energy from her tails (and having a whopping 9 tails, her demon energy's power is almost at the level of gods), which blends well with her already-high skill at balancing her internal energy; Koyoi sees the "reborn" Lescatie as a paradise where there are no rules that imprison or hurt people, and she has completely let go of her stoic dedication to duty so she can pursue those who loves. And seeing as monsters don't have a taboo against sharing, they're perfectly willing to team up with each other, with potentially devastating combos. The only godsend in all this is that Druella and the rest of the army are leaving the chase to the heroines, not wanting to get in the way of their "honeymoon."

To fully complete the scenario, you have several options. First, you can stay ahead of your pursuers, while protecting whoever you already saved, until the jump comes to an end. Second, you can fight and kill the fallen maidens that are after you; as long as they live, they will never stop chasing you, but if you kill all of them the pursuit from Lescatie will cease. Finally, though it is the hardest option, you can try to redeem the fallen heroines. It won't be easy, as getting yourself or the charges under your protection corrupted will make you forfeit the rewards of the bonus challenge. Moreover, the girls have all embraced their new lives as monsters and see their past human lives as nightmares they never want to return to. And as they learned from Druella to take what they want, they're going to try to take you by force. Even so, the "salvation" offered by Druella was only a half-hearted liberation that never really touched the true core of the problems in their hearts; if you can show them a way to find true happiness/fulfilment with you without going to the extremes that Druella embodies, they will be redeemed and you will fulfill the challenge. As a reward for completing the bonus scenario one way or another, you will be rewarded with the Crown of Thorns, a holy artifact that the Lescatie royalty inherited from its ancestors, not knowing what it truly was. The "crown" is composed of interlocked,

thorn-like horns and claws from a legendary beast slain by the heroic founders of the kingdom long ago (in truth, the beast offered itself as a sacrifice to save everyone when the Chief God had decided to destroy the land entirely). While it looks like the horn tips will press into you when you wear it, the horns are dull and will only lightly tap you. However, when worn the horns "cut" into the heart of the wearer's innermost fears and traumas, causing him or her to feel intense emotional pain and make the wearer bleed. The royalty used the crown as a test of a hero's convictions, with those who bleed being seen as failures. However, the true purpose of the crown's cuts is to help the individual. The "blood" is a symbolic representation of the wearer's internal pain and is meant to help the wearers confront their problems and in the process heal and move forward; those whole refuse to acknowledge their pain and therefore do not bleed in fact fail and weaken their true potential. Using the Crown of Thorns, you can challenge and overcome deep struggles you have in your heart and come out all the stronger. In addition, you can take all of the heroines you saved/redeemed as companions/lovers; the ones that turned into monsters will retain their new Mamono forms but will have gained self-control and overcome the corruptive lust that clouded their minds.

Oh My Onsen! (Demon Realm Only)- The Demon Realms have lots of attractions for tourists and lovers, and one of the most popular appeals is their growing hot spring industry. Business is booming, but it takes a certain kind of skill to master the art, which is a little harder for some people than others. Best friends Hina and Kokoro, a Scylla and a Charybdis respectively, want to start up a hot spring resort in the demon realm, but they'll need some help from you to make their dream a hit. Hina is a strong-willed, energetic woman who likes to take action first, ask questions later, which has led her into a few problems with the hotel. A lot of the trouble stems from how she rushes headlong into any new idea she has without thinking about whether it's actually a good idea. Admittedly, she's come up with lots of innovative ideas from their old ocean home to the resort business, such as "tidal pools" and seaside decorations, but it's also caused them a few problems. First, Hina, being an octopus, is used to contorting and squeezing her body all sorts of ways, and tends to forget that other species don't have that luxury; therefore, a lot of the passageways, from doors to stairs, are too narrow or twisted for most guests (some "hallways" could even be mistaken for ventilation shafts). Second, Hina has a bad habit of collecting anything that "drifts" toward her, meaning that the interior of the inn, not to mention the pools themselves, are filled with miscellaneous clutter she just can't bear to get rid of. Plus, she thinks it's a good idea to turn some of the hot spring pools into artificial geysers – "it'll be fun!" she says. Kokoro has a more moderate perspective on things, but sometimes she's a little too cautious. She hesitates on the more ambitious projects until she's sure she's accounted for everything, and she tends to let Hina push her around. In addition, when she gets frustrated, Kokoro becomes "passive-aggressive", not actually arguing against you but slowing down her actions to the point that her "cooperation" hinders more than helps. Still, if you can find a way to get her to really put her heart into things she's able to discern ways to improve and stabilize Hina's ideas – for the most part; she may not like the idea of geyser Jacuzzis, but she's very enthusiastic about using whirlpools instead. Moreover, you'll need to address the tensions between the two old friends, as the stress from the work on the resort is about to bring things to a boil. Kokoro feels quiet resentment toward Hina to a degree, as she's always taking things that Kokoro wanted but didn't get around to voicing her interest in in time. She also feels upset that Hina dragged her away from her nice, comfortable place in the sea for this wild idea of hers. On the flipside, Hina wishes that Kokoro put a little more enthusiasm into things, and she feels a little hurt and disappointed whenever her best friend quietly refuses to join her in a fun new idea she has. If you want the hot springs to be a success, you'll need to help the friends understand each other's perspectives. Hina needs to understand how Kokoro feels pushed around too much, while Kokoro needs to acknowledge that Hina is just trying to help Kokoro smile. After all, while Hina was the one who insisted they start up the onsen, Kokoro was the one who first quietly expressed the dream of a warm place where they could relax on the surface while still having the spirit of the ocean, thus inspiring Hina. If you can help them get the hotel and hot springs running

and booming with customers by the end of the jump, you'll successfully complete the mission. Hina and Kokoro can now accompany you as companions/lovers, and you can bring the hot springs and resort (which they'll call Pearl Paradise unless you come up with a better name) with you across jumps; you can access them from the warehouse or summon them from a location of your choice in each jump. The hot springs do not monsterize bathers unless you allow it, but they retain other special properties. The springs are filled with energies and blessed by elemental spirits, so they have various beneficial effects such as healing fatigue, alleviating the stiffness of the normally overworked lower body, beauty enhancement, increasing sexual desire, and increasing energy. The effects are particularly enhanced for romantic/married couples bathing in the springs together. Even if one continues to have sex in the bath for a long time, it's difficult for blood to rush to the head, allowing for extended sex play while in one of the springs.

The Ghost Dog (Plains Only)- In a particular area of the plains known as the Basking Moor, there is an old legend about a unique breed of Hellhound called a Barghest. It only appears on foggy nights, and whenever it howls bad fortune will soon follow. It hasn't been seen much since the rise of the new Demon Lord, but it appeared in front the local town recently, and people are worried. They don't know if the bad luck still carries over to its Mamono form, and they want someone to investigate. Furthermore, it's been spotted committing a number of thefts in the community. Your mission is to catch the Barghest and figure out what it's up to. That's easier said than done, though. The hound only appears when surrounded by fog, making it difficult for you to track her down, and she swiftly retreats as soon as she's spotted. Plus, you might end up catching the dog only to realize that you were following a red herring; the robberies were being committed by a local who was dressing himself up as the hound, so that trail of bread crumbs won't get you anywhere. If you can actually catch the Barghest, she will explain that the "bad luck" she brings is a misunderstanding. She doesn't bring ill fortune but rather senses its coming, so she shows herself to try to warn people of the danger. Unfortunately, her senses don't let her know what the source of the coming calamity is, so you'll need to figure out the problem yourself. If you do enough research, you will realize that a comet is going to crash into the village and destroy it. Save the villagers and stop the disaster one way or another, and you will complete the scenario. For completing the scenario, you get a piece of the comet, which has been infused with the mists of the area; aside from its overall potential as a magic catalyst, the magic stone will always illuminate a 20-foot radius around it for you and other individuals of your choice, and on the flipside it can generate a dark fog that is near-impossible to see past. In addition, Barghest can come with you as a companion and lover.

Elemental Mystery (Polove Only)- The immigration of elementals has significantly improved Polove's environment, but a question still remains: how exactly did Polove become a wasteland to begin with? If you do enough research, you will realize that while the elementals are significantly revitalizing the land, the degree of the restoration is slightly smaller than what it should be. The answer rests with a dopey and absent-minded Dorome named Gorogoth, who claims that she can feel something snatching away small fragments of her earthen body and energy bit by bit. She's not the brightest, though, so to figure out exactly where the pull is coming from you'll need to guide her to the four corners of Polove, and then use what you've learned to triangulate the readings. Once you've got the right location, you will find an ancient, abandoned well that has a warning from the Chief God on it. At the bottom of the pit, you will discover what the cause of Polove's past woe is. Long ago, a demon lord created a monster with an endless hunger as a weapon against the Chief God, only it got out of control. The dread abomination Ungoliant was sealed away beneath Polove, but over the years the seals began to crack. Hungry as ever, Ungoliant began to voraciously consume the natural mana above Polove, thus leading to its desolate state. Recently, though, since the arrival of the new elementals, Ungoliant's consumption has lessened, as her absorption of demon energy is now corrupting her into a Mamono. On the one hand this has reduced her power to a degree, but on the other hand this has also allowed her to break free of the wards, which did not have Mamono in mind when they were set in place. And now that you've

forced your way down there, she's free at last, and while her appetite is no longer as big or as limited, she doesn't know that, so you'd best be prepared for a tough fight. As long as you stop Ungoliant from going on a rampage across Polove, you will complete the scenario, and Gorogoth will be available as a companion and lover. Furthermore, now that you've resolved the issue holding back Polove's vitality in the first place, Polove will blossom with intense vitality, such that it becomes a paradise that even demon realms and the domains of Pharaohs cannot match. And in the process, a "seed" called a Silmaril will be left behind. This red, blue, green, and white-colored orb is a gem of incredible beauty and embodies the potential darkness and light in the elements. It can capture and store elemental energy it is exposed to, making it a useful catalyst. But more than that, it glows with inner light and darkness: channel its power with light, and the environments exposed to its blessing with be blessed with exceptional protection against darkness; but channel its darkness instead, and the targeted area will become deeply instilled with darkness (or demon energy lust, if you choose that option) that is exceptionally difficult to remove. If you managed to settle things with Ungoliant on a positive note in the end, she is available as a companion and potential lover as well.

Merry Kissmas! (Snowy Region Only)- Up in the white tundra, in an area that gets especially cold in the winter, two sisters – a White Horn (Nicole) and a Nightmare (Krumpie), have a dream of finding a way for everyone in their home to feel true warmth in those cold nights. During a family reunion, they asked a Centaur great-aunt for advice, and the Centaur told them that if they wish to find the secret to warmth for everyone amidst the cold, there is something they must do. On a cold winter's night, they must travel to every home in their land and give everyone a gift before the sun rises again. After thinking things over, the sisters came up with a plan. First, they will travel between all the homes to learn more about the people and whether they have been good or bad (by Mamono standards). Then, they will make special, homemade gifts for all of them. Finally, on a long winter's night, they will travel from house to house. Krumpie will give a sexy nightmare to the people who were bad, and Nicole will give the good ones a kiss as a present; then they will leave a gift and move on. Easy, right? Not! It's a lot of work for just the two of them, so when they bumped into you, they thought they might ask if you could pretty-please help them? The first step is making the rounds through all the places in the snow-covered region – from harbors perpetually locked up by ice to roaming nomads on the tundra to Wendigo villages hidden deep within the mountain passes. At each place, you'll need to study everyone to get a fair understanding of where they stand on the good-bad spectrum. This is a secret mission they're planning, so you can't let anyone know what's up, either. Next comes the present making. Resources are scarce up in these parts, so you'll have to do a lot of search to find all the materials you need. Even so, Nicole and Krumpie try to make the gift-making as fun as possible, and they'll try to get you to sing along with different winter melodies they've come up with. And finally, there's the hardest part: getting the presents out. You have to wait for a cold night in the winter, and no matter what day you choose, there will always be a big blizzard rolling in. For travel, there are two options you can use interchangeably. First, you can navigate on foot with Nicole serving as the guide/steed. Nicole is very reliable, and she'll keep you and her sister warm even in the storm. Still, this is a somewhat slower way of traveling, and there's only so much time. The second option is for Krumpie to open a tear into the dream world and travel through that space. Krumpie can fly in the dream world to speed things up, but she isn't experienced in going through there, and the world can be kind of distorted and confusing. Plus, there's some scary things here and there (especially for Krumpie, who's a scaredy-horse). You'll probably need to use both methods if you want to make it to everywhere. Once you reach a destination, you'll need to help them sneak in and deliver their presents/punishments and get back out without being caught and delayed. It doesn't help that you need to keep the horse girls from getting sexually diverted while they're on the clock. If you fail to get to everywhere before the sun returns the next day, the sisters will want to start over from scratch. You can attempt the night run once per year for as long as you are in the jump. Once you succeed in giving everyone their special gifts, Nicole and Krumpie will wonder if anything changed. However, they will hear the people singing, and realize that this is the "warmth" they were looking for – the happiness you have others are there to share their joy with you, and the joy you feel when you

make others happy. People will start discussing the idea of starting a holiday tradition based around giving presents, and your mission will be complete. As a special present, Nicole and Krumpie will give you a "Santa Suit" they made themselves, using each of their fur as the lining. Nicole's fur ensures that whenever you wear the suit, you will feel a physical, comforting warmth as well as the emotional warmth of love. Krumpie's fur gives you "warm", happy dreams when you're wearing the coat and pushes back fears that would chill you. Plus, whenever you hug or otherwise embrace someone while wearing the vest, that person will feel the same warm effects as well. Nicole and Krumpie also want to come along with you, and see if they can spread more cheer across different worlds.

Volcanic Panic (Fire Lands Only)- Some human settlers in the Fire Lands want your help. Recently a large group of settlers has colonized what they believed to be a dormant volcano, but now the volcano seems to be heating up once more, and people are getting scared. The Order established a fairly strong fort nearby to protect the settlers, but they're trained to fight monsters, not handle entire volcanoes. And to make matters worse, a bunch of monsters seem to be pouring out of the volcano each day and night. The Order battalion is planning to launch a full-out attack on the mountain to stop the monster that is surely behind all this, and they would like your assistance. It helps that they have managed to capture an especially powerful Fire Golem that was wandering around and have bound it to their will as a weapon against the other monsters. However, you are also contacted by a great Balrog fire elemental named Durina, who explains that there is more to the story than the Order knows. There is a separate, monster-friendly village inside the volcano, and Durina was in charge of keeping the volcano stable along with her two best friends: the Ignis Pe-Le and the Fire Golem Furita. A long, long time ago, however, the volcano stabilized itself and the three decided to take a nice long nap for a few eons or so. Durina woke up relatively recently and, after learning about the changes to the demon realms, decided to take a vacation and check out some of the new sights, though not before leaving a message for her friends. Unfortunately, her letter got burnt a little, and when the friends woke up a little later the message had changed and they thought that she was dead. Pe-Le snapped and is trying a very volatile ritual to try to bring Durina back to life (and seeing as Durina isn't dead, it's going to ignite the volcano instead). Furita was a little more cautious and went out to investigate, but she got caught and enslaved by the Order. Having just come back from her break, Durina is horrified at what's happening and wants to save her friends and both villages before it's too late. With the advancing army and the volcano to deal with, though, there's only so much you can do, so you'll need to pick your specific task while Durina handles the rest. You can either work to free Furita (who's going to be fighting you until she's freed) and stop the Order army, or go into the volcano and convince (through a combination of force and words) Pe-Le to cool it. If you focus on stopping the army and saving Furita, the Lava Golem will give you her personal treasure, the Eye of Magma; the Eye is an orb that manipulates the spatial/dimensional properties of fire and other intense forms of heat. If you focus on fighting Pe-Le to a standstill, Pe-Le will give you a special set of Helo Berries; these red fruits use fire and heat for sustenance in place of water to grow, and eating the berries temporarily grants you fire abilities and enhances any fire powers you already have. If you somehow managed to handle both sides of the mission, you'll get both of the treasures mentioned above. Either way, Durina will reward you for helping save everyone and her friends by creating a Fire Palace that you can link to your Warehouse: it's a house out of lava, magma, and flames but enchanted so that nobody (except enemies) are burnt by it – in fact, it has a warm but comfortable atmosphere. However, the size and structure of the house depends on how much energy Durina can afford to put into everything, and in addition to helping cover whatever task you couldn't do she had to help protect both towns and their people from the fire. The longer you draw out the mission, the more collateral damage you cause, and the less you help Durina with the evacuations, the less energy Durina will have left for her gift, meaning that your Fire Palace can be anything from a large and elegant mansion fit for a lord to a measly, dinky shed. In any case, Durina, Furita, and Pe-Le will be available as companions and potential lovers (you'll probably start out the closest to whoever you helped the most).

Far Beneath the Misty Mountains (Dwarven Nations Only)- There are ancient, half-forgotten stories that long ago, before the Dwarves became Mamono, there was a magnificent city they built beneath the ground, with countless jewels, metals, and other treasures mined and forged there. Then one day, a dragon seized the city, and the Dwarves all fled, never to return to the Lonely Castle. Most think that it is no more than a myth, but now a wizened old woman named Gandy has popped up with a map that can apparently lead back to the city. She has organized a band of 13 pure, uncorrupted Dwarves to go forth and reclaim their ancient kingdom. However, Gandy is worried that the Dwarves won't survive (as non-monsters) to the end of the journey, so she has hired you to be a bodyguard/spy for the company. And it's not going to be easy. The lost kingdom, hidden underneath a mountain, was hidden so well that the only way to it is by following the map through underground passages, with all sorts of challenges awaiting you. A trio of notably aggressive Trolls regularly robs and rapes travelers at one chokepoint in the journey, for instance, and that's just the beginning. A conglomeration of Goblin cities, allied with local tribes of Werewolves and Werebats, demands "tribute" from all who trespass through their claimed tunnels. Griffons roost in some of the expansive caves and see themselves as the guardians of the route. A magical Grizzly, able to turn into a bear the size of a transformed Dragon, maintains a farm with Honey Bees and is easily angered by those who disturb her quiet life. A tribe of Arachnes, Ushi Oni, and Atlach-Nachas have blockaded part of the route with a "forest" of web strung along stalactites and stalagmites. Part of the tunnel connects to the cellar for a palace of pure Elves, and after what has happened to most of the Dwarves they don't trust any of them. At one point you will even need to ride barrels through flooded caverns, which are inhabited by Scylla "watchers" as it turns out, to get further along on the quest. And through all of this, you need to ensure that, at the very least, 6 of the 13 Dwarves remain uncorrupted/unmonsterized. Fortunately, Gandy's there to help – while she seems to be a humble old lady, she's rather spry when she wants to be, and occasionally uses some magic to help you, though she dithers whenever you try to get more info on exactly how much she knows. Finally, you will reach the doorstep to the secret passage into the underground kingdom. It turns out that the ancient key needed to open the door requires at least 6 pure Dwarves to work. However, Gandy has them first open the door just a little bit so you can sneak through. She tells you to hurry and find the mystical Stone of the Ark, the kingdom's greatest treasure, and defeat the dragon before she opens the door wide open in a couple of hours. If you go after the "Dragon", you will discover that it's actually just a Wyvern, since a larger dragon wouldn't have been able to get into the caves in the first place. Even so, it's strong for its kind, and seeing as it hasn't turned into a monster yet, it's not going to let you tame it without a fight. Interestingly, the Wyvern, who goes by the name of Smug, mentions that it's been trapped in here.

When the Dwarves finally open the door all the way, an ominous rumbling will echo through the entire kingdom and Gandy will reveal what she's really been up to. Gandy, as it turns out is actually a Witch from the Sabbath (she hated dressing up like an old lady instead of being a cute girl, but she wanted to ensure that the pure Dwarves trusted her, since they were the only ones who could unlock the seal to the kingdom. As it turns out, after the Dwarves fled, Smug accidentally activated a trap that sealed the entire kingdom away, and with it the legendary Stone of the Ark. Gandy wants to take the mountain with the soon-to-be corrupted Dwarves and establish an independent Sabbath base under her personal command and use the Stone of the Ark as the foci for magic rituals. However, she had you go in ahead of time because she's not the only one who'd be interested in the stone. Now that the seal has been broken, the entrance to the kingdom can be found on the surface as well, and other factions will soon arrive to seize the fortress and its treasures. As it so happens, an Order kingdom established itself beside a lake on the surface, not too far from the mountain, and you can be sure that they will investigate. That pure Elf kingdom you passed by can sense the magic with the seal gone and will be coming to seize it for themselves, and the Goblin cities from earlier have been planning to launch their own raid on the Dwarf kingdom and you've just given them the perfect opportunity. Depending on whose side you take, the

rewards upon succeeding will differ. If you side with the pure Dwarves and help them expel the treacherous Witch and all the various Mamono, they will forge the Stone of the Ark into a mystical set of armor that easily and lightly fits on you, such that you could wear other things over it and no one would even suspect that you have the armor beneath; this armor is also very durable against physical and magical force; you can also take the Dwarves as companions. If you side with Gandy and help her take the mountain, she will melt the Stone of the Ark – and all the treasures in the kingdom – for a special magic ritual. The result will be the Depraved Gem, which when activated will unleash a being of pure, incredible magic (in the form of a little girl, kind of a cross between a Familiar and a Golem), who is loyal to whoever holds the gem. The Depraved Gem sticks with Gandy, but she will offer to come with you as a companion, and she will teach you a lesser form of the spell to turn metals and gems into similar familiars. Join forces with Smug to secure her claimed domain against would-be thieves, and she will gorge herself on the Stone of the Ark to become a true Dragon (though she can temporarily revert to a Wyvern when she wants to be smaller). As a reward, she will grant you all of her other treasure, which are enough to ransom an entire planet or use for hundreds of different magic rituals, and she will offer you the "honor" of being "her" companion. Join up with the lakeside Order regiment, and the lake people will forge a powerful bow to accompany an arrow tipped in the Stone of the Ark. The arrow automatically homes in the weakest spot of the intended target, and its damage increases the more pride and power the target has. Ally with the Goblin/Werewolf/Werebat contingent, and their cities, renowned for their ingenuity with machines, will grant you the Bolg Mark II, a special war mech, with the Stone of the Ark as its power source, that you can pilot. It is surprisingly maneuverable such that you can even use it in narrow caverns and passages that would otherwise hinder bulky machinery, its blades can turn those they cut into Werewolves, and it can fly and see in the dark like a Werebat; however, the silly Goblins made the contraption a little finicky, so it's prone to malfunctioning. Help the pure Elves, and they will transform the Stone of the Ark into a mystical seed that, when planted in the ground, does not sprout but instead blesses the adjacent land with "material fertility" (meaning that valuable minerals become more plentiful) and gives such minerals a degree of resistance to corruptive powers. If you somehow manage to get all the sides to reach a mutual compromise, you will get all of the benefits for the different options.

Little Shop of Tentacles (Tentacle Forest Only)- On the edge of the Tentacle Forest, there is a humble little shop run by a seemingly human alchemist named Audrey. Audrey wants you to collect 150 different variants of Tentacles, big and small, for her to study. Many are found in the depths of the forests, but others are scattered across the world, so you'll have to make a lot of trips to catch them all. And she wants them alive, so you'll need to find a way to safely transport them without them turning on you. Audrey claims that her interest in Tentacles is because they have many useful properties in medicine, alchemy, magic, and more that people usually dismiss due to their aggressive nature. Her interest in helping the world through Tentacles is genuine, and after completing each stage of the mission she will reward you with various potions she's made using the Tentacles you've gathered. However, after you deliver the last Tentacle to her, Audrey reveals the true scope of her ambitions. It turns out that Audrey is in fact a mutant Tentacle herself, albeit one that managed to acquire considerable intelligence such that she can think of more complex tactics. Audrey believes that Tentacles are meant to be the true heirs and saviors of the world, and she plans to spread Tentacles, particularly her own advanced species, across the world until there is but a single forest encompassing all. And she plans to "reward" you for all of your help by making you the first "recruit" in her new kingdom. If you kill her and her massive fusion of tentacles plants, you'll be able to turn into her aberrant species yourself and become a special Tentacle with healing/magical properties and the ability to grow into a tentacle tree the size of a mountain with enough food. If you spare Audrey and recruit her, you'll have a powerful Tentacle as a companion, but she won't let go of her ambitions for growth/conquest easily, and she won't accept anything but death if you try to keep her

restrained too much; therefore, she'll always be testing the limits of your control over her and tempting you to let her run wild.

Elf Quest (Elven Woods Only)- You are approached by several beautiful Elf maidens who say that they are refugees from one of the last pure Elf settlements in the forest. They have held off the increasingly corrupted inhabitants of the forest for many years, but now their doom comes from below. A colony of Dark Elves have dug up right into the fortified city, and while it was an accident on the Dark Elves' part, they're not about to leave without first "educating" their peers in the virtues of impurity and domination. The pure Elves hid their home in the depths of the woods, using the environmental features to hinder trespassers, so even with the Elves to guide you it won't be easy. When you arrive you'll learn that the fight is in full swing, but it turns out that your Elf friends were only "refugees" from a certain point of view. They didn't flee because of the Dark Elves, but had already been banished for being corrupted into Mamono, and they see the battle as the perfect opportunity to, with the aid of local Mamono, raid the town themselves and convert the others into Mamono Elves like themselves – but not Dark Elves, they're insistent on that note! Also, the pure Elves want to "cleanse" the corruption threatening them, and they are planning to unleash an ancient poison into the Dark Elves' tunnel to drown them all. So now you have the choice of allying with the Dark Elves, the pure Elves, or the monsterized regular Elves. If you help the pure Elves defend their home and drive away/kill the two corrupted threats, they will award you with their sacred Helm of Valor, which grants the wearer protection from missile attacks; the helm will redirect all such attacks so that they miss or at worst simply graze you and deal the least amount of damage possible. If you side with the corrupted regular Elves and help them corrupt their home and fend off the Dark Elves, they will reward you with the mystical spear Windvain; once a prized treasure of the village for opening portals to a dimension of pure air to bring comforting winds to the land, it was infected by a monsterized Sylph and now, while still able to access that pocket plane of wind, the spear is able to naturally corrupt the air around it as you user wishes (it can also unleash air blasts as attacks). If you join the Dark Elves and help them capture the villagers, they will reward you with the Egg of the Abyss, a special gift that they received after helping some subterranean Arachne and Atlach-Nacha dominatrixes. By holding the egg, you can attract spider creatures to your presence and command them. Furthermore, you can use the egg to transform yourself and those within a 10-meter radius of you into a half-spider form that retains all powers you had in your original form. You can turn back to normal at will, but others caught in the spell will have trouble turning back unless you personally dismiss their transformation. And if you can somehow get all three sides to get along without any of them conquering the others, you will receive the awards from all three possible endings.

The Apple Dumpling Gang (Pasture Only)- The farms in these parts are having trouble with some rustlers stealing the farmers' crops and vandalizing their property. It's suspected that the robberies and the like are the work of the "Apple Dumpling Gang" – a Goblin and Hobgoblin duo who are notoriously dimwitted and clumsy even for their races. The gang has long been tolerated as the village idiots by the farmers since they always failed in their zany schemes through comedic antics that amused the farmers. Now, though, it seems like they are a more serious threat, and folks are thinking about running up a posse to drive them out of the territory. Your job is to find and capture the Apple Dumping Gang. The two bandits, Tucker (the Goblin) and Ogelvie (the Hobgoblin), are silly bumblers, but they're not easy to capture. While they usually have infamous bad luck, they are especially lucky whenever they're trying to make a getaway, and they know the bluffs and canyons of the area like the back of their hand (maybe that's why they don't know anything else). If you capture them, though, they'll claim that they are being framed for the successful robberies. If you still turn them into the local farmers' justice, the farmers will give you a gold badge; wearing the badge makes it so that people will look to you as someone who can bring order to the area and protect them from danger. However, if you decide to help the Apple Dumpling Gang and find out the truth (while protecting them from the farmers out for their hides), you'll discover that the raids are actually being conducted by a tribe of Amazonesses. The farms are set on

what used to be their sacred ritual grounds, and they want to get the farmers to leave. If you help fend off the Amazonesses and retrieve the stolen property to prove the Apple Dumpling Gang's innocence, the farmers will grudgingly let them and you off the hook. However, the Goblin and Hobgoblin have a special reward for their new best buddy. It turns out that their seemingly dismal hideout is built on top of a dragon's abandoned lair, so in addition to a vast horde of general treasure, there is a magic 10-gallon hat that turns any sand or dirt dropped inside into either edible vittles or gold or silver; they say that the reason they kept trying to rob people was because it was fun and exciting. Tucker and Ogelvie will also be available as companion and lovers (and accomplices, as they always love to get into mischief). If you choose to side with the Amazonesses in reclaiming the area, the tribe will give you some special fur coats they had in the age before they left the region. The fur hides, when worn, make you appear as that animal to observers and give you the natural instincts of those specific animals. The hides range from mundane animals like boars and horses to the past versions of "wild" monsters that only gained sapience under the new Demon Lord (Grizzly, Holstaur, Large Mouse, etc.); in the latter case, wearing the fur will give you access to their pre-Mamono forms. If you can somehow work things out for everyone – clear the Apple Dumpling Gang's name, convince the Amazonesses to work peacefully with the settlers, and persuade the settlers to let their grudges go – you will receive the rewards from all of the potential endings.

The Wild Hunt (Fairy Kingdoms Only)- Oh, what fun! You've been invited to participate in the fairies' Wild Hunt games. It's an old tradition they took from the "true" fae, but since the departure of their stuffy relatives the fairies have changed it into an innocent, childish game (Who are the True Fae? That's another story entirely.) The "hunt" is a strange mix of tag, scavenger hunt, hop-scotch, red rover, tug of war, capture the flag, ring around the rosie, hide and seek, patty cake, keep away, follow the leader, and hot potato, among other games. Actually, it's rather like "Calvinball" in that the fairies don't really understand the rules themselves and just want to have fun with it. Unfortunately, this makes it difficult to figure out who wins, and they often give up deciding who won if it's unclear, so you'll need to definitively claim victory to complete the scenario. Also, it's not entirely just fun and games; some Pixies have infiltrated the Hunt, and there are some "Fairy Hug" tentacles here and there. Not to mention the potential risk that the fairies might use the games to trick you into staying in the Fairy Kingdoms forever if given the opportunity. And "meanies" aren't allowed, so if you do anything to make a fairy cry or otherwise hurt her feelings, you'll be out of the running. If you win the game, you will receive a flower crown; wear it to retain the youth and spirit of a child, and it will give you good luck whenever you act childish and innocent.

Forge of Legends (Mountain Region Only)- This scenario has multiple stages, and once you complete the first stage you can call it quits at any time and still get the bonus CP; however, stick around for more, and you'll get additional rewards (though not more bonus CP than usual). The mission involves you assisting the Cyclops smith Melk. She needs your help with different tools she's working on, but she is rather quiet and reserved with her facial expressions, so sometimes her "instructions" are rather vague, so you'll need to work to understand what she really wants. First, Melk wants you to gather some rare ingredients from the mountains, such as the tooth of a Cockatrice, the shed skin of a Lamia, the horn of an Ogre, and the silk of an Ushi Oni. Next, Melk wants you to do a field test with one of her tools. Her tools contain intense enchantments to strengthen them, but this also means that they stand out like a sore thumb to people who can sense magic, meaning that you're going to be a big target for a lot of people when you take it for a spin. Melk will be accompanying you to take notes, but, seeing as she isn't used to fighting or being outside of her smithy for long, you'll need to protect her from danger. After you test one weapon, she'll ask you to test another, and so on. The first item to test is the Jovian Spear, a mystical weapon that is infused with lightning; the electricity can either be used offensively against targets or instead enervate them with stunning yet harmless volts of pleasure like a Raiju or Thunderbird. Second is the Neptunian Trident, a three-forked weapon that can create new water wherever its points touch and

infuse water with "love" so that anyone who touches the liquid enchanted by the trident will be filled with lust. Third is the Plutonian Cap, a stone helmet that completely mutes the wearer's energies, such that you are practically undetectable to people sensing for traces of you like your spirit or demon energy unless they physically see you with their own eyes; the only supernatural sense that can detect you is love, for love always finds a way. After all of these tasks are finished, Melk will dismiss you, but if you pay attention you'll notice that she seems unsatisfied about something. If you press her on the matter, she will admit that her dream has been to reclaim a lost design of the Cyclops race. Back when the Cyclops were divine beings, they had a special, legendary tool called a Labrys that was the culmination of all their discoveries. But when the gods cast them out of Heaven, the Cyclops lost that art and could no longer figure out how to create the item, much less remember what it was. However, once you get her thinking, Melk will come to a revelation based on her experience collaborating with you rather than working alone. The gods despised the Cyclops' single eyes, so the curse ensured that the crafting of the Labrys could never be completed with less than two eyes. But, whoever said that the two eyes need to be from the same person? Together, you and Melk will need to use what you've learned about the "heart" of tools to craft the ultimate item. Once you have completed the Labrys, it appears to be a double-bladed axe, but strangely the ends are dulled and it wouldn't make even a slightly decent weapon. Melk, however, has realized the truth. The Cyclops gods were unlike their petty counterparts in Heaven and cared more about practical concerns than simply power and glory. So their pride and joy was the ultimate cooking utensil. The Labrys perfectly functions as a substitute for any cooking tool or eating utensil, whether it's chopping up meat, blending a smoothie, or functioning as chopsticks for someone who is only used to using chopsticks to eat. Furthermore, the enchantments on the Labrys bless the nutritional and taste value of the food it is used on, allowing you to prepare feasts fit for a god. In addition, as thanks for helping her the whole way, Melk will offer to join you as a companion and lover; her great craftsman abilities will certainly come in handy, and while she's unused to fighting she has the muscles of a titan.

Cheshire's Adventures in (Lands Beyond) Wonderland (Wonderland Only)- You have been hired as a tour guide by a Cheshire Cat. And not just any Cheshire Cat. This is Miss Cheshire herself – the Werecat who befriended the Queen of Hearts and was rewarded for her mischievous nature by becoming the first Cheshire Cat. Miss Cheshire is by far the best tour guide in all of Wonderland (by Wonderland's logic), but she has hit a snag recently, and she's been worrying that she has been losing her touch. So she's decided to get a view of how things work from the other side. She wants you to guide her on a tour all across the world outside Wonderland, from Order kingdoms to Zipangu to Royal Makai. However, Wonderland's concept of a "tour guide" isn't exactly what you'd expect in an actual tour guide. Tour guides in Wonderland are supposed to "guide" their guests into danger, and act all teasing and mysterious, so Cheshire naturally expects you to act like a "professional" guide. Meaning that if you're too helpful and polite, she'll get miffed and demand that you act more mysterious and lead her into trouble, or she'll stir some up herself. Of course, on the flipside she has her pride as a cat, so she naturally expects that you be courteous as a guide and protect her from whatever trouble she gets into – and she doesn't react well to teasing, even though she expects you to do so as a guide. Most of all, the goal of a tour guide in her opinion is to get everyone lost, so the more planned out and straightforward your tour is, the more she'll get bored. If you fail to fulfill your role as guide to her satisfaction enough, she'll finally get fed up and go back to Wonderland, thus ending your chance at completing the mission. If you manage to complete the tour and keep her happy the whole while, Cheshire will find a new sense of determination as a guide, but also a wanderlust as a "visitor" to other lands. Therefore, she wishes to come with you as a companion. She will also give you a couple of other rewards. First, she will return the favor of the tour by giving you an actually safe and smooth tour of Wonderland, the kind of backstage tour that few ever get to experience. She will show you all of the secret routes known by the Cheshires that allow you to traverse Wonderland without risk of trouble unless you deliberately seek trouble – or trouble's already seeking you (if the Queen is wholeheartedly trying to catch you, for instance, expect these secret routes to only temporarily hold off your doom). This also lets you easily access MGE's Wonderland no matter where you are (and lead

others there), and find your way out just as easily. In addition, Cheshire will take you to a special spot and share a little secret about how the Jabberwocks were first made. It is true that the Queen turned a proud Dragon into a lustful, unashamed Jabberwock fit for Wonderland's madness. However, what even the Queen has forgotten is that she had trouble at first due to the Dragon's sheer willpower, as her kind had managed to retain access to their original forms even after the new Demon Lord. To complete the transformation, Miss Cheshire procured a "Verbal Gospel" Sword – otherwise known as a Vorpal Sword. The sword serves to "make the world match the words" of the wielder. The "sword" appears to be a simple pen, which, Cheshire explains, is why it is much mightier than a normal sword. When you hold the pen "hilt" and speak, the sword gains an intangible, invisible sword blade of normal size, composed entirely from the words that you are speaking. Anything that is struck by the sword will bend to match the reality spoken by the sword, assuming that the words reflect a different reality than what the target was before that. Thus, by singing a lewd poem about a ridiculous parody of a dragon while striking the Dragon here and there, the Queen made her tale about a lascivious Jabberwock become true. However, to make the words "cut" apart reality, you need to put sincere believe into those words. Moreover, the words empowering the blade only stay in existence for ten seconds after the words are spoken. The words will remain anchored to the new words if you make said words/sentences an extension of what was already said, but if the link breaks you'll have to start over from scratch. For instance, if you had a certain chant in place to instill a certain change but then shifted over to a different subject, you wouldn't be able to enforce the change you originally had in mind. In addition, the power of the sword to "cut" reality is strengthened by the ridiculousness of the words; a silly, nonsensical verse (that you sincerely believe in) will be critically effective, while a matter-of-fact statement will be little more than a papercut.

Wanderer of the Dunes (Desert Only)- There is a particular patch of desert, the Si'ka'ra, that is infamous for being unbearably hot and arid even for a desert, with very little to support life. A few patches of cities have been established, but even then they are constantly surrounded by a harsh, uncompromising desert. The only thing of value in the desert, the one thing that keeps people in the area, is the mysterious "spice" that it exports. Every now and then, a strange "juice" is found in the sand. Whatever its origins, the substance, once refined with demon energy, has many interesting properties – extended lifespan, psychic powers, aphrodisiac, etc. (guess which one is the most popular among Mamono?). The spice is largely monopolized by the Gere Bese, a mysterious clan of exceptionally refined and intelligent Khepri who are found in many positions throughout the land as advisors. But they are willing to share the spice, if you can perform a favor for them. The Gere Bese have sensed your great, otherworldly power, and they want you to perform a mission for them. There is a group of Girtablilu "sand pirates" who live out in the desert and constantly raid the spice shipments. What's more, they have stolen a sacred treasure of the Khepri. Your mission is to locate their hideout and retrieve the Mel Key. Do it, they say, and they promise to give you a full vial of spice. It's going to be tricky, though, as the sand thieves use a variety of hidden caves for shelter. However, if you wander into the desert, you will gradually feel a "tug" guiding you in a certain direction. Search hard enough, and you will find the thieves, all 40 of them, camped in their main hideout, the "Cave of Wonders." This strange, almost organic-like cave is massive, and in the center, beside what appears to be some sort of enclosed giant capsule, is the treasure you are after. Even if you manage to slip past all 40 of the Girtablilus (and they are renowned at catching intruders), they will certainly notice you once you touch the stone. However, right now that's the least of your worries. The cave will start to shake, and all of the Girtablilus will panic. As it turns out, the "Cave of Wonders" is actually a gargantuan Sandworm who occasionally takes months-long naps, during which the thieves use it as a temporary base. But when you touched the stone, it started glowing, and the worm has awakened. Chaos ensues as you attempt to escape the inside of the giant worm, while also fending off the vengeful Girtablilu rogues. Even after you escape, the worm towers over you, as it makes other Sandworms look like small fry.

However, the titanic worm…bows to you, before disappearing into the sand. The once-hostile Girtablilu tribe now treats you with great respect. One of the tribeswomen explains that they, the Free Wanderers, have always sought to live in harmony with the desert, but it has been prophesied that the true bond they seek will be fulfilled when a traveler from beyond this world comes and tames the heart of the great "Sand Herald." They believe that your ability to activate the Mel Key proves that you have the potential to tame and ride the worm. Of course, you'll have to find the worm again first, but they know a ritual to summon it. That night, though, you will be visited in your dreams by the Gere Bese. They admit that they were using you as a pawn to get the key, but they apologize for it now because you are the one they have been searching for. It has been the generations-long mission of the Gere Bese to, using a combination of wisdom and their demon energy balls, guide the civilizations of the desert in preparation for a Chosen One who will have power over the sand beast. For the giant Sandworm, they reveal, is the source of all the spice. With the worm under control and the Girtablilu raiders pushed back, they can finally push back the deadly nature of the desert and let civilization thrive. The next day, you will face the Sandworm and will need to, using the key and special rituals taught by the Free Wanderers, bond with the Sandworm and make a pact with it. After that has passed, you have a choice of which side to fight alongside. If you fight with the Free Wanderers, you must defeat the Gere Bese and drive the encroaching settlers out of the desert. It will be difficult, as the Gere Bese have overcome the lustful instincts of the Khepri and become cool and composed magi/psychics. On the other hand, in the desert itself the bandits rule supreme, and you can use these guerilla tactics to your advantage. Once the Gere Bese surrender and promise to leave, the desert will be vacant of civilization, free for you and the Free Wanderers to wander. You can summon the desert and the wandering nomads in other jumps. The Girtablilu nomads will herald you as the Sandworm Rider and follow you devotedly. They will also gift you with a Crystal Knife, a special type of blade that absorbs "moisture", including forms of energy whenever it cuts something. Any such liquid or energy absorbed is converted into clean water you can drink from the hilt. If you support the Gere Bese, you will have their support in fighting off the Free Wanderers. The Girtablilu raiders are wily and relentless, but you only need to drive them away from the main capital of Kanmarsa to fulfill the victory requirements. After the jump is over, only the city, along with the Gere Bese, will follow you. You won't get the desert and its catacomb of caves, but the city is a bustling ancient metropolis with many luxurious products for sale. The Gere Bese will teach you their secrets to control all of your body and your mental instincts, such that you can ignore hormones and other influences while also gaining a sense of spiritual awareness.

Either way, the goliath-sized Sandworm, though she cannot remember her name, will be happy to stay by your side, giving you a handy "cave" and plenty of spice. However, there is a third option. The Sandworm confides in you that she has been trying to find a place that she has forgotten long ago, so she can fulfill her mission. When the two of you are bonded and together, you can detect that location and travel to it. However, now both sides will be trying to stop you and gain control of the worm. If you can reach the site, you will find a sea of quicksand. Dive to the bottom with your worm, and retrieve a crystal. Once exposed to the sun, the crystal will reveal an ancient message about the history of the desert. Once, there were many giant Sandworms in the once-green and fertile land, but the Girtablilu and the Khepri got greedy and fought over the spice, until there was only one worm left. Angered, the gods cursed both sides and made the area into the worst desert possible. The only way for the life of the desert to return would be if someone on their behalf were to understand the heart of the last Great Wyrm, Hulud, and gain her forgiveness. Each side tried to repent (the Girtablilu tried to live with the desert, and the Khepri renounced their lust so they could better control their vices), but they both ultimately forgot their past and what they were really seeking. They now beg for your forgiveness. Hulud is just happy that everyone is getting along, and her tears of joy will begin to heal the desert and turn it into an eternal oasis. You can now bring both the (former) desert and the cities in the desert, as well as both the Free Wanderers and the Gere Bese. Plus, now that Hulud has remembered her past, she knows how to produce a special "Water of Life" that, when you drink it, will give you higher state of awareness, one that transcends time and space (you'll need to wait until you get your Spark to reach your full potential in that regard, though).

The Eel and the Centipede (Zipangu Only)- While you are in Zipangu, you will happen to cross a bridge over a large pond, only to be stopped when a beautiful maiden appears before you. Genbei is an Unagi Hime, which is a more sophisticated and powerful Unagi Joro who has gathered enough energy to evolve to a greater form. They see themselves as the freshwater equivalent of Otohimes, and like to make their own water palaces in lakes and ponds. Unfortunately, they're hampered not only by the limited space but also by competition over the space. Genbei is locked in a seemingly endless "war" against a centipede Oomukade who wishes to claim the pond for her own. She believes that you have the potential to turn the tide back in her favor and promises to reward you if you aid her. If you seek out the Oomukade's cave not too far away, the centipede yokai, larger and more tomboyish and headstrong than the usual Oomukade, will introduce herself as Sato and attempt to recruit you to her side to expel the pretentious little eel. No matter who you face, the challenge will be difficult. Genbei is much stronger than a regular Unagi Joro and can slickly maneuver about the battlefield with slippery grace; she also knows some magic and curses. Plus, she has a bit of "dragon" in her, and she can turn into a "dragon eel" – a slimy, fishlike Wurm that is more delicate than a standard Wurm (not that that's saying much!). Sato in contrast is bulky and slow, but she more than makes up for it with her highly durable body armor, her natural poisons, and her ability to grow large enough to coil around a mountain. You can fight on either side, or you can try to fight both of them to stop the feud; the latter will put you in the middle of the crossfire as they attack both you and each other, but if you succeed they will both compromise and agree to live together. As long as you stop the dispute one way or another, you will get the pond, which follows you across jumps and can be accessed from the Warehouse; it has a sense of serenity to it and deeply assuages any turmoil and hurt you have in your heart. However, there are additional rewards depending on who you helped. If you helped Genbei drive away Sato, she will offer to follow you as a companion and lover, and her mini-ryugujo will be accessible within the pond – it's more of a villa than a full-fledged palace or city, but it's still great for a vacation home. She will also give you a couple of treasures: a roll of perfect, comfortable yet sleek silk that never runs out no matter how much you cut off for clothes and the like; and a holy bell that projects good luck while also being able to speak (useful if someone tries to steal it away from you). If you instead assisted Sato in taking the pond, she will be available as a companion and lover, and the border of the pond will extend to include Sato's cave – it's not the cleanest of caves, but it's rather comfortable, and even Sato hasn't explored all of it, so who knows what you might find in the back? She will also give you a couple treasures she's picked up: a cooking pot that automatically produces delicious and healthy meals without need for a fire, and a bag of rice that gives you increased luck in battle and never runs empty. If you fight both of them and win, they will admire your courage in taking them both on at once so neither of them will be sad, and they will both offer to come with you as companions and lovers; in that case, you will get both sets of rewards.

Imperial Legacy (Mist Continent Only)- With the cyclical pattern set by the Chief God, the world has layers upon layers of ancient civilizations waiting to be rediscovered, and now that the loop is out of sync, archaeology is becoming a popular phenomenon. A young Hakutaku scholar named Yindi "Anna" Qiongsi wants to become such an archaeologist, and she's convinced that she has found the location of the secret tomb made for the first emperor to unify the continent (even if said empire has long since fragmented). Anna is young and impetuous, but she knows that the Emperor left many dangerous traps, so she is hoping that you can help her explore it. It's not going to be easy, though. To even reach it, you will need to navigate through a gauntlet of forests and mountains constantly clouded in mist. It doesn't help that the general area that the tomb is hidden in happens to be a contested zone claimed by the Lands of Four Gods, Fiends, and Souls, making the area a three-way warzone. The tomb itself is like a palace and has a mix of traps and guardians protecting its emperor. To start things off, the whole complex is filled with a slightly poisonous mist that saps your health and stats (and said mist has also created a number of feral Jiangshi). Then there are the Terra Cotta Soldiers – individually-crafted

Golems that function as an elite army to guard the tomb; there are even some Automatons acting as the officers for the battalions. Several of the constructs were even designed to be artificial copies of him to serve as decoys in trapped sections of the tomb. And as the emperor mastered the design of tunnels during his reign, the tunnels in the tomb are incredible (sometimes it seems as if you are walking through the sky) and confusing, such that you could get lost for months if not longer. The final stretch requires you to navigate across canals and a miniature sea of mercury. When you finally reach the throne room, you will find Qin Shi Huang, Emperor of the Mist. He managed to find a way to live forever as an undead, but the Demon Lord's corruption and the pervading mist have turned him into a Jiangshi, albeit one a little more powerful than normal. Nevertheless, she is determined to reclaim her empire now that you've woken her up, and start by making you into her eternal servant. She knows some decent magic, but she was never a warrior, so if you can close the gap with her she should go down with no problem. Afterwards, the tomb's yours to loot! Aside from the acclaim of discovering this historical wonder, you will find and be able to claim the Sun Needle, a mystic treasure that Qin used to slow down/speed up the passing of day and night (time is not slowed down for people, but the sun could be made to take longer to set, for instance) so that incredible monuments could be completed "overnight." Furthermore, you can now recruit Anna as a companion – and you might be able to convince Qin to come along as well; if "Empress" Qin chooses to accompany you, she will bring along her Terra Cotta Soldiers as a private army, though only she can summon them.

The Stars on the Sea (Oceans Only)- A young Cancer crab girl named Yuna wants your help in fulfilling the ancient dream of the Cancer race. According to the legends, Mother Crab was the progenitor of the crabs as a whole, but she was grievously-wounded while helping her best friend (a multi-headed dragon) fight off a hero. Taking pity on her, Poseidon and Eros delivered Mother Crab and her friend up to the stars to live eternally, though they could never return to the mortal world below. However, before she left, Mother Crab told her children that she had hidden a secret treasure just for them. To find it, they would need to look in the seas and up to the stars. Most have given up on that dream, but Yuna believes that she knows how to discover that secret. If all of the oceans are comprehensively mapped up, and all of the stars are charted out, they will provide the answer that she's looking for. It's not going to be easy, though. Every little part of the ocean will need to be properly mapped, and even though Poseidon has tempered down the storms in her territories, the Mamono in the seas have other interests on their mind than mapmaking, and they'll do their best to divert you. Then there are the areas still under the control of the Chief God, which lack Mamono but have terrible storms. Plus, you'll sometimes need to skirt the coasts of landmasses, including some Order-affiliated kingdoms and the like that won't take your presence lightly. Luckily, Yuna is an expert sailor and mapmaker, and she will be of great assistance in making the sea and star maps. Even after you've completed all of the maps, you're still just left with a bunch of various maps and no clue how the puzzle pieces fit together. Take a close enough look at it, though, and Yuna will realize that they are supposed to the steps for a special dance. You'll need to work out the puzzle and then reenact the dance (paired with Yuna) to discover the secret dance that Mother Crab left for her children. Upon completing the dance perfectly, you and Yuna will gain a special perk: the *Karkinos Quadrille*. By dancing the quadrille, you can generate mystical bubbles around you. And not just any ordinary bubbles. Each bubble has the "heart" of a star, and if you gaze at one it is as if a teensy little star is inside it. As a result, each bubble star contains the purifying and cleansing positive energy of the cosmos. Whenever the bubble impacts something and bursts, it will cleanse the target of all "filth" – anything from grime to diseases to even demon energy. Also, you can control the movement of your bubbles when dancing, such that you could have them home in on targets or cover you like a shield. While you are dancing the dance, you will also hear the faint whispers of Mother Crab, and she will occasionally slip in small, prophetic messages about your future. Plus, Yuna can now come with you as a companion/lover.

Cats and Dogs (Cat Kingdom Only)- You have been offered the honor of being part of a team of seven representatives for the annual Cat vs. Dog Competition, a "war" between the Cat Kingdom and the rival "Dog Kingdom." No matter where the Olympics-style competition has been held, whether in the Dog Kingdom, the Cat Kingdom, or a neutral setting, the dogs have always won. It's up to you to help your team win. Right away, you'll see the first big problem: lack of teamwork. A lot of the events are team-based, and while the dogs are used to working together as a pack, the cats are by the lot very individualistic, and your teammates are no exception; now you'll see just how hard it really is to herd a bunch of cats. First is Tuesti, a Cait Sith; being one of Bastet's favored servants, she is especially haughty and believes herself to be the unmatched leader of the team (she will be particularly antagonistic toward you if you aren't a cat). Second is Marie, a purebred Werecat; she definitely has the highest talent for beauty and art challenges, but she's also very spoiled and delicate – and expects the rest of you to fulfill her every whim. Third is Lizzie, a Cheshire Cat who is especially sly and sneaky – traits that can be helpful or harmful depending on whether she's assisting the team or just playing a prank (plus, she runs on Wonderland logic, so she's not entirely there, if you get my drift). Fourth is Giza, an especially powerful Sphinx who is an unmatched genius; unfortunately, she likes the challenge of puzzles a bit too much, always speaking in riddles and actually sabotaging her own side to make things more challenging if it's too easy to win. Fifth is Wong Fu, a Jinko who has come all the way from the Mist Continent to participate; she is by far the strongest and most athletic in the team, but between her cultural differences and language barrier she has a lot of trouble connecting with the rest of the team. Finally, there's "Kitty-chan," an ordinary cat who serves as the team mascot; it is custom for the team to follow the mascot's wishes for good luck, and they will regularly "consult" Kitty-chan using various means, with them following whatever suggestions Kitty-chan makes. Make no mistake, each one could outshine Earth champions at the Olympics, but getting them to work together and with you is going to be an Olympian challenge of its own. And since this year's contest is in the Dog Kingdom, the dogs get to choose the challenges, ones that favor their own kind. For instance, there's a maid contest just perfect for Kikimoras, and in the more physical brawls the dogs generally have an advantage over the cats. Oh, and you'll be disqualified if you use any powers that do not appear to embody "cat qualities," so most of the extra powers you bring to the table won't help. If you win and bring back the gold, you and all members of the team will receive a considerable and permanent luck boost to all athletic activities you engage in. Plus, your team can come with you as companion(s) – you can choose to either make each one a separate companion, or make them into a single companion slot.

Deepest Dungeon (Dungeon Only)- When you are exploring a dungeon, you run into a Gremlin named Musanara and a mysterious, silver and golden Automaton who answers to the name "G.S." While initially dismissive of you, Musanara becomes very interested when G.S. suddenly becomes more active and identifies you as her "master". Musanara then explains that she has made it her lifelong work to be the first Gremlin to unravel the mystery of "the Depths". Deep beneath the surface of the world, there appears to be a megacity of a dungeon that is so expansive that practically any dungeon in the world has some small link of access to it. But no one has been able to venture deep enough into this deep dungeon. For one, it seems to have separate, individual layers of dungeons stacked one by one on top of each other, each with its own tricks. Moreover, the Depths are infamous for their unique artifacts that defy all attempts to magically study them. Even the Gremlins, famous for repairing ancient technology and sabotaging it depending on their mood, have proved unable to manipulate the strange relics down there, much to their shame. And since the core of the dungeon is sealed behind a mysterious door, there's been no way to progress far enough to learn the truth of the dungeon. During one of her adventures, though, Musa found G.S. and recognized that the symbols on her armor match symbols found in the Depths. Unfortunately, she's been unable to hack into G.S. either – not until you came along, that is. Musa wants you to come with her and G.S. to the Depths so that she can figure out what G.S.'s purpose is. If you examine G.S. closely enough and have the right outsider know-how, you'll see why Musa can't manipulate the robot: her technology is entirely non-magical. And for some reason, she is equipped with more lethal weaponry than the usual Automaton, though she can shift her attacks to a less harmful mode if you

order her to do so. As you will find out, the defense systems in the Depths, or at least the original elements and not the parts built later by other beings, are likewise non-magical, albeit more akin to sci-fi with things like laser cannons and drone guardians. Since all major technology in MGE is magic-based to some degree and the Gremlins jinx/bless technology by messing with its magic, such a non-magical approach seems incomprehensible to them. Those aren't the only defenses you'll find in the Depths, though, as it appears that a variety of different civilizations at least partially used the resources of the innermost dungeon to create their own dungeon cities atop it. And as lots of monsters still try to use the area as private fiefdoms, you'll have to handle a variety of different threats, from Goblin hideouts to Lich hermits to Echidnas posing as lost princesses to Devil Bug swarms vast enough to overrun entire cities. And all throughout the adventure, you will have to face a primary force of sci-fi robots and MGE monsters all serving an enigmatic overlord calling herself the "Eye of Vengeance." She seems to have a greater degree of control over the technology and will often taunt you as you progress using hidden speakers.

To make the door to the innermost dungeon open, you'll need to have G.S. activate switches in five extensions of the dungeon. The first is a large, hall-like area with very high ceilings and intricate carvings on the walls. It appears to be some sort of school or academy, but there are no books anywhere, just these strange disc-like things that are too fragile to work as weapons; in fact, these discs are an advanced form of recording, and if you can get them to fit into certain slots you can see small tutorials that, while in an indecipherable language, visually explain certain aspects of the dungeon. The "lord" of this area of the dungeon is the Lich Biron, who claims to have created the whole school but seems to be trying to cover up her lack of knowledge of it. It turns out that the "Lich" is really a Doppelganger who took on her current form when an explorer traveled through the library. Biron took the form he expected of the "wise guardian" who surely must have created the dungeon. Tragically, Biron's lover died after venturing into another part of the dungeon, but Biron has stayed and looked after the academy. Feeling guilty that his faith in her knowledge of the dungeon was his undoing, Biron threw her life into protecting the area and truly becoming worthy of the title he bestowed on her: "The Wise Lich of Eternal Knowledge." If you manage to defeat her and discover the truth about her, you can recruit Biron in exploring the dungeon further; while not a true Lich, Biron's passionate struggle to understand the dungeon makes her invaluable, and if you haven't already noticed she'll reveal to you that many of the features don't use magic at all. She'll also let you into a hidden passage behind one of the shelves, where you'll find the first switch. The second zone is a "research/storage facility" that seems like you've walked into a blizzard. Bizarre, Chimaera-like creatures are kept frozen in stasis, but the gradual leaking of demon energy from the surface has corrupted them into monsters, and the shut-down of the enforced cold in some parts of the zone has allowed a number of the specimens to escape. Of particular note in the area is a tribe of Yetis who were apparently kidnapped by some of the robots and taken down here long ago; unfortunately for the robots, the Yetis weren't affected by the cold temperatures meant to freeze them like the other specimens. You can fight the physically powerful tribe head-on, or you can challenge their leader Blizzard to a gauntlet of bonus sport challenges that take you through the whole zone, such as bobsledding, icicle throwing, and ski jumping. If you overcome the tribe's challenges, Blizzard will let you use their sacred "altar" (which is the switch you need to activate), and she can join you in your quest. The third area in contrast is a dungeon filled with strange, unnatural lightning and fire (the power generator facility). The energy produced by the machines in the area is reacting poorly with the new magical energies leaking in, making some of the reactors volatile and prone to explode in response to sudden movements or hits, so you'll need to time your progress through and battles in the area accordingly. The "boss" of this area is a high-level Raiju named Kipa, who has situated herself in the key power core (which also happens to be linked to the switch you're looking for) for the best orgasmic power overload she's ever had; she's therefore not too thrilled that you are messing up her little vacation. After you beat her, the main system for the area will overload, and you have the choice of either escaping in time or staying long enough to work with your partners to repair the energy flow. Either way, Kipa can now be recruited for your exploration team. The fourth area is a strange mix of mine-like caves, out-of-control plants, and flooded passages. If you do

enough research, you'll discover that this was the "extraction facility", with machines designed to break through the stone and convert it into various resources after transferring its moisture to a water storage tank; unfortunately, the breakdown of the systems has caused the water to overflow, which in turn has stimulated wild plant growth. Due to the unusual circumstances, a number of the monsters have become semi-aquatic, including the boss of the area, Guroe the Werebat. She resides in a darkened part of the zone, but if you can reactivate some of the lighting you might have a fair chance. Afterwards, you can potentially recruit Guroe to your team, and it will turn out that her lair contains the fourth switch. The fifth area, the "Cave of Winds" is a network of metallic tubes that run throughout the other areas of the dungeon (it appears to be both a ventilation and a transportation system for the entire facility). If you explore the maze enough, you will find the "trash vault", containing random junk that the mechanical systems could not identify/use – including one of the switches, which got dislodged and fell in with the garbage. Here amidst the junk you'll find a Mimic girl named Laura. Lonely and depressed after being trapped in here for so long without anyone else even visiting, Laura won't even try to capture you and won't attack unless provoked (don't underestimate her, though, as Laura is a particularly powerful monster for her kind). However, the barriers sealing the quarantine zone shut from the inside use particularly tricky dimensional-locking technology, so it will be difficult to get out unless you convince Laura to help, as she has begun to master her kind's spatial manipulating powers.

After you've activated all of the switches, you can enter the core of the dungeon. It's a massive factory that is constantly producing more robots and materials. There you can confront the overlord of the dungeon, the All-Seeing Eye. You do not fight her head on but rather a set of projected illusions and machines she controls. After all is said and done, you'll discover that the true "overlord" is actually a Gazer named Shion. It turns out that Shion isn't actually the true master of the dungeon, and even she wasn't able to get past a final set of barriers. But due to a curse, Shion is unable to use her magic for anything other than regular sustenance, making her usual "wicked eye" powers useless. She got used to doing things without magic, so she managed to figure out how the systems work. Her hope has been to get into the core before anyone else and find a way to unseal the locks on her magic. And now you're about to find out what's at the core. After the battle, G.S. starts reacting to the door and opens it. More than that, her original programming awakens. "G.S." does not stand for gold and silver, but rather "Guardian Seal". The original dungeon was actually an unmanned, dimension-traveling pod created by an advanced civilization. The pod uses the core of planets as a foci to travel between dimensions and secure itself within the world. It then gradually absorbs resources and releases robots to extract data/materials from the surface. However, it didn't account for all the magic in the world, which sent the systems out of whack and prevented the pod from moving on to the next dimension. Furthermore, different groups, feeling threatened by the expanding dungeon from below, placed mystical seals to lock up the dungeon. As a final measure, the core A.I. programmed G.S., the first of her kind to be able to access "magic" even if her systems are entirely non-magical, to exit the dungeon and await the arrival of someone from the home dimension so they could unseal the dungeon. Nobody ever came to check on the operation, but since you're from outside this universe, it recognized you accordingly as a potential master. Now, G.S. has reactivated the core and ordered it to prepare for evacuation – meaning that it is going to drain all resources (and beings) in the areas linked to the dungeon and use it for momentum to open a portal. Seeing as this will turn you all into recycled matter, you should probably stop this. You'll need to either fight the fused core/G.S. and destroy them or find a way to convince G.S. to choose her own path. If you destroy the core and G.S., the facilities will finally shut down, and the remains of the core will form into a Zoch Crystal. This "philosopher's stone" can turn any substance/material it touches (even forms of energy) into any material it has previously absorbed; things that are living or have innate protections can resist the transformation, though. If you save G.S., the core will no longer have its extraction/expansion abilities, much less its dimensional travel, but you still get the existing dungeon as a prize. It attaches itself to your Warehouse and can be summoned to a location of your choice in each jump. You can also take, assuming that you bonded with them, Musanara, Biron, Blizzard, Kipa, Guroe, Laura, and Shion as companions – and G.S. if you saved her.

Great Dragonian Tournament (Dragonia Only)- To complete this bonus scenario, you must enter and win the annual Great Dragonian Tournament twice in a row: once in the Singles Category and once in the Pairs category (please note that since the singles matches occur for the first three days before the doubles in the second half of the tournament, it's possible to win in both categories in the same year if you try really hard). This is a world-renowned fighting competition, attended not only by Dragonia's Queen Dionola but also rulers from across the lands and even the Demon Lord herself. Likewise, humand and mosnter competitors alike come not just from Dragonia but from every land imaginable, with many skilled and powerful veterans each time as well as equally challenging newcomers. The purpose of this event is to show the love of martial arts and embody the connection between people and mamono, demonstrate the current understanding that goes beyond races and tribes, and show the possibilities of the future. All fighting and magic must be non-lethal, and you will likewise be required to use safe Demonic Silver weapons unless you can otherwise prove that your other armaments meet the safety expectations. Each battle ends when one side has deprived the opponent of the opportunity to continue the battle.

You will first need to win the Singles competition, which consists of one-on-one battles. that participants can have their way with anyone they defeat in the tournament (in fact, it's encouraged, with spectators urging the victor of each match – including you if you win – to take your "rightful reward"). Also, your presence in the competition will sometimes attract rogue Zombie Dragons who will try to pounce on you when you are most vulnerable. Once you win the Singles competition, you will receive a gold trophy as well as a helpful book on exercise routines, using ancient dragon technqiues. The exercises, which are easily teachable, grant the user improved health and stamina, as well as greater sexual prowess.

The Pairs competition will be even harder, though, due to some extra complications. For the Pairs battle, you will be fighting alongside a partner. You can choose your partner from any companions you have, as well as from any of the opponents you faced in the Singles competition; if you choose a partner from your past Singles opponents and win the tournament, you can take that partner along as a new companion. You can also enter a lottery to be paired up with a random fighter also lacking a partner; likewise, you will gain the lottery partner as a companion upon completing the scenario. While your partner will bring their own strengths to the fight, so will your opponents, and keep in mind that some of the strongest powers in this world come from bonds of love between people, meaning that your rivals will be all the stronger. To win this tournament, you need to demonstrate your strength, which is proof of the bonds of love of a demonic couple that everyone recognizes. Please also note that the same fighting restrictions from the Singles rules apply to Pairs as well. You can also still expect rogue Zombie Dragons to crash some of your fights, only this time in larger numbers.

When the two of you win the Pairs competition, you will be recognized as having passed the same tests proving the bond between Dragon Knights and Dragon Riders. During an official knighting ceremony by Queen Dionola herself, you will each receive a mantle of fire (from the queen's own flames) that acts as a magical armor resistant to all types of heat, even magical and divine flames due to the Queen's own power. Next, the two of you will be offered a knightly spear to be shared between the two of you. The lance is made from the legendary ore Dragonium, which has been enchanted by dragon's breath to dissipate magical energy around you while not preventing you from using your own magic – in fact, magic attacks channeled through the lance tend to spread more widely than usual. But more than that, the spear symbolizes the "tower" joining you and your

partner together as one. The spear is bonded to both of you, and each of you can summon it at will (and anyone else trying to use it will be cursed). And if one of you is wielding it, the other can still channel their own magic and powers into the lance. No matter where your partner is, as long as you have the spear, it's like your partner is right there with you, and vice versa. Finally, the two of you will make a sacred, knightly vow of eternal partnership, and with the blessings of the Queen, a shared bond will forever exist as a flame in your souls. Essentially, you'll find your synergy with your partner reach its maximum potential and beyond, making the two of you almost unstoppable as long as you are working together.

Miss Universe (Noble Capital of Undying Only)- The capital of the undead kingdoms is renowned for its many artists, but now an innovative art is about to showcase itself to the world: beauty pageants! And "lucky" you have been invited to attend as the honorary guest judge. It's a great honor, but it's going to be a lot of work. First, you'll need to get people actually interested in participating, as many of them are rather skeptical of this new "art." A lot of the potential contestants, being undead, tend to live in out-of-the way places, so you'll have to venture to distant bogs and dismal mountain crags to deliver their invites. Then there is getting the mansion all set up for the extravagant beauty show, and ensuring that your guests don't trash it when they arrive; a number of them have rather fierce rivalries, so you'll have to keep them from starting a brawl. Not to mention that the judging will be…interesting, seeing as the undead, while having gained Mamono aesthetics, still have a different sense of beauty. And that's leaving aside the challenges you'll have handling both the contestants and judges.

The main host judge is Nurse Jekyll/Miss Hyde, a high-class Wight whose attempt to recreate the Lich's special phylactery for herself backfired and left her with a split personality. Both of them came up with the idea for the pageant together and hope that it will bring better unity for the undead, but they disagree on how to do it. Jekyll wants to focus the show on elegance and beauty while avoiding any conflict, whereas Hyde wants to just cut to the chase and have the contestants fight and let out the tension they conceal due to their pride as nobles. The Wight will switch between her Jekyll and Hyde personas without warning, and each personality will try to ensure that her own plan is carried out, even if that means sabotaging her other half. Jekyll/Hyde has gotten her friend Lagoona to assist her as a second judge (with you as the third). Having a melancholy demeanor, Lagoona is rather quiet and deadpan about the whole thing (why is she even here?, she sometimes asks, seeing as she isn't even an undead). Even so, she has a deep heart and wants to help her friend's dream succeed.

Then there are the contestants, who come from a variety of undead species. The great Vampire queen Dracula, a courtly gentlewoman of legendary renown and a great tactician to boot, has honored the contest with her presence. Likewise, the near-mythical Imhotep, a quite-intelligent Mummy who rivals the Pharaohs with her great charisma and architectural genius, has come to prove that she has more beauty than any god-child Pharaoh. Next is Christine, a Phantom who has earned the title, "Ghostly Angel of Music." She is a great fan of opera and insists on always singing, even when she is having regular conversation with people; in fact, Christine has immersed herself in her illusions for so long that she sees her fantasies as her true life, leading her to treat the whole contest as an epic, operatic quest for love. Then there is Jill, a ghost whose exceptional skills in magic study before becoming an undead have allowed her to make herself truly invisible if she so wishes, such that even beings who could normally see her astral form couldn't see her; she can also pass on the invisibility to people she possesses. A selfish, greedy little girl, Jill uses her invisibility whenever possible to gain an edge in the competition, and she likes to cause mischief just to see how people react. Coming from Royal Makai is the

esteemed Dullahan knight Katrina. Katrina has developed a unique exercise regimen that allows her to consume mass amounts of food yet have an exceptionally slim body. This regimen has affected her personality, though, as she is notably cowardly and sneaky for a Dullahan; when her head comes off, though, she becomes intensely aggressive, more than a Dullahan normally would under the circumstances, and will go on a rampage. Pulling up the rear, we have a couple non-undead contestants who somehow managed to slip into the competition. Chaney is a rather vain yet hotheaded Werewolf who has become a bit of a loner since no pack can put up with her overly aggressive and stubborn personality for long. Finally, Francine is a shy Homunculus construct; she loves the arts and nature, but she was created with a bit too much strength and has an unfortunate habit of sparking things with electricity. To make things even more complicated, the show will be crashed by a paladin. Well, former paladin. Van Helsing was a great fighter against the undead, but a mischievous Lilim recently turned her into a Will-o-the-Wisp. Struggling with her newfound Mamono feelings, she wants to "capture" all of the enemy undead in her cage (or maybe she can catch a man instead? It's so hard to decide anymore). Seeing as she is undead, the girls just view her as another contestant and will treat her as such, even as you try to keep her from attacking.

When it's finally time to judge, the results will vary depending on who you choose. In any case, you will get a "Miss Universe Judge" pin as a memento for your role as judge; whenever you wear the badge, undead will view you as someone who can help them with problems, and they will ask you for assistance (anything from running errands to solving disputes they have) and reward you accordingly. Whoever is crowned Miss Universe will be gifted with the *Monarch of the Undead* perk and be able to maintain a sense of beauty no matter her form, such that even as a horrific monster she could somehow come off as attractive. The specific monster girl you chose as Miss Universe can be recruited as a companion and lover. Also, you may be able to recruit Jekyll/Hyde or Lagoona, if you choose one of the contestants that they favor. Jekyll/Hyde, having a taste for intellectual and noble undead, favors Dracula, Imhotep, Christine, and Katrina. Lagoona, preferring ones who are shy or on the wild side, favors Chaney, Francine, Jill, and Van Helsing. There's also the slight possibility that, if all of the contestants were found to tie for the challenge and mutually agreed on the verdict, everyone would be crowned Miss Universe, and all the different undead types would be satisfied; that said, it will be nigh impossible – it's going to be hard enough convincing all of the girls to accept a draw with their competitors, but when you add in that the other judges have their favorites and will be egging them on, it's going to a monumental feat.

Look Before You Jump (Village of the Matango Only)- As you are passing by a Matango-infected village (most likely in a hurry), you might see an especially beefy and ferocious Salamander burning the village to a crisp and threatening a certain Matango woman who has the bearing of a noble princess. You can choose to leave (thus not doing the scenario) or decide to intervene to help either side. If you decide to save the mushroom "villagers", they'll all hug you in thanks, and things will get a little cloudy for a moment. When things clear up, you still seem to be your normal self, but the world's appearance seems…morphed, and more cartoony. The Matango praise you as their hero and say that while you managed to save them, the evil "king" Pooka kidnapped their beloved Princess Amanita. So it's up to you to go and rescue her from the villain's evil army. As you progress closer and closer to Pooka's castle and save more of the Matango, they'll give you mushrooms that enhance your powers (and make the world around you seem ever more colorful). Face off against Pooka at last and defeat her, and Princess Amanita will happily thank you and give you a special mushroom that makes you immune to the negative effects of all mushrooms, albeit not to hallucinogenic effects. You can also bring Princess Amanita with you as a companion. If, on the other hand, you help the Salamander Pooka, the true situation will become clear. Unlike many of her kin, Pooka decided to dedicate her fighting

skills to making war on the contagious and parasitic Matango, as the insidious mushrooms transform whole villages into mycological colonies. "Princess" Amanita is not really a princess, but rather just an especially magically powerful Matango specimen that Pooka wants to use as the test subject for a spell she's devised to reverse the mushroom infection; if she can get it to work, there will finally be a cure to the plague-like spread of the mushrooms. But it's a rather complicated ritual, so Pooka needs to buy enough time for it work. While her assistants prepare the spell, you and her will need to hold the truly horrifying Matango swarm at bay long enough. If you succeed, Pooka will figure out a condensed version of the spell (and teach it to you) that can quickly and harmlessly purge any parasitic infection/possession from an individual (though it takes longer if the parasite resists a lot). Having disseminated the spell to the larger populace, Pooka is satisfied that she has made a dent in the mushroom villages and will honor you by making you a part of her army (meaning that she wants to come with you as a companion) and declaring you to be a "worthy partner" (she's rather arrogant and stubborn, so she's not going to say "lover" unless you push).

Where's the Queen? (Slime Kingdom Only)- The "mother" Queen Slimes are generally easy to identify compared to their offspring given their bloated appearance, but once every full moon the Queen Slime of the kingdom you're in becomes nearly identical to her copies. You must find the original Queen Slime under the light of the full moon before the dawn comes and she returns to her normal, bloated self. She's rather shy in this form, however, and there are a lot of similar-looking slimes for her to hide amongst. If you manage to find the true Queen Slime before time runs out, she will excrete an especially-rare substance called Orichalslime. Despite its rock-hard appearance, it is actually soft like a slime. By mixing the Orichalslime with other metals/items, the resulting product will now have selective malleability, such that you can make it exceptionally hard or surprisingly flexible as you like. For instance, a sword enhanced with Orichalslime could become harder than rock yet be able to twist its blade into different shapes when you want it to. And the Orichalslime gradually regenerates over time, so don't worry about running out.

Slimy Secrets of the Swamp (Wetlands Only)- A budding young heroine called Luciana has stumbled out of the bogs and is desperate for help. She says that she was sent by the Order to investigate rumors of a Queen Slime in the area. Her memories are hazy for some reason, but she remembers finding a seemingly abandoned fort and finding the Queen Slime there. The Queen Slime is already very powerful, so she escaped and went to find more people to help her. If you agree, you will need to help escort her to the fort. The local Mamono in the area dislike Slimes to a degree when they get out of control, so they are willing to offer some tips, but they seem instinctively hostile toward Luciana, so you will need to protect her from their attacks. You'll especially need to watch out for a Dark Mage who seems to be out to get you. As you enter the fort you'll be able to confirm that a Queen Slime is certainly present, and she has established a "town" of various Slimes; strangely, though, they take no aggressive actions against you, and seem to be waiting for something. When you reach the "throne", the Queen Slime will thank you for bringing back her wayward daughter, and that your "reward" will be to join her kingdom. As it turns out, Luciana was infected by a Parasite Slime and being manipulated to return with more victims. In addition, it turns out that the leader is a *Dark* Queen Slime, making her especially formidable. With all of the Slimes surrounding you, you'll need to fight your way out of the trap. To buy you a little bit of time, Luciana will use the last of her existing willpower to hold off the Dark Queen Slime. Once you've escaped the trap, you'll have a decision to make. It turns out that the Dark Queen Slime seized the fortress because she heard that in years past the fort stored a magic crystal that allowed mages to turn any sample of liquid into a Slime of that substance, and all such slimes would be loyal to the one using the crystal; the Dark Queen Slime hopes to use the crystal to establish a vibrant kingdom that includes other kinds of Slimes (instead of just made from her own slime) that are still obedient to her. Said crystal was stolen by the local Dark Mage Maple after the fort was abandoned, though, as she uses it to make potions. Therefore, you have several options. You can side with the Slimes and help them take the crystal from the Dark Mage. Maple hates

Slimes for being icky, and she won't give her treasure up without a fight. The Dark Queen Slime will grant you the honor of being the "king" of her domain, and the whole kingdom can follow you between jumps; the Dark Queen Slime and Parasite Slime heroine count as individual companions, but the kingdom as a whole is considered a single companion slot. On the other hand, you can choose to fight against the Slimes and defeat the Dark Queen Slime. The Dark Queen Slime has become very powerful and near-impossible to slay, but the slime crystal (which Maple would be willing to share with you in this case) could be used against the slimes to nullify their magic and harden/crack their liquid bodies. For defeating the Dark Queen Slime, the Maple will take the remains of the Slimes and swill them together into a special, safe potion that grants the drinker a magical "core" in your body that grants you regenerative abilities, greater intelligence, and higher magic potential. Maple will be available as a companion and, assuming you freed her from the parasite, Luciana. Or, you can try to find a middle ground with the Slimes and the Dark Mage. That's not going to be easy, though, as Slimes are notoriously stubborn and voracious in their objectives (grow, spread, and prosper). But if you somehow manage to work things out for everyone, you will get the benefits from each end of the scenario.

Paradise Recovered (Pandemonium Only)- It's interesting to note that the world-famous painting of Pandemonium is titled "Paradise ~ Fallen Garden." This is because this now-sealed dimension was once the world's Garden of Eden, where the original Chief God created the first humans and monsters before kicking them all out to start the cycle. The Fallen God later seized the garden and turned it into a debauched orgy party. Almost all of the terrain has been permanently altered, leaving no trace of the once perfect and innocent garden. However, one small sliver was protected from the Fallen God's take over. To complete the mission, you must find and retrieve the last two fruits from the Tree of Life and Tree of Knowledge of Good and Evil", now turned to stone to protect them from the corruption. The one good thing is that everyone is too busy with the orgy to guard it, so while you'll need to fend off sex maniacs you won't have to worry about fighting them for the fruits. Even so, Pandemonium is big, and there's a lot of ground to cover. When you find the stone fruits and touch them, the seal will vanish and they will become organic again. However, doing so exposes them to corruption, and you must safely get them out of the realm within one hour or they will rot. And now that you have the fruits, the many inhabitants of the realm will actively seek to stop you. This might even mean the Fallen God herself, though it's kind of a coin toss whether she takes the theft of one of the trophies from her takeover personally…or instead she's in the middle of an awesome orgy and has no time to spare. If you can get out with the fruits, your prize will be those fruits. Each reappears in your Warehouse when used. Each can be planted in the ground to sprout a tree or eaten as is. The Fruit of Life gives you eternal youth when eaten, and it will also protect you from any temporal effects for the next day. The Fruit of Knowledge allows you to automatically know, for the next full day, whether any action you intend to take, or any action you witness, is good or evil (man and monster used this to learn of the Chief God's actions to keep things in the world "stable", which thus led to their banishment). In addition, if you plant the two trees in the same spot, they will encourage vibrant plant growth in a 50 meter diameter to create a mini-Eden. As long as you are within that sanctum, you are protected from all temporal effects, and it is impossible to think of an evil action while inside. However, just as with the original Eden, this sanctuary could be potentially destroyed or corrupted with strong enough evil power.

Bonus Scenarios (Affiliation)

Make Your Own Happy Ending (Unaffiliated Only)- Despite what Kenkou Cross (maker of the Encyclopedia) says about the world being perfect, he's really stuck between proving that it's not all bad and regular humans still have a chance, and proving that the "love" embraced by the Demon Lord will make everyone happy. It's about time to forge a truly satisfying conclusion to this long epic, even if you have to drag all sides in screaming. Your mission is to find a way to resolve the overarching conflict between humanity and monsters in this universe without it just being one side crushing the other. You must ensure that monsters can live safely alongside humans without the sexual corruption and mind control putting a damper in the whole thing. You must save humanity from becoming extinct at the hands of monsters, but without causing the monsters to revert to their old, bestial ways. And you must do all of this on a worldwide (multi-dimensional if you account for the pocket planes) scale, preventing any of the radical factions from upsetting your vision for the future. If you manage to achieve this near-impossible challenge, you will be rewarded with the special perk *Oath Harmonizer*. The perk allows you to preside over the exchanging of oaths of marriage, peace, or unity between different parties, whether between individuals, groups, or entire nations (or even larger scopes in the case of some sci-fi settings), and bless the promises. As long as the oaths are sincere and do not empower either side, but rather ease/remove barriers to fair harmony and stable relations between the parties, they will be made not only magically enforced, but magically possible, even if reality would normally make the promises impossible.

Devils at the Gates (Order Only)- You have been assigned to a low-ranked but highly respected position serving at one of the greatest kingdoms of the Order, a bulwark that many hope will hold and push back the rising tide of the Demon Lord Army. You, however, know that a Lilim is plotting to sabotage and invade the kingdom, and that if nothing is done the kingdom will fall in under ten years – and it is your duty to stop that from happening. Unfortunately, you have a very tough job in front of you. The kingdom's aristocracy is highly prideful of its role in the Order's crusades, and it will dismiss your warnings at best and try you for heresy and "endangering the kingdom's national honor" at worst. The highest royals and nobles believe in straightforward, chivalrous tactics and will suppress attempts to reform the kingdom's government and military systems. Plus, the Lilim has thought of everything for the invasion. Agents are all over the city to both gather intelligence and suborn citizens into her grand plan for the city. Even more are in the countryside, quietly taking out and converting villages into monster colonies. Not to mention Mamono agents and merchant collaborators smuggling in tainted goods for mass distribution amongst the citizens of the kingdom. And when the battle comes, the greatest and strongest soldiers will be at the vanguard, along with the Lilim herself. For saving the city, you will be rewarded with the Shawl of Redemption, a blessed relic that can save anyone willing from even the greatest of corruption and darkness infesting their body and soul. Also, the city will become an attachment to your Warehouse and can be summoned into new worlds.

Black Butler(ess) (Demon Army Only)- You have been given an important assignment by your commanding officer, and the Demon Lord herself! You see, Sugoi Maria, one of the Demon Lord's Lilim daughters, has been featured in a prophecy. Within ten years, a terrible tragedy will take the Lilim's life, unless a hero/heroine from another world is there to save her. So you have been appointed as the lady's handmaiden/butler, officially to fulfill her every wish but unofficially to be ready to protect her when the time comes. However, this is easier said than done. Sugoi Maria has always been extraordinarily lucky, and this has made her rather spoiled and careless. She's always testing her luck, and while things always seem to work out fine, you know that any of those catastrophes could potentially be the one to end her luck and life for good. Always used to having her

way, she will treat you very poorly at first and expect you to be at her beck and call. If she gets fed up enough and fires you, you will still fail the mission just as you would if you failed to save her. To make things worse, she's decided to get some experience with the military and has joined up with the Demon Army; this has the benefit of letting you still stay close to your old mates in the army, but it also means that you have to keep her out of even more trouble, as she wants to charge headlong into each fight (and has nearly zero fighting skill). If you manage to keep the Lilim alive until the end of the jump, the Demon Lord will reward you with a boon: now, much like how she used her title as the ruler of all monsters to insert Succubus traits in all monsters, you can share physical and spiritual qualities of your form with all of your followers, assuming that you have an appropriate position as leader of those people. You can also bring Sugoi Maria along with you as a companion, if she is willing (hopefully you finished off your service on good terms with her); she is by far the weakest of the Lilim, but she still has her own inner strengths.

How to Be a Good Onii-chan for Baphie~chan (Sabbath Only)- To complete this challenge, you must win the heart and love of the undisputed leader and founder of the Demon Army-branch Sabbath and the Sabbath faith as a whole, Baphomet-sama (called Baphie~chan by her friends). Despite having helped countless witches and other little girls in the Sabbath find their precious big brothers, she has yet to find someone just right for her. To get her to recognize and accept your suit for her hand (well, paw), you will need to fulfill 12 "dates" with her. These dates can range everywhere from shopping excursions where you have to carry literal mountain-loads of clothes for Baphie~chan to being her test subject for experimental spells and potions to going on wild and exciting broom rides throughout the skies to even accompanying her to the darkest and oldest parts of the world. You'll need to show that you're a strong but sweet "onii-chan" who can satisfy Baphie~chan's every whim and wish. You'll also need to help out the various chapters and show that you care about the cause and its many members. Do good on all the dates, and there's just one last, itsy-bitsy thing she wants before she'll marry you: you need to find a way to lolify and get rid of the big breasts afflicting Holstaurs – don't laugh, this has eluded even the best witches for ages, and some even believe that the Chief God or some other deity is protecting the big, conceited boobies with a nigh-unbreakable curse! Achieve that impossible feat, and you will be christened the onii-chan of Baphie~chan and the co-leader of the Sabbath as a whole. Bapho-sama will tell you her real name (Baphomet is just a title, she was saving her true name for her spouse) and can come with you as a companion; individual Sabbath chapters will stay behind on worlds, but her personal chapter will accompany the two of you between worlds.

Commerce Quest (Merchant's Guild Only)- You have been apprenticed to Danzaburou, one of the Guild's founders who is legendary for her brilliant money schemes and unmatched illusionary tricks. Unfortunately, ever since she lost a bet with an Inari and a Wererabbit of rivaling repute, her luck dried out, and she lives a destitute live on the road as an itinerant vendor/beggar. It is your mission to help the depressed Gyoubu Danuki get back on her feet and bring her business up to its long-lost pinnacle as the greatest business worldwide. It won't be easy, as not only will you have to compete against rival businesses and vendors who have lost their respect for Danza-chan, but Danza-chan really is unlucky, and you will need to deal with constant disasters and setback everywhere you turn. It doesn't help that she's a particularly miserly and harsh businesswoman who treats you like a menial servant at every opportunity (and refusing to admit when she's had a change of heart toward you). Even once you get her business up on top, her bad luck still hounds her, so you will have to break her curse with a rematch with the Inari and Wererabbit in a no-holes-barred gamble where fair play is only for losers. If you successfully complete the scenario, Danza-chan will promote you to an equal partner in the business, and she can come with you as a companion; your shared business outlets will also follow you between jumps.

Winter's Heart (Circle of the Night Only)- Hel is always out there sharing smile with the living and the dead, but she slips away from her worshippers on full moons and stays at a particularly isolated and dismal lodge. She says that she's fine, but some of her closest worshippers note that she always seems a little depressed on those nights. For the first part of the mission, you will need to seek out her lodge on one of those nights and figure out what's going on. Her private lodge is in a dark and cold region caught in a perpetual blizzard, so it won't be easy. When you arrive, instead of finding Hel, who resembles a young and pretty girl, you will find a mature, scar-covered woman who treats you hospitably but tells you that Hel can't see anyone tonight. If you pay attention, you'll be able to find out that this woman is in fact Hel in a separate form. If you call her out on this, Hel will be happy that you looked past her physical appearance to see the true her, and she will explain why she comes out here. Several ages past, this was the only home allotted for her to house the dead. Hel tried her best to take care of the dead who lived there, but it was never enough, and the Chief God refused to provide more resources. Finally, her father Loki, knowing all sorts of stories about the gods, had enough and called out Heaven on its arrogant neglect. By humiliating the gods with his gossip and threatening to spill even more, Loki blackmailed the Chief God to give Hel more freedom and power to take care of the dead, thus allowing her to expand and make better homes that are not eternally cold and miserable. But Loki's defiance came at a price, and he was sealed away to be constantly tortured with poison for having slandered the gods. So every night of the full moon, Hel secludes herself back at her original home to light a candle for Loki. However, your presence has made her think of something. The Chief God made all the gods swear that they would never free Loki, nor command anyone to free him in their steed, but you never took such an oath. She can't make you do it, but she says that she would be very grateful if you did, and she'll "accidentally" drop a map to Loki's prison. It will be a long and difficult journey through fire and ice, but the hardest challenge will be freeing Loki. The prison isn't guarded by anyone but a mechanical snake that is solely focused on dripping poison down on Loki, but freeing Loki (now a she due to demon energy) will be easier sung than done. The chains are strong enough to bind gods, so they won't easily bend. And while Loki is notorious for always having a trick up the sleeve, she has become gloomy and depressed over the years, so if you want her to cooperate you'll need to cheer her up first with some good jokes and the like. The secret to the puzzle prison is the theme of rebirth. Loki is a master at transformations, after all, and while poison brings pain and death to mortals, perhaps with the right magic it can transform into something that gives life to what lacks life, and a chain can become a blessing instead of a curse. Free Loki, and the snake golem will no longer have a mission to fulfill; as a result, it will imprint on you. The construct has the qualities of a Basilisk and a Golem and is steadfastly loyal to you. Return to Hel with Loki, and watch as the happy family reunion unfolds. As a reward, Hel will give you her special cooking dish and knife; any food that lays on the dish will remain eternally fresh, and any food cut with the knife will return to its freshest condition, even if it had been rotting just seconds before. Likewise, Loki will gift you with Gungnir, a spear that sows confusion in enemies within 20 feet of you and enhances your luck when wielded in battle. Furthermore, both mother and daughter goddesses are willing to accompany you as companions and lovers.

Let the Games Begin! (Queen of Hearts' Playmates Only)- Well, it's that time again for the Annual Wonderland Festival of Games! Well, it's really just whenever the Queen feels like it, but don't say that to her. Everyone in Wonderland is invited to participate in a set of games that the Queen herself takes part in. Of course, everyone knows that the Queen is supposed to win; it's a good thing she does, as she has a bad temper and a competitive streak. You, unfortunately, must win the games completely to succeed in the mission. Since the Queen's style is kind of silly, things start off fairly easily, but once you start beating her she'll really do anything it takes to win, even making up arbitrary rules on the spot to handicap you. The first game is the Caucus (Fucking) Race, in which everyone runs haphazardly this way and that around a large mound that is regularly flooded with water from the sea's tides (which has a fair amount of sexual fluids mixed in as well). Whenever people aren't running, they're screwing each other over (generally, if someone runs into you from the opposite direction you're running, expect to be pulled down for some sex play). No one but the Queen actually

knows the rules for how you win the "race", but hopefully you can figure things out in time. The second game is the Tea Party, in which you need to sample every type of tea at the table to win. You keep being told to switch seats, though some people refuse to move (the accepted solution to that is to sit on and fuck them while having the tea). The tea keeps getting switched around, too. Add in that many of the teas have ingredients like semen and that even the teapots might try to have a go at you, and you're in for a crazy time. Third is the Croquet Match, which requires you to "tame" the wild hedgehogs and flamingos (special Mamono the Queen keeps for the occasion) while trying to keep up with the hectic game. Fourth is the Chess Game, in which everyone is divided across two sides, Red and White; the Queen insists on being on both sides at once, and can give the other players any order she wishes. You must reach the other end of the giant chessboard first to win. Fifth is the Shanghai Triple – three games of Shanghai using the Queen's giant Trumpart monster girl cards as the playing cards. The Trumparts are loyal to the Queen and will do their best to throw the matches in her favor, whether it's telling the Queen your hand, swapping places with each other, or tempting you to forget all about the wager and just fuck them. Finally, if you have won all the games, there is the Trial, in which you must defend your right to win and prove that the Queen actually lost. The petty and spoiled Queen is the judge and jury, so you'll really have to work at it to win the case. If you fulfill the mission, you will discover that by winning all the games, you have "courted" the Queen of Hearts, making you now the King of Hearts. The Queen will accompany you to other worlds, and her Wonderland will follow as a separate dimension you can access; Wonderland also remains linked to the MGE world. She'll also teach you how to manipulate Wonderland's magic so you can add new, fun things to the mix.

Return of the True Fae (Fae Court Only)- You might be wondering why all the fairies here seem to be the fun kind, rather than the dark sort from the grimmest of fairy tales. Well, that type of fairy also exists, but they abandoned the kingdoms long ago to find more interesting worlds, while leaving behind the current fairies, who they saw as pesky nuisances. However, now one of those High Faerie families is returning to the fairy kingdom you are a part of. They see their absence as having simply been on vacation for a while, and they have no respect or patience for the games of the local fairies. To complete the mission, you must save your precious kingdom from being corrupted by the true darkness of these elite fey who seek to enslave all of you. Well, the whole "darkness" and "enslave" aspects may be a bit of an embellishment, but your fairy friends are certainly upset about their playtime being disrupted! The "True Fae" are very powerful, perhaps more than you, but perhaps direct confrontation isn't the only solution. After all, those nobles left the first time because they got fed up with the silliness of the kingdom, so why not see how they handle a few pranks? If you can get the nobles to leave once more, the Titania in charge of the realm will officially declare you to be her "twin" – seeing as Titanias generally present themselves as "big sisters," her calling you her twin is the closest she comes to making you her equal in the kingdom. Said Titania can now accompany you on further journeys as a companion. She is very loving and motherly, yet also with a childish innocence, loving to try new games and sulking if she doesn't get enough attention. And since the fairy kingdom is a pocket dimension, it will follow you on your adventures, allowing you to return there whenever you wish; the fairy kingdom also remains linked to the MGE world.

Saga of the Crystals (Elemental Faith Only)- An ancient curse of chaos has been unleashed on the elements. A powerful monster (girl) has been sent by the powers of chaos to seize control of and drain the life of the sacred Crystal that powers the element you have chosen to protect. The earth begins to rot, the fire that keeps life alive dwindles, the sea is wild, and the wind stops. You have been asked to venture across many lands to the Elemental Shrine of your Crystal and fight the Fiend. Once you have defeated the Fiend, the Crystal will give you skill boosts to certain "jobs" – Samurai, Dragoon, Dancer, Chemist, Cannoneer, and Necromancer for Earth; Ranger, Ninja, Beastmaster, Geomancer, Bard, and Oracle for Fire; Berserker, Mystic Knight, Red Mage, Time Mage, Summoner, and Mime for Water; and Monk, Knight, Thief, White Mage, Blue Mage, and Black

Mage for Wind. The boosts do not make you a master in these jobs, but they at least give you a degree of affinity for those powers/skills. In addition, the Fiend you defeated is grateful that you saved her from the chaotic madness that possessed her, and she will ask to come with you as a companion. The Fiend of Earth, Scarmiglione – the Blighted Despot – is a muscular yet gangly woman who has four great tusks jutting from her body and constantly reeks of rotten stenches. Ashamed at her hideousness, she prefers to hide herself under a cloak, but if you look deeper and see her inner beauty she will be grateful that you truly care about and love her. She likes to go mountain climbing, but for some reason she is deathly afraid of crossing bridges. Scarmiglione specializes not only in Earth magic, but also poison – and can come back from death as an undead. The Fiend of Fire, Marilis – Mother Warrior of the Flame – seems to be a giant Lamia, but with fiery skin like a Salamander and six arms – each wielding its own sword. For some reason, she also likes to be called "Kary." Like the fire she embodies, Kary is a hot-tempered warrior who loves to fight, yet she also has a gentle, motherly side to her that only comes to the fore when people wash away her hate with love. She naturally uses a variety of Fire magic, but she is also skilled in physical combat, seeming to almost dance as she strikes with all of her swords in a stunning combo. The Fiend of Water, Cagnazzo – the Drowned Queen – is a giant blue turtle woman who tends to crawl on all four legs; however, she often uses magic to make herself appear as a regal, properly dressed human lady. She likes to take command as a ruler, but her style of leadership is a little too controlling, so it's best if you assert your own authority so she backs down at times. In truth, she is a lonely being who wants but does not know how to make friends – and love – with people. Cagnazzo loves high-class activities such as opera, but this is partially to conceal her vulgar inner nature, as she is quick to get into quarrels and throw a punch. In addition to Water magic, Cagnazzo can "curse" walls, making them move at her will. Finally, the Fiend of Air, Tiamat – Hurricane of Chaos – is a bluish-green dragon Mamono who shifts between six personalities – proud, wrathful, scientific/intellectual, carefree, sneaky, and adventurous. Like other dragon Mamono she can change to and from her original form as an inhuman dragon, and in this form the reason behind her hexapolar personality becomes clear: she is a giant, six-headed dragon. Tiamat is sometimes embarrassed at how she changes personality at the drop of a hat, so she will be very happy if you can show that you value all six aspects of herself. She specializes in Wind magic (she can even use the wind to drain magic and strength from targets), but she can use other elemental magics linked to the sky such as thunder and ice. If you purchased the perk *All are the Elements, Elements are All*, all four elemental crystals are under attack, and you will have to go to all of the shrines to succeed in your mission; on the other hand, you will be rewarded for the extra effort, as you get all of the boons that would normally be divided between the four Crystals, meaning that you would get all of the different elemental job blessings (plus the extra Gladiator job) and the companionships of all four Fiends.

Quest for Ophi (Snake God Cult Only)- Long ago, when the serpent civilizations were at the peak of their Golden Age, a combined effort by the Chief God and the Demon Lord of that time was initiated to wipe out all snakes from the earth like unwanted vermin. Most of the snakes scattered to the four winds, but those in the great capital of Ophi could not escape in time. To save them, the very first – and greatest of them all – Echidna sacrificed her powers to hide the city in an eternal seal, waiting for a day when a great hero dedicated to the love of snakes would be destined to come and free them. Many have tried to restore the great city, but it is no easy task. To even reach the city's secret location, you must overcome every dungeon maintained by an Echidna, as each one holds a piece of the map. Each of the Echidnas, recognizing the holiness of your quest, will not harass you when you complete the dungeon, but that also means that she won't hold back on the challenges either. This also means that none of them will be able to help you like they usually help heroes. Only a single, exceptionally weak Echidna, Lady Aka, without a dungeon of her own, will offer to assist you, and while her advice is highly critical to your success, you'll also need to make sure she stays safe, as she insists on following you to each dungeon. She is very forgiving, but fail enough times and she will leave you be, having lost hope in your potential. Beat all of the dungeons, and it will be time to follow the map to a distant jungle on the edge of the world. The Lost City of Ophi will be waiting for you there, along with a super-hard

dungeon that you will have to beat to reach the seal. To make things even harder, Aka strangely goes missing when you reach Ophi. When you finally get to the sealing chamber, you discover that "Lady Aka" is in fact Queen Kaa Moura Coutl, the ancient Echidna who saved Ophi from destruction. The seal can only be broken with the combined power of her and whoever she marries, and with the traditions of the Echidnas she had to find the perfect hero to be her partner. Having seen your greatness, she will beg you to unite with her and awaken the great city. After you restore Ophi, Kaa will step down from her regained title as queen (she's gotten used to living without the title) and join you on your further adventures, whether here or elsewhere. Ophi will remain in this world, but Kaa has installed a portal to and from Ophi linked to your Warehouse, so you can always drop in for visits, where you will be treated like royal guests. As the progenitor of Echidnas, Kaa has abilities that put her descendants to shame. Like a god, she can bless heroes such as yourself with enhanced fighting abilities and divine protection. Kaa can give birth to any monster in existence as well as entirely new monsters, but she also has the freedom to selectively determine the kind of monster that will be born each time. She is also a brilliant dungeon master, and the perfect "hero's wife."

Save the Shrine (Inari Faith Only)- The faith in your shrine's goddess has dwindled considerably, with only a tiny community and just a few followers still giving her even lip service. It is up to you to not only reverse that fate but bring the shrine and your god up to their greatest potential, such that they are worshipped all across Zipangu. It's going to be tough, though. For starters, your goddess is rather lazy and silly, and she has kind of given up on the whole god business, so you'll have to reignite her passion for the cause, while also helping her present herself in a better light to potential worshippers. As your shrine gains momentum, you will start to come into conflict with rival shrines. And when you get past those roadblocks, new gods from across the seas will start to proselytize in Zipangu, threatening to take away your worshippers. If you can make the shrine known all across Zipangu, will be given one last challenge. For the goddesses of Zipangu are not truly gods, but rather great monsters who gain power through worship and service. But your goddess has gained the interest of higher gods, and they will test both you and her to see if she is worthy to ascend to true godhood. If your kami becomes an actual god, you will fulfill the mission and now be able to significantly strengthen any god you give worship or service to, such that even minor house gods you venerate could become big hitters in the larger pantheon. Your goddess will be most grateful for your aid, and she is willing to accompany you across worlds to spread her aid as a benevolent god and assist her beloved priest(ess). And if you've gotten to this point, she's far above what she was at the beginning, so don't underestimate her power.

Romance of the Three Kingdoms (Mist Civil Service)- The Lands of Four Gods, Fiends, and Souls are not making much headway against each other, but it is time for the continent to find unity under a single kingdom, and you are the one who shall bring forth that destiny. Your mission is to ensure that whatever specific land you are serving converts the entire Mist Continent to its ideology and control. Each kingdom has its own strengths and weaknesses. With a well-rounded balance of human and monster defenders and a positive, inspiring ideal, the Land of Four Gods fields one of the best armies, but while the Four Gods sanctify defending the kingdom, their wish for peace means that they will not advocate taking the fight outside of their home; perhaps there are ways to spread their dream other than by war. The monsters in the Land of Four Fiends are incredibly powerful physically and magically, but their sex-obsessed and aggressive mindset makes it difficult for them to use anything more than brunt force attacks for "tactics", and they get too preoccupied with sex to bother with establishing control over the places they attack. The Land of Four Souls has a strong, professional army that is trained for conquest and supported by Mamono, but the relegation of monsters to servants that are kept from fighting weakens the true cohesion between the soldiers and their wives. Moreover, the terrain of the Mist Continent, with constant mist and towering mountains turning routes into mazes, makes taking control of the whole continent, much less keeping it, something that no one has been able to truly achieve. Should you manage to make your chosen kingdom the ruler of the whole continent, you will be awarded the mythical Jade

Seal, used by dynasties to recognize the rightful heir. By carrying this item, any organization/government that you have served and proven your loyalty to will recognize you as the rightful heir to the leadership should the position open up; however, this does not prevent rivals from emerging to challenge you. In the case that you purchased any of the Mist Civil Service perks or items that have their attributes split between the kingdoms, you will now receive the results for all of the kingdoms without having to pay extra. Each kingdom will also give you a special prize as thanks. The Four Gods will give you the Peach Garden, a small peach grove that is attached to your Warehouse and can be summoned into a location of your choice in each jump. The grove is rather small and can only fit three people at a time, and the peaches don't have any special properties except being tasty and healthy. However, whenever three people stand in the growth and mutually affirm their friendship with each other (and they all must genuinely believe in their friendship), the three's bond of friendship between them will become nigh-unbreakable, and each partner will gain increase bonuses to various stats (accuracy, strength, luck, etc.), as long as he or she is close to or aiding one of the other two, with the bonuses stacking if all three of them are together. It is possible for the same person to make such an oath with different people, but each oath will only strengthen the bond between those three people; if persons A, B, and C make an oath and then persons C, D, and E make a separate oath, C would gain bonuses with any of those people but A couldn't get a bonus for fighting alongside D. The Four Fiends will give you the Dagger of Seven Fallen Stars. The dagger on its own is weak, but it can draw upon the spirits of seven holy spirits who were corrupted to darkness and depravity; each spirit boosts your magic and strength significantly, but in the process you expose yourself to the wicked thoughts of the spirit, making you more lecherous and aggressive. You can draw upon multiple spirits at once to make you even more powerful, but the more spirits you use at once and the longer you keep them active, the greater risk that the spirits will go out of control and flood your soul with corrupting darkness. The Four Souls will give you the Iron Maidens: 100 Mist Continent Mamono servants who underwent a special training program to fully break their monstrous instincts. The maidens have lost all capacity for love and in fact have had their reproductive abilities neutered. They are steadfastly loyal to their master – you – and would kill any target (including thsemselves) at your command. And they retain thinking minds, allowing them to perform a variety of duties for you ranging from domestic to combat. However, they have difficulty functioning independently without your directives, and since Mamono gain most of their power from sex, their inability to love and have sex means that they are hardly stronger than an average human, with only very weak versions of any special powers their species have.

Five Sex-Star Resort (Ryugujo Only)- Each coral palace is ruled by an Otohime, a selfish sea dragon who resembles a mermaid and loves to dance hedonistically. However, your particular workplace is in fact commanded by THE Oto-Hime, the very first of her race and the one who is worshipped as the "Sea Goddess" across Zipangu and in all of the Ryugujo palaces. Well, used to be, that is. An old battle with Poseidon led to the rival sea god taking away almost all of Oto-Hime's power, such that her palace is one of the lowest ranking of all the Ryugujo cities and few even remember that she is the Sea Goddess – most statues of the Sea Goddess now resemble Poseidon instead. Your mission is to bring Oto-Hime back to her past glory, and there's only one way to do that: host the greatest Ryugujo pleasure island the world has ever seen! You must help your Ryugujo recover from its current squalid state and gradually rise in the rankings with guests. This won't be easy, as Oto-Hime is legendarily stubborn and selfish even for an Otohime. Lazily believing that any form of work that isn't first and foremost fun is a cardinal sin, she would rather just dance all day and night, and she knows very little about actually running a kingdom or resort; she purposefully avoids learning that kind of stuff, in fact – even childishly covering her ears so she won't hear any of it – since she doesn't want any "boring" junk to take up space in her head when she could have it filled with fun things instead. And her ego is big enough to fill a whole ocean, to the point that she always takes personal credit for any good fortune and refuses to accept responsibility for any problems. As a result, her Mamono servants and staff, even the gentle and loyal Umi Osho, while still adoring her, see her as kind of silly and tend to just ignore her commands and do as they please. Fortunately, once the resort starts gaining popularity, Oto-Hime's power will start to return. This will allow you

to expand the city further and further, to the maximum size of Honshu (Japan's largest island), and her renewed spirit infects guests and workers around her with an energetic passion. However, your troubles aren't over yet, as Poseidon is not happy that Oto-Hime is regaining her power. And even if you can successfully compete with Poseidon's own majestic sea palace, that won't be enough. See, while Oto-Hime has the title of "Sea Goddess", she really only ever was the patron goddess of the seas around Zipangu – not in command of all the oceans like Poseidon. Oto-Hime let her ego get the best of her and started to claim sovereignty over all the seas, and her careless and selfish ways led to many disasters at sea. Upset at Oto-Hime's audacious claims, and her failure to live up to her responsibilities, Poseidon stripped her of her power and, in a stroke of poetic justice, usurped the title of Sea Goddess. You can only bring Oto-Hime back to her full power as a deity if Poseidon, the stronger sea god of the two, permits it, and she refuses to restore Oto-Hime to her rank as a lesser sea goddess unless she can demonstrate that she has truly become a good person worthy of that title. If you succeed in restoring Oto-Hime to her proper rank, she will declare you to be her royal consort, allowing her to accompany you to other jumps as a companion, while also bringing along her loyal staff and city. Ryugujo is attached to your Warehouse and can be summoned into any body of water in a jump; the resort also remains linked to the MGE world.

Buried Promises of Eternity (Kingdom of the Sun Only)- In the beginning, before gods or monsters, humans worshipped the all-mighty Sun, who channeled his powers into his chosen Pharaohs to bless the land and people. Then one day, a terrible snake blotted out the entire sky, crushing the great works of the Pharaohs and devouring the Sun. The monster killed pharaoh after pharaoh before mysteriously vanishing, but lesser Apophis snakes continued the job and brought an end to the age of Pharaohs. Few remember that ancient age, and nobody has discovered what happened to that first Apophis, until now. The gods have told you that the first Apophis was sealed away in a curse when it tried to attack the great Pharaoh Atem, who held much of the remaining power of the Sun, trapping both of them beneath Atem's pyramid. It is your duty in the scenario to travel to the bottom of the pyramid and break the curse and save the Pharaoh from the Apophis. It won't be easy though. The "pyramid" is more akin to Toriko's Gourmet Pyramid – a giant castle beneath the sand where the giant "pyramid" on the surface is simple the peak of a spire attached to a grand castle. Moreover, the servants of both the Pharaoh and the Apophis (why are they working together?) are out to bar your path. At the core of the tomb palace, you will find where the two are, and you can break the curse. The gods urge you to prepare for battle, but hopefully by investigating the pyramid and its inhabitants you will have learned the truth: the Pharaoh Atem and the Apophis Apep were in fact lovers plotting against the gods, who were the ones who sought the destruction of the Sun Age to begin with. The new gods were envious of the Sun and created Apep to destroy the Sun. Apep successfully killed the Sun, but before it died the Sun transferred most of its power to Atem. The gods eventually found this out and order Apep to go after Atem, but by then Apep had realized that the gods had betrayed him as well. The gods did not want their weapon, capable of slaying gods, to survive in the end, so they made it so that Apep would weaken with each sun god and pharaoh he ate. By the time he reached Atem's palace, he had just enough strength to kill Atem before dying, but he decided to defy the gods and just die. Seeing this, Atem took mercy on him and saved him. The two came to love each other and refused the bidding of the gods, but the gods were furious and sealed them away. Now that the seal has been weakening, the gods wanted you to ensure that they stay gone from history. The gods refuse to let both of the defiant lovers leave, so they tell you that you will need to sacrifice one of them; neither will resist, as she wants the other to survive. Whichever one you save will be grateful that you at least saved her and will join you as a companion, and the two/three of you will inherit the pyramid, which will be attached to your Warehouse and can be summoned in other jumps; the pyramid also remains linked to the MGE world. If you choose to save both and offer your own life as a substitute (you won't know what will happen), Atem and Apep will use their combined powers to bring you back from the brink of death, thus nullifying the curse; while they still love each other dearly, they are very grateful that you saved both them and their love, and they wish to make you an equal partner in their shared love.

Dude, Where's My Girl/Guy? (Bacchism Only)- You have been invited to be a part of the annual Bacchanal – a crazy party like none other that Bacchus himself/herself hosts every year for the whole world to come. While there, you try some of Bacchus' finest wine and things get a little hazy. All that you remember is having a wonderful, amazing time with the girl or guy of your dreams. When you wake up (naked and with a bucket on your head), you will be beside an equally-naked man or woman (the opposite sex of the person you vaguely recall from your "dream"). Aside from a vague memory of that man or woman, you can remember nothing from last night, and your newfound "friend" claims that he or she doesn't remember anything as well. Your friend, who introduces himself or herself as "Dino" or "Diana", suggests that the two of you should retrace your adventure last night, step by step, to figure out what happened and find the mysterious person you met that night. Every stop along the way seems to introduce new mysteries, like a Tentacle who claims that you married her, a Hinezumi tailor who insists that you stole her best dress, a Kobold drugged up on Alraune nectar, and even some Shoggoths who want back the puzzle they loaned to you. But as you progress, you will have flashbacks to getting into similar adventures with the guy/girl from last night. These aren't exactly flashbacks, though, as you are fully conscious and able to choose your actions during these jumps to the past – so make sure you make the right choices. Eventually, you will come full circle back to where you woke up and, assuming that you've paid attention enough, realized that the person you saw last night and the person you've been traveling with today are in fact the same person: Bacchus. Bacchus, you see, has been looking for a partner who is able to love both his male side and her female side. If you managed to hit all of the "flags" in Bacchus' books in both your present and past escapades, you will complete the bonus scenario and win Bacchus' full affection and right to marry. As a wedding toast, Bacchus will share a glass of her very best wine with you. By drinking the chalice alongside Bacchus, you will feel your soul link to her. The two of you can share emotions and sense each other no matter how far away you are. This also means that she will transfer energy to you to heal your wounds – and since she is such a strong god, that can heal a lot. You will also gain a small degree of Bacchus' own powers over alcohol. In turn, Bacchus will gain access to 1 in every 13 powers that you have. After the wild wedding – which is even crazier than the party that got you into this scenario – Bacchus will be able to come with you as a companion and lover.

The Last Oracle (Eleusinian Mystery Only)- The oak tree Dryads of Dodona have been worshipped for ages on end for their visionary ability to manipulate luck and predict the future. Sadly, in one of the wars against a demon lord, the city was sacked, and the forest burned. Now only a single oak and its Dryad remain in the ruined and abandoned city. It's your mission to not only protect the tree and Dryad, but help her regain enough magic so that more of her sisters can resprout to replenish the once-great forest in its entirety. The last Dryad, Argo, is kind-hearted and motherly, but she is also cynical and depressed after the tragedy that engulfed her home. In fact, she has been so lonely and sad that she has forgotten how to speak; she can only communicate through the movements of her tree. She has remarkable foresight as a fortune teller, and she'll share her predictions to help you, but in her current state that's going to be hard to do. Furthermore, there are a lot of potential threats to her, from people wanting to raze the area for a mine to a king who wants to use the last of the wood for a throne to Order inquisitors wanting to do away with the last of the trees who purportedly prophesied the coming of the current Demon Lord. Through careful affection and friendship, you can gradually get Argo to open up and find new strength. The longer you take care of her, the stronger she'll become, and eventually sister Dryads will start to sprout. Once the full forest has regrown, you will complete the mission. Having deep affection for you, Argo wishes to come with you – for she can make her tree "walk" with her full power back. She is a wise tree spirit who knows how to care for all kinds of plants, and her future-seeing powers make her into an invaluable oracle. In addition, you can now access the Dodona Grove from your Warehouse in any jump; the grove will be frozen outside of time except for the Dryads, who due to their all-

seeing power are separate from the limits of time and space. When you are there, the Dryads will offer to heal you and to give you prophecies about what your future holds.

Entomology Expedition (Bug Lovers Foundation Only)- The great endeavor of the Foundation is to create a "bug paradise" for all such creatures where they can live in harmony with other creatures as well. To achieve that dream, the group has created the Arthro Ark, an advanced, enormous airship that is a mix of research lab and nature preserve, with artificial habitats for all kinds of bug Mamono. The Ark travels the globe to make contact with new species of bug Mamono and gather research for the group. However, the Ark has mysteriously vanished after it left for its latest expedition to the enigmatic Gran Floresta, a massive rainforest far beyond the current reaches of civilization. It is your mission, if you accept, to travel to that distant region, learn what happened to the research team, and bring back the Ark. It won't be easy, though. The rainforest is full of natural dangers such as flash floods, poisonous plants, and a maze-like feel to the undergrowth. Accounting for already-discovered species, new species, and new variants of known species, there are thousands of different kinds of bugs and bug Mamono throughout the jungle – and as many bug lovers have discovered, the wild nature of the bugs means that they aren't the most cooperative. That's not even mentioning the local Amazoness tribes and other groups that may view your intrusion with hostility. Once you investigate enough, you'll see that the Ark has crashed into the heart of the jungle, with the crew scattered all about. The various crew members and researchers are all safe, but some of them have gotten into sticky situations that they'll need your assistance to get out of. With things out of whack, the various ecosystems within the ship have started to go out of control, and you'll need to settle things down if you ever want to make the Ark habitable again. To make matters worse, a few critical pieces of the ship will need to be retrieved and repaired across the rainforest. And even if you get the Ark shipshape again and reunite the full team, some of the key members will refuse to leave until you have gathered at least some data on every species of bug in the jungle; well, given how you'll need the help of some of the local bug Mamono to fix the ship, it's not like avoiding them would work in any case. If you successfully return with the expedition, you will be given a grand welcoming by the Bug Lovers Foundation and the chairman will give you the Champion of Insects medal, which will make all types of "bugs" (arthropods in general) more friendly toward you. Also, if you finished the mission on good terms with the researchers, crew, and inhabitants of the Ark, they'll be willing to join you on your adventures, allowing you to bring the Ark to other jumps. The crew can only leave the ship for temporary expeditions (usually to look for bugs), but they help keep the ship in operation and will regularly make improvements to it, such as creating extra habitats for new species of bugs brought aboard (heck, with enough work they might be able to make the ship space-worthy).

Slime Quest (Slime Herd Only)- The wicked "Plob Gang" – the result of some ancient experiment that fused the qualities of Danukis and Harpies – has raided your kingdom following rumors of a forgotten Slime treasure. In hopes of unlocking the treasure, the Plob has kidnapped 100 of your Slime friends. Your mission is to follow the Plobs to the various corners of the world and rescue all of the Slimes one-by-one. When you have safely returned all of the Slimes to the Slime Kingdom, they will, thanks to the excitement of the adventure, remember how to find the treasure. Using their combined powers, the very castle and surrounding area of the kingdom will transform into the Rock of Schleiman – a giant, mountain-sized tank. Not only is it heavily armed, but it can also transform into an airship or pirate ship at your command. But your troubles aren't over yet: the Plob will send out their own flying fortress to capture the tank, so you'll need to defeat the Plob once and for all. Once you have saved the day, the tank – and the Slime Kingdom/Slime community that comes with it – can come with you on your travels. Whenever you play a magic flute that was gifted to you by the Slimes, the fortress will be summoned to your location. And when you don't need the tank, it can revert to its original state as a peaceful home for Slimes.

Tournament of Heroes (Equites Only)- You have been granted the rare invitation of participating in the Equites' annual Tournament of Heroes, in which great Centaur champions gather from around the world for a set of challenges to prove their grace and strength as warriors. It's up to you to become the champion of the tournament by winning all the games: Racing, Archery, Fencing, Storytelling, Boxing, Weaving, Jousting, Falconry, Star Reading, Wrestling, Javelin Throwing, Long Jump, and Drinking. Many of your competitors are legendary in their own right, so it's not going to be easy. And the Centaurs greatly value honor, so no cheating with extra powers and the like! Should you succeed against all odds, you will be crowned champion with a laurel wreath. Your ownership of the laurel wreath symbolizes your might in the competition, and as such you will be treated very hospitably by people who value martial skills, sometimes even being allowed to have all meals you eat be paid for by the public. In addition, you will be allowed to drink the wine from three sacred vases; drinking them will significantly strengthen your spiritual courage, your mental wisdom, and your physical power.

Champion of Beauty (Pedigree Patrol Only)- The dog lover's association annually hosts an international dog show in which the "owners" of Mamono dogs display their favorite canines and compete for champion titles. You're free to enter the competitions using any dog you have, but to fulfill the mission you'll need to succeed with a very specific dog: Cerberus, the untamed progenitor of the Hellhounds. She resides in a forgotten, dark and fiery part of the underworld, and refuses to call anyone master – and with a fierce will that defied the gods who created her, you'll have a lot of trouble getting her to obey you. Perhaps you should not go with the intent of taming, but rather befriending? In any case, even if you somehow convince Cerberus to participate in the show as "your" dog, the challenge has only begun. You must outcompete every other dog in the show and master all of the different challenges, from agility to beauty to obedience. And given Cerberus's independent streak, she tends to do what she wants, even if you want her to do something else. If the two of you manage to work together and get to the top of the top, the two of you will be awarded the "World Champion of Beauty" Award, which gives both of you V.I.P. status and access to all canine-themed organizations. If you have managed to get this far, you must have also certainly formed a great bond with Cerberus, and she will choose on her own to go in the same direction that you're headed (meaning that she can become a companion); she is a mythical monster of a dog, with flames that could burn even gods.

Route to the Roc (Bird Watchers Institute Only)- The Institute wants you to investigate rumors of a legendary Roc in the mountains adjacent to Royal Makai. Hardly anyone goes there anymore, as there is a particularly nasty chokepoint of the Tentacle Forest around it now. And the mountain itself is the highest in the entire world, making for a very treacherous and risky climb. And the crags of the mountain are popular nests for all sorts of bird Mamono; hopefully you can use what you learned while birdwatching to handle these birds and get to the real prize. You'll find the "Roc" at the very peak of the mountain, but it's not quite what you were expecting. It turns out that the "Roc" is in fact an exceptionally powerful Griffon with feathers of pure gold and the power to grow to the size of a small mountain if she so wishes. The Institute is going to want some physical proof for your discovery, so you'll need to bring back some tangible evidence that the Roc is really a Griffon, like plucking some feathers from her. And remember, Griffons are very hostile toward "thieves" after their treasures, and even more possessive of their captives than dragons – and this particular Griffon is strong enough to rival a Dragon! So it's going to be a harrowing escape even after you grab your prize, as the Griffon will not cease pursuit until you are all the way off the mountain. Return with your findings/evidence to the institute's headquarters, and you will be given the Golden Ornament of Ornithology, which grants you V.I.P status and access to all bird-themed organizations. In addition, the Roc's Feather has several abilities. It can unleash powerful winds – enough to send mountains flying – and can summon all birds from within a 5-mile radius to give you aid. Plus, if you tickle a living thing with the feather long enough, the subject will gradually grow

feathers and become more birdlike. In addition, if you somehow managed to tame the heart of that proud Griffon, she is willing to accompany her precious treasure as a companion/lover.

A Close Shave (Furry Friends Lodge Only)- Some terrible villain is sneaking up on innocent, fuzzy beastmen Mamono and stealing all their softy, woolly hair away! Whoever it is, they are stalking furry Mamono worldwide, sneaking in at the dead of night and shaving off every last hair without being caught. It's up to you to track down this mastermind and retrieve all of the stolen fluff. Whether you plan to catch the culprit in the act or track them down to their lair, it will be tricky. It will eventually turn out that the perpetrator is a Kejourou: she has always been jealous of how her hair, however ethereally silky and fine it may be, lacks the comfy, boofy warmth that these crass, wild Mamono have, so she has decided to make a wig for herself. Don't let your guard down, as she has some skill in the Zipangu martial arts; moreover, she can enchant any severed hair from victims to obey her every command as if it were her own hair. If you stop her vile scheme, you will be allowed to take her Golden Fleece Wig for your own. This remarkable wig contains the fur of every type of Mamono, and if you pluck hair from any other creatures in this world or others, that fur will be added to the mix. You can expand and control the hair much like the Kejourou could, and any special features that the hairs would normally have can be activated at will via the wig (for instance, the wig can induce the same sleepy effects as a Weresheep, one of the many targets for the original wig).

Road to Glory and Goblins (Horde of Mordor Only)- To complete this mission, you must lead the Horde to retake their long-lost kingdom of Mordor. Unfortunately, nobody knows where Mordor is anymore; a lot of records were lost, and the army marched around aimlessly for so long that they don't remember the way back. Mordor is in fact on the far edge of the world opposite your starting point, so you have a long and hard march ahead of you (especially when getting the Horde to follow a straightforward path is like herding cats and pigs all at once). And when you finally reach what was once Mordor, you're in for an unpleasant surprise: the land has been taken over by one of the strongest Order nations in the world, and their army rivals the Horde's in strength and numbers. Take back Mordor, and the Horde will crown you their "King", allowing you to bring them with you to following jumps.

Gotta Rape 'Em All (Orgy of the Fallen God Only)- The Fallen God has offered an extra special reward to whoever can consecutively have sex with every single individual in Pandemonium; to prove that you did the deed, you must give an exact count when you are finished. Everyone's eager to participate, of course, but it's harder than it sounds. For starters, it's kind of hard to stay concentrated while having all the wild sex, so be careful not to lose count. Second, after a while, all the couples seem to blend together, making it hard to remember which ones you already did. Third, given how more people are always joining the orgy, the number for the challenge is constantly rising. If you succeed, the Fallen God will give you the permanently corrupted "Key to Eden." By thrusting it into the heart of a target, you "seal" the lock such that the person will never lose any corruption and darkness within them. Furthermore, the key allows you to access Pandemonium from anywhere, even other jumps. Servants of the Fallen God, even those who have neglected their service in favor of sex with their husband will obey your command and call as long as you wield the key.

Grand Voyage (Poseidon's Domain Only)- Poseidon envies her many children as they find love, and she wishes for a lover of her own, but the lucky man (or woman) will need to prove worthy of marrying a god of her rank. Every year without fail, Poseidon hosts a sailing (and swimming) race that circumnavigates all the world's oceans. The race follows a specific web of routes, and if you go out of bounds you'll be disqualified.

It's a difficult race that challenges a sailor's navigation skills, endurance in even the harshest of storms, and overall bond with the boundless waters of the sea; even for someone of Poseidon's skills, you're looking at a full week minimum of racing before you'll even come close to reaching the finish line. Poseidon has promised to marry whoever comes in first place, but that's not going to be easy – especially when Poseidon herself always enters the competition. She limits her powers and plays fair, but even then she's an unmatched champion at sailing, fishing, and all other aquatic activities. And her "ship" the S.S. Atlantis – more of a city like a ryugujo, but more streamlined for sailing rather than entertainment – is a mighty vessel unlike no other. Fortunately, Poseidon still gives good rewards to whoever comes in second, but to complete the bonus scenario you'll need to go all the way and win. A lot of the racers tend to enter the competition just so they can snag a lover and then drop out (literally into the sea) of the race, so watch out. To complicate matters, the Order wants to crack down on the race and is planning to launch a raid at one of the key passages during the race. If you manage against all odds to beat Poseidon to the finish line, she will happily marry you. As an engagement dowry, Poseidon will gift you the S.S. Atlantis. It is like a cruise liner, only as large as a city yet as fast and agile as any fish in the sea. The ship can submerge at will, and like the ryugujo palaces, Atlantis' enchantments ensure that even land-dwellers can safely live on the ship even when underwater. And now Poseidon can accompany you as a companion and lover. As the "Consort of the Seas", you embody a sense of royal privilege over oceans, and aquatic beings are struck with a compulsion to treat you like royalty. If you can convert and claim a large water body as a domain faithful to Poseidon, she can now teleport to and from that domain, as it is now considered a part of her blessed oceans.

Far Journey to the Nameless City of Dreams (Brotherhood of Chaos Only)- Thrice you have dreamed of a marvelous city – with silver fountains of prismatic spray, perfumed gardens and age-old trees lining the streets, and arched bridges and pillars of marble that stretch up to the clouds – and thrice have you been snatched back into the world of waking. You can no longer access that dream, but the image is still clear to you. Your colleagues in the Brotherhood have said that you can find the answers you seek, and the right to access that mysterious city, by petitioning the demon gods of chaos – for while they are still sealed in the abyss, they can still manifest themselves in the world of dreams. While your friends warn you about the dangers, they will teach you a special ritual that can cast you into an indefinite sleep and allow you to awaken with full consciousness in the Dreamlands. This dream world is in fact an entire world – just as expansive and complex as the MGE world. Many creatures such as Night Gaunts, cats, and Ghouls have counterparts in the dream world, but twisted and different, and there are many other unique and bizarre species and cultures there as dark, unearthly parallels to the world of the waking. As the dream world parallels the real world, its environments now reflect to a degree Mamono influences, but it is still an unpredictable and treacherous land where nothing is certain, so be on guard. Furthermore, the spell only works on your body for twelve hours in the real world before you will be forced to awaken; you can repeat the spell to try again, but you can only perform the ritual once every nine months. As no two dreams are ever quite the same, the set-up of the Dreamlands will be entirely different and mixed up each time you enter, though the actions you did in past dreams may have influences on the new setting. Fortunately, one hour in the real world equals one day in the dream realm, essentially giving you twelve days to complete your mission. And you'll need every second of that time, for your quest to reach the chaos gods' capital of Kadath will require you to explore every inch of this world, from the cold and twilight wastes of Leng to the fiery and sinister mountain of Ngranek to the forgotten jungle palaces of Kled. To access Kadeth, you will have to perform a whimsical array of side quests, from playing hide-and-seek mini-games with the cats of Ulthar to delving into lost subterranean cities to having tickle contests with Night Gaunts to helping Ghouls with their artistic endeavors. When you finally reach Kadath, you will find that the city is abandoned and filthy. As a note left behind states, the chaos gods decided to abandon Kadath, since all the Shoggoth maids had left to find husbands and the gods were too lazy to pick up after themselves. Seeing as the city you dreamed up was beautiful, they decided to take it for their own. To get your city back, you will have to restore Kadath to pristine condition so the gods can return. Fortunately, once you

reach Kadath you will be granted one extra day in addition to the time allotted to complete the mission. Once the gods return, they will give you a silver key that you can use to access your dream city. Your dream city is a grand, artistically-pleasing city that reflects memories of your childhood and other key experiences that have influenced your dreams. The city is vast and always remains in perfect condition (which is good, because the city is completely vacant of life except for the plants). The city is also situated on rich veins of precious minerals of all sorts, perfect if you want to start up a mining business; some of said minerals may even have supernatural properties. All in all, it's a great place to relax and explore to your heart's content. The city can be accessed by your silver key and via your Warehouse. In addition, the city exists in a "dream pocket", so it therefore acts as a nexus point for you to travel to any dream dimensions that exist in whatever setting you are currently in.

The Two Faces of a Goddess (Kitty Cat Club Only)- Bastet has been acting rather erratically of late, lashing out in anger at almost anyone – even her fellow cats – while on the other hand seeming very shy and reclusive. You need to get to the bottom of this mystery and help Bastet, but that's not going to be easy, as the proud goddess disdains accepting help from anyone. You're going to need to work very delicately to not offend Bastet (which is a crime in the Cat Kingdom) while also fending off her random berserk rages. If you make enough progress, you'll learn what is really going on. Bastet used to be an infamous goddess of war and violence, and her rampages turned whole lands into barren deserts. Through a combination of wine and dances, the other gods manage to seal away Bastet's violent side, leaving instead a mischievous and fun-loving goddess who wants to protect all cats. Now, though, the seal is fading, and Bastet is afraid that she is going to hurt her subjects. Given how the state of Heaven has changed a lot since that earlier time, the gods aren't going to be able to reinforce the seal, but it's feasible that a mortal could perform a similar ritual to help "balance" the two personas. However, doing so would require the willing cooperation of Bastet, and the cat goddess doesn't work well with others at a level of equals – she always wants to be the boss, as is her right as a cat. You will need to work really hard to prove that you care about Bastet and get her to swallow her pride and accept your help. It will be difficult to tame this mighty cat, as on the one hand you'll need to actually fight her to a standstill if you want her to listen to you but on the other hand you'll need to continually show compassion and love so that she does not become depressed and bitter. If you manage to complete the ritual, which culminates with a dance with Bastet, the goddess will recognize you as an equal partner. As a reward, Bastet will grant you the title of "prince(ss) of cats", thus giving you the right to command any cat so long as you are not overruled by Bastet or another equivalent cat deity. Furthermore, Bastet can now accompany you as a companion and lover.

War of the Worlds (Army of Ares Only)- The god of war in this realm truly wants to bring an end to violent wars, but the war gods of other realms disagree. When you arrived, the portal somehow pulled in fragments of War – both deities and the conception of war in human hearts – into this world and combined them into a new god. War is disgusted by Ares' plan and will unite all people seeking violent war into a legion under his banner. If he succeeds in his campaign, all of Ares' precious dreams will come to nothing. Kindly, sweet Ares is entirely forgiving of you and knows that you didn't mean for this to happen, but to redeem yourself, you have vowed to stop War's war. This will be difficult, though, particularly as War's strength grows with every act of violence committed on the battlefield. Triumph, however, and all of war's negative elements will fade from the world. With her wish fulfilled and the world at peace, Ares will accompany you on your journey here and in other jumps, bringing along her best soldiers, for she shall have no one else as her lover. In addition, Ares will gift you with a dozen "Dragon's Teeth Golems" – special golems that she has personally trained into skilled warriors.

Trials of Eros (Erotism Only)- Oh? You must really love Eros, giving her a Valentine's Day card like that! But Eros remains single, as no one, even the most devoted Erotist, has succeeded in overcoming her challenge to suitors. To win Eros' heart, you must first prove your dedication to her cause of love. She will give you twelve missions to pair up different couples around the world. All of these significant couples, whose love could change the world, have formidable obstacles in the way of their love, and you cannot use any special powers or items to bring them together. After uniting the twelfth couple, Eros shall honor you with a date. You must give her the time of her life, and show that you truly care about her. If you win her over, she shall marry you and join you on your journey here and into other worlds as your companion and wife.

Aria of Tourist Revival (Dragonia Tourism Bureau Only)- The country's proud tourism board has suddenly run into a startling problem: the number of tourists (specifically men) coming to Dragonia is drying up! And to think that the Bureau had been so successful just a few years earlier; then again, given how all the easy men have already been lured in, married, and settled, it's not surprising that no one else is coming these days. Your job is to coordinate with the Bureau's top travel guides, and even Empress Dionola, to restore the flow of tourists to Dragonia. It's not going to be easy, as most people have noticed that the single men who leave on the "tours" never leave the country afterwards. You're going to have to revamp the entire approach of the tour agency and make it into a true tourist destination. Bonding with all the tour guides, and getting them to reach their full potential as ambassadors for Dragonia's marvels, is critical, and while some of the guides are easy to work with, others will be harder to work with. At the very least (leaving aside other challenges), to reach optimum partnership with each guide, you'll need to ascend the challenging Sky Pillar (something even experienced Dragon Knights have trouble with) multiple times with each guide to solidify each bond. You'll also need to investigate and uncover many of the mysteries and rumors about different legends throughout Dragonia, like the secrets of the underground channel behind the Great Dragon Waterfall and the abandoned Dragolinde Castle. And if you manage to showcase the beauty of Dragonia and help true tourism thrive, you'll still have one last test. A group of distinguished critics from real Earth, specializing in everything from cuisine to hotels to travel, will be invited to tour the entirety of Dragonia. After the vacation, they will give you their impressions and ratings, and you must have at least an average of five stars to succeed in the mission; also, if any of the judges' judgement is permanently tainted by mind control, corruption, and the like, you will be automatically disqualified. You can attempt this final test multiple times, but you must have a successful final tour by the time the jump ends. If you succeed in saving Dragonia's tourist industry, you will receive the Eternal Dragon Scale Pass, a multi-lifetime pass that gives you VIP access and treatment for all places that could qualify as tourist attractions in a sense and have a connection to dragons, even if the dragons would normally be hostile to outsider "tourists". This also gives you similar access to all attractions in Dragonia, and you can even continue to visit Dragonia (but only that country) for vacations after leaving the jump. Also, you can take all the tour guides (except the already married Bureau Chief Udephilis, unless you somehow convince her and her husband to a ménage à trois, of sorts), and even mighty Queen Dionola herself, as companions.

Makai March- Your mission is to bring about the Demon Lord's beautiful wish for a world where monsters and men live in harmony and love eternal. ♥ The biggest thorn in her side has been the inability of monsters to give birth to Incubus sons to pair up with the Mamono, and that a change in leadership could undo all her changes to the monsters. If you succeed, those issues will no longer be a problem, but you must win completely. To triumph, you must fully convert the world to the side of monsters. Not a single individual human can be allowed to escape the coming blessing, and the entire planet must become a vast demon realm of boundless lust and lechery. Then, with the Demon Lord and her Fallen Hero husband opening the way, you must storm Heaven and overtake the Chief God once and for all. Then everything in this world will be perfect, don't you think? ♥ If you complete this extra scenario, which has no specific requirement to take, you will receive a limited version of the Maou's power to turn targets into Mamono. However, unless you have gathered up

incredible levels of power of especially long durations of time, you will only be able to transform targets into known species of Mamono. Alternatively, you can cause targets to turn into a species of Mamono reflecting their original form, potentially even new kinds of Mamono that didn't exist before, but in doing so you give up your direct control over the transformation's results, so be warned that this could lead to unpredictable and even potentially detrimental results.

Fin

Well, time's up. Maybe you wish you went with my original offer, huh? Or maybe this is the sort of thing you wanted all along, who knows?

First things first, let's give you a nice, thorough scrubbing! This purification bath will automatically cleanse away all corruption, mental compulsions, parasites, hostile energies, and other ill things that may have infested you during the jump. Likewise, all effects imposed by drawbacks are immediately nullified. Don't worry – your companions will all get the same treatment (and if they are Mamono, it won't hurt them).

In fact, any powers you have that are linked to demon energy, and any that your companions have, are no longer bound to the corruptive properties of normal demon energy. Unless you want it to be sexually corruptive, you can now safely touch and use demon energy that you have access to, even if you are no longer a Mamono. On the flipside, your Mamono form and any Mamono companions are protected by jumpchain fiat from reverting to bloodthirsty monsters with the disconnection from the Demon Lord.

In the case that you finished the jump by failing it, don't worry – you'll still get brought to this sealed space and be given the purification bath, so no worries about permanent Bad Ends!

…Well, unless you took *True Corruption*, that is, but if you did you probably don't mind anyways!

In any case, you're out of the bath now. So, what are you going to do now?

Go Home- Yeah, you've had just about enough of this filth. It's time to go home. All powers, items, and companions come home with you.

Stay- I guess you've decided to stay here, as this world truly does have a lot of positive things to offer. I hope you find true happiness and love.

Next Jump- However traumatizing (or arousing) your ordeal here was, there's no time to rest. Time to move forward, as the journey continues.

…Wait a Minute…?!

So you actually took *True Corruption*, along with *Makai March*. It's what you chose, for better or worse, so hopefully you'll be satisfied with the results. Just keep in mind, by taking these two options, you have stepped far into a dark, lustful path from which you can never return. You'll have to live with the consequences, forever. If that doesn't deter you, then proceed to this extra ending.

A letter flutters throught the air before landing in front of you.

To the great Hero who helped me bring eternal love to this universe,

Thank you so much for all of your help! You have proved to have the valor and love worthy of a true Demon Lord. In fact, seeing as you have done the job so well, I decided that I may as well pass my title over to you. My dearest husband and I will be taking a long-overdue honeymoon to new parts. We might be back…someday, maybe.

Until then, we're leaving you in charge of the wordwide Demon Realm and all the Mamono. I've set things up so you'll be honor-bound to uphold the general ideals I have set up, and I have no doubt you won't disappoint. Thank you so much for agreeing to all this. Ta-ta ~!

~~Bad~~ ♥ *GOOD End ~ Eternal* ~~Chore~~ *Happily Ever After*

Of The ~~Fallen~~ Demon Lord Jumper-sama ♥

Notes

Vagueness of Setting- If some parts of the jump seem vague or you're having trouble finding the sources, that's because the setting in general is especially vague. Only a couple key Order kingdoms and cities are known, and we don't even have a map of the world. Certain groups such as the Snake God Cult and the Inari Faith only get a couple paragraphs of mention at most.

More than that, a lot of the information we're given about the world is given by in-setting individuals who may or may not be reliable and accurate with their knowledge. Heck, Kenkou Cross has had to retcon his explanations for the setting time to time because of glaring contradictions he's made. It's also sometimes unclear whether the absolutes he uses in his language like "nothing but" or "forever" or "always" are truly set in stone, or rather just hyperbole. Not too surprising when you remember that the whole thing just started with a bunch of monster girl summaries designed to pander to lonely men desperate for waifus who would love them forever; everything else is secondary.

Plus, some have argued that KC's world, made as an escapist fantasy for the average sex-deprived salaryman in Japan, uses monster girls as an equivalent for normal levels of sex you'd find in an open modern Earth culture – it's just that even getting that amount of sex is incredible to the sex-deprived members of the Order/Japan. For instance, it says that sex is a necessary part of life for Mamono, but it's unclear how much of a priority it takes; we need food to survive, but there's a difference between eating to live and living to eat. And a lot of the recent material has focused on how the Mamono are practicing a wide range of recreational activities besides sex, though they still usually have a romantic theme. Then again, there's still the matter of raping that some species practice.

Further complicating matters, some of the sidestories and supplementary books are only partially canon, so it can sometimes be difficult to tell what is fully canon and what isn't. Therefore, please understand that while I strived to follow the canon information, I also took some liberties to expand on interesting parts of the setting to make up for the lack of data. This also makes it a little hard to come to a definitive conclusion on the morality of the setting.

Fiat Protection- Given the high risk for corruption in the jump, your benefactor is going to ensure that no permanent damage or change will be done to your mind or soul. When the jump ends, you will instantly be teleported to a sealed space and purged of all corruption and other things that may be influencing you. The only exception would be if you took the *True Corruption* drawback, which is something I strongly advise you avoid unless you want the changes to your form and soul to be permanent.

Selection of Mamono- If you choose the Mamono background option, you may choose any of the official encyclopedia entries. This includes especially powerful Mamono such as the Lilim, Apophis, and Otohime. However, you cannot choose things that lack an official encyclopedia entry, even if they are mentioned in other

works. This means that you cannot choose to be a god or a demon realm boar, for instance. In the case that the species you chose has some non-monsterized version, you can alternatively choose that form, though given the demon energy all over the place, you might not remain unstained for long. Also, I wish to point out again that it is possible to start out human and turn into a monster girl one way or another during the course of the jump; even so, the discounts for purchases in the jump would still be based on the original background you selected.

Encyclopedia Images- Have you looked at any of the official art (like the collage near the top of the jump) and felt that one of the Mamono species' appearances just doesn't appeal to you? Well, you need to keep in mind that for Mamono, appearance is in the eye of the beholder – to be more specific, their husband. When a Mamono falls in love with and claims a husband, her body's aesthetics naturally alter via demonic energy into her partner's vision of the ideal woman. Certain physical traits are maintained, of course – a Holstaurus will keep her big breasts, a Witch will remain childish and flat-chested, an Arachne will still have eight spidery legs – and the change does not strengthen or diminish her powers/abilities, but her overall appearance will fit whatever her partner's conception of beauty is. Incubi and men who become Incubi can likewise alter their aesthetic appearance to fit what their partner(s) see as attractive. Therefore, the official encyclopedia images you see of the monster girls is how they appear after they have married, so that they are attractive to their husband. This means that you are free to imagine a drastically different look for your own Mamono waifus.

Same-Sex Relationships- In his informal chats, Kenkou Cross has admitted that some monsters and humans engage in same-sex relationships; he just isn't interested in exploring that avenue and therefore doesn't bring it up in the books. Therefore, even if you choose to be a women or a monster girl, you can still get a sweet Mamono waifu if you want among other lovers.

History of the World- This world was created by the Chief God, who wanted to ensure that none of his creations became too numerous to oppose him. Therefore, he set up a cyclical world of checks and balances, with the humans on one side and the monsters on the other side. Whenever the Chief God felt that human civilization was getting past his control, he would encourage the monsters, normally lazy albeit human-eating, to fight amongst themselves until a Demon Lord was crowned. The Demon Lord had control over the mindsets and forms of the monsters, such that they could be made stronger and fiercer to suit the Demon Lord's ambition of conquest.

Once the rising tide of monsters had pushed humanity back to a reasonable level, the Chief God would then side with the humans and bless a Hero to go and slay the evil Demon Lord. Once the Demon Lord was dead, the unity of the monsters would break and they would descend into more in-fighting. The Chief God also ordered lesser gods such as Poseidon to create natural disasters to devastate both sides. This worked smoothly for a long time, until the Chief God got bored and appointed a new Chief God to watch over things while he went on to new pastures elsewhere.

The new Chief God was very inexperienced with the job, and her struggle to adapt to her new position may have contributed to what came next. Another monster managed to become a Demon Lord, but this time it was a Succubus, a race that in its own way loved humans. Deeply valuing love (though through a lustful lens) and disliking violence, the Demon Lord/Maou decided to take a new approach to things. She used her power over

monsters to transform all of them into Mamono – female, human-looking monsters who were programmed to be faithfully loving toward humans and to avoid killing. Furthermore, they could now use demon energy to corrupt humans and turn them into more monsters.

Displeased, the Chief God sent a Hero to kill the upstart Demon Lord. Unfortunately, the Chief God's teachings emphasized purity and kindness, which made the Hero question the righteousness of killing the now-peaceful monsters. When he reached the Maou, he instead decided to join her, becoming her husband and acquiring the title of the Fallen Hero. The Chief God then tried to kill the two herself, but they managed to severely wound her and send her into hiding in Heaven.

Before fleeing, though, the Chief God cursed the Mamono so that they could only give birth to female monsters, thus disrupting the Demon Lord's plan to convert male humans into Incubi (and breed more) and thus maintain a stable gender balance between Mamono and Incubi. Plus, the Chief God still has other restrictions in place that continue to make monsters aggressive, though now they rape instead of kill. Undeterred, the Maouand her forces have worked to gradually expand across the world, creating demon realm after demon realm and corrupting whoever they can. After all, the Demon Lord gains strength in part from the extent of her territories, and she hopes to gather more and more power over time in this manner (as well as with frequent sessions with her husband). Along the way, she gained the sometimes covert and sometimes direct assistance of other gods like Poseidon and Ares, who did not wish to hurt people and saw new direction with the Mamono. Her hope is that if she can become strong enough to stabilize her power over the Mamono (so they can't turn back into bloodthirsty monsters if she dies) and kill the Chief God once and for all to undo the curse. Of course, to do that there's a lot of raping to be done first to bring people over to her way of thinking, whether they like it or not.

Spirit Energy- Also called mana, spirit energy is a magical life essence that is found in all living things to some degree except for monsters and elementals, the latter of which draw energy from the elements around them. Like other bodily functions, spirit energy in human males naturally replenishes over time when expended. Human females, on the other hand, do not regenerate their reserves as quickly, and must gain additional energy from the energy passively emitted by plants and other living things in the environment.

Spirit energy is the source of "spirit magic", and most forms of magic in the world are based around manipulating spirit energy. In addition, spirit energy serves as a protection against demon energy, offering resistance to monsterization and corruption. Unfortunately, this protection can only do so much before it's overwhelmed.

Demon Energy- The antithesis of spirit energy, demon energy is catalyzed by Mamono when they consume spirit energy and convert it to their own form of energy. Like spirit energy, demon energy is a prime source for magic, and most spells utilized by monsters rely on demon energy to work. Since demon energy can only be created from spirit energy, monsters can't naturally make it on their own, so they need to get it from humans

through sexual activities. Yet demon energy is highly dangerous due to its corruptive and often irreversible effects on things it is exposed to.

Because of this, it is very easy for humans to become Mamono, whether voluntarily or involuntarily. The higher levels of internal spirit energy in males slows down the speed of corruption, but continued exposure will turn them into Incubi; they are not technically monsters because they can still produce spirit energy, but their bodies and minds have been converted over to that of monsters. Human female are more vulnerable, and exposure can quickly turn them into actual Mamono. In both cases, once the corruption sets in, it is virtually impossible in-setting to reverse the changes.

Furthermore, demon energy gradually seeps into and corrupts the natural environment, often spread even more with the help of corrupted Elementals. Once corrupted, the landscape will transform into a demon realm, and demon energy will naturally leak out in place of spirit energy. Since the demon energy is in essence an extension of the Demon Lord's power, it works to carry out her wish for the world by corrupting people into lecherous, loving monsters. Even inanimate materials, items, and the dead may become monsters after sufficient exposure to demon energy.

I want to emphasize that while the exact specifities of Demon Energy's effect might be open to interpretation to a degree depending on how you view the setting, when taken seriously, as in the case of True Corruption, Demon Energy is downright terrifying. It is shown to reduce even mighty, unworldly beings like the local equivalents of Lovecraftian horrors into shallow, lewd parodies of their former glory. There has been no way to truly reverse the changes to the body, mind, and soul caused by the corruption, and I'm not sure there even is a way given the scale at which the corruption proves effective. All I'm saying is, if you take a more carefree approach to the setting, fine, but watch out for Demon Energy if you get serious and go over the deep end.

Monsterization- The most common way for people to become monsters is through exposure to demon energy, which can happen in a variety of ways – you have sex with a Mamono, you get exposed to an item cursed with demon energy, you drink water polluted with demon energy, etc. Since demon energy's principal basis is the Demon Lord's Succubus influence, the default transformation following exposure to demonic energy is into a Succubus or Lesser Succubus. However, it is important to note that a lot of individual monster species have ways to turn female humans into more of their kind. For instance, the slime of a Mucus Toad will cause a woman to slowly become another Mucus Toad, while the bite of a Large Mouse will turn a woman into another Large Mouse. There are certain magic rituals that can turn humans into monsters, such as the Snake God Cult's ceremonies to turn initiates into Lamia-type monsters. In addition, each Lilim has the power to turn targets into any sort of Mamono she pleases.

It is critical to point out that monsterization almost always alters the victims' mindsets. Leaving aside how the demon energy makes people become lewder, once they become monsters they will be subject to the instinctual programming of the Demon Lord to act like Mamono and lust for human mates. In the case that a victim was turned into a specific kind of monster, she will also begin to default to that species' natural behavior; for instance, a woman that turns into a Werewolf would adopt pack-oriented social behavior, while a woman turned

into a Lamia would become naturally jealous and possessive toward her lover. Since the transformation is physical, mental, and spiritual, it is very difficult (impossible) with what is currently available in the setting to reverse monsterization; however, the perks you buy for this jump as well as things from other worlds might be able to make a difference.

One other way that people become monsters is through exposure to parasites such as tentacles and certain mushrooms. Parasitism can also occur via spiritual possession by a spirit/curse form of monster such as a Ghost, Kitsune-bi/tsuki, or Cursed Sword. This will cause the parasite monster to emerge inside the victim's body, until his or her will is subsumed by that of the parasite and they literally view themselves *as* the parasite. Please note that Mamono are also sometimes vulnerable to these parasite infections, so be careful.

Mamono- Due to the way that the Chief God set up monsters as a whole to be manipulated by demon lords, the current Maou has been able to transition monsters to the distinct form of Mamono. While the Succubus remains its own unique species, with the influence of the Demon Lord affecting all monsters to some degree all Mamono can essentially be considered Succubi. As a result, they have all had their bodies altered to some degree so that they resemble female humans – and generally attractive ones, at that. Similarly, no matter how grotesque the monster's original form was, every Mamono is in a way "half human", and therefore has reproductive organs that resemble that of human women and are able to have reproductive sex with human men without any problems. That said, the reproductive organs are enhanced such that they rarely if ever get tired, allowing many monsters to devote entire days if not more to sex with their lovers. In addition, while Mamono are designed to breed with human men (and Incubi), any offspring will be a Mamono, generally the same species as the mother. Being meant to mimic human form, the Mamono are also able to eat anything a human could normally eat, even if it would normally be toxic for their non-human side; on the other hand, the monstrous side of the Mamono allows them to safely eat things humans normally can't.

Despite many monsters now having a pleasant, delicate appearance of femininity, Mamono retain the natural strengths of monsters. Even leaving aside special magic abilities and the like, the average Mamono is physically stronger than a mundane, unpowered human, such that even a gentle Holstaur when pushed is more than capable of overpowering her husband; however, Mamono generally do not use their power for fighting, but simply to capture men and have intense, extended sex with them. And given that monsters only need spirit energy to sustain themselves, they are capable of days-on-end if not longer bouts of sex, as once their partner has become an Incubus and gained increased endurance along with the ability to sustain themselves on their partner's energy, the monster and man can feasibly enter an infinite loop of sex without ever stopping. Mamono are also highly resistant to most diseases, with only a few exceptions.

The exact behavior of Mamono varies between the specific breed of monster, but there are a couple of overarching aspects, influenced by the Succubus nature of the Demon Lord, that unite them. First, Mamono naturally recognize human men as potential mates, and will love them in one manner or another. They are undeterred by physical appearance, and the only men they truly hate are those whose hearts are that of complete scum beyond redemption. They are very passionate in their love, and generally are happy when their husband is happy. It is said that they value their husbands more than they value even themselves. Second, Mamono will love their chosen husbands faithfully and devotedly. At worst, the wilder breeds tend to rape anyone they can

find to feed on their spirit energy, but even then, once they find a man they really like, they'll settle down and focus on him alone. Sometimes they are open to sharing their husband with others, but they will never betray him with adultery and the like. Once a Mamono finds a husband, he becomes the one man in existence in her eyes, and she will never take interest in or find pleasure in other men. Third, Mamono are never truly violent or deadly, especially not toward humans and their lovers. Even the more violent monsters will never leave lasting damage on the people they attack. The idea of killing is anathema to them, and there are many cases of monsters saving humans from tragic deaths. Unless it's for self-defense or to protect a loved one, a monster girl will never take the lives of humans.

In fact, despite the sheer power that some of the monsters have, as Mamono, they subconsciously or consciously limit their powers to levels that will not significantly harm, much less kill, anyone they fight. A Dragon Mamono, for instance, could turn into a monstrous form able to crush armies and melt steel castles, but she still holds back against heroes who come to slay her, even if she refuses to acknowledge that she does so. Lethal powers are tempered down to more manageable abilities, such that the Basilisk's infamous killing gaze only makes people especially lustful instead of fatally poisoning them. In general, Mamono fight for the sake of love, so their purpose in battle is to capture and seduce their opponents rather than hurt or kill them. **Please note** that this applies to imported enemies who have been converted into Mamono (see *Extra Imports* and *Death Rising*).

That said, the monstrous instincts of the Mamono, as well as the lustful taint of the Succubi, still greatly influence their behavior. As a result, while they all sincerely love their mates, they often determine the course of the relationship, regardless of what their husband wants. Aggressive monsters such as Hellhounds and Minotaurs, while they won't deal permanent harm to their lovers, are still quite brutal and physical in their relationships. Monsters who love treasure such as Dragons and Lamias are highly possessive and restrictive toward their lover, severely limiting his freedom. Often the monsters will mentally influence their lover's behavior to satisfy their kinks, such as making him sadistic and dominant. No matter how loving the relationship becomes later, many human-monster "marriages" begin with the monster subduing and raping the man. And even normally gentle Mamono will eventually resort to rape if their lover doesn't take action soon enough for their liking. It should be noted, though, that the aggressive nature of the Mamono is something built into their programming by the Chief God, as part of his/her design to make monsters the enemy and culler of humanity; the Demon Lord hopes to fix that problem when she can overwrite the Chief God's remaining restrictions.

Given the particular values of the Mamono, with lascivious considered a virtue and sex prioritized above all else, the cultures they form may seem strange and morally dubious to outside observers. Sex is the primary concern of monsters, and they often spend entire days on end having sex with their husbands once they get one. Even outside hobbies such as scholarly research, singing, and dancing tend to be lures to attract potential mates or a sort of foreplay for their sexual activity. Monster girl children are taught and encouraged to have sex at a very young age, and it is not uncommon for Mamono daughters to have sex with their fathers, with the whole family getting involved. Aggressive measures for the sake of romance, such as kidnapping and raping men if they do not consent to your advances, are considered perfectly acceptable and in fact encouraged. It should also be noted that monsters greatly value children, so they are strongly opposed to birth control; if they were to be shown a condom, they'd probably rip it to shreds.

In general, though they love humans, Mamono are more interested in what humans can become than what they already are. Human women are encouraged and often forced to become monster girls themselves, while men gradually become Incubi. The more radical monsters (called "progressives" by monsterkind) are especially zealous about this change, as they believe that the transformation is for the humans' own good. Humans who grow up in monster-friendly societies, such as with the Snake God Cult, often desire to become monsters, which they see as superior beings. Some Mamono in fact are extremely prideful in their superiority and treat their husband like a possession they own. While Mamono will do anything for the sake of the love, they are often the ones who determine the rules of the relationship, not the husband. Yet they still deeply value their husbands and consider them the irreplaceable centerpiece of their lives.

The one thing slowing down the expansion of the demon realms is the lack of organization on the monsters' part. The Demon Lord believes in the freedom of love, so she is happy when her monsters settle down with precious humans. While she's influenced their overall behavior through her title, and they are imprinted to fear and obey her, since she never really bothers to give big orders it's not like there's a solid hierarchy. This means that a lot of monsters do their own thing with no negative consequences. Even the troops within the Demon Army are notoriously unreliable, with most recruits having signed up so they can capture a man during a raid and then immediately retire and the entire magic research division having gone rogue when the chief became a pedophile cult leader. This belief in individual liberty applies throughout monster society, such that families allow their children to freely make decisions and do as they please so they can find men with their own power. Despite all this, though, the Mamono have a highly stable and united front. Their dislike for violence means that monsters are much more willing to cooperate than in their past, with current species feuds more like friendly rivalries than the intense wars of the past. Monsters welcome diversity among their kind, and families are happy for children who are born "mutated" as the progenitor of a new species. When a monster-friendly territory is threatened, the Demon Army and adjacent Mamono quickly respond.

It's important to note, however, that this current form and mentality of monsters is dependent on the power of the Demon Lord. While it is believed that her daughters could help keep things stable if she dies, the death of the Demon Lord and her back-up system would reset the Chief God's cycle, meaning that all of the Mamono would revert in both mind and body to violent monsters that eat and kill humans without mercy; given how many of said monsters are now married to humans, this has dire implications.

Thoughts on the Demon Lord and Chief God's Hypothetical Victories- If the Chief God were to win over the Demon Lord, there would be a tremendous backlash against all the changes to the world, and it wouldn't be pretty. As stated above, the Chief God would be able to reset the programming for monsters, causing a massacre of tragic and tremendous proportions as loving monsters are forced to slaughter their husbands in cold blood. Moreover, the Chief God (and their predecessor) has been shown to forcefully cull advancements in both population and and technology, so many of the advancements that have brought the world to a semi-renaissance would come to a crashing halt. We might even see mass cataclysms as not even gods are spared from the Chief God's efforts to eliminate all potential rivals. The only good thing, I suppose, is that the Chief God is all about equilibrium, meaning that once the cycle is stable again, there wouldn't be any permanent extinction, just intermittent cullings to keep everyone in line (not that that isn't horrifying in itself).

The Demon Lord's victory, however, would probably be more positive. I'll assume that she'll eventually solve the breeding problem in this scenario (technically she's been doing nothing but literally fucking around, but since she's a sex monster, that's probably part of her overall plan to gather up power to overcome the limit). Monsters could now produce incubi, so there would be stable populations in place. And life is pretty nice overall for those living in demon realms, as a big part of the Demon Lord's philosophy is genuine love for others. Plus, demon realm cultures have proved to be rather innovative, with stunning advances in art and tech. That said, for such a victory to take place, without her changing her overall approach, the world as a whole would need to be absorbed into her sphere of influence, with rape both physically and mentally. Not to mention that, by warping the overall physiology and nature of the remaining humans, she would be in a sense making humanity as it was before this point effectively extinct. Sure, everyone would be happy in the end, but the whole matter of everything being tainted with the sex-driven nature of corruptive demon energy means that there are quite a few unfortunate implications for that end, though some people might still think the changes worth it. The other main thing to keep in mind that, as someone whose drive has been to change the world rather than restore it like the Chief God, the Demon Lord would want to keep finding ways to make things even better, or spread the love to other places if she knew how.

The Order- The Order of the Chief God is the primary religion among humans (at least the ones not friendly toward monsters). Almost all human nations across the world, as well as some non-human but non-monster ones like the Dwarves and Elves, were in the beginning fervently dedicated to worship of the Chief God, who used their worship to help keep humanity in line and call for heroes when the monsters in turn got too troublesome. The Order's teachings emphasize living a clean, pure life of virtue and compassion, yet the religion also highlights the need to kill monsters and never befriend them. This two-faced orthodoxy has become somewhat contradictory since the monsters became Mamono, so the Order generally suppresses the truth, continuing to warn recruits that monsters will kill anyone they can and must be destroyed at all cost. Unfortunately, this tends to backfire when members of the Order actually encounter Mamono, with their value of compassion leading them to join the monsters.

As a result, despite being the more organized and battle-focused side in the conflict, the Order is gradually being pushed back as soldiers, nations, and even races such as the Dwarves shift their allegiance to the MaouTo hold back the losses, the Order has taken increasingly harsh measures to prevent backsliding: all monsters, even peaceful ones staying out of the conflict, are to be killed on sight, and any human who consorts with the monsters or shows sympathy toward them will be executed. Furthermore, many Order nations, which are generally medievalesque kingdoms, have focused the core of their wealth and attention to strengthening the military, at the cost of increasing poverty for the lower classes.

On the flipside, many Order nations have had to made some concessions toward monsters. First, due to their respect for the Chief God, they are reluctant to go against her "neutral" servant gods, and so they allow goddesses such as Eros to send her children into their territories, even when they are practically Mamono themselves. Plus, the economic and material needs of the people depend partially on goods such as milk and wool from "friendly" Mamono, forcing the Order to make some exceptions. Often the lapses increase the likelihood that the areas will eventually become fully pro-monster.

The Radicals- Also known as the Extremist Faction, the Radicals are a subsection of the Demon Army that has been gathered around and are fiercely loyal to the Lilim Druella. Very powerful and charismatic, Druella has built up a large, strong, and diverse following of devoted soldiers, both recruits from the army and humans caught in her raids, and they all deeply love her. In fact, there is an entire brigade of "Fallen Knights" consisting of high-level heroines who embraced the lust of monsters. The Radicals are also supported by the Demon and Devil races, who strongly believe in the radical intents of the Extremists. The ideology of the Radicals is that the sole source of happiness in life is love – as embodied in unrestrained, lecherous sex. They also believe that humans are naturally inferior to Mamono and sadly cursed with misguided views on sex that keep them from truly being happy. Therefore, the Radicals want to conquer and corrupt all remaining human territories and create a worldwide demon realm of eternal, lustful darkness. And despite what most would think given her untamed lusts, Druella is actually a quite capable administrator who can effectively manage her conquered territories; likewise, she can flexibly orchestrate battle tactics against her enemies on the battlefield. With some of the best-trained and strongest monsters on her side, Druella has literally raped and transformed entire kingdoms. That said, the ideals of the Radicals also make them more compassionate than the common Mamono. Rather than care solely about their personal lives and sex, Druella and her troops believe in going out of their way to help people. And while they believe in dominating humans, it is because they want to protect humans from harm. As a result, the Radicals have done many exemplary deeds by stepping in to help the weak and oppressed, whether it's raising abandoned children as their own with sincere love; giving food, water, and other resources funded straight from the troop's reserves to towns and lands that are impoverished by drought or hunger; or protecting peasants who are being tyrannized by their lords. Most of all, despite their drive for forceful corruption, the Radicals believe in unabashed freedom and believe that they are on a holy quest to liberate humanity from itself. Druella herself believes that if all humans become monsters, fighting and suffering will stop; since it is human to be afraid of change, it is up to her to "help" them recognize that better purpose. Even so, their excessive lust and extreme tactics mean that even the Demon Lord is somewhat squeamish about the group. Since the Radicals are an extension of the Demon Army rather than an entirely separate organization, their faction is not available as a separate affiliation option.

The Sabbath- Technically, the Sabbath was founded by the first Baphomet as the spell-casting branch of the Demon Army. However, currently only a portion of the Sabbath actually works in the military, as many different chapters have formed with objectives ranging from farming to medicine to just playing around like little kids. Therefore, for the purposes of the jump it is considered a separate affiliation, and joining either the Demon Army or the Sabbath does not give you access to the other faction's benefits/discounts.

Technology Level- While MGE is meant to be a sexualized version of your generic medieval fantasy world, the actual tech level is quite variable, with signs of industrialization such as firearms, steam power, and even airships. Much of this apparent anachronism is likely due to the complicated balance that civilization has had in this world. The setting has been kept in a relatively primitive state for eons due to the Chief God's cyclical population quota, but the recent changes have eliminated that artificial limit. The most medieval parts of the world are either places that are rustic/isolated (Mamono who live in the wild aren't the most interested in technology) or places with restrictive traditions such as kingdoms ruled by the Order. Even in Order-aligned territories, the war against the monster has significantly encouraged research into "magi-tech" advances and innovations; however, the Order's research has primarily focused on warfare purposes, with other areas such as agriculture, entertainment, and overall standards of living being ignored as unimportant.

In monster-friendly lands and demon realms, in contrast, the world is starting to enter a creative and artistic Renaissance, albeit one focused on pleasure. Areas that are converting over to demon realms such as Polove are using new insights about the natural world to bring about new fertility to once barren landscapes, while the styles of art, music, and cooking among others are flourishing and diversifying like never before. Another sign that the Mamono world at the least is entering a new, more modern age is the development of tourism as a significant industry; the fact that even relatively traditional Zipangu has the booming undersea hotels of the Ryugujo palaces shows how the new ideas of the Mamono are spreading worldwide. That said, these advances also have their limits in that the Mamono only care about technology and arts for the sake of romance and sex.

Furthermore, these advances are primarily centered around the use of magic via spirit or demonic energy; it probably helps that spirit energy is a natural life force found in almost everything in the world. This focus does give the technology more potential power compared to mundane equivalents, but it also leaves the technology vulnerable to magic-manipulating abilities, as seen with how the magically-blessed and jinxed Gremlins can make practically any piece of magical technology backfire, which wouldn't be as much of an issue if everything didn't have some magical component.. It's also important to note that some of the ancient kingdoms that were destroyed through the Chief God's past cycles left some remnants of their advanced technology behind, such as with the robotic Automatons. Another example of lost and rediscovered technology is the musket: magic-powered muskets designed to neutralize rather than kill targets were found in abandoned ruins, and while humans were unable to reproduce them they have since been mass-produced by monsters such as in Lescatie.

Alping- Men who are corrupted with demon energy generally become Incubi, which have the increased stamina and sexual mindset of monsters but are still considered "human", meaning they retain the human ability to produce spirit energy – in fact, their spirit production is boosted. However, if an Incubus is sexually interested in males or desires to be female, a second transformation can occur. The Incubus's ability to produce spirit energy will be completely destroyed, and he will become a she – a special type of Succubus called an Alp. It's important to note that the transformation can be catalyzed by simply unconscious desires to be with a man or become a woman, meaning that the transformations are not necessarily voluntary. Alps generally maintain their male personality even as they seek out men, but those who embrace being a girl will become girly in heart, such that they become more feminine than a real woman.

Balrog- While the Balrog does not yet have an official encyclopedia entry, she is mentioned in the Monster Girl Encyclopedia Volume 2 book. Balrogs have the power to keep volcanoes under control so that non-fire beings can live in the vicinity, and they are often sent by the Demon Lord to watch over volcanoes when Dwarves and others move into the Fire Lands.

How to Get to Wonderland- Aside from finding/making a portal or following an Alice or Wererabbit, people can end up in Wonderland at random by having strange dreams, tripping into a looking-glass [mirror], or getting lost. However, in those cases it's not guaranteed; it's simply a minute chance that the pull to Wonderland will occur under those circumstances (about a 1% chance). In the case that you took the *Going Mad* drawback, the probability of ending up in Wonderland if you carelessly doze off or get lost becomes higher (probably 20-30% at the least).

Lands of the Mist Continent- The Mist Continent has three primary kingdoms that are at war with each other. The Land of Four Gods is ruled by four especially powerful Mamono who are venerated as gods. The "gods", following monster tradition, apply less discipline to their domain than human kingdoms, but they have nevertheless worked hard to create a utopian sanctum where humans and Mamono can genuinely live together in peace and harmony. During the day, all citizens, whether human or monster, go about normal lives without any preoccupation with sex. It is still customary for couples to have sex at night, but lovers prefer to attract their partner to bed through their intelligence and genuine personality rather than resort to seduction/rape. Wanting first and foremost to protect their people, the Four Gods do not engage in conquest of surrounding territories but nevertheless fight hard to protect their home and family. The Land of Four Fiends is ruled by four diabolical and powerful Mamono who would appall even the Radicals/Extremists with the extent of their avaricious and violent treatment of men. The Four Fiends believe that humans exist simply to be sex slaves for monsters, and that only the pleasure of monsters matters. With their great magical power, they influence the mist in their territory to make even relatively peaceful Mamono who only want sex some of the time into entirely violent and sex-driven psychopaths. The kingdom regularly raids outlying regions to capture and rape humans, but they are too hedonistic to expand their kingdom. The Land of Four Souls is nominally ruled by a human emperor who believes that it is the destiny of humans to rule over the lesser races. He is pragmatic, though, so rather than kill Mamono he allows them to survive as slaves, servants, and husbands to human men. The monsters are not allowed to bear arms/magic but are still expected to serve the state by providing magic equipment and the like. The emperor regularly conducts war campaigns to gather more slaves and expand the empire's control over the continent. Strangely, though, the "Four Souls" – four powerful Mamono – are worshipped by the country as gods, and Incubi are respected as wise scholars.

Dragonia- The dragon land of Dragonia is a mountainous region with a rich variety of people and environments. The land used to be the Dragai Empire, an aristocratic kingdom where the nobles enslaved dragons as beasts of burden/weapons and oppressed the common folk. A simple dragon rider soldier named Dell freed many dragons, and those dragons in turn called upon their kin for aid. Together, the oppressed humans and dragons overthrew the nobility, and afterwards Dell turned rule over to the dragons; since then, humans and dragons have lived in harmony there. In addition to the standard Dragons living in Dragonia, there are also many other dragons and reptilian Mamono scattered throughout the various environs of the Lingfeng Mountains. Wyverns fly about the mountains, Wurms live in the surprisingly comfy caves, and Lizardmen and Salamanders fight in arenas on the plateaus. One particular area has become a hot springs resort town maintained by elegent Ryu "water goddesses". There is a massive cemetery where the dragons of old still haunt the grounds as bitter Dragon Zombies until someone comes to show them the joy of love. There are even ranches built on the fertile land once owned by the Dragai aristocrats. Dragonia takes pride in being hospitable to everyone, and there are many "tourist bureaus" to guide visitors through the mountains, which are difficult to traverse alone due to the powerful magic flowing in the clouds; the clouds' magic can revert dragons to their original form and corrupt people exposed to it. Well, and acting as tour guides is a good way for the dragons to find partners to marry. They also work to invite dragons from around the world to come and exchange cultures, even Jabberwocks from Wonderland.

Wishmaker/Genie Lamp- Wishes fulfilled by genies, through the Wishmaker ability and the Genie Lamp, are generally dependent on there being enough energy to materialize the wish fully. For instance, it's said that a man's wish for immortality could only be granted by him spending eternity pouring more and more spirit essence into the genie to fulfill the requirements. So while you can still probably fulfill any wish that is at the already-extensive range of power in the MGE verse, it would be incredibly challenging to fulfill especially-

potent wishes without a near-infinite amount of power. Also, "meta" wishes that affect the jumpchain as a whole like getting extra CP can't work.

Berit's Sword- This weapon, from what I have read, is from the *Succubus Heroines Eroge* game, which is mentioned on the Monster Girl Encyclopedia wiki as a game apparently based around the MGE world, only it involves the demon realms breaching a modern Earth high school with predictable results. The sword apparently belongs to one of the "heroines" of the game, a schoolgirl turned into a Succubus. There's not much more I know about that game, though. In fact, since little else is known about the "game", it seems more like a set of random profiles about the characters. Still, there were a few interesting things there, such as this sword.

Magic Sword of Truth- The item is a key part of the game *Another Story of Fallen Maidens: Fallen Hero and the Magic Sword of Truth*, which is based on MGE with KC's approval. It involves a survivor from Lescatie seeking out the legendary namesake item to help turn the war back into the Order's favor, only to gradually question her mission. Only part of the game has been translated so far, so please forgive any errors on my part.

Edit: Further translation of the game reveals that the sword was designed from the start to help humans determine their ideal form by simulating monsterization into different Mamono via illusions. This is rather different than my earlier interpretation of the sword, I admit, but I think I'm still going to keep it as it is since it's already there. If you want a version of the sword that is closer to the canon version, either seek it out in the setting, or you can alternatively choose to have the version I'm offering you be replaced with the canon version.

Lich Phylacteries- Just to clarify, the phylacteries that Lichs in MGE have and that you can purchase here are kind of different from what you might expect for a D&D Lich's phylactery. The phylactery lets you transfer your "soul", but this just means keeping your body's feelings separate from your internal, mental processes, such as letting you stay focused even as your body is reacting to all sorts of stimuli. This DOES NOT mean that you can use the phylactery as a means to preserve your soul, as in your entire life, if your body is destroyed.

Drawback Bad Ends- In the case that you fail one of the drawbacks that has you targeted by one of the many factions/creatures of this world (*Merchants of Menace*, *Going Mad*, etc.) due to something that does not result in your death such as being captured or brainwashed, failing the jump means that you return to your home Earth as your normal self, cleansed of all physical, spiritual, and mental corruption, not that you stay in the current jump in your current state of hopelessness (unless you actually wanted to fail). Just wanted to make sure that point got across.

Water of Life (Wanderer of the Dunes)- When obtained, the Water of Life will in general give you the power of prescience, which lets you on the one hand access the memories of your deceased ancestors but on the other hand reach into the future to foresee potential future events. However, you can only access the memories of people directly related to you by blood, and your future sight is unable to account for certain people and things that do not fit with the regular flow of foreseen events; this sometimes may lead to blind spots in your visions.

However, after you obtain a Spark, these limits will disappear: you can now access the memories of any deceased person you had a strong bond with, and you can fully see the future, even areas that would normally block your prescience. And don't worry; either way, your prescience adjusts with the flow of time, meaning that you can change the future after you've seen it rather than being locked in place.

Oath Harmonizer (Make Your Own Happy Ending)- Essentially, your role in presiding over the oaths makes you able to ensure that the heartfelt promises can be kept. Using the marriage of a human and a monster girl, for example, the Mamono vows that she will not corrupt the man nor exert any unnatural influence on his mind and will bear him human children with at least half the frequency at which she bears monster girls. These promises are impossible due to the nature of Mamono, but the perk makes it possible since it enables a more harmonious relationship without empowering either party outside of their relationship. Similarly, the promise of vampires in a setting to never mindfuck, lethally drain, or forcibly turn humans – even if this is what they are naturally compelled to do – would ensure that they do not succumb to those urges.

Moreover, the effect of the perk once the oaths are sworn binds the oaths indefinitely, such that in the cases of organizations and countries, as long as the oath is not renounced by a majority decision, the blessing to the vows will allow the promise to be kept for generation after generation, allowing a long continuance of peace and harmony between different groups and individuals. The blessing will even overcome great curses that otherwise would mar the relationship between the parties, such that even a curse that forces two families or kingdoms to be at constant strife with each other would be unable to stop a permanent peace treaty if the two sides willingly promised not to fight each other any longer.

Companions Taking Drawbacks/Scenarios- Companions can only take drawbacks that are specifically stated to be permissible for them. Only +600 CP in drawbacks can be accumulated per companions. If the companion fulfills the "game over" elements of certain drawbacks, this will not end the jump as it would normally do for you, but it will essentially lock the companion away, out of your reach and unable to be rescued, for the duration of the jump; the companion(s) will be freed at last once the jump is officially over. Companions may take any scenario they like with no limit to the number of potential points. However, with just a few exceptions, only one person, whether it's you or a companion, can complete each individual scenario, so companions cannot take scenarios that you or another companion have taken. Since it's your companion taking the drawback/scenario and not you, he or she will be the one to directly receive any rewards offered for completing the drawback or scenario, such as items and companions. Essentially, any new companion earned in that fashion will feel primarily interested in and loyal to the companion who completed that drawback/scenario, rather than directly to you – though things can certainly change over time with enough work.

Bonus Scenario Information- While you are free to read over the full details of the scenarios when selecting missions here, please note that once you begin the jump you will only know the minimal information about the bonus scenario(s) you are involved in. Basically, "spoilers" such as the true face of Hel and the history of the Tsuchigumo will remain blank from your memories, and you'll have to discover those secrets on your own.

Special Companion Characters- Due to the vagueness of the setting, I had to take some liberties in expanding and sometimes outright creating from scratch the different potential companions in the Bonus Scenarios. I tried to explain their overall personalities and some of their powers in the actual bonuses, and I want to leave things open for you to creatively expand on if you want to further develop the characters, but if you want more specifics regarding their powers, see the list below. Just remember that when I equivate their powers to certain perks, I am not necessarily saying that they actually have those jump-fiat perks, but rather that their abilities are relatively similar to those perks. In general, while the affection they may have for you at the start of the scenarios is variable, by the end of the scenario, by virtue of needing to really understand and work with and prove yourself to them to succeed in the missions, they will likely be closer to the level of true loves, having found a strong, genuine bond with you. That said, a lot of these ladies are pretty strong-willed, so the balance in the relationship might vary some depending on the personality. Please also keep in mind that they often have certain biases and viewpoints on life, though they can change over time. For instance, Sugoi Maria wholeheartedly believes in her mother's dream to share the succubus vision of love with everyone, while your teammates for the Cat Team for the most part follow the cultural norms of the Cat Kingdom and think that cats are superior creatures that should have their every wish granted by other beings.

Band (Live Love!)- Honoka, the lead singer, is a very optimistic and cheerful Siren who loves to sing and is always coming up with fun new ideas for her and her friends. However, she's also somewhat absent-minded, so she tends to fly head-on into new things without considering the challenges. Hanon, a Mermaid, is the back-up singer for the group and has a tendency to get caught up in romantic daydreams. Brillig, the lyricist, is a Jubjub who loves the concept of love and likes peppy pop songs about love; she also has a rather mixed-up concept of lyrics and likes to make nonsensical ones that would only make sense to a Wonderland audience. Ila and Zeni are twin sisters – a Harpy and Black Harpy respectively. Ila is carefree but stubborn when push comes to shove, and she does the band's choreography; she favors slow, soothing dances. Zeni in contrast is a brash and rough tomboy who likes "metal/rock/punk" music and composes the team's songs accordingly. Ritsu – also called "Animal" – is a Kakuen drummer who goes bonkers whenever she gets her hands on some drums. Ritsu's best friend is Mio, a quiet and reserved Soldier Beetle who nonetheless produces powerful melodies on her violin when she puts her full emotions into the work. Meer is a talented Gandharva guitarist but remains dedicated to Eros' teachings and likes to try to hook people up with lovers. Megumi the Fairy is a pianist and childishly treats everything like a game. Napari is an Arachne seamstress who is able to make remarkable costumes for performers. You could say that she's "married" to the concept of sewing, so she tends to get very particular and stubborn about her designs. Ikiban is a typical Gyoubu Danuki and is always looking for a cheap buck for herself even when helping the band out with its finances. Finally, there is Nozomi, a calm and collected Crow Tengu who helps you counsel the band and bring out their full potential. She is a great fortune teller, but she also has a mischievous side at times. None of the band members have any particular "special powers", but they are still very nice girls and can produce wonderful music. As a whole, the team can be considered to have the *Melody of the Gandharva* and *Dance From the Heart* perks when they perform together.

Saphirette Spherica (School of Hard Knocks)- Saphirette was considered a genius even when she was restricting her research to the limits set by the Order, and she has gained even more knowledge since she has gained access to demon realm information. Saphirette is a skilled elementalist who can manipulate water, fire, earth, and wind to incredible effects, as demonstrated in how she used them in conjunction with demon energy to fully restore and revitalize Polove's barren environment, such that it now has flourishing (demonic) ecosystems and large reservoirs of magic empowering the land. As she has changed into a Dark Matter, she has strong corruptive capabilities, and if she releases enough of her magic energy she can empower all monsters in the vicinity and fill them with wild lust like a "dark sun." Being an embodiment of the element of "darkness", Saphirette is able to therefore enrich and be enriched by darkness and corruption and demon energy around her.

In addition to being an especially talented mage and elementalist, she prides in being a scholar (though she tends to be rather biased in her views) and can quickly study, learn, and teach new ideas and discoveries. Overall, Saphirette can be considered to have all five of the Elemental Faith perks, with the last one, *All are the Elements*, granting her control over water, fire, wind, earth, and darkness (she has yet to apply her talents to further elements, though it is certainly within her capabilities). She can also be considered to have the *Why Don't You Write About It?* and *Wandering Scholar* perks. Her four (dark) elementals – Undine (water), Ignis (fire), Sylph (wind), and Gnome (earth) – can all be considered to have the *Spreading Nature's Heart* and *Dark Power* perks for their respective elements; also, their power level in comparison to normal elementals is a similar ratio to how Arch Imps stand in compare to lesser Imps (meaning they are very strong, much stronger than a regular elemental). Assuming you have the right abilities, you can make covenants with the four elementals – and with Dr. Spherica, seeing as she is a sort of elemental herself – but they will retain the separate covenants they have with Saphirette.

Acererak (Tomb of Horrors)- Seeing as her persona is based off an infamous character from *Dungeons and Dragons*, it might be useful to refer to the official *Tomb of Horrors* campaigns. As a Mamono undead, Acererak's body regenerates from damage taken (see *Regeneration*), and her phylactery lets her store her soul (though it's mostly just so she can continue writing notes in the middle of sex these days); her regenerative powers mean that she does not suffer the decay that D&D demi-lichs face. Due to her high status, she is considered undead nobility and therefore has access to the *Monarch of the Undead* perk. Lichs are mages who became undead after extensive research, so she has a vast knowledge and affinity for various spells from all sorts of schools; this means that she also has the *Magi Prodigy* perk. She is skilled in astral projection and can find ways to project herself with full physical/magical power to nearby planes. Not to mention that she was able to construct a complex and well-defended dungeon.

Johrani and Denise (Primordial Park)- Johrani Mac Atten is a self-made merchant billionaire who, despite not having much magical power himself, has pioneered innovative uses for magic and technology. In fact, he should have the appearance of an aged man by now, but he's figured out a way to keep himself youthful without becoming an Incubus. Johrani has nostalgia for the primal power that monsters had in the past, as he believes that such wild beauty was a priceless treasure for the world, and he mourns that such instincts have been lost and subverted by the Mamono versions of wildlife. He founded Primordial Park as a way to forcefully recreate the hostile environments of the past eras while nonetheless using the Mamono aesthetic of tourism to showcase it in a way that is safe for the visitors. After the breakdown of his park, Johrani has revised his view of things and seen that it was wrong of him to force those instincts back on the Mamono. Johrani can be considered to have the *Magic Prodigy*, *Vegetal Shepherd*, and *Concentration is Key* perks. Denise, called "Nerdy Denise" when she infiltrated the park's staff as part of the repair crew, is a radical Gremlin who greatly values the concept of freedom and wanted to free all the exhibits at the park. She has a habit of taking action without thinking of the consequences, but after her experience in the park she's learned to take a more moderate approach and handle things carefully so she doesn't make things worse. Denise can be considered to have the *Gizmo Glitches*, *Perfectly Normal*, and *Magic Prodigy* perks.

Briar and Typhon (The Demon Who Would Be Lord)- Briar is a Hecatoncheir, an ancient breed of hundred-armed monster who swore an old oath to serve the Chief God. Seeing as she failed quite miserably in her assignment due to the lack of support, though, Briar is no longer bound to that oath and is free to do as she wishes. Briar presents herself as a proud and strong warrior who helps to uphold the laws of the worlds. However, on the inside she is actually quite insecure and curious. Having spent so many years in the prison

keeping watch, Briar does not have much experience interacting with people or the outside world, and she is counting on you to help her with those issues and her developing sexual tastes as a monster woman. Briar can be considered to have the *Chimaeric Fusion*, *Monster Slayers*, *Trainer of Heroes*, *Two Parts*, and *Honor Duel* perks. Typhon is a chimeric nightmare of different monsters, with the tail of a Lamia in place of feet, the wings and body of a Dragon, and the face of a Demon – and the respective powers of each species, to boot; she also used to have multiple heads, but like the Chimaera her Mamono body has them fused together. Plus, she can turn back into her original, monstrous form, though she's struggling with her newfound preference for her Mamono body. Typhon seems to be the epitome of a wicked demon lord, with a vicious temper and cruel harshness toward all. However, her heart is in fact kind and loving toward all people. She adopts the manners of what a traditional demon lord is because that is what her creator desired her to be, and she believes that the only way to save the world from its endless violence is to strike them with the fear of the very embodiment of all that hate. If you manage to calm her down, she'll gradually drop the nastier elements of her behavior, but she will still be fiercely defensive of the values she upholds and will want to take direct action to support her ideals; in particular, she dislikes violence and efforts to maintain a "status quo." Typhon can be considered to have the *Chimaeric Fusion*, *Rebel Against the Gods*, *Demon Energy Outlet*, *Dark Power*, *Slithering in the Soul*, and *Predatory Gaze* perks.

The Dragon, Eagle, and Squirrel (Saga of the World Tree)- Nidhogr is a gargantuan Wurm who is surprisingly enough a vegetarian. She has a fierce temper and is single-minded in her goals and beliefs. She relishes in her wild, unrestrained nature and doesn't care if she gets dirty with mud or other things. Nidhogr can be considered to have the *Prideful Power, Draconic Breath, True to Form, Artistic Muse, Staring Into the Abyss, Troll Garden*, and *Keeper of the Ancient Ways* perks. Turul is a special type of Harpy that has eagle and hawk-like characteristics. She has long been the trainer of the Valkyrie squadrons up in Heaven and is a fierce warrior in combat. In contrast to Nidhogr, she prides herself in her elegance and grace as a warrior and lady. Yet she is equally stubborn and single-minded like her "rival". Turul can be considered to have the *Trainer of Heroes, Keeper of the Ancient Ways, Artistic Muse, Watch the Skies, Shinzuuriki*, and *Thunder of the Heart* perks. Both Nidhogr and Turul are master of the bardic skald trade and prefer to speak in verse form. The two used to be fierce rivals who refused to admit their feelings toward each other, but now that you've helped them open up they are more forward with their true feelings – sometimes a little *too* upfront, in fact. Bragi Gunsnor is a talented Ratatoskr who, after you win her heart, will restrain her love for false gossip and only give you real information – though she still likes feeding false rumors to other people as tricks. She is a skilled climber and explorer from her experiences in traversing the World Tree. Plus, like Nidhogr and Turul, Bragi is a master at skaldic poetry. Bragi can be considered to have the *Artistic Muse, Wandering Scholar, Keeper of the Ancient Ways*, and *Vegetal Shepherd* perks.

Bodyguards (Journey to the West)- "Monkey" is considered an epic-level Kakuen. She has access to many of the powers and treasures that the classical Monkey King had, such as the ability to transform and create copies of herself from her individual hairs and a pole that changes size as she wishes, but keep in mind she prefers sensual forms (she likes to use her rod for sexual foreplay, she will only transform into women, etc.). "Pig" is an epic-level Orc who has enhanced strength and owns the legendary "Nine-Toothed Rake" that can make nine deadly strikes at once (though she's tempered it with demon realm silver so it only leaves non-lethal wounds). Sandy is an epic-level Sahuagin, meaning that she is skilled at fighting in the water as well as on land, and she owns a magic wooden staff. White Dragon Horse is a cross between a Hakutaku and a Ryu, and she inherits abilities from both of her parents; this means that she can transform into a large dragon at will and make rain come, while she can on the flipside gain knowledge through touch like the *Touch of Knowledge* perk. All of your bodyguards are trained in the martial arts and can be considered masters of the *Mana Strengthening* and *Martial of the Mists* perks.

Shrine Maidens and Spiders (The Unforgiven)- The *Unforgiven/Secrets of Zipangu* scenario offers several potential companions. The Shirohebi twins Kagami and Tsukasa have the natural jealousy of their species, but they are rather young and have a somewhat different outlook. Rather than seeking out a single person, the twins instead value the idea of a close group of friends that does everything together. They view you as a close friend, and they view others you love, assuming the sisters get along with them, as friends as well. That said, their Mamono/white snake traits hold true, so while they enjoy just doing normal things as friends, they think that love and friendship are identical, so it's perfectly normal for best friends to show how much they love each other in more physical ways, ne~? And they will apply their possessive instincts to all of their friends. Any "outsider" who becomes friends with any of the people the twins consider friends will either be brought into the circle and thus smothered by the possessive "friendship", or else be treated as wicked thieves trying to steal away the sisters' friends. Since they share everything, whenever they're jealous they'll use a single blue flame powered by both of them; said "blue flame of jealousy" is more potent than a normal Shirohebi's and, while a single twin could help reduce the effect, it will take both twins wrapped around you at once to extinguish the raging flames for an extended duration. The two also stand out by lacking the quiet and demure nature of usual Shirohebis. Kagami is the more intelligent and serious of the two. She also has a bit of a tsundere personality and an explosive temper, though it doesn't prevent her from being possessive of her "friends." Kagami has the *Concentration is Key*, *Luck of Cats*, and *Keeper of the Ancient Ways* perks. Tsukasa in contrast is rather carefree and silly, as well as being a lazy sleepyhead; she also likes to cook in her spare time (and Kagami likes to eat her food). Tsukasa has the *Door Between Sleep and Waking*, *Trippy Tricks*, and *Cry of the Helpless* perks. Both of them also have the *Mana Strengthening* perk, and they jointly own the *Inari Kitsune's Cooking Class Master Book* item. They are newbie miko priestesses, and they often mess up in a comedic fashion, but they always give it their all. Aterui is a Tsuchigumo, an unorthodox (non-canon) spider warrior; in essence, her kind can be said to have the body of an Ushi-Oni, the physical strength of an Oni, the fighting skills of an Ochimusha, and the illusionary powers of an Inari or a Gyoubu Danuki. And as their unmatched leader, Aterui's a step above the usual spider samurai. She can be considered to have the *Rebel Against the Gods*, *Corruption Resistance*, *Keeper of the Ancient Ways*, *Honor Duel*, *All the World's a Stage*, *Poisonous Pest*, and *True to Form* perks. She is a determined warrior who was shaped by her people's struggle underground. As a result, she is on the one hand willing to humble herself and do common/yucky tasks without worry about it staining her sense of honor and grace, yet on the other hand she hates people who abuse or throw away their honor, like those who cursed her family so long ago. She starts out seeing you as a close friend and companion, but she may be open to romance in time.

Aeris and Gondul (Fading Light)- Aeris is a kindly Angel who wholeheartedly believes in selflessly serving Heaven. She sees you as her chosen partner and wants to do her best to make you happy. She dislikes fighting but knows some good defensive and healing spells. However, she is uncertain about her duties and questions if she herself has the right to be happy. If she becomes a Dark Angel, she becomes completely selfish and obsessed with sexual activities. If you help her realize that she can find her own, balanced happiness while still caring about others, though, she will find a more healthy self-awareness while maintaining her dedication to the light. As an Angel, Aeris has the *Bulwark of Humanity*, *Blessings of Light*, and *Anti-Corruption* perks; as a Dark Angel, she instead has the *Every Inch of Passion*, *Promotion for Misconduct*, and *Fallen Eclipse* perks. Gondul is a brave and valiant Valkyrie who wants to make you into the best hero she can. Being guided by Heaven's voice, she is fearless and dedicated to her destiny as a warrior of the gods. However, she is increasingly confused about the strange directions of her inner voice, and if she were to know that the voice now comes from the darkness in her heart, it would break her, causing her to instead become a Dark Valkyrie. If you can instead convince Gondul to trust in you as her light and to believe that she can determine her own voice of light within her heart, she will find new resolve, as the voice is now one that reflects her holy ideals yet

is true to who she is. As a Valkyrie, Gondul has the *Monster Slayers*, *Voice of God*, and *Trainer of Heroes* perks; as a Dark Valkyrie, she instead has the *Every Inch of Passion*, *Promotion for Misconduct*, and *Fallen Eclipse* perks.

Heroines of Lescatie (Maidens Rising)- Wilmarina Noscrim is a brave and compassionate heroine who passionately believes in fighting for justice and saving the world, but initially questions her destiny after seeing how her duties inhibit her own happiness and hurt those she cares about. If you save/redeem her, Wilmarina will realize that while the world is a dark place, it is possible to fight to save it while still finding personal happiness with those you love, and that true justice is one that is not limited to the restrictions imposed by those in power. As a human, Wilmarina has the *Corruption Resistance*, *Chosen Hero*, *Bulwark of Humanity*, *Monster Slayers*, and *Blessings of Light* perks. If transformed into a Succubus, Wilmarina will instead have the *Demon Energy Outlet*, *Wonderful Waifus*, *S.S.*, *Gentle Strength*, and *Honor Duel* perks; she also retains and has strengthened the sword and sorcery skills she honed as a hero for the Order. Mimil Miltie is a young prodigy who has proven herself to be a genius and powerful mage like no other. Despite her great intellect, she really wants to just enjoy the simple, childish things in life with someone who accepts her silly side and cares for her out of sincere love; show that you can fulfill her dream, and she will be able to find true happiness. As a human, Mimil will have the *Magic Prodigy*, *Gizmo Glitches*, *Mind Over Magic*, *Monster Slayers*, and *Magical Renaissance* perks. As a Witch, Mimil will instead have the *Demon Energy Outlet*, *Wonderful Waifus*, *Magical Renaissance*, *Childish Games*, and *Familiar Contract* perks. Sasha Fullmoon is a kind priestess who loves everyone and wants to bring smiles to everyone as a heroes, yet is starting to see that it is harder to bring smiles to people without hurting others in the process. If you save/redeem her, she will have found that there are ways to help bring happiness to everyone without relying on simply lust and the like as a crutch. She still insists on showing mercy to everyone and has a habit of taking in orphans under her care, but she has also found the strength to stand up for her convictions. As a human, Sasha can be considered to have the *Honored Saint*, *Monster Slayers*, *Blessings of Light*, *Chosen Hero*, and *Voice of God* perks. As a Dark Priest, Sasha will instead have the *Demon Energy Outlet*, *Wonderful Waifus*, *Every Inch of Passion*, *Dark Power*, and *Voice of God* perks; in both cases, the "voice" she hears will now be a neutral one like the default setting if you were using the perk. Mersé Dascaros is a tomboyish soldier who's become well-respected by the common troops for her battle skills and understanding of war tactics, so much that she particularly excels at training new soldiers in the army. Despite making it seem like she is a carefree, rough individual who is just "one of the guys", she is in fact fearful of her inner femininity and worries that she will one day become like her abusive and neglectful mother. If you save/redeem her, she will realize that everyone handles things differently and that there's nothing necessarily wrong with human femininity, just the individuals; she'll essentially find a balance that accepts her feminine side without going off the deep end in the opposite direction from her initial stance. As a human, Mersé can be considered to have the *Bulwark of Humanity*, *Trainer of Heroes*, *Monster Slayers*, and *Flaming Passion* perks. As an Echidna, Mersé instead has the *Demon Energy Outlet*, *S.S*, *Serpentine Flexibility*, *Snake God Ritual*, and *Mother of Monsters* perks. Primera Concerto is a Half-Elf whose struggles to overcome prejudice for her mixed race have made her prideful and moody to push back her gentler side. If you save/redeem her, Primera will find a better balance with and acceptance of her emotions, and she will realize that she can take pride in herself and find love as a Half-Elf. As a Half-Elf, Mersé can be considered to have the *Spirit Provider*, *Keeper of the Ancient Ways*, *Vegetal Shepherd*, *Trees of Life*, and *Concentration is Key* perks. As an Elf-Werewolf hybrid, Mersé can be considered to have the *Demon Energy Outlet, S.S, Arrows of Cupid*, *Alpha of the Pack*, and *Sixth Sense of the Sith* perks; in addition, she can infuse her weapons with the magic to turn targets into Werewolves. Francisca Mistel Lescatie is the neglected and abused princess of Lescatie's royal family, despised for her lack of physical and magical power since the kingdom values strength in the war against monsters above all other qualities. If you found a way to cure her physical health, that would certainly help, but you will also need to address her self-loathing and despair. If you save/redeem her, Francisca will find the strength to stand up for herself and realize that giving into her despair or drowning

herself in mindless pleasures is not a true substitute for the kind of happiness you discover and earn through your own inner strength. As a human, Francisca can be considered to have the *Royal Power*, *I Need a Vacation*, *Why Don't You Write About It?*, *Artistic Muse*, and *Mood Monitor of Maids* perks. As a Queen Roper, Francisca can be considered to have the *Demon Energy Outlet*, *Wonderful Waifus*, *Parasite's Compromise*, *Amorphous Body*, and *Mental Tentacles* perks. Amanomiya Koyoi (Koyoi being her personal name) initially has the apparent demeanor of a stoic and emotionless demon hunter, but this is a façade she has forced on herself due to having to detach herself from those she loves and cares for. If you save/redeem her, Koyoi will find a balance in her emotions and outlook so that she no longer feels tied down by her traditions/duties but does not descend into hedonistic, lustful anarchy either. As a human, Koyoi has the *Monster Slayers*, *Mana Strengthening*, *Concentration is Key*, *Shinzuuriki*, and *Honor Duel* perks. As an Inari, Koyoi can be considered to have the *Demon Energy Outlet*, *Wonderful Waifus*, *Land of Grace and Honor*, *Red Cap* (substitute the cap with her tails), and *Secret of the Mist* perks.

Hina and Kokoro (Oh My Onsen!)- Hina is a determined, fun-loving Scylla who seizes anything that interests her, whether it's a strange item that catches her eye or a crazy new idea for an adventure, with all eight (ten with her two human ones) arms and her whole heart. She's also always eager to drag both you and her best friend Kokoro into whatever's her newest idea, no time for questions or consideration. Hina can be considered to have the *Flexible* and *I Need a Vacation* perks. Kokoro is a Charybdis who does her best to temper Hina's wild side with caution, and she's often a little peeved at getting yanked into Hina's plans, like it or not. On the other hand, she has a creative side to her, and many of Hina's own crazy schemes originated from wistful dreams that Kokoro quietly shared with her friend; Kokoro's always a little hesitant to take the first step, so Hina takes it upon herself to make it for her. Kokoro can be considered to have the *Nesting Hole* and *Silent Clues* perks.

Barghest (The Ghost Dog)- Barghest is a strange fusion of a Hellhound with the otherworldly nature of Ghosts. She lacks the violent, stubborn nature of a Hellhound and is instead rather quiet and self-reserved. This is because her reputation as a harbinger of disaster has made it difficult for her to make friends. However, once you befriend her, you could not ask for a more loving and loyal companion. She can generate powerful flames like a Hellhound, but she can also make herself turn intangible like a Ghost. She can also sense coming danger, and with enough work she might be able to figure out the exact source of the looming threat. Barghest can be considered to have the *Ghostly Haunter*, *Run With Your Cock*, *Rebel Against the Gods*, and *Sixth Sense of the Sith* perks.

Gorogoth and Ungoliant (Elemental Mystery)- Gorogoth is a notably powerful Dorome elemental, and she is able to easily merge with and control the earth around her. She is strong enough to absorb the earthen materials of an entire mountain, such that she can either become giant-sized or split herself into dozens of dozens of copies. She can also use her connection to the earth like a compass to detect power sources and other things within the ground. Plus, unlike most Doromes, she is able to harden her typically mud-based body at will so that it is as hard as stone. Even so, she retains the sluggish, simple-minded nature of a Dorome. Gorogoth can be considered to have the *Spreading Nature's Heart* (Earth), *Dark Power* (Earth), *Vegetal Shepherd*, and *Silent Clues* perks. Ungoliant used to be a perpetually starved and crazed monstrosity who constantly raged against her creator for abandoning her and locking her away where she can hardly eat anything. Since her transformation into a Mamono, though, she has gained sapience and better control over herself, such that she does not need to constantly eat to stay alive. Even so, she has a great hunger for spirit energy, and she is a voracious partner in bed, if you catch my drift. She was a powerful monster created to eat almost anything, and

her power rivals that of a lower-leveled demon lord. Ungoliant can be considered to have the *Atlached to the Nacha*, *Rebel Against the Gods*, *Poisonous Pest*, *Complete Corrupter*, and *Darkness of the Deep* perks.

Nicole and Krumpie (Merry Kissmas!)- Assuming you finished their quest, both of them will be in love with you, and, as fitting with their warm hearts, they are perfectly willing to share the love. Nicole is a kind-hearted White Horn who is the "big sister" of the two. She has a warm, motherly nature and loves to see people smile. Nicole can be considered to have the *Inviter of Happiness* and *Eternal Virgin at Heart* perks. Krumpie is a shy, loveable Nightmare who only gives nightmares to help people learn from their mistakes; in fact, she often messes up her nightmare attempts, either by getting scared herself or by being too sweet to make the nightmare scary. Krumpie can be considered to have the *Nightmare Rider* and *All the World's a Stage* perks. In addition, both siblings have the *I Need a Vacation* perk.

Burning Trio (Volcanic Panic)- Durina is a Balrog Mamono who has the power to awaken or calm down volcanoes. She also has great power over fire in general. She's a rather carefree and kindhearted person who likes to go off and have fun (and sometimes neglects important things in the process) but deeply cares about the welfare of everyone and gives it her all when people are in distress. Durina can be considered to have the *Covenanter (Fire and Earth), Spreading Nature's Heart (Fire and Earth), Master of the Forge*, and *Blessings of the Kami* (only blessings related to her links to fire and the earth, though) perks. Pe-Le is a hotheaded, especially powerful Ignis who tends to jump to conclusions easily. She's certainly knowledgeable about fire magic and can even do complex fire-based rituals, but otherwise she's a bit dumb and easily confused, as seen in how she jumped to grievously wrong conclusions about Durina's message. And once she gets set on something, it takes Hell(fire) to get her to stop. That said, she would never do anything to hurt her friends, and she can be gentle once she gets to know you. Pe-Le can be considered to have the *Spreading Nature's Heart (Fire), Elements Taking Shape (Fire), Cage of Will*, and *Flaming Passion* perks. Furita is a Lava Golem that has become exceptionally strong and durable after spending many eons with her friends. She's actually very smart (probably the wisest of the trio), but she's rather shy and quiet, so sometimes there's a failure to communicate. She sees herself as someone who's nature is to protect/support others, so she always strives to keep her friends happy and guard those in danger. Furita can be considered to have the *Elements Taking Shape (Fire), Silent Clues*, *Concentration is Key*, and *Mood Monitor of Maids* perks.

Gandy and Smug (Far Beneath the Misty Mountains)- Gandy is a Witch who adheres to the teachings of the Sabbath but has an independent side, hence why she orchestrated this risky plan without orders from her superiors. She is rather sneaky, willing to take upon herself guises that degrade on her pride as a Witch if it suits her ultimate goals. She's brilliant with magic and not to be underestimated. She treats you as her "familiar" and her precious "big brother/sister". Gandy can be considered to have the *Perfectly Normal, Magic Prodigy, Dungeon Delver*, and *Trainer of Heroes* perks. Smug is a proud and arrogant Wyvern who is a little smarter and stronger than most of her kind. As a result, she constantly chafed at getting only the scraps of glory and jumped at the chance to seize a whole kingdom like a true dragon, though it kind of came back to bite her in the ass. After completing the scenario allied with her, she gains the power to become a true Dragon, though she can still take the form of a Wyvern, too. Because of her mixed origin, Smug's personality is a strange mix of Wyvern and Dragon. She can be very prideful and possessive, but also humble and generous, such that she is perfectly willing to give away whole mountains of gold yet lash out if someone takes a small treasure from her without asking first. She's especially eager to fight, given how she's been pent up without anyone to brawl against for a long time. Smug can be considered to have the *Prideful Power, Draconic Breath, True to Form*, and *Trippy Tricks* perks.

Audrey (Little Shop of Tentacles)- Audrey is a particularly virulent and powerful breed of Tentacles whose worse attribute may be her cunning ability to think and plan. She is a brilliant alchemist and uses her understanding of plant properties to grow ever-stronger tentacle plants under her control. While you can get her to work with you to a degree, she's always hungry for power and eager to expand tentacles with no limits, so you'll need to keep a close eye on her. Audrey can be considered to have the *Mental Tentacles*, *Magic Prodigy*, *Plant Puppeteer*, *Trees of Life* (with tentacle "trees"), and *Parasite's Compromise*.

Tucker and Ogelvie (The Apple Dumpling Gang)- The Goblin and Hobgoblin duo making up the Apple Dumpling Gang are, well…idiots. They have the stupidest ideas that always end up in silly failure, and they are too cheerful and enthusiastic to revise their plans at all. Each thinks that she is the brains of the operation, leading to many arguments on what they should do, but really in either case it's one fool leading the other fool into folly. They pride themselves as robbers, though they have never had a single successful robbery. Tucker has the *Bountiful Catches* and *Trippy Tricks* perks, while Ogelvie has the *Trippy Tricks* and *Bigger is Better* perks – and they both have exceptionally bad luck.

Melk (Forge of Legends)- Melk is a shy and insecure Cyclops who nonetheless is a prodigy at crafting all sorts of wondrous items, from simple tools to mighty weapons to even whole cities if she has the time and resources. She also has tremendous physical strength, but she is unused to combat. If you can help her overcome her sense of inferiority and take pride in her appearance and abilities, she is capable of many great things. Melk can be considered to have the *Master of the Forge*, *Concentration is Key*, and *Artistic Muse* perks. She also has the level of cooking skill normally instilled by the *Inari Kitsune's Cooking Class Master Book* item.

Miss Cheshire (Cheshire's Adventures in (Lands Beyond) Wonderland)- Miss Cheshire is an impossibly mischievous and smug little cat, and she's proud of it. As an off-and-on playmate of the Queen of Hearts, she knows all sorts of tricks and games to play with her victims. When she acts as a guide, you can be assured that you will get to see the very best spots of the tour for a top-class experience. However, she also acts very mysterious and enigmatic to confuse you, and she believes that the best experience is getting into mischief, so she'll help you experience the sights by getting headlong into trouble in the process. When she's not being the tour guide, though, she is in fact rather uncertain about herself. If you get past her bravado, she's willing just playing whatever part she needs filling. As a result, if she is the "visitor" being guided, she will be exaggeratedly curious and naïve, constantly getting lost and "innocently" stumbling into trouble. By the end of her scenario she will enjoy being both your tour guide and a tourist guided by you, and she likes to switch the roles with chaotic whimsy. Miss Cheshire can be considered to have the *I Need a Vacation*, *Making Sense of the Nonsense*, *We're All Mad Here*, and *Cute and Coy as a Kitten* perks.

Hulud (Wanderer of the Dunes)- Hulud is an ancient, giant Sandworm who has a rather simple but kindhearted mind, at least toward you. She can be very aggressive against enemies and people who invade her territory, but she views you as her other half, a sort of soul mate that she is bonded with. Her full size is large enough for the interior to be a vast cave, and she is long enough to wrap around a full city. However, she can temporarily shrink and morph herself to give herself the appearance of a Lamia. The inside of her shell is large enough for 50 or more people to live comfortably inside. She also naturally produces "spice" that has enhancing properties on whoever consumes it (and don't worry, it's not addictive, at least not in a deadly way). You can also merge

your body and consciousness with Hulud to become a singular being that contains both sides' powers and thoughts; you also know how to separate again, of course. Hulud can be considered to have the *Size Change*, *Spreading Nature's Heart*, *Serpentine Flexibility*, *The King is the Land*, and *Slippery Touch* perks. Moreover, she has sand equivalents of the *Domain of the Sea*, *Grace of the Ocean*, and *Marriage to the Sea* perks, meaning that the powers they normally grant over water and oceans are instead applied to sand and deserts; *Marriage of the Sea*, for instance, would allow her to give people the ability to swim and "breathe" in the sand, and be seen as an ally of the desert by local species.

Genbei and Sato (The Eel and the Centipede)- As an "Unagi Hime" (non-canon), Genbei is to regular Unagi Joro monsters as how Arch Imps are to simple Imps. She can be considered to have the *Land of Grace and Honor*, *Courtesy of an Invitation*, *Slippery Touch*, and *Magi Prodigy* perks. She also has a little bit of "dragon" blood in her, which lets her turn into an "eel dragon" from (it's basically just a slimy, freshwater Wurm that's more delicate than a true Wurm). She is a kind and gentle wife who always acts with the utmost grace, but she is rather pretentious and likes to show off her status and wealth as a "princess" – even if her little house in the pond is nothing in comparison to the holdings of true royalty. Sato is a tomboyish, especially strong Oomukade who has all of her kind's ferocity but none of the gloom. When she wants something, she takes it, and she doesn't let anything get in her way. She can be considered to have the *Bountiful Harvest*, *Poisonous Pest*, *Size Change*, and *I Want to be Left Alone* perks. She also has incredibly strong natural armor that resists almost all attacks.

Archaeologist and Emperor (Imperial Legacy)- Yindi "Anna" Qiongsi is a great Hakutaku scholar but also a budding archaeologist. She's relatively young and still learning the basics (and tends to be rather reckless and constantly gets herself and others into trouble), but she has an inquisitive mind and loves exploring new places especially alongside her lover. She can be considered to have the *Touch of Knowledge*, *Wandering Scholar*, *Dungeon Delver*, *Keeper of the Ancient Ways*, and *Why Don't You Write About It?* perks. Qin Shi Huang was the proud emperor of the Mist Continent, but on seeing that nobody wants her back – and they're prepared to fight if necessary – she's willing to concede to giving you the "honor" of escorting her as she comes with you. She is very haughty and egotistical, and prone to sudden rages and paranoia, but she has an insecure, gentler side brought up from her Mamono transformation. Therefore, while she treats you like a servant as first she'll gradually warm up to you (in more ways than one, if you catch my drift). In addition, it must be conceded that her ego in part comes because she is a genius, who is capable of coming up with incredible innovations (as seen with her mausoleum, which she personally designed. "Empress" Qin can be considered to have the *Gizmo Glitches*, *Jiangshi Master*, *Secret of the Mist*, *Regeneration*, and *Monarch of the Undead* perks.

Yuna (The Stars on the Sea)- Yuna is a bright young Cancer crabgirl who has always loved to map out the seas and the stars. She loves sharing what she's learned about the ocean depths and the beautiful stars, but like most Cancers she has trouble expressing her emotions, at least at first. She likes to make sure that you stay completely clean, and she'll fastidiously cleanse you with her bubbles. By the end of the bonus scenario, Yuna can be considered to have the *Silent Clues*, *Grace of the Ocean*, *Dance from the Heart*, and *Karkinos Quadrille* perks.

Cat Team (Cats and Dogs)- All of the cats in the team (with the exception of Kitty-chan) can be considered epic-level versions of their respective species. They all also have the *Cute and Coy as a Kitten* and *Feline Grace* skills. Tuesti has the *Voice of God* (set to hear Bastet), *Cat Curse*, and *Blessing of Bastet* powers. Marie

has the *Why Don't You Write About It?*, *Artistic Muse*, and *Dance from the Heart* perks. Lizzie has access to the *Making Sense of the Nonsense, We're All Mad Here*, and *Door Between Sleep and Waking* perks. Giza can be considered to have the *Touch of Knowledge, Riddle Me This*, and *Royal Power* perks. Wong Fu can be considered to have the *Mana Strengthening, Martial Arts of the Mists*, and *Honor Duel* powers. "Kitty-chan" only has the *Luck of Cats* perk; it turns out, if you look into things enough, that the unfortunate mascot was a human who personally defied Bastet and was turned into a cat until she could "redeem herself" in Bastet's eyes (not that Bastet would reverse the transformation, as the "redemption" would require the subject to embrace being a cat permanently).

Dungeoneering Team (Deepest Dungeon)- Musanara is a highly skilled Gremlin who prides herself as a researcher of ancient technologies. Due to the dangers of her profession, she isn't as mischievous/reckless as her species usually is, and she knows how to fight in combat; even so, she has a sardonic sense of humor that emerges time to time. She's even made a non-sapient yet organic personal armor that is based roughly on the Living Armor design, with tons of cool upgrades. "Musa" can be considered to have the *Gizmo Glitches*, *Magic Prodigy*, *Dungeon Delver*, *Master of the Forge*, and *Concentration is Key* perks. G.S. appears to be a strange Automaton, but more likely she was the original prototype that inspired other cultures to create the Automaton with a magical basis; she herself was made scientifically, but she was designed to be able to use magic in spite of this. She has a simplistic and obedient personality at first glance, generally remaining silent unless asked to do something by you. However, with enough work you can help her develop her own identity and drives – and you'll need to do with that if you want to keep her with you in the end. G.S. can be considered to have the *Corruption Resistance*, *Monster Slayers*, *Sixth Sense of the Sith*, *Silent Clues*, and *Environmentally Adaptive* perks; she also has a highly sophisticated weapons system that rivals Musa's own power suit. Biron is a Doppelganger who tragically lost her husband-to-be long ago and has since worked to become the wise Lich librarian/teacher that she pretended to be for him. Her demeanor as "Lord Biron" is that of a scholarly and courtly Lich, but in her heart she is still shy and lacks confidence in herself; however, she has worked hard and would make her husband proud if he were still here. She won't forget her past love, but perhaps she can forge a new family of sorts with you and others. Biron can be considered to have the *Regeneration*, *All the World's a Stage*, *Wandering Scholar*, and *Concentration is Key* perks. Blizzard is the tribal princess of a band of Yeti who have made a home in their frozen prison within the dungeon complex for ages. She has always been curious about the world after seeing the different exhibits within the dungeon, and she would love to explore new places with you, even the hottest of deserts. She also loves to play games, though her favorite is the "hugging/cuddling game". Blizzard can be considered to have the *Trippy Tricks*, *Alpha of the Pack*, *Great Catch*, and *Spreading Nature's Heart (Ice)* perks. Guroe is a special variant of Werebat who can still fly and see in the dark like the rest of her kind but can also swim in the water like a Mershark. She's very aggressive and forceful but shows a gentler side when exposed to light. Guroe can be considered to have the *Slippery Touch*, *Staring into the Abyss*, *Flexible*, and *Watch the Sky* perks. Kipa is a Raiju who loves to experience lightning and intense energies as an orgasmic, hedonistic pleasure. She's happy to share the fun, but she gets moody if anyone interrupts her sessions. Kipa can be considered to have the *Thunder of the Heart*, *Mana Strengthening*, *Every Inch of Passion,* and *Drunk in Heart* perks. Laura is a Mimic who, unlike many of her kind, has lost her innate sense of hopeful energy due to being trapped in the garbage chamber for so long. Help her get her smile back on her face, and you'll have a dear friend/lover for life. Since she's had a lot of time to think about things on her own, Laura has a greater mastery of the spatial and pocket dimension powers than Mimics normally learn. Laura can be considered to have the *Perfectly Normal*, *All the World's a Stage*, *World Without Time*, and *Dungeon Delver* perks. Shion is a rather unusual Gazer who, due to the curse sealing her, has had to get along without magical powers to help her. She's learned to be a whiz with technology, but her lack of magic makes her rather insecure, so while she might take a dramatic and dominating persona from a distance she becomes very flustered and shy when confronted directly. After you complete the scenario, Shion will use some of the energy from the core to break free of the seal on her magic, thus allowing her to use her

"wicked eye" magic – though she still needs to get used to using it again. Shion can be considered to have the *Predatory Gaze*, *I Want to Be Left Alone*, *Gizmo Glitches*, *Dungeon Delver*, and *All the World's a Stage* perks.

Undead Beauties (Miss Universe)- Nurse Jekyll/Miss Hyde, a Wight undead has a split personality. Jekyll is a distinguished intellectual and comports herself as a well-bred lady. Hyde, in contrast, is aggressive and hot-headed, having no time for playing the gentlewoman. Both sides, however, strongly believe in the ideal of unity and peace among the undead, and they enjoy coming up with new artistic ideas to shake their fellow undead out of their complacency – hence their idea for a beauty pageant. Jekyll/Hyde can be considered to have the *Regeneration*, *Courtesy of an Invitation*, and *Gizmo Glitches* perks. Lagoona is a Sahuagin who has a quiet, serious personality but is very passionate once you get her to open up. She's an excellent stalker and is great at catching people by surprise; she also likes to do it for fun to see how scared they become. Lagoona can be considered to have the *Silent Clues*, *I Want to Be Left Alone*, and *Environmentally Adaptive* perks. Dracula is a high-bred Vampire who is to Vampires what an Arch Imp is to standard Imps. She is quite haughty and condescending to her inferiors (anyone who is not her), but she also believe in noblesse oblige and takes good care of those she has feelings for. Dracula can be considered to have the *Monarch of the Undead*, *The King is the Land*, and *Land of Grace and Honor* perks. Imhotep is a Mummy who is a genius as an architect and has designed many wondrous pyramids, cities, and hidden tombs for the Pharaohs. However, she chafes at serving under them, and she wishes to be recognized as a great mind equal to – no, greater than – the Pharaohs. Imhotep can be considered to have the *Monarch of the Undead*, *Riddle Me This*, and *Dungeon Delver* perks. Christine, called the "Ghostly Angel of Music", is an opera diva who has let the performance go a little too much to her head. She constantly believes that she is living out a mythical opera in real life and insists on always singing and gesturing dramatically. She is good at her art, though, you have to admit that. Christine can be considered to have the *Artistic Muse*, *All the World's a Stage*, and *We're All Mad Here* perks. Jill was a genius mage even before becoming a ghost, and her mastery of invisibility showcases her great potential. That said, she mostly uses her magic and invisibility for selfish things like stealing food or starting trouble for people who annoy her. Jill can be considered to have the *Magi Prodigy*, *Ghostly Haunter*, and *Darkness of the Deep* perks. Katrina is a Dullahan who stands out from her fellow knights both in appearance (being incredibly skinny) and in personality (she's a greedy coward who loves to filch away food whenever she has the opportunity and is highly superstitious and panics at a moment's notice). When her head comes off, in contrast, she is like a deranged "headless horseman", running about madly and attacking at random until she gets her head back on. Katrina can be considered to have the *Bountiful Harvest*, *Run With Your Cock*, and *Bountiful Catches* perks. Chaney is a Werewolf who is currently without a pack to call her own. This is because she's rather vain and aggressive, leading her to getting into fierce fights with her companions over the smallest slights, such that any pack she's joined up with hasn't been able to tolerate her for more than a week. However, she doesn't like being a loner, and wants to find someone who treats her like a beautiful, perfect lady. Chaney can be considered to have the *Alpha of the Pack*, *Trippy Tricks*, and *Sixth Sense of the Sith* perks. Francine is a Homunculus, a mysterious "flesh golem" construct that is manmade but has natural flesh. She is constantly filled with the lightning from her creation and sometimes accidentally jolts people with stray sparks. Francine is a quiet, shy individual who has great interest in philosophy and arts. She can be considered to have the *Thunder of the Heart*, *Artistic Muse*, and *Mood Monitor of Maids* perks. Finally, Van Helsing used to be a fearless lady paladin of the Order, but she has been turned into a Will-o-the-Wisp. She was an expert slayer of the undead and knows all sorts of ways to fight them, though she's less certain in her convictions now that she's a ghost herself. If you could help her get used to her new life as an undead and recognize the great beauty she has, I'm sure she would be most grateful. Van Helsing can be considered to have the *Monster Slayers*, *Cage of Will*, and *Chosen Hero* perks.

"Princess" Amanita and "King" Pooka (*Look Before You Jump*)- Amanita, while in the delirious state induced by mushroom spores, appears to be a beautiful princess, she is actually just a rather strong Matango specimen, albeit one with more magical power and a little more autonomy. She believes like a regal leader and enjoys spreading her "Mushroom Kingdom" wherever she goes. Yeah, you're really gonna have some issues with this woman. Amanita can be considered to have the *Parasite's Compromise*, *Lovely Fragrance* and *Plant Puppeteer* (for mushrooms); she can also be considered to have the Royal Power perk, but only when the targeted people are already dazed by her spores. Pooka is a headstrong and fiery Salamander who has pushed herself to new levels in her fight against the Matango outbreak. Using her flames to protect her body from infection, she disdains wielding a sword and instead fights with her fists and claws. Furthermore, she's taught herself to expel fire from her breath much like a Dragon can. She also had a friend craft her a spiky, turtle shell armor that helps her both defensively and offensively. Due to focusing more on fighting the Matango than fighting for a husband, Pooka will treat you at first more as a comrade in arms (or a vassal) than a lover to duel, but if you push hard enough she will embrace her fiery passion for you. Pooka can be considered to have the *Flaming Passion*, *Monster Slayers* (only applies to mushrooms and parasitic organisms), *Rebel Against the Gods*, and *Colors of an Oni* perks.

Luciana, Maple, and Dark Queen Slime (Slimy Secrets of the Swamp)- Luciana starts out as a brave heroine of the Order who believes in always taking a stand against monsters and evil. She's rather headstrong and gets into trouble, so it's best to be there to watch her back. However, after she succumbs to the Parasite Slime, she becomes loyal to the mission of the Dark Queen Slime and cares only about having sex with you while her slime half helps the other slimes in their growth. If you manage to restore her to her normal self, though, she will revert to her original persona as a strong heroine, but she will be a little more willing to accept help rather than charge into danger without asking questions first. Luciana can be considered to have the *Monster Slayers* and *Bulwark of Humanity* perks as a human, and the *Amorphous Body* and *Parasite's Compromise* as a Parasite Slime. Maple is a reclusive Dark Mage who is surprisingly fastidious and obsessed with staying clean, so she dislikes slimes and yucky goop in general (which makes one wonder why she stays in a swamp). She is a skilled mage, and her specialty is making and mixing potions for magical effects. Maple can be considered to have the *Magic Prodigy*, *Familiar Contract*, and *I Want to Be Left Alone* perks. The Dark Queen Slime embodies the powers of both a Dark Slime and a Queen Slime, meaning that she can turn victims into more slimes while also controlling slimes as a hive mind. She starts out with the goal of absorbing everything into her kingdom so everyone can be happy as slimes (which she views as the best possible way to live), but depending on how you handle her she might eventually moderate her objectives a little. The Dark Queen Slime can be considered to have the *Queen of the Hive* and *Amorphous Body* perks, and she essentially has the powers of the *Slime Mold* item.

Sugoi Maria (Black Butler(ess))- Sugoi Maria may be the weakest of the Lilim, but that isn't much of a power reduction when you consider that the Lilim, the daughters of the greatest Demon Lord and greatest Hero of this age, are essentially what a Succubus would be like when advanced by D&D scales to epic tier (probably level 21 for Sugoi Maria). While she has no experience as a fighter (at the beginning, at least), she is a pro at both the *S.S.* and *Breaking in the "Recruits"* perks, such that any captive she has in her grasp for more than five minutes tops will likely fully and eagerly converted and loyal to her will. She has the unfathomable, overpowering beauty of a Lilim, and she also has the other innate ability of the Lilim: to turn any human woman (or other being) into any monster girl of her choice. On a more personal level, Sugoi Maria has incredible luck to the level of comedic proportions, such that any danger to her life will likely be "outlucked" and by strange coincidences be neutralized and maybe even help her (a sniper bullet will just happen to hit her tooth at just the right angle so that it doesn't injure her but rather gets out something stuck in the tooth, a building will fall right on her but simply by standing in one place she'll pass through the one tiny safe gap in the

collapse, etc.); that said, every now and then her luck will fail, so watch out. Her luck also helps with monsterization by instilling a luck curse on anyone who successfully saves against a monsterization attempt by her; the curse makes it likely that they will turn into monsters due to some strange set of events without her even lifting a finger. A common tactic of hers is to let enemies escape only to watch from a distance as in the process they stumble headlong into an imminent transformation. She also has the *Linked by Lust* ability to a degree in that her followers seem to gradually pick up her impossible good fortune to a degree while also making them more careless and carefree.

Baphomet-sama (*How to Be a Good Onii-chan for Baphie~chan*)- Also known as Bapho-sama and Baphie~chan (and a true name given only to her dear lover), Baphomet-sama is the very first Baphomet and originally founded the Sabbath as the magi division of the Sabbath. However, she found that she wanted to bring back the childlike wonder of magic, so she made the Sabbath into a quasi-religion that practices and innovates magic while espousing the charm and indecency of little girls. As such, she appears as your usual, childish-looking Baphomet, albeit one especially cute and with an aura of magical might. She proudly and majestically struts around with her underdeveloped chest and behaves much like a spoiled little girl. She strongly detests big breasts and adult-womenlike features, and while she's willing to share you with other women, she'll do everything she can to get them to assume a more girlish form, voluntarily or with a little charm thrown in. Most of all, she wants a strong "big brother" who can dote on her and spoil her rotten. That said, she is also a very wise person who is skilled at magic and at leading others. She has access to all of the Sabbath affiliation skills as well as *Childish Games* and *Gizmo Glitches* (but only for magical items).

Danzaburou (Commerce Quest)- The "merchant queen" Gyoubu Danuki has a lot of bad luck at first, but this is assuming you finished the scenario and she has overcome her luck curse. By D&D scales, she would be considered an epic tier Gyoubu Danuki (the local term for Tanuki), meaning that her transformation and illusion powers are practically past the point of perfection; she would probably also be considered an epic level Rogue. Embodying the Guild affiliation, she has access to the skills *Ambassador of Chaos*, *Tainted Goods*, and *Ultimate Usurer*.

Hel and Loki (Winter's Heart)- Hel is the goddess of life and death, but she sees herself more as a goddess of rebirth, and she helps people see that death is only the beginning of the adventure (and given how she can give the undead forms that rival that of the living, she's right). Her standard form is that of a petite and young girl on the verge of greeting death, but this is not her true form; her true form is that of a mature but brutally scarred woman, and if you can show that you still like her even in that form, she will deeply appreciate it. She blesses her undead followers with healthy bodies that do not deteriorate, as well as protection against even the holiest of spells that would normally be like poison to the undead. She can also change the living into undead and the undead back into living. She likes trying and experiencing new things, and she especially enjoys the creative arts. Hel can be considered to have all five of the Circle of the Night perks as well as *The King is the Land*. As your chosen deity, Hel has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant wolf/hound. Loki is a very mischievous trickster who deeply values chaos and freedom in life. She was turned into a female form due to the demon energy, but she was already a master at transformation and will sometimes turn into a male or animal to make foreplay more interesting; she might also transform you, if you're willing to pamper that kink of hers. She grew rather dour after her mistreatment by the gods, but if you can bring back her lively side you'll see that she always has a joke slipping off her tongue. Loki can be considered to have the *Riddle Me This*, *Mother of Monsters*, *Wandering Scholar*, *Size Change*, *Trippy Tricks*, and *Rebel Against the Gods* perks. As your chosen deity, Loki has

authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant snake that is somehow immune to the cold.

Queen of Hearts (Let the Games Begin!)- The petite, Alice-like Queen of Hearts is another Lilim (the elder sister of Druella, actually), so she naturally has the impossible charm of a Lilim (so even if you find the idea of a lolicon complex disgusting, you wouldn't be able to resist the idea of ravaging her or letting her sit on you like a throne), as well as the ability to monsterize anyone in her clutches into nearly anything she wishes. However, the Queen's whimsical nature has led to her enhancing her abilities in chaotic ways. The *Wonders of the Heart* perk is based on her own unique power to forcibly transform Mamono into completely new species of monsters that suit her personal desires; in fact, her own version of the perk is able to overcome willpower much easier. Wonderland is her personal dreamspace/pocket plane that she controls at will, even who can enter/leave, and she can pull anyone she wants into Wonderland (though good luck getting her to only bring in specific people *you* want). She can therefore be considered to have the *Making Sense of the Nonsense* and *We're All Mad Here* perks as well as the *Card Bridge* perk, but since the *Card Bridge* perk is based on the Trumparts she created from captured heroines, she has the ability to grant similar card symbol powers to other people (though she will almost always insist on turning them into a live playing card and that they must first prove themselves "worthy" of such an honor). She can also be considered to have the *Cute and Coy as a Kitten, Trippy Tricks,* and *World Without Time* perks. The Queen of Hearts is a spoiled and childish tyrant who thinks that everything should center around her – and what she wants most is fun. She tends to see people as simply toys to play with – and break, if they're not fun enough for her – and even you, who she calls the "King of Hearts", she just considers an extra-special toy. She especially enjoys breaking people into strange parodies of what they once were, both in body and in mind, and she becomes more interested in "playing" with people the more novel and interesting they are to her. That said, she thinks that she is actually helping people in this way – to her, everyone should be happy playing her games (after all, it's fun for her), and if they don't, well, they just need a little attitude adjustment. And in a way, she's sort of right, in that she strangely has a sort of unintentional charisma that encourages her subjects to stop worrying about things and just have fun playing new games. Also, her childish personality, while unpredictable, makes her easy to manipulate; as long as you play along with her, pretend like she's the greatest person ever, and give her lots of toys and candy, she can be easily persuaded and tempered. The Queen loves to design clothes, and she insists that you wear special clothes she makes for you – generally ones chaotically decorated with many spades, diamonds, clubs, and lots and lots of hearts.

Maeve (Return of the True Fae)- The Titania of the fairy kingdom you save will be a fairly strong Titania-type fairy. This means that she has overall command over the fairy kingdom pocket realm, though she has a laissez-faire approach to governance. She can be considered to have the *Childish Games, Artistic Muse*, and *Away With the Fairies* perks. In addition, she has the ability to visit people in their dreams and give them blessings or curses (though, seeing as she is an innocent and sweet fairy, she hardly ever deals out the latter).

Elemental Fiends (Saga of the Crystals)- In general, each Fiend can be considered to have the *Spreading Nature's Heart* and *Dark Power* perks for her respective element (Earth, Fire, Water, or Wind). Scarmiglione has poison/undead powers, and can be considered to have the *Regeneration, Monarch of the Undead*, and *Poisonous Pest* perks. Marilis/Kary can be considered to have the *Serpentine Flexibility, Predatory Gaze*, and *Flaming Passion* perks. Cagnazzo can be considered to have the *All the World's a Stage, Domain of the Sea*, and *Grace of the Ocean* perks; she can also curse walls in various ways. Tiamat can be considered to have the *Chimaeric Fusion, Gizmo Glitches*, and *Shinzuuriki* perks, and she can use a variety of different magics linked to the sky.

Kaa Moura Coutl (Quest for Ophi)- As the progenitor of the Echnidas and snake-type monsters in general, Kaa can be considered the epitome of their potential. She can be considered to have the *Serpentine Flexibility* and *Ritual of the Snake God* abilities. As the "mother of monsters", she can give birth to any existing or even a new race of monster, and selectively choose what species to have. Due to her great experience with dungeons, she has the *Dungeon Delver* perk and is good at designing them as well. Plus, she is a great DM in roleplaying campaigns and is the perfect "hero's wife" who supports and guides her lover on adventures. In fact, she has the *Trainer of Heroes* perk and can bless heroes such as yourself with enhanced fighting power and luck. She also has the *Keeper of the Ancient Ways* skill.

Oto-Hime (Five Sex-Star Resort)- Oto-Hime, at her full potential, would be considered at the very least a minor-rank goddess of the sea, albeit one more interested in parties than making storms. And she's a dragon to boot, meaning that she could potentially transform into a sea dragon form if she wished (meaning that she has the *Prideful Power* and *True to Form* perks). She can be considered to have the *Domain of the Sea* perk, though she is not as limited in its powers as you are and has no limit on how many people she can bless at one time. She also has the perk *Dance from the Heart* perk in a way, though for her it's less about spreading love and more about getting people to pay attention to her and bend to her whims via dancing; if she were to start dancing, she could probably make the whole capital of a highly-repressed society break out into dancing and orgies on the streets. Furthermore, reflecting her Zipangu ancestry, she has the *Land of Grace and Honor* perk. As your chosen deity, Oto-Hime has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant, royal (male) seahorse of pure gold with protective and luck blessings (though you might want to be careful if she decides to experiment and bang *you* up when you're in that form). Oto-Hime tends to be lazy and self-centered, but as a big part of the scenario involves proving to Poseidon that Oto-Hime has improved her conduct, she will likely have become a better, more responsible and caring person by the time you complete the mission and can recruit her.

Atem and Apep (Buried Promises of Eternity)- Both Atem and Apep can be considered to have the *The King is the Land* perk. Atem, as the epitome of a Pharaoh, has the *Royal Power* perk (all of the conditions can be assumed to always be fulfilled/active) and the *Long Rest* perk (without the once-per-jump limit). She also has the *Riddle Me This* perk. Furthermore, Apep granted Atem immunity to most poisons and liquid-based corruptions. Atem specializes in sun-based magic and takes power from the sun. In spite of her seemingly serene demeanor, Atem is very tricky; she is open to new ideas and loves puzzles and adventure. As your partner/god, Atem insists that you wear a ceremonial outfit she made for you, a royal garment of pure, sun-kissed gold. Apep is likewise the epitome of an Apophis. Her venom is so potent that it can potentially (though it can be resisted) corrupt/enslave gods. She also has an equivalent of the *Dark Power* perk. Plus, as a serpentine ruler of the dead, she has a couple more powers. In addition to the *Predatory Gaze* power, she has a unique form of the *Slithering in My Soul/Ritual of the Snake God* combo power: she can claim the souls of the dead, assuming they fail to make a very difficult will save, and turn them into snakes; these ghostly serpents can then either serve her as minions or be absorbed into her body and function as retractable extensions. Apep specializes in moon-based magic and takes power from the moon. In contrast to Atem, Apep is bold and does as she pleases, consequences be damned. That said, her rebellious streak made her defy the gods' orders, so she is in fact less lecherous and corrupt than some of her fellow snakes. As your god/partner, Apep will insist that you wear a ceremonial outfit she made for you, a royal garment of pure, moon-kissed silver. If you serve/are partners with both Atem and Apep, they will collaboratively make a single outfit for you of gold and silver. The two of them are strongest when fighting together as lovers, and they know how to craft unique and powerful combos with their individual powers combined. It's also important to know that Atem, as the primary

conduit for the Sun god, is considered part-god, and Apep, created for the sole purpose of killing the Sun and the Pharaohs, has some divine blood in her, too. This means that each of them has the authority to speak to you as your chosen deity through the *Voice of God* perk, and via the *Form of a God* perk can grant you the power to turn into a sacred guardian: Atem will let you turn into a giant, golden, regal-looking cobra (albeit one with cow horns, one hawk wing and one vulture wing) that has support-oriented magical powers and affinity with the sun (see *Messenger of the Sun*), while Apep lets you become a silver, gargantuan horned viper (one with a crocodile's head) that has the corruptive venom of a high-level Apophis and affinity with the moon and shadows. If you serve both Atem and Apep, they will let you shift into either form or transform into a fused version of the two snakes, thus channeling both sets of powers. Atem and Atep try to be conscientious about using their powers of royal charisma and corruptive venom against others' wills, so they will not use said powers against you except temporarily at your own volition (they've sometimes consensually used their powers on each other as a form of foreplay every now and then).

Bacchus (Dude, Where's My Guy/Girl?)- Bacchus is a mid-level god(dess) in the MGE's pantheon and has power over drunkenness and festivities. Bacchus actually has two separate forms that he/she can change between at the drop of a bottle. He can take the form of a raucous man with a mature frame and a stout heart, or she can take the form of a well-endowed woman who seems weary and very drunk but is in fact quite loquacious and good listener when you get to know her. It's probably good to keep in mind that Bacchus considers both of her halves equally a part of herself, so she'll expect her lover to appreciate both of her forms; on the flipside, though, this makes Bacchus rather open to whatever forms or genders you assume. Bacchus believes that the concept of self-sacrifice is flawed and invites negative emotions. Instead, she wants people to be "cheerfully selfish" – helping others because they want to share the happiness rather than feel obligated to just give it away, and encouraging everyone to live in hedonistic pleasure. As alcohol is able to help people reach such a state, she believes that such liquids are a sacred drink that can enlighten people to true joy for all. She encourages the sharing of wine and happiness, but as a mutual exchange that pleases everyone rather than one-way charity. In contrast, she hates it when people abuse alcohol to control or hurt other people, as she feels that alcohol is meant to make everyone happy, and nobody should be hurt by it. Bacchus also believes that everyone, whether human or monster, deserves happiness. Whether male or female, Bacchus loves to travel and experience new things – and try new wines. Bacchus can be considered to have the *Drunk in Heart*, *Embodiment of Drunkenness*, *Bacchus' Blessing*, *Bacchus' Party*, *I Need a Vacation*, and *Paradise of Pleasure* perks. As your chosen deity, Bacchus has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a holy beast with the skin of a leopard, the body of a female donkey, the head of a goat, and a single horn like a unicorn – only the "horn" is twisted into a corkscrew and looks like a penis (and functions like one).

Argo (The Last Oracle)- Argo was always the strongest of her sisters in the Dodona Grove, and she is very powerful once she regains her sense of vitality. She has the usual powers of a Dryad but can also manipulate all sorts of plants around her and make them grow better. Her tree is exceptionally durable both physically and magically, and she can even get it to walk around. Plus, by focusing enough magic, she can enchant various plants and give birth to sapient plant spirits. And that's leaving aside her gift of prophecy. Her visions come and go as they please, but you can be certain that they will all have important ramifications, so heed them wisely; if you have a specific thing you need advice about, she can also perform a special ritual for insight on that individual matter. Argo can be considered to have the *Vegetal Shepherd*, *Plant Puppeteer*, and *Trees of Life* perks, as well as the *Voice of God* perk. She also has essentially the *Silent Clues*, *Troll Garden*, and *Spreading Nature's Heart* perks.

Cerberus (Champion of Beauty)- As the original Hellhound, Cerberus can be considered a divine-level Hellhound – basically a god's pet, but still more than just an infernal dog. She can be considered to have not only the *Rebel Against the Gods* perk but also the *Chimaeric Fusion* perk, as she was originally a three-headed mutt. Technically, as a dog, Cerberus has access to the *Man's Best Friend* and *Sixth Sense of the Sith* skills, but seeing as she is a (literally) fiery tomboy, she strongly dislikes the idea of being a helpful, obedient little doggie, so she's unlikely to draw on those abilities. Her flames are strong enough to potentially damage (though not necessarily kill) gods.

Roc (Route to the Roc)- Actually an oversized Griffon who was mistaken for a mythical Roc due to her golden feathers and her ability to change size. She is a hallmark to her species' pride and stubbornness, and once she decides that something is under her "protection" she'll never let it out of her sight, fending off all perceived threats to her precious "treasure". Roc can be considered to have the *Size Change*, *Watch the Sky*, and *Egg Laying* perks.

Poseidon (Grand Voyage)- As the primary goddess of the ocean, Poseidon can be considered to have all of the perks for the Poseidon's Domain affiliation, albeit enhanced significantly to a level fit for a god. Generally, she can "bless" (by magically violating their entire bodies with her water) anyone who drowns in water under her control to either turn them into a monster (if a woman) or enable them to breathe underwater (and quickly set up said men with waiting sea monster girl wives). As Poseidon loves all who call the sea home, those in her claimed territories all care for each other and will not harm each other, such that sharks and other aquatic predators would not attack someone under Poseidon's protection. She also has the *Bi-Harem* and *Horn of Purity* perks. As your chosen deity, Poseidon has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant and holy sea creature of her choice.

Bastet (The Two Faces of a Goddess)- The cat goddess Bastet is a "cat-taur" – she has the lower torso of a four-legged cat, and the upper torso of a two-armed woman. Bastet embodies the prideful arrogance and mischievousness of a cat, and she is extremely biased in favor of cats, taking their side in almost all circumstances. Yet she is a kindly goddess and loves to spoil her devotees like precious pets. Her other side, though, which was awakened in her respective scenario, is that of a wrath-filled hunter who attacks belligerently and without mercy. On the other hand, this side of her is in some ways fairer than her usual self; she understands that everyone fights to survive, so she has no particular favorites or enemies, just predators and prey. By the time you've finished the scenario, Bastet will have optimally found a balance between her two sides. She will still be capricious and focused on protecting cats, but she will have also started to recognize that there's more than one side to each story and that she should be more considerate when enacting justice. Bastet can be considered to have the *Cute and Coy as a Kitten*, *Feline Grace*, *Cat Curse*, *Blessing of Bastet*, *Honor Duel*, and *Two Parts* perks. As your chosen deity, Bastet has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant cat (leopard, tiger, cougar, etc.).

Ares (War of the Worlds)- Ares is a god of war, and she is able to bless her followers and you with enhanced combat abilities. However, she values preventing loss of life, so she works to prevent deaths in battle, essentially through an enhanced version of *Is It Right to Kill?* Her status as a god also means that she can scry on her worshippers as she wishes. If she were to enter combat herself, Ares would have the *Gentle Strength*, *Honor Duel*, and *Flaming Passion* skills, albeit at the hands of a deity rather than a normal combatant. In

regard to the *Divine Voyeur* perk, she would gain strength from her followers having sex in such a manner, and she would be able to more quickly and strongly grant her blessings accordingly. She can also be considered to have the *Trainer of Heroes* skill. As your chosen deity, Ares has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant elephant with pure demon realm silver tusks among other enhancements (she might also be interested in "riding you" one way or another when you're in this form).

Eros (Trials of Eros)- The love deity Eros takes the form of a pink-haired, tawny-skinned woman with plump breasts and hips that seems to inspire love with every wiggle; her eyes glow with the light of love, and if you look close enough you'll see that her very pupil are in the classical shape of hearts that throb with lust. She values love above all other things and wishes for everyone to find happiness through love. She enjoys observing all expression of love, whether dates or outright sex, and she's excited about the chance to experience such things firsthand herself with you. As her servants' powers are blessings from her, all of their powers can also be found in Eros. Therefore, she has all five of the Erotism-discounted perks at her disposal. She could also make as much Amrita as she wishes, though she prefers to only use the milky elixir for extra-special occasions to celebrate notable victories for the cause of love. She can also be considered to have the *I Need a Vacation* perk, but she will only ever use it to increase romantic themes when going on holiday. She can also bless people with the *Great Catch* perk to give them better luck with love. As your chosen deity, Eros has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant pink dove blessed with love powers.

Dragon Guides (Aria of Tourist Revival)- All of these Dragon-type tour guides embody the proud nature of dragons, but they all have soft hearts beneath the surface. The Commander of the Knights of Dragonia, Alto-Eris ("Alti" for short) is a Dragon and certainly has the pride of one, thought she becomes calm and considerate with her partner. She trained hard to be able to protect Dragonia from threats, and she sees her service as a guide as but one more way to give back to her beloved homeland – in fact, she is one of the most experienced guides in the tourism bureau. Sarona and Luna are "twin" Wurm sisters who in fact used to be one of the dreader "double-headed dragons" in the old era; now each head is its separate individual, and they cooperatively run a popular tavern called Moonlight. The two are good friends who share alike, and this means that they want one lover between the two of them. While Wurms are often considered wild beasts, the sisters are quite civilized and sophisticated. That said, they practice a "hard love", and it's said that if you hesitated to embrace their affections, they would wrap around you all day and night until they have you trained into their ideal lover; they also get easily jealous. Another Dragon-Knight, the Wyvern Shirtiya is a newbie guide still learning the ropes, but she is eager to be the best partner possible. While normally cold, harsh, and prickly due to her time as a soldier, Shirtiya is sensual and submissive toward you, though she in turn expects your cooperation in bed come nightfall. Among the Dragon Knights, she excels above all others in solo flights. The Dragon Leia has lived alone for most of her life and therefore has had little experience interacting with other people, especially humans, making her by far the wildest dragon knight. She views humans as precious, fragile treasures to be cherished and protected like gold or silver. Her shy demeanor is quite cute. An overly cheerful and energetic Wyvern, Litia recently joined as a tour guide, and when she gets excited, she lets go of her self-restraints and brings her stormy, stubborn temperament to the surface. She is considered a quite admirable knight-dragon to emulate. Another newbie guide, Lira is called the "Wanderer Dragon" due to her love for exploration and travel, particularly with dungeons. New to Dragonia after arriving from another land, Lira brings with her youthful optimism and curiosity, and she is always excited to discover new things, especially with a partner alongside her. Technically a member of the tour agency but more involved in the land's combat tournaments, Marietta is rare type of Dragon called a "cursed dragon", in that, due to past persecution and heartbreak from humans, has closed her heart to love. Marietta wants to be able to love, but she cannot bring herself to love a human, and she

only seems to find pleasure in the heat of battle. For her, emotions are but tumultuous yet fragile fires that suddenly burst like a volcano for but an instant before fading away; her wish is for those lovely emotions to stay in her heart forever. She knows many ancient secrets of Dragonia that could help the tours, but to do that, you'll need to open her heart through literal "love and war". She'll be tough to crack, but if you do, you'll find a very strong and loyal companion. She has the nickname of "Scythe of Woe" for how she wields her detachable tail like a weapon in battle. Lilfrau, the Champion "Blue Flame", is a mighty blue-flamed swordswoman who takes on the appearance of a Salamander, admiring their zeal in battle. Many believe her to be the reincarnation of the great Lizardman warrior Dolandina who rebuilt Dragonia Stadium, but Lilfrau is currently troubled by the lack of an opponent strong enough to truly challenge her. With her flame still seeking a worthy groom, she travels between bars and arenas, looking for fights. If she were convinced (through battle, naturally), she could bring the Stadium to new glory and offer new insights for the Tourism Bureau. As for Queen Dionola herself, she is a legend in her own right – a golden dragon of great might who may very well be considered a unique variant of dragon (she hails from the Red Dragons, but she has become something even greater). In fact, her name was given to her by the Demon Lord herself following a battle they had, and though the Demon Lord was the clear victor, she also clearly recognized the dragon's power and idealism, essentially recognizing Dionola as one of her own daughters. As Empress of Dragonia and dragonkind, Queen Dionola tries to be benevolent and helpful to her proud but lonely subjects. She is proud but also stubborn, especially regarding her honor and duty to others, and she insists on taking responsibility for matters personally. Actually, losing the battle against the Demon Lord forced her to acknowledge her own weaknesses, thus tempering her pride and making her more determined to be a worthy ruler for her kingdom. In many ways, she is a seemingly arrogant but caring tsundere, who behind her regal demeanor wishes for the same love that her subjects have found. In fact, the kind of person she respects the most is someone who is not afraid of her and can see her for who she truly is, though she is afraid to outright show that fragile side of her, so it will take a lot of work and love to open her heart. She has been working undercover (or trying to) in the tourist agency so she can better help others embrace the wonders of her home. As a worthy challenger to the Demon Lord, Dionola is by far the strongest of all Dragons and one of the most powerful Mamono in existence, even if a few others beat her out for top place. In addition to their individual attributes, all of these companions can be considered to have the *True to Form*, *I Need a Vacation*, *Courtesy of an Invitation*, *Bond of Champions*, *Bacchus' Party*, and *Mood Monitor of Maids* perks collectively, though their aptitude in those areas might vary on an individual basis.

Demon Lord Jumper- To clarify on what just happened, the old Demon Lord/Maou ditched all her responsibilities onto you and absconded with her husband to parts unknown so you can't drag her back to do her job. You are now stuck being the Demon Lord of all the Mamono indefinitely. You won't be able to escape the responsibilities even if you continue jumping, and you must follow the general set of ideals the previous Demon Lord established. On the plus side, you will have the Maou's full capabilities, not just the downgraded version you would have received with *Makai March* alone. If you somehow managed to make her and her husband your companions – which will be very difficult, given her monogamous nature – she might stay around, but she's still become quite lazy since she finally achieved her goal.

Change Log

6.5 – Made changes to Dragonia-related materials (both location and affiliation), added Furry Friends Lodge affiliation, inserted extra headshots into opening collage.