

Breathless Wild Jumpchain

Version 4.0

Welcome to the world of *Breathless Wild*, a choose-your-own-adventure porn with plot fanfic written by Flaming Arrow for *The Legend of Zelda: Breath of the Wild*.

One hundred years ago Calamity Ganon returned from his long slumber to destroy Hyrule and was met by Princess Zelda and her five Champions. But unlike another story which you may already know, in this world Princess Zelda successfully awoke her divine magic at the last possible moment and protected the majority of Hyrule from Ganon's onslaught, though nearly at the cost of her life. In her absence Link and the Master Sword sealed the Calamity inside of Hyrule Castle, and he and the other four Champions gave their lives to safeguard Hyrule from Ganon's armies and buy time for Zelda's return.

But though Hyrule was spared from a Calamity it now suffers from Ganon's Nightmare instead, and his lingering power seeks to corrupt every remaining trace of wisdom left in Hyrule. Monsters roam the land raping and breeding any women caught outside settlement walls, reducing them to broodmares with minds enslaved by pleasure. Corrupted Guardians still stalk Hyrule Field, but their laser weapons have been twisted into tools of transformation and corruption, mutating Hylian citizens into more of Ganon's monstrosities. Even the civilized races are not unaffected: from the Gorons to the Gerudo, all of Hyrule is gripped by an unnatural lust, and all the while Ganon still slumbers fitfully within his seal in Hyrule Castle, defeated but not yet fully slain.

Into this dark world of erotic fantasy Princess Zelda returns, awakening in the Shrine of Resurrection one hundred years after her departure, and missing both her memories and her clothes. She is now the last hope for Hyrule, and to prepare her for this new corrupted land the Shrine has taken some liberties in its reconstruction of her body and mind. She may not be a great warrior like her Champions but Zelda is prepared to save her kingdom, even if she's going to get fucked, sucked, teased and tormented by everything from bokoblin tribes to horny Sheikah every step of the way.

You arrive in this world on the same day that Zelda awakens in the Shrine of Resurrection and will be staying here for ten years. Take this **+1000 CP** to outfit yourself for the journey ahead.

Origins

Survivor

Hyrule may be a shadow of its former self but the flame of Wisdom still burns brightly within the towns and villages that still stand. You are one of those who keep that flame alive: you are hardy and resistant to unwanted corruption and transformation, and able to keep your wits about you even under the most dire circumstances. Ganon's minions are brutal to those they capture but you can take everything they can dish out and escape with your mind and body intact. You may need to endure terrible hardships to reach your goal but endure them you shall.

Hero

The Champions are long dead and even Link seems to have fallen before Ganon's might, but courage still beats in the hearts of many who call themselves heroes. Travelers and adventurers brave the wilderness in search of treasure and trade and brave warriors drive monsters away from villages and roads or quest into monster dens to rescue captured maidens. Such gallantry does not go unnoticed by grateful citizens and those willing to face danger will find that their heroism has many rewards, from a damsel's love to the respect and adoration of an entire kingdom.

Monster

For some, Hyrule's downfall is more an opportunity than a tragedy. Monsters can now roam the land with impunity, while marauders like the Yiga Clan are all but unopposed outside the largest settlements. Worse still are the cultists and dark sorcerers seeking to make the Calamity's lingering power into their own and finish what Ganon started. You are one of these wicked souls who covet power: whether as a monster of some sort kidnapping and raping hapless travellers or as a wicked man like members of the Yiga clan or even Ganondorf himself, you and your power will soon bend this world to your desires.

Age & Gender

Hylians, Sheikah, Zora, and Rito can choose to be either gender for no extra cost, or futanari for 50 CP. Gorons can only be male. Gerudo can be female or futanari for no extra cost or male for 50 CP. Monsters can be male or female. Any race can be any age within reason. Some perks and items reference a particular gender or sexuality in the flavor text but all effects can be used regardless of gender.

Starting Locations

Hylians, Sheikah, Gorons, Gerudo, Zora, and Rito may choose to begin in their respective home villages while monsters (either by race or by origin) may choose to begin at a camp somewhere in the wilderness. Those who use drawbacks to replace Zelda or Link *must* begin in the Shrine of Resurrection.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Races

Choose one of the following options.

Hilian (Free)

The fall of Hyrule has left the Hylian people scattered and divided, but the survivors have grown strong in the last hundred years. Male Hylians are stronger, tougher, and more well-endowed than all but the most gifted of them used to be, while females have bodies that can stretch and shift to endure the ravishing of monsters without injury. While all races benefit from a certain level of porn physics, hylians are especially gifted in this regard, having much greater sexual staying power than members of other races.

Sheikah (Free)

For the most part the Sheikah remain in isolation in Kakariko Village as they always have but their ancient ways have changed to meet the demands of a new Hyrule. Young Sheikah ninja are thoroughly trained in sexual combat to defend themselves from monsters, and leaving their village is forbidden until they have passed rigorous trials requiring months of erotic training. The Yiga clan are much the same, although their training focuses even more on aggressive sexual conquest than their loyalist cousins, leaving them much more vulnerable to having the tables turned on them.

Zora (Free)

The Zora are a race of merpeople known for being insular and sometimes hostile to outsiders, especially since the fall of Hyrule, though they warm up quickly to anyone who proves themselves a friend. Zora are the best swimmers in Hyrule, and the best of their number can even learn to swim up waterfalls and blast through the water with the speed of a stallion. They're also widely known as the best craftsmen in Hyrule, from great works of architecture like the monolithic Zora's Domain to the artistic silver weapons and scale armor they use in war. Following Hyrule's collapse they turned these talents to creating devices to protect themselves from being ravished by monsters. Zora women wear plugs, chastity belts, and similar devices the way women of other races might wear fine jewelry, while men seal themselves inside thick armor.

Goron (Free)

Huge, hardy, and universally male, gorons are creatures of immense strength and endurance, both sexual and otherwise. While they reproduce asexually they still have sexual urges and commonly use women of other races to sate their needs so as to be less vulnerable to monstergirls. Being the largest and manliest of the civilized races, gorons are unmatched in both their sexual endurance and the immense size of their endowments; the average goron has a cock as long as a hylian's arm, thicker than a fist, and as resistant to damage as a steel plate. They're also immune to heat and flame, even capable of bathing in the lava of Death Mountain as if it were a sauna. This immunity can even be shared with their partners: goron semen is a vital component in the best fire-proof potions, though it also works if taken "straight from the tap".

Rito (Free)

The rito are a race of bird people native to the Hebra region, though they're a common sight in almost any corner of Hyrule. Their ability to fly makes them some of the best scouts and hunters in Hyrule, as well as widely-traveled traders. Unlike the zora the rito sometimes struggle with complex craftsmanship thanks to a relative lack of manual dexterity with their wings, but they'll eagerly trade for whatever tools or services they need and in this new Hyrule no trade is more lucrative than the sex trade. Rito Village is a major hub of prostitution and sex slavery, and travelers come from all over to purchase the services of the rito tribe's famously well-trained slaves.

Gerudo (Free)

The desert-dwelling gerudo have developed a second gender in the past century. Though they still don't give birth to men, some gerudo are now born as futanari, sporting impressive cocks and muscular bodies. These amazonian hermaphrodites are a highly privileged class who are encouraged to spread their seed and impregnate as many women as they please both inside and outside the tribe. Many gerudo keep vast harems of concubines, and some have even returned to the old ways of kidnapping outsiders to keep as slaves and broodmares. But male gerudo aren't *completely* impossible: in ancient times a single boy was born every hundred years and was prophesied to become king of the gerudo, though this hasn't occurred in many millennia. Should you choose to be the next exception to the rule you'll be sure to draw a great deal of attention, as the last male gerudo remains rather notorious to say the least.

Monster (Varies)

Monsters come in all varieties, from pig-faced bokoblins to terrifying lynels, as well as some such as poes and wolfos that have not been seen in this Hyrule before. All are driven by Ganon's Nightmare to kidnap, breed, and/or corrupt Hyrule's remaining citizens, though you are exempt from these urges. The weakest monsters, such as most bokoblins, are inferior to the average Hylian and grant you +200 CP. For no extra cost you can choose to be a common monster such as a lizalfos or a wolfos, while for 200 CP you can be a much more impressive "boss" monster such as a lynel. You can also invest extra CP to gain rank boosts starting with red and progressing to blue, black, silver, and gold for 50 CP each. Creatures with high ranks are stronger, tougher, and have greater virility than their weaker kin.

Unlike the other races, monsters do not receive a free race perk owing to the sheer diversity of creatures in this category. Instead they get +200 CP to spend in the Monster perk tree regardless of their origin. Members of other races can also choose to take this bonus instead of their free perk.

Perks

General Perks

Breathtaking Beauty (Free / 300 CP)

Hyrule has no shortage of beautiful maidens and handsome heroes, and despite their bestial appearance many monsters have a potent animal magnetism all their own. You now share in this gift: whether you're a princess, a hero, or just a common beast, you stand out like a hero among common folk. Perhaps you are a radiant beauty like Zelda, blessed with voluptuous curves and hips like a fertility goddess. Perhaps Hylia blessed you with rippling muscles and a perfectly-sculpted manhood, a body fit for her chosen champion. Or maybe you're an incarnation of Ganon's monstrous lust, proud and strong and bursting with so much carnal vigor that your presence makes damsels and princesses weak in the knees despite your fangs and fur. Whether you prefer conventional beauty or raw animal magnetism, your strength and beauty are great enough to lure any number of lovers to your bed, and your appearance will maintain itself, needing no upkeep or attention until you decide it's time for a new look.

However for an additional 300 CP your beauty is even greater than that, akin to one who spent a hundred years having her body remodeled by the Shrine of Resurrection. More than mere aesthetics, your beauty borders on the divine and it's no exaggeration to say you're easily the most beautiful man or woman in all the world. With such beauty also comes great influence over those affected by it. Adventurers gladly part with their gear for a moment of your time, salesmen slash their prices hoping to see you again, and great heroes will gladly go to the ends of the earth hoping to win your heart. Your appeal stretches across all boundaries of sexuality and personal preference, drawing the eyes of everyone capable of feeling sexual attraction unless you take steps to conceal yourself.

King of the Campfire (100 CP)

Good quality food is hard to come by when you're trekking through the wilderness or living off the land, or at least it is for most heroes. You're a master chef who can make mouthwatering meals using the simplest ingredients. All you need to make steaks fit for a king is a cut of meat and an open flame, and you're able to improvise all kinds of other meals with whatever random ingredients you scavenge from the wilderness. Eating anything you've cooked is the next best thing to sex, a nearly orgasmic experience certain to bring you closer together with anyone you happen to share it with, whether they're adventuring companions or potential love interests. These skills also apply to any other forms of cooking you may have learned, such as making potions and elixirs using monster parts or other exotic ingredients.

Silence is Golden (100 CP)

Not much of a talker are you? Well no big deal, sometimes words are overrated and actions speak louder, especially coming from you. You're a master of non-verbal communication who can get as much or more across with a few silent gestures as others can with a long-winded spiel. Forget your cheesy pick-up lines because you can compress your flirting efforts into a smoldering gaze or sultry wink and make someone's heart race from across a crowded room without saying a single word. Although you're no more persuasive or charming than you'd normally be, you're also impossible to ignore or misinterpret: when you slip a hand under the princess's skirt and grab a handful of royal ass or lay your best searing kiss on her, she'll *feel* all your love and desire without needing to be told.

A Chain of Nightmares (300 CP)

Ganon's curse may have twisted Hyrule almost beyond recognition, but in some ways this world might be called an improvement over the original Hyrule. Aren't monsters who only kidnap and corrupt their victims preferable in some ways to monsters who kill and destroy and leave no survivors? If you desire the power of the Nightmare then you can choose to adopt it and spread it to other worlds in your chain. This causes monsters, people, and even some artifacts like Guardians to become more depraved in nature, and entire worlds become more erotic. Monsters and demons become rape monsters, cultures and species develop unique and lewd customs, animals become open to mating with humans and other species as though it were natural behavior, and so on. But this curse will not turn non-sentient foes into sentient ones, nor will it make monsters more or less powerful in their new roles. You may choose whether or not to invoke this perk's effects at the start of each jump, as well as how long the curse has had to take hold.

Racial Perks

Each race receives their respective perk for free.

Hylia's Blessing (200 CP)

The other races may have magical powers but it was the hylia's who brought order and civilization to the land of Hyrule, and even with their great kingdom in ruins they'll do it all over again if they get the chance. You're able to purify corruption through sexual dominance, allowing you to cleanse a traveling companion of a monster's influence or domesticate a wild monstergirl by having your way with her. A brainwashed or mindbroken damsel can be brought back to her senses by fucking the corruption out of her, purging drugs and aphrodisiacs out of her system with vigorous "exercise" and breaking magical curses with a little help from your "holy sword" until she's completely back to her old self again. Purifying beings who were evil to start with, whether by nature or by their own choice, allows you to rehabilitate them by force into obedient slaves who've seen the error of their ways. The more evil or powerful such beings are, the more effort you need to change their nature, but if you're truly determined then nobody is beyond redemption.

Way of the Ninja (200 CP)

The Sheikah and Yiga clans are masters of the shadows and have much to teach those who are willing to learn their ways. Whether you were born into the clan or adopted, you've received training in the Sheikah arts and have mastered the way of the ninja. Your skills for stealth and subterfuge are nearly flawless and include both conventional and erotic tactics of equal effectiveness. With surprise on your side you're able to instantly subdue your targets as quickly and silently as you might slit a man's throat, whether with a rag of sleeping powder or by binding and gagging them with lightning speed. Beyond the conventional skills of stealth, disguise, lockpicking, silent movement and so on, you've also been taught many closely-guarded secrets of ninja magic, from instant disguise to short-range teleportation to creating shadow clones, useful for combat, distractions, or the occasional one-man gangbang. With training you might one day become a match for the likes of Impa or Master Kohga with these powers.

The Shape of Water (200 CP)

The zora are the best artisans in Hyrule and the skills that sculpted Zora's Domain are no less impressive when bent to more carnal uses. You're an expert artisan skilled in all forms of crafting, from blacksmithing to architecture, but unlike others in these fields you're also a master of harnessing the arcane qualities of your materials to empower your creations with magical enchantments, especially erotic ones. A ruby and some magic runes can make a flaming sword or armor which protects against extreme heat, but give that sword a hilt shaped like a cock or lewd runes etched into the blade and soon you'll be striking down your enemies with crippling pleasure rather than bloody wounds. Likewise, the shielding spells on your magical armor will be stronger than any steel carapace, not *despite* being a bikini armor with a built-in chastity belt but specifically *because* those erotic features empower the enchantments on it to new heights.

You Are What You Eat (200 CP)

Gorons are most famous for their immense strength and stamina but their bodies are also natural sources of fire-proof potion, a vital necessity for anyone visiting Goron City. While the gorons are happy to share with their flammable brothers and sisters, the only way to extract this alchemical power is from the loins. Your body has a similar quality, but more potent and flexible in nature: you absorb alchemical power from anything you eat, and with a large enough infusion of that power an enchantment can become permanent as your body starts producing it naturally. A diet of Death Mountain's volcanic rocks could grant a goron's immunity to fire, but snacking on a large amount of ice could give immunity to cold instead, and chugging healing potions could give advanced regeneration, and so on. Your body only holds one enchantment at a time but you can freely share its effects using your bodily fluids, like giving someone a nice big creampie. You also have a cast-iron stomach which can handle "food" like the (in)famous goron rock roasts.

Flesh Trade Savant (200 CP)

The Rito have always been excellent merchants and after the Calamity the best way to make money hand over fist is through the sex and slave trades, so naturally they're the premiere masters of those fields too. You're tremendously skilled at all aspects of the slave trading and prostitution businesses, from evaluating potential products to managing brothels to networking with rich and powerful clients. But the training itself is your forte and in this regard you're an artist. From lovemaking to swordplay, you're a master of teaching any skills you've learned and can bring your "students" up to your own level of skill in a fraction of the time it'd normally take. You can turn sheltered princesses and ordinary farmgirls into high-class courtesans or skilled heroines almost overnight, while slaves with hidden or unique powers like Zelda's divine magic can unlock and master those powers simply by being trained in similar skills. Few slaves make eager students but yours will learn whatever you wish to teach them whether they want to or not: hostile slaves have their rebellious attitudes chipped away just by remaining in your care until they're submissive, eager, and ready to become whatever you want them to be.

Big Dick Energy (200 CP)

Chieftain Urbosa was everything the gerudo ever wanted in their champion: domineering, amazonian, and blessed with a cock that made moblins cry with envy, or at least that's how she's remembered. It's easy to see why such proud warriors would value such things but for you it seems *everyone* finds them appealing. You have what can only be described as big dick energy, an impressive aura of strength and virility which bolsters your charisma, and the bigger and stronger you are (and the bigger your cock is, if you have one) the more charismatic you become. Whether people find you incredibly attractive or intimidating or both at once, this animal magnetism makes you a natural leader for anybody who's smaller or less well-endowed than you are, and if there's any debate on the matter you can put it to rest by crushing your challengers in any sort of physical competition, reducing them to horny simps like the rest of your minions. Note that you needn't be huge *and* well-hung to benefit: an amazonian MILF and a young boy who's hung like a bull will both benefit based on their respective strengths, not whichever quality they lack.

Survivor

What Doesn't Kill You (100 CP)

When Zelda emerged from her long sleep she was reborn in a body capable of surviving everything that Hyrule might throw at her, but you don't need to sleep for a hundred years to be able to take a monster's cock up the ass as well as she does. Your mind and body are almost unreasonably tough, able to stretch and shift in places where others will shatter. You can endure savage abuse, such as getting impaled on a cock larger than your own body, falling from enormous heights, or spending years on end as a cumdump for a tribe of monsters, and still bounce back like nothing happened. You might not enjoy the experience but you'll heal from anything that doesn't kill you and be back to normal after a few days of rest at most.

Masochist's Constitution (100 CP)

Ganon's monsters have had their way with a great deal of what's left of Hyrule, but few have enjoyed it as much as you're about to. Your body has been reconfigured to make your time here a little easier, maybe even quite pleasant depending on your tastes. You have a masochist's constitution, a body that takes as much pleasure as it does pain out of being abused or toyed with. You're at no risk of getting addicted to these feelings and pain still registers to your senses but along with that pain comes a euphoria that you'll be hard-pressed to find anywhere else. You'll also find that your body and skills won't degrade at all from long periods of bondage or captivity.

Damsel in Distress (100 CP)

Monsters naturally attack those weaker than themselves but even that doesn't account for all the trouble that comes your way. At the very least you can learn to take advantage of it: your enemies seem far more interested in capturing and raping you rather than simply killing you, and frequently do so. Monsters try to take you alive rather than killing you quickly, and groups of foes may even start fighting each other for the right to go first, giving you a chance to escape unmolested. They'll even prioritize you over other possible targets, allowing you to act as bait and lure them away from any other possible victims. However you can toggle this perk's effects off or on if you'd rather not be the focus of quite so much attention.

Sheikah Scholar (200 CP)

Despite Ganon's best efforts the lights of wisdom and civilization still shine all across Hyrule. Great minds like Purah and Robbie are still dissecting the secrets of Sheikah technology and doing their best to rebuild what's left of Hyrule, and you're more than sharp enough to help them. Much like the former princess, you have a genius-level intellect and a natural talent for most fields of academic study, from math and science to the lost Sheikah arts of robotics and programming. You could learn how to build a Guardian from spare parts or program spells into a Sheikah Slate with only a modest period of additional studying. Additionally, sex only sharpens your mind rather than dulling it. Should you find yourself stuck on a difficult problem or trapped in a monster's den without an escape plan, allowing yourself an orgasm or two gives your mind a stacking temporary boost in processing power until your predicament has been resolved.

Power Bottom (200 CP)

The monsters of this land are fearsome but not immortal, and can be killed like any other creature. For a neophyte untrained in battle this might still seem a daunting task, but there are other ways to defeat your foes if you have the courage to pursue them. You carry a blessing of light magic which slays any monster that defiles you so long as you can endure their attentions until they exhaust themselves. Weaker fiends like bokoblins generally have little stamina and expire after being brought to orgasm one time, vanishing in a puff of smoke and leaving behind a small pile of loot such as valuable organs or weapons they may have been carrying. However stronger beasts will have much greater stamina and some, such as Ganon, may even be entirely beyond this perk's effects without the aid of powerful magic.

Princess Power (200 CP)

It takes a lot more than one person to rebuild a kingdom from the ground up, even if that person is a great hero. A kingdom needs governors and nobles, or a princess whose charisma can unite the people around a single cause. You have great skill at leadership, from delegation to resolving conflicts between clashing personalities. While you lack a king's charisma you could easily lead a small group of heroes or a team of researchers on a group project. Moreover, having stronger bonds between members of your group makes the team as a whole function far more effectively than it otherwise could, turning you into the mortar which makes a team of heroes into Hyrule's greatest champions. Such bonds are easily forged by having sexual or romantic relations with your teammates, which don't clash with each other if you take even the slightest effort to manage your relationships with your erstwhile harem.

Blessing of Wisdom (400 CP)

Wisdom is knowledge and knowledge is power in ways that mere brute force can never replicate. You've received the Goddess's blessing of wisdom: whenever you stand at a crossroads of major choices you receive premonitions of the possibilities that each choice presents. If one choice would lead you to a treasure or to a monster's lair then you might receive a vision of your rewards or the foes you're about to face. These visions may sometimes lack context but they will always be accurate, and they will never fail to inform you of unique opportunities or especially dangerous enemies lying along the path ahead of you. Occasionally you may even be able to experience exceptionally vivid waking dreams of depraved things that *could* have happened to you along paths not taken, such as erotic "bad ends" that might have ended your chain, though you can easily suppress these particular visions if you wish.

Equivalent Exchange (400 CP)

Hyrule has become a deeply perverse place and almost everyone wants sex to one degree or another. That makes it a valuable commodity, almost more valuable than rupees in some ways, and you can use that to your advantage. You can pay for almost any good or service with sex rather than currency. Need a debt forgiven? Pay it in sex. Need to hire adventurers for a quest? Pay them in sex. Depending on what it is you're buying you might need to have a *lot* of sex, or especially degrading forms of it such as a period of sex slavery or public use, in order to pay off what you owe, but your "currency" is honored everywhere, and its value is respected even by those who'd rather cheat you out of a conventional payment. Take care though, if you skip out on your debts your debtors won't hesitate to extract what you owe them by force.

Knowledge is Power (400 CP)

The Sheikah left behind much more than robots and laser blades: their ancient runes command power as well, and a wise student can learn to wield their power directly just as the monks once did. You are now a master of Sheikah magic and can cast magical spells without need for artifacts to help you. Instead you're able to use willpower and knowledge of the world's natural laws to produce magical effects like the bomb, cryo, stasis, and magnesis runes. Greater expenditures of willpower can make your spells more powerful, but doing so will also sap your willpower and ignite your libido as you exhaust yourself. A handful of spells will only cause a minor distraction but using power beyond your limits can paralyze you with lust, strip you of your inhibitions, or even drive you mad with arousal for hours or days on end in extreme cases. Should you find this price agreeable you can choose to meld your Sheikah magic with other magical systems you may know, paying Nayru's price rather than whatever costs they would demand of you.

The Golden Power (600 CP)

The most powerful force in Hyrule isn't sheikah technology, Calamity Ganon, or even the Triforce: it's the power of love. When two hearts join as one there's no enemy that can stand against them and no amount of corruption that can tear them apart, and you have *so much* love to give. Like Mipha and Princess Zelda your soul is a wellspring of purity and light which can gush forth to heal your lovers, cleansing their bodies and soothing their spirits. No power can taint this wellspring: even if monsters ravish your body and make it their plaything they can never conquer your heart or corrupt your soul no matter what foul concoctions or dark magic they turn against you. Moreover you have the power to share your light and your strength of will through your body, healing wounds with a touch and cleansing corruption through pleasure and love. If you have **Power Bottom** you'll find that perk's effects multiplied tenfold by this blessing so that even the strongest and most wicked demon lords would be wise to fear your touch. Even if evil were to corrupt and possess the body of a mortally-wounded hero the water of love and wisdom will wash that darkness away and leave your lover whole and healthy once more.

Seal the Darkness (600 CP)

More blood than can be imagined has been shed to control the divine power of the royal family. Passed down from mother to daughter for uncountable generations, a sliver of the power of a goddess has split off from Zelda's royal bloodline and come to rest in yours. This sacred power is yours to wield and to pass down to your descendants. Mastery will grant you many abilities including telepathy, clairvoyance, and the power to purge evil creatures or cleanse corruption with blasts of holy light. It will take years of practice before you are able to command these abilities at the full power that Zelda demonstrates, but at the height of your power you can even seal away creatures which cannot be killed, banishing them from the world for centuries or millennia. Only the very strongest of these creatures, such as Calamity Ganon, may be resistant to your powers, and that resistance can be overcome by finding a way to weaken them first.

Wisdom of the Ancients (600 CP)

The ancient Sheikah appear to have known that Ganon would return to ravage Hyrule with beasts made for corruption and sexual conquest; why else would their technology be built on such a debauched design philosophy if they didn't deem it utterly necessary to fight fire with fire? You've mastered the scientific and magical principles needed to build and maintain Sheikah artifacts of all kinds. Some devices like weapons and armor can be built with just some spare parts and your own two hands, but given sufficient resources and infrastructure you can even create wonders like the divine beasts. But what truly separates Sheikah magitech from ordinary technology is the divine power infused into every artifact through tantric methods, giving your creations a powerful advantage against monsters and other vile creatures. Blades cut deeper, shields hold stronger, cameras reveal your foes even in the darkest gloom, and robots like the Guardians become nearly impossible to hack or corrupt with dark magic. You're perfectly capable of creating things without the use of these tantric methods, but doing so will allow you to bestow powerful holy blessings on everything you create, not merely Sheikah devices.

Hero

Jack of All Trades (100 CP)

Being an adventurer demands a vast range of skills, from wilderness survival to swordplay and archery to horsemanship and mountain climbing and more. It'd take most men a lifetime to master so many skills but to you they come naturally, as if you'd mastered them all in a previous life and are merely shaking the rust off instead of learning everything from scratch. Like a veteran hero who's saved the land many times over you have an instinctive grasp of many ordinary skills, from fighting and cooking to wilderness survival and more. You can battle monsters, live off the land, tame horses, climb mountains, and more with a measure of natural competence, and even your sexual prowess is enough to satisfy demanding lovers like Hyrule's many monstergirls or turn an inexperienced princess to putty in your hands. You aren't quite a true master of these skills just yet, but with practice and training you'll become one far faster than any normal person. You might be a jack of all trades, but a master of none? Not for long.

Chivalrous Pervert (100 CP)

Few of Hyrule's adventurers are *entirely* pure of heart. Some are motivated by lust or greed more than the desire to help others but they're no less respected for their heroism. People are very willing to forgive and forget a lot of naughty behavior on your part, and even if you have a bit of a rotten personality you'll never be short on friends, admirers, or love interests. Being a sassy jerk or a crude pervert does little or nothing to damage your relationships or your heroic reputation, and so long as you *broadly* act in a heroic manner you could even get away with something like openly keeping sex slaves as traveling companions without anybody raising an eyebrow. This is especially true regarding your treatment of evildoers: if you defeat a wicked sorceress and decide she should pay for her crimes by becoming your sex slave then nobody will give it a second thought. But take heed, "hero": this immunity has its limits, and should you indulge in truly monstrous behavior you'll find your heroic status revoked and this protection invalidated.

Champion's Charms (100 CP)

Most girls dream of being swept off their feet by a handsome adventurer and whisked away to live a life of pleasure and romance. Well you may not be a prince on a white horse, but you'll certainly make the ladies swoon just like one: you're a master of romance and seduction, a bonafide Casanova who can charm just about anyone out of their panties, from naive farmgirls and saucy wenches to naughty princesses in need of a good spanking for trying to ditch their long-suffering bodyguards. Even if someone seems completely cold to your charms or devoted to someone else you can always find a way to win them over and conquer their hearts by performing heroic deeds on their behalf. That haughty princess might seem like she wants nothing to do with you at first, but save her from a Yiga assassin or a rampaging Guardian and soon she'll be head over heels in love and won't be able to get enough of you, and that's before you get her into bed and show her you're just as skilled between the sheets.

Fearless and Firm (200 CP)

Skill and cunning are vital to any adventurer but courage is what turns an ordinary warrior into a true hero. You have courage and willpower worthy of a true champion, and through sheer grit and determination you can easily overcome both mundane and magical afflictions of the mind. Pain and exhaustion are no more than minor distractions, fear is brushed aside as easily as cobwebs, and even the supernatural paralyzing terror brought on by a redead's scream is only as unpleasant as nails on a chalkboard. You're also nearly impossible to subvert with corruption or dark magic. Magical illusions look like obvious fakes to your eyes and the magical charms and body-modifying concoctions that monsters use have no lasting effect on you, to the point where it'd take something on the order of being drowned in Ganon's malice for quite a while to even start to corrupt you. If the forces of darkness want to break your heroic spirit then they'll have to fight you tooth and nail every step of the way.

Eyes of Truth (200 CP)

Any adventurer can slay a common bokoblin but when a stone talus rises from the earth being able to tell which rock is its weak point spells the difference between victory and defeat. Your cunning mind and keen eye for detail gives you a knack for finding and exploiting weaknesses of all kinds. With a few moments of scrutiny you can spot holes in a warrior's fighting style, gaps in a Guardian's armor, or structural flaws that allow one well-placed bomb to cripple a giant beast or level a whole building. In the bedroom you can also suss out weak points that make your lovers squeal with delight, making short work of careless monstergirls or reducing a haughty princess to a quivering puddle of bliss. These instincts are also helpful for exploring ancient ruins: hidden traps, treasures, and passageways seem so obvious to your eyes that they might as well be glowing, while ancient puzzles and Sheikah contraptions are almost trivially easy to pick apart and put back together with just a few moments of consideration.

The Perks of Heroism (200 CP)

A hero's work is never done, but at least that work is well-rewarded. Whether you're saving a damsel from becoming a monster's sex slave or saving an entire kingdom from some terrible calamity, you'll always be handsomely rewarded for performing good deeds. Grateful quest-givers never fail to compensate you for your services and random acts of heroism carry fortuitous rewards of their own, whether in material goods or other forms of payment. A shopkeep might reward you for your services with free equipment or a steep discount on something truly valuable, or simply invite you to bend her over the counter and have your way with her. If a farmer is too poor to properly reward you for saving his ranch then his lovely daughters might show you their appreciation instead, and raiding a monster lair always seems to turn up a chest of rupees or an amorous damsel eager to reward her savior. Naturally, the grander your deeds the greater the prize you'll earn: slay a beast like Ganon and you might win a king's ransom, or a princess's hand in marriage.

Master Swordsman (400 CP)

Sexual prowess is no less important for Hyrule's adventurers than skill in combat: when the sword in your hand breaks, the sword between your legs might be your only hope to avoid becoming a monster's slave. You're equally skilled at both traditional and sexual combat, a match for Link's talents in the bedroom and on the battlefield. Your superhuman skill allows you to perform impossible feats like parrying lasers with a shield or striking a dozen blows in an instant, and in moments of intense focus time itself almost seems to stand still for you. If your weapon breaks you can simply brawl or fuck your way to victory instead, utilizing abilities like using a flurry rush to attack all your partner's weakpoints simultaneously, or punching straight through armor because your dick is *literally* harder than steel, or holding back your orgasms to charge up a massive belly-swelling creampie which instantly defeats and/or impregnates weakened enemies. Both of your talents grow by training either of them, and you can adapt new abilities you master, supernatural or otherwise, into alternative versions designed for the battlefield or the bedroom.

Blessing of Courage (400 CP)

Heroes with great spiritual strength sometimes awaken unique magical powers rooted in their desires and expressed as elemental magic. The Champions once possessed such powers and now you have one too, granting you mastery over an element of your choice. As a master of wind magic you can launch yourself into the sky on an updraft, buffet your foes with a hurricane-force gale, or hypnotize them and make them dance to your tune with enchanting music. Or you could use your mastery over water to heal dire wounds, drown your foes with aquatic attacks, or call forth enough tentacles to keep an entire tribe of monstergirls thoroughly distracted for hours. Whatever element you command, your powers are nearly effortless to use if put to erotic uses, feeding on your desires rather than your magical reserves, and are incredibly difficult to negate with counterspells or anti-magic, though not impossible given a large enough power gap. These benefits also apply to any other powers of the same element you might receive from other jumps.

It's Dangerous to Go Alone (400 CP)

Adventuring by yourself is a lonely and dangerous affair, and wise heroes know to travel with at least one companion at all times. You're a natural leader whose commanding presence and leadership skills foster harmony and teamwork between you and your allies, creating a well-oiled machine whose strength is far greater than the sum of its parts. Your mere presence radiates courage and strength and empowers your allies with a portion of your strength and skill, enough so that even a sheltered princess can hold her own in a fight. With your guidance your allies will work together seamlessly, their attacks and defenses flowing together into effortless and powerful combos. This camaraderie sticks around even after the battle is won, forging fast friendships and turning rivals for your affection into sisters-in-arms. Try not to be too surprised when your adventuring party inevitably turns into a battle harem.

Hero of the Wild (600 CP)

Ganon's monsters might be strong and dangerous but their twisted power is just a shallow imitation of the blessing of Farore, the power of life and fertility. Whether through a long rest in the Shrine of Resurrection or through lots and lots of hard work and training, you've grown into a paragon of your kind endowed with the vitality and virility to match Link at the peak of his physical attributes. You're strong and tough enough to climb the highest peaks in Hyrule, brawl with lynels barehanded, or fuck for days at a time without rest. Your natural racial talents and perks are strong enough to place you in the top 1% of your kind, and mark you as a new Champion of your race. It's almost impossible to *not* be attracted to (or intensely jealous of) somebody with a figure like yours, and compatible lovers are almost instinctively drawn to you, like moths to an incredibly sexy flame. Even magical artifacts like the Master Sword seem attracted to you, allowing you to wield them without requiring the usual tests that a lesser hero might be forced to endure.

Love Conquers All (600 CP)

Hyrule itself may be tainted by Ganon's Nightmare but nothing can corrupt the sacred bond between hero and princess, nor between the hero and all his other lovers for that matter. Once you conquer their hearts your lovers are bound to you as strongly as Zelda is to Link, and their love grants them incredible strength worthy of a legendary hero's companions. Those who already had great potential, like Zelda's holy magic, find it incredibly easy to unlock and wield, but even a common village girl can discover hidden talents like a gift for swordplay and archery worthy of any heroine. You can help them master these talents simply by exploring their passions with them, substituting sexual training for the traditional variety and helping them grow by leaps and bounds even if you have no special knowledge of their unique gifts. Their love for you also makes your partners immune to mind control and any dark magic that might permanently harm them or turn them against you. A curse of bimbofication that might normally be permanent might only last a few hours before they shake it off, and only if they're not really resisting it.

Long Live the King (600 CP)

With the royal family either missing or long dead someone needs to step up to lead the survivors and start putting Hyrule back together and it may as well be you. You might not have a royal bloodline but you have everything else needed to be a worthy king, from natural charisma to mastery of any mundane leadership skill you might care to name. Most of all, you inspire great love and devotion from your subjects (provided that you don't mistreat them, of course) and inspire them to follow your example. If the king enjoys BDSM then expect to see leather and chains become very popular attire, and if the king passes laws sanctioning the slave trade or requiring criminals be punished with time spent in the stockades as free-use sex slaves then expect them to be embraced with minimal complaint. Curiously, you'll find that these sorts of policies are far more effective and beneficial for your kingdom than they really should be: bandits in the stockades make crime rates plunge dramatically, and the slave trade becomes an immense boon for the economy. Your kingdom and subjects will thrive not *despite* how lewd they are but specifically *because* of it.

Monster

Savage Strength (100 CP)

Rippling muscle, imposing size, and a big fat throbbing cock: what more could you possibly need to thrive in this world? You have a mighty body built for conquest and domination, far bigger, stronger, and tougher than others of your kind. Whether you're a common hylia or a savage lynel, you're anywhere up to twice as big and strong and far more well-endowed than the best of your race: even a puny hylia with this perk could be more than ten feet tall, strong enough to dual-wield massive greatswords, and packing a cock as big as his forearm. Such raw power is incredibly intimidating all by itself, and you can easily bully cowards and weaklings into submission simply by virtue of your greater physical abilities. Nor are you some dumb brute whose size and strength is a double-edged sword: when wielding your impressive endowments you can always limit how much damage you inflict, whether you're clubbing a princess upside the head before taking her home or stuffing her full of a cock that's far too large for her tiny body.

Rape, Pillage, and Plunder (100 CP)

Ganon's minions were designed to dominate and enslave all who oppose them and it'd be terribly strange if they were no good at it. You're a master of conquest and domination, and even seasoned heroines risk becoming your slaves if they fall into your clutches. Your mastery of sexual conquest allows you to break minds with pleasure and force your captives to orgasm after orgasm using only brute force rather than the skills of a more considerate lover, though having such skills will make your efforts that much more potent. These pleasures strip your slaves of their strength and resolve until all they can do is shake their hips and beg for more, all thought of escape or resistance completely forgotten. The more a person submits to you, whether beaten in battle, ravished into submission, or merely following your orders, the more you conquer their hearts and dominate their souls, gradually stripping away their desire (and ability) to resist you at all. Dominate someone hard enough and they'll practically collar themselves for you.

Pillar of Lust (100 CP)

If monsters have one fatal flaw it's that *sating* their depraved appetites is as lethal as an arrow to the skull and the weakest bokoblins are such one-pump chumps that they keel over and die from a single orgasm. But stronger monsters are another story entirely, empowered as much by their lust as by food and sleep, and you share this quality with them. Sexual activity replenishes your stamina rather than draining it, and even fucking for hours on end just leaves you feeling as well-rested as if you'd gotten a full night's sleep. Not only does this prevent you from ever suffering a humiliating death by sex, even against monsters that drain life energy this way, but you also heal injuries and recover from illnesses extremely quickly after you get your rocks off, letting you heal minor injuries overnight and more serious ones in a few days at most.

Strength in Numbers (200 CP)

Not all monsters are especially fearsome, but what bokoblins lack in ferocity they make up for by traveling in gangs, and a cunning villain who exploits those numbers can turn a minor nuisance into a true menace. You're a talented leader and a cunning tactician who can turn a tribe of monsters or a gang of bandits into useful but ultimately disposable pawns. Once you earn someone's loyalty, or at least their obedience, you have great success at commanding them, forcing them to fight at their peak ability regardless of morale or other considerations. Minions who would normally be too stupid or horny to follow orders can be forced to act with a degree of borrowed intelligence and discipline, allowing you to turn the most primitive monsters into soldiers in an army of darkness capable of following complex orders like staging ambushes, and even repressing their instincts when you require it of them. You could even dupe these simpletons into throwing their lives away for your plans quite easily if you so desired it.

Essence of Evil (200 CP)

Ganon's essence taints everything it touches, but few things are more corrupt than the bodily fluids of the monsters he creates. Your essence is infused with dark magic, transforming your blood, sweat, cum, and other fluids into powerful aphrodisiacs and allowing you to produce a near-limitless supply of cum or milk. Your scent is a potent musk which stirs arousal in men or women of interest to you, and your bodily fluids are powerfully addictive if ingested. A single dose can cripple a victim with arousal, sapping her strength and giving her cravings for more. If taken in large enough quantities even the most stalwart heroine could be reduced to a mewling cum slut desperate for her next hit, though you can also reduce these effects if they become inconvenient. You're also immune to your own fluids and any similar kinds of drugs.

Mechanical Mayhem (200 CP)

The guardians and divine beasts would have been Hyrule's greatest defenders if Ganon hadn't corrupted them all the moment he returned. You may not be a scholar of Sheikah technology but you don't need to be when you can simply corrupt these soulless machines and claim them for yourself. By filling a machine with magical power you can hijack it and bring it under your control, either controlling it remotely or simply overriding its programming to make it serve your will. Corrupting a machine can also physically transform it in limited ways to make it more suited to your depraved needs, like making a guardian's laser corrupt its targets, or arming it with all manner of depraved mechanical tools to capture and subdue prey rather than destroying them. Even with no particular magical talent you can control a handful of machine slaves at the same time but a skilled and powerful sorcerer could corrupt and command entire armies of them.

Blessing of Power (400 CP)

Ganon's minions have no need of training to grow stronger the way knights and heroes do. Their strength comes not from practice and skill but from conquest and corruption, building their unholy might atop a pile of vanquished enemies and corrupted slaves. Even a lowly bokoblin can become a glorious golden beast if it has enough cunning and ambition. You're able to gain greater strength by defeating or corrupting your enemies, reducing them to mere stepping stones on your path to power. Whenever you defeat an enemy who was stronger than you in some way your strength grows as if you'd stolen some of their strength and added it to your own. Defeat a lynel and your physical strength or cock size might grow, while a sorceress might fuel the growth of your intelligence or magical abilities. Corrupting or enslaving your conquests after defeating them allows you to harvest even greater power by *actually* stealing their strength, turning great heroes into helpless slaves and wise princesses into thoughtless sluts.

Jumperblight (400 CP)

Ganon's malice is so overwhelming that a single body can barely contain all of his power at once, even a body as fearsome as the Calamity. Your power may not have reached the same heights as his, but you've learned how to split yourself apart into separate bodies much like Ganon's blights. These extra bodies are controlled remotely by you, having no minds or wills of their own unless you grant them one, and they can be as weak or as powerful as you desire whether you wish to make powerful behemoths or an army of the dead. The only limitation is that you must temporarily donate a portion of your power to your spawn for the duration of their existence, which you can end at any time to reclaim it. Alternatively, instead of using your own power you can impregnate a strong slave with your spawn and use their strength instead. Any blights born from your slaves will inherit their powers rather than your own, but you still have control over whether they continue existing and any borrowed powers will be returned upon their deaths.

Tarnished Gold (400 CP)

Few monsters and even fewer slaves are brave or cunning enough to defeat the likes of you, and anyone who tries and fails will pay the price for being foolish enough to challenge you. Whenever you defeat your enemies through strength or sexual prowess they're sure to meet with a terrible fate as you gain immense power over them. Having already beaten them once before, your new slaves now find it nearly impossible to defy you again: a princess's holy magic, a heroine's clever skills, and a monster's brute strength simply fail to work against you, making them slaves in spirit even if they still have a rebellious streak left in them. They'll remain useful slaves so long as they remain loyal but their strength fails them the moment they try to betray you. You however can toy with your new slaves with impunity, as whatever resistance they might have to your power fails and leaves them utterly exposed to corruption, transformation, and domination.

King of Evil (600 CP)

Most monsters are much too stupid to recognize any form of power besides size and strength, but for you they'll make exceptions. How could they not when your mere presence demands respect and submission from everyone around you? You're a mighty King of Darkness like the legendary Ganondorf, a conqueror of men and monsters whose demonic charisma crushes all who defy you. This aura of dominance makes it extremely difficult to attack you unless your foes have great courage or power enough to rival your own; those who have neither will find themselves too weighed down by lust or terror to fight you effectively, and they may even be brought to their knees by your mere presence. Women quiver in lust while men tremble in awe or terror, and even monsters and other dark creatures who would normally obey no masters sense that you are the exception to that rule. While the mightiest beasts or those commanded by another master may need to be beaten into submission, most instinctively kneel and obey you without question.

Carnal Conquest (600 CP)

As vast as Hyrule may be, Ganon's ambition has always been to rule over all of it, if not the world beyond its borders as well, and he's proven himself quite capable of doing so many times in the past. The trick is simply to remove or corrupt the previous rulers, then step in to assert dominance over their former lands. Your iron-fisted rule allows you to use these tactics to great effect: by dominating or corrupting princesses or champions or other people of great importance you also assert dominance over all who followed them, allowing you to conquer entire towns, regions, and even countries in one fell swoop. Entire armies will fall apart in despair after you make their princess your concubine, while civilians take on the broad strokes of your ideals and desires for them, some eagerly and some reluctantly, snuffing out resistance to your rule as your new subjects embrace their new master whether they like it or not. Heroes and others with strong wills can still reject you, but if their wills break somehow they'll submit just the same as anyone else.

Power Overwhelming (600 CP)

Ganon has brought Hyrule to its knees with his sorcerous power, bending the whole world to his depraved desires through his strength of will and magical might alone. You're quite a powerful sorcerer yourself, not yet Ganon's equal but capable of becoming one. Your strength of will and immense magical powers allow you to dominate even the world itself, from commanding the elements in battle to laying curses on all who oppose you to toying with the bodies and minds of your conquests and more. Your desires empower your spells and make them especially potent when put to erotic uses, their effects lingering long after the spells have ended and always in ways you'll find useful. A fireball powered by desire might burn a foe's armor to ash and ignite her lust, and then keep her body extra-sensitive to pleasure for hours or days on end, while summoned tentacles might plant evil seeds you can use as arcane links to continue corrupting a princess from within her own womb. The downside to this power is that your magic is dark and therefore vulnerable to holy magic of sufficient strength, but as a master of dark sorcery you're quite immune to corruption and backlash from your own spells as well as any other forms of dark power you might acquire in the future.

Items

Take an extra +300 CP to spend just in this section.

Items from previous jumps can be imported into similar items for no additional cost.

Fairy-Blessed Clothes (Free)

You're probably about to spend a lot of time getting your clothes torn off of you but this outfit is blessed by a great fairy and made tough enough to handle all of the abuse that Hyrule can throw at it and then some. The fairy's blessing makes this outfit extremely durable against battle damage and all sorts of misfortunes that might befall you. Simply rinsing the outfit in water can clean it of the toughest stains, and if it gets torn apart it will mend itself automatically. It even carries the added benefit of accentuating your best features and highlighting your sex appeal, like a good set of lingerie, making you seem even sexier than you would normally be while wearing it.

Blank Slate (Free / 300 CP)

A critical key to much of the technology that's been left behind by the ancient Sheikah, the Sheikah Slate is a magical tablet with a number of useful features. Or at least, the one that Link and Zelda have has lots of features. This one seems to be bereft of them, lacking any runes or special powers and requiring visits to Purah's tech lab and/or the appropriate shrines in order to unlock those features, though someone with the appropriate perks could probably find a way to do it themselves. What it *will* do is allow you to access the shrines, towers, Divine Beasts, and other Sheikah infrastructure that only opens for someone bearing this essential plot coupon. In future jumps it will still function as a tablet with unlimited battery life and can interface with similar magitech systems. However for 300 CP the slate comes loaded with all features that a fully-upgraded Sheikah Slate would have, including the camera, map, runes, and a full database to scan items and enemies for useful information. The upgraded Stasis rune will even freeze creatures in place up to a full minute, though the longer it freezes them the longer its cooldown becomes.

Comfy Campsite (50 CP)

Camping out is all fun and games until you get ambushed by a pack of stalfos in the middle of the night. You're not going to get much sleep unless you can find a safe place to camp, but this item can help with that. It's a simple campfire which you can make out of any random bits of firewood, and while it only lasts a single night per use it's guaranteed to ward off unfriendly monsters, people, or obnoxious animals and insects from bothering your campsite, allowing you and your traveling companions to have pleasant and stress-free evenings no matter where you are.

Monster Protection (50 CP)

The Zora have created a novel solution to the problem of monster rape by requiring their women to wear chastity belts at all times for their own safety. Some wearers may be perturbed by the perpetual vibrations of the safety plugs, but such is the price of preserving a maiden's virtue in this world. This item grants you a number of these devices, enough to outfit any of your companions with them should you wish to do so. Unlike ordinary chastity belts these are crafted with Zora water magic, which not only enables them to be locked with magic so only specific individuals can remove them (usually not the wearer herself), but also makes them self-cleaning so they can be worn for long periods without impacting the wearer's hygiene. While they don't help much against magical corruption, most monsters are too stupid to figure out how to unlock the mechanisms that keep the wearer's virtue safely sealed away.

Lon Lon Milk (50 CP)

Even the kingdom's collapse can't keep hylian farmers down for long. Lon Lon Ranch has relocated from Hyrule Field to the outskirts of Hateno Village but their famously-excellent milk is the same as it ever was, if not even better than before. You have a refilling supply of delicious milk in enchanted bottles that never break and stay cold all on their own no longer how long they're out of the ice box. Apart from being delicious and extremely healthy it's normal milk, but you also get one bottle of premium golden milk which refills daily and has special magical effects. Drinking this milk on a regular basis will eventually grant the free version of the **Breathtaking Beauty** perk for those who don't already have it. This golden milk is so healthy that it makes the drinker more attractive: curves swell to pleasant fullness, unwanted weight falls away effortlessly, muscles fill out, hair becomes shiny and full, and your complexions clear up in no time. Put your companions on a diet of this milk and they'll be more beautiful than ever in no time!

Hylian Hood (100 CP)

A simple hooded cloak enchanted by fairy magic, this traveler's staple is a useful accessory for anybody hoping to travel Hyrule with some degree of privacy. When the hood is pulled up it shrouds the wearer's face in magical shadows, disguising them to anybody who doesn't already know their identity. A princess wearing this cloak could walk among her subjects and be totally unrecognized by all save the bodyguard at her side. Nor will they notice if said princess is otherwise nude or has a vibrator buzzing away beneath her clothes, as the great fairy also rather mischievously enchanted the cloak with an aura of normalcy that disguises lewd acts from uninvolved onlookers, though if they become directly involved in such lewdness the disguise falls away immediately. All but the largest of monsters could even use this cloak to pass themselves off as ordinary travelers if they were clever enough to disguise themselves, at least until the hood falls away and their monstrous intentions are revealed.

Malanya's Saddle (100 CP)

As the god of horses Malanya is always happy to share the joy of being a horse with those of his followers who've been cursed to be born in non-horsey bodies. To that end he created this magical ensemble which allows the wearer to be transformed into a horse, in a sense. Consisting of a saddle, bridle, anal tail plug, and bondage gear which securely restrains all of the wearer's non-horsey bits, this enchanted gear grants a wearer the strength, speed, and endurance of a wild stallion while also allowing a person to ride on their back as comfortably and effectively (for both rider and horse) as a real horse. While wearing the complete outfit the horse can even teleport straight to her master's side: simply whistle for her and she'll magically appear from over the nearest hill or as if she'd been loyally waiting for you just out of sight even if she was actually many miles away.

Great Fairy Fountain (300 CP)

Home of the Great Fairy Cotera, this fairy fountain is a wellspring of nature magic which its monarch can put to use for all sorts of useful benefits. Cotera and her fairy fountain join you on your adventure: while she won't leave the fountain for any reason, Cotera will happily put her magic to work enchanting items or breaking curses or bestowing blessings for you and your companions. She just wants a tiny little fee in return. She'll take rupees or magical reagents like monster parts, or if you're fresh out of those she's also fine receiving you as payment, as in you spend a few days or weeks in the fountain as her personal sex toy. Of course the more powerful the magic you need the higher the price she'll charge for it, but Cotera is ancient and powerful and can accomplish all sorts of things with her magic that nobody else in Hyrule can do, though she does have sharp limits when it comes to other powerful entities like Ganon.

Survivor

A Simple Bow (100 CP)

By far the safest way to protect yourself from monsters is to do so from as far away as possible, and this bow serves that purpose quite well. This weapon is a common bow and a quiver of arrows which will refill itself periodically, giving you a nigh-infinite ammo supply on long journeys. Though seemingly a mundane weapon, this bow slowly evolves over time as your skill with it develops, starting out as a mere Traveler's Bow and growing into a Royal Bow once you have mastered archery. Headshots made from stealth prove especially fatal, felling all but the strongest enemies with a single perfectly silent shot.

Royal Stockade (100 CP)

When all else fails you can always fall back on selling your body to make whatever you need to survive. It might be degrading and humiliating but there's no denying that it's *incredibly* effective at raking in rupees by the bucketload. This "facility" (if you can call it that) is a glory hole or stockade where you (or someone else you pressured into it) can do a brisk business servicing customers with your body. It's private enough that you won't be disturbed by anyone who'd take umbrage with you for running a business there but also public enough to draw a constant stream of customers who'll happily part with their money for a sample of your talents, and the better your talents are the more money you can rake in from each patron you serve.

Ancient Vibrator (100 CP)

The ancient Sheikah were no strangers to demons of lust and invented countless artifacts to counter their debauched foes. One such artifact is this ancient sex toy, a finely-sculpted vibrator or similar device which actively drains dark magic and corruption through the pleasure it grants the user. Acting like a heat sink, it can break curses and purge your body of the effects of demonic aphrodisiacs and other unwanted effects which impair your mind or body, but the more powerful the curse the harder you'll need to work to purge yourself of these unwanted effects. The harness that comes with the device ought to help with that, letting you strap yourself in and wear it under your clothes. Long journeys have never been so pleasant!

Ancient Harness (200 CP)

A tool the ancient Sheikah forged to aid the legendary hero, this bodysuit was created not for Link but for Princess Zelda to wear. A modern hylian might mistake it for some elaborate high-tech bondage suit and while it can certainly serve that purpose it primarily works as armor despite its skimpy design. When worn the harness projects a powerful defensive aura similar to a Guardian shield which can withstand even the most crushing blows, but every now and then its power supply must be recharged. This requires a tantric prayer ritual of submission and supplication between the princess and hero, but this one will work just fine for you and anyone you wish to "pray" with. The suit comes equipped with accessories to aid the charging ritual like cuffs, plugs, a gag, energy chains, and several retractable vibrators, and the suit can even sync up with a Sheikah slate, allowing the "master" to control these extra features remotely.

Winds of Freedom (200 CP)

The wise traveler does their best to avoid danger but sometimes danger can be quite a persistent pursuer regardless of your best efforts. Should you ever find yourself trapped in an unbearable situation you'll be glad to have this trinket in your possession. Farore's Wind is a magical crystal containing a powerful spell from ancient times which teleports the caster a safe distance away from danger while also loosening any bonds which restrain them. Even if you have no skill with magic you can still make use of this power using the crystal's own magic, but skilled casters will be able to travel much further distances if needed and can even use the crystal's power as a form of "fast travel" by marking specific places they'll want to return to. While this spell will save you from many terrible fates, it's not a replacement for caution: overuse or abuse may cause it to misfire and drop you into an even more dire situation.

Ka-Ju Rope (200 CP)

A magical rope blessed by a Great Fairy, this item embodies the bonds between two lovers from the time before the Calamity, and by “bonds” I mean they were both avid bondage enthusiasts. The rope’s magic shows itself only when you are tied up in it, granting you great strength and functionally limitless stamina, though it must restrain you in order to do so. This seemingly counterintuitive blessing can also be shared with a selected owner of the rope, your master if you will, so long as it remains in use. The rope is ideally used to restrain a slave for use as a pack mule, turning even a delicate princess into a valuable member of an adventuring party while also giving her master the strength and stamina to scale sheer cliffs with his bare hands. Of course it’s also quite useful for enabling even the most extreme types of bondage play.

Happy Mask Collection (400 CP)

A mysterious salesman wanders Hyrule in search of magical masks like the ones you have come to have in your possession. This collection of enchanted masks contains an assortment of useful magical powers: a bunny hood that helps you run at great speed, a chu-chu mask that gives your body the liquid form of a slime girl, a keaton mask whose razor wit and senses will help you solve puzzles, and so on. Each mask also transforms your body in some way, such as temporarily turning you into a monster or giving you an appropriately sexy costume, like the bunny girl outfit that comes with the bunny hood. Unlike the versions that Zelda acquires in her travels none of these masks have any built-in drawbacks attached to them such as the chu-chu mask’s dimwittedness. Purchasing this item grants you five masks of your choice but you’ll eventually find many more as your chain progresses. Perhaps you’ll even meet that odd salesman again?

Wicked Statue (400 CP)

A weathered statue resembling an ancient gargoyle or succubus, this statue has a foreboding presence and houses the spirit of an ancient and powerful demon. Not the most trustworthy company to keep, but there are some benefits to associating with this creature. They have considerable magical power at their disposal and great skill with it, though due to their imprisonment they can only use it on consenting targets like adventurers who strike bargains with them. They have no love for Ganon and will always keep to the letter and spirit of bargains you make with them, though they aren’t above playing occasional lewd pranks if you become careless in your dealings with them. The payment for their services usually involves letting them have their way with you some way or another, but the width and depth of the arcane skills and dark magic (as well as their incredible skill as a lover) ought to make such deals worth your while.

Royal Library (400 CP)

Hyrule Castle once had the finest and most extensive collection of literature and ancient knowledge in the entire kingdom. It’s been sitting directly beneath Ganon’s lair for a hundred years and its contents are now deeply corrupted but they’ve also become deeply magical, a treasure trove of priceless arcane tomes with knowledge of subjects ranging from architecture and cooking to magical theory and Sheikah technology. The magic in each book makes it possible to master the knowledge contained within extremely quickly but at the cost of immersing yourself in a lurid fantasy related to what you’re learning and how much you need to learn to master that skill. A chef hoping to learn a new dish might spend a few minutes having a fantasy about bending someone over his kitchen counter, while a student seeking knowledge of Sheikah artifacts might find herself trapped in an illusion of being ravished by machines. By the time the fantasy ends you’ll have gained whatever skills you were seeking, though if you’re unable to grasp the knowledge you found you might only retain bits and pieces of it, requiring a great deal of studying to gain the full effect. As your chain continues the library will automatically expand its contents to cover subjects unique to future worlds.

Shrine of Resurrection (600 CP)

The ancient Shiekah made many technomagical wonders but few proved as vital to Hyrule's ultimate fate as the Shrine of Resurrection, savior of Zelda's life in one timeline and Link's in another. You've somehow acquired either the shrine itself or a long-forgotten prototype of similar ability. Anyone placed inside will be healed of even the most grievous injuries or spiritual corruption: even death can be thwarted in much less than a hundred-year slumber, if only once per jump per person. Apart from healing bodies and souls, the shrine's mechanisms can also remodel them to some extent as it did with Zelda: given just a few hours it can grant its occupant a body like an adonis or a fertility goddess, bestowing the free or upgraded version of the **Breathtaking Beauty** perk and enabling many other sorts of body modification with an experienced technician at the controls to guide the process.

Tarrey Town (600 CP)

A new settlement that started springing up in the Akkala region recently, this town has you to thank for its current prosperity and you've been adopted as its honorary mayor. Well-defended by the local geography and a militia of guards hardened by the Nightmare, it's an effective safe zone in a kingdom that has very few of them to speak of, and even those who might want to attack it and are capable of overpowering the defenses are prone to dismissing it as not worth the effort unless given extremely good reason. The town has a diverse population of people and cultures from all over Hyrule, who've all brought skills and trades with them from wherever they came. This is true in future jumps as well, attracting the brightest minds to come from all over to join this settlement and become your followers. As the town's leader you're able to recruit from this vast pool of talent for any projects you might want to undertake, and while your subjects don't need payment to do as you ask, rewarding them with your affections ensures that they'll give it their all and produce their best possible works in record time.

Ancient Tech Lab (600 CP)

Purah and Robbie have gone to great lengths to defend what's left of Hyrule from Ganon's Nightmare and none of their creations exemplify their determination more than this structure. On the surface it appears to be an ordinary house but hidden in the basement is a factory devoted to the recreation of ancient Sheikah weapons and artifacts, from bows and blades to brand new Guardians armed with a new security patch to repel corruption from Ganon's power or others who may attempt to hijack them. Unfortunately this factory requires much more than a mere blue flame to maintain its operations; instead, one or several volunteers (or prisoners!) must be strapped in to the lab's factory-thrones and used as human generators, though the thrones do make the process just shy of mind-shatteringly pleasurable as they milk their sacrifices of their magical energy through an arsenal of mechanical methods. The quality and speed of the factory's crafting also depends on how much magic the factory's generators can feed it; Princess Zelda at the height of her power could fuel the creation of a brand new Guardian overnight, but a single ordinary hylian could barely produce spare parts in that time.

Hero

Weapon of Choice (100 CP)

Hyrule is littered with the remains of ancient battles but you need a reliable weapon that will never let you down, not a scavenged relic that breaks in a few hits. Like the famous Hylian Shield or the weapons once wielded by the Champions, this item is a masterwork weapon or shield of your choice, forged so finely it's practically unbreakable and enchanted with a minor magical power. Perhaps it reflects magical spells like a mirror when they strike it, or bursts into flames on command, or coats the arrows it fires with paralyzing lightning so you can stun your enemies from afar rather than killing them. Whatever your choice might be it's also never far from your hand and will always return to you if it ever gets lost or stolen.

Adventurer's Essentials (100 CP)

Most heroes need to pack light to avoid being bogged down by too much weight, but this enchanted travel bag makes such concerns a thing of the past. It's much bigger on the inside than it first appears and it can easily hold hundreds of pounds of supplies, treasure, outfits, and weapons, all without weighing any more than the bag itself does. It even comes equipped with a few travel essentials including a tent and bedrolls, a cooking pot, a few empty bottles, a paraglider, and an entire side pocket stuffed to bursting with various kinds of sex toys by some practical joker. All of these contents are entirely mundane but they'll be cleaned and repaired whenever they're stowed away in the bag.

A Hero's Home (100 CP)

Every hero needs a place to hang up his sword after a long day of adventuring. This cozy two-story house is your own personal haven, sitting on a nice chunk of property with an excellent view of the surrounding countryside. By default it's located on the outskirts of Hateno Village, though you can choose to set it up somewhere else if you'd prefer. There's only one bedroom but the bed is large enough to fit quite a few people and there's plenty of room for additions if you feel like expanding. Perhaps best of all, the whole property is very private and any neighbors (or wandering monsters) will keep their noses out of whatever perverted business you and your guests get up to. Unless you *want* an audience, that is.

Ka-Ju Whip (200 CP)

Made out of blessed Ka-Ju Rope, this whip is a useful tool for anyone who wants to take an enemy alive. The blessings on this magical whip make it simple to tie up things or people that the whip is swung at: not only can it stretch to reach distant targets, it can automatically knot and release itself instantly the moment its wielder needs it to, making it useful not only for tying up enemies and disarming them of their weapons but also as an improvised grappling hook for crossing challenging terrain. Highly skilled wielders can even learn to tie up their captives with a single flourish, leaving them bound, gagged, and totally helpless in just a few seconds. Cutting the rope at the hilt will make a new one grow in to replace it, giving you a limitless supply of bondage-ready rope strong enough to keep even the most ornery monstergirls under wraps.

Sheikah Armor (200 CP)

The heroes of Hyrule will need to use every trick in the book to defeat Ganon's monsters, but the Sheikah clan *wrote* that book, becoming masters of stealth and subterfuge long after their famous technology was sealed away. This suit of ninja armor is of Sheikah make and is enchanted by fairy magic to muffle sound, though it offers much less in the way of defense compared to a more traditional knight's armor. As long as you wear this ensemble your movements will make no sound and leave no trail to follow, allowing even an amateur ninja to move as stealthily as a well-trained assassin. This cloak of magical silence also extends outwards for several feet around you and silences any noises made within that area, even those made by other people. With this suit you could sneak into a camp of monstergirls to rescue a damsel and silently fuck her guards into submission one by one while the rest of the camp dozes obliviously mere feet away.

Lon Lon Ranch (200 CP)

Even after being forced to leave their previous home on Hyrule Field, Lon Lon Ranch has continued their long history of providing Hyrule with the best food around. Run by Malon and her two sisters Romani and Cremia, the ranch offers a nearly bottomless supply of top-quality cooking and alchemy ingredients, from their famous milk to crops and plants of any kind you can think of, even the famously rare Silent Princess. Monster ingredients are also available if you'll help them round up a few beasts to source from: when they aren't domesticating them for menial labor the girls keep their monsters penned up in a separate barn and milk them for all they're worth, both literally and metaphorically, using a small arsenal of milking machines. They've even found a way to harmlessly farm body parts like moblin guts or keese eyeballs, but don't ask how they made that particular sausage. Whatever debt they owe you that put them at your service, all three girls are all too happy to repay it with sexual favors and join you on your chain as free followers.

Barbarian Armor (400 CP)

Forged from the bones of vanquished lynels, this armor contains the power of some of Ganon's strongest minions and allows you to harness that power for yourself. The enchantments on this armor grant it better defensive protection than a suit of plate mail, but its true strength isn't in how it defends but how it attacks. While you wear this armor the spirits of your vanquished foes feed you a rush of health and stamina every time you slay (or lay) an enemy, transforming you into a force of nature that only grows stronger the more you dominate your enemies. If you ever find yourself backed into a corner you can also harness the ardor and fury of your conquests more directly: once per day you can hurl yourself into a berserker rage which multiplies your strength and agility thrice over and grants you functionally limitless stamina until you either defeat all present enemies or drop dead of your wounds. Whether you dominate an entire tribe of Gerudo in one night or brutally slaughter an army of monsters makes no difference.

Ultra-Competent Ninja Harem (400 CP)

The Sheikah are some of the best allies a hero can have, whether they're helping to hone his skills in their ancient shrines or battling evil alongside him, and their Yiga Clan rivals are also not to be underestimated. Somehow you've gained the undying loyalty of a clan of extremely competent, attractive, and *thirsty* ninja. Each comes with the **Sheikah Ninja** and **Sheikah Armor** purchases, and whatever they lack in numbers they make up by making your life *much* easier through their information gathering and other support work. Stagger into town naked and broke? They've rented a room at the local inn and gathered some rupees to help get you back on your feet. Get a quest to save a princess from a demon king? They already have an idea of where she's being held and what obstacles you'll have to overcome to get to her. Of course they'll also help you in a fight if you need: they're far more dangerous in stealth than in open battle, but any who are "killed" simply vanish in a puff of smoke, ninja log and all, and return to your side a day or two later. Your ninja allies are followers, but can be imported as companions in later jumps if you wish.

Ancient Shrine (400 CP)

What a tyrant takes by force a hero earns through courage and skill, but a weak hero will certainly have a harder time battling evil than a mighty champion would. To aid you in your quest the ancient Sheikah built this shrine which only you and your allies can access. Much like the many other shrines which dot Hyrule, this ancient structure is a massive underground training field which can reconfigure itself between training sessions, giving you an endless array of trials to hone your skills or your body. Each time you clear a trial you'll find that you have improved noticeably in an area of your choice, ranging from combat skill to sexual prowess. Even your sexual characteristics can be trained like a muscle by these trials, letting you improve the size of your cock or other qualities to become the match of any monster if you wish. These trials grow more difficult as your strength grows: they'll never be easy to overcome, but they'll also never become so simple that they offer no further challenge or growth potential.

The Master Sword (600 CP)

The legendary sword that seals the darkness, the one and only Master Sword may only be wielded by the truly worthy, and it has chosen you to be its next master. This mighty blade is an unbreakable weapon of divine power, able to cleave through all kinds of evil beasts and dark magic and lending its master a holy aura that guards him against corruption. The blade's power also manifests through Fi, the guardian spirit of the Master Sword, who is utterly devoted to her master and eagerly serves you however she can. Her arcane senses allow Fi to detect hidden threats and scan her master's enemies to reveal their strengths and weaknesses including any of an erotic nature, like a Yiga ninja's dirty fantasy about being dominated and turned against her clan, or a wolfos who's a slut for headpats. But the Master Sword's most important power is to seal the power of any evil creatures which are too powerful to kill by normal methods. A telling blow against such a creature weakens it, sealing its power away bit by bit. After suffering enough decisive blows even an immortal monster could be sealed away for good, or you could render it just weak enough that it can be "slain" by your other holy sword.

Monstrous Masks (600 CP)

A strange bargain you struck with a mysterious mask salesman has turned you into a collector of magical masks containing the powers of your fallen enemies. You have an assortment of blank white masks which have no power at the moment, but if you defeat an exemplary monster such as a silver lynel you can slap a mask over its face and absorb its body and soul (assuming it has one) into that mask. From then on, you can transform into that monster and gain any magical powers it once had by donning the creature's mask. While the magical abilities you gain from these masks are rarely immensely powerful they're often useful utility powers, usually given some sort of depraved bent by the mask's nature. The body you gain from an alpha wolfos might give you razor-sharp senses and the power to see through invisibility spells, as well as a massive wolf cock that makes escape and resistance impossible once you've knotted your prey, while an ancient poe mask might give mind control powers and allow you to turn invisible at will. Whenever you run out of blank masks you'll find extras in your inventory with no explanation as to how they got there.

Chains of Light (600 CP)

In ages past Hylia once sealed away Demise in a web of golden chains. Eventually the demon king broke free of his prison but the Chains of Light remain incredibly powerful tools for binding and sealing monsters and other evil beings. Hylia has gifted you these chains, granting you the power to conjure and wield them freely as if by magic. Despite their name the chains can take many forms, from golden silk ropes to gilded "toys" of all descriptions, all of them able to hold powerful enchantments. The chains seal away the power of anyone ensnared in them, stripping lynels of their superhuman strength and sorceresses of their magic, and the tighter the binding the stronger the seal and its integrated enchantments becomes. However your chains are only as powerful as you are, and sealing monsters far stronger than you is no small feat, likely needing you to weaken them before the chains can finish the job. That said the chains are highly effective once in place, almost unbreakable short of the captive receiving outside assistance. Curiously, the chains are also just as effective against heroines and goddesses as they are against monsters and demon kings. Perhaps Hylia secretly wants her hero to make use of that fact?

Monster

Weapons of Malice (100 CP)

Monsters have no interest in killing their prey if they can be captured and forced to create more monsters, and their weapons of choice tend to reflect that. Much like most Yiga kunoichi, even when you seem to be naked and weaponless you keep a small arsenal of tools made for capturing and imprisoning your victims on your person at all times. From clubs for knocking out struggling victims, to deku nuts that make a flash of blinding light and deafening sound when thrown, to a seemingly endless supply of rope and many other bondage materials, you'll never be without some way to restrain a struggling captive when the opportunity for a capture arises. All this gear is quality material strong enough to hold a struggling princess or heroine, but none of it is magical apart from its strangely convenient and undetectable presence on your person. Should you acquire more materials that would prove useful for bondage or kidnapping you may add them to this item and grant them the same benefits.

Potent Poisons (100 CP)

If you can't be as strong as a hinox then you'll have to be as clever as a wolfos, and clever monsters love using poison to help bring down their prey. This alchemy kit helps you make potent concoctions using just a campfire and a few basic ingredients you can find in any stretch of wilderness, although if you also have the **Essence of Evil** perk you can just use your own fluids and fuse that perk's effects with your creations. All sorts of poisons can be made this way, from drugs that make victims hallucinate vivid sexual fantasies, to powerful aphrodisiacs, to sleep and paralysis toxins to help bring down powerful foes. These drugs will work on any living creature with no risk of an overdose, though larger targets will still need larger doses to be affected. They can be applied via any number of methods: whether you force-feed your victims a bottle of them, coat a blade in them, or the end result will be the same regardless.

Monster Lair (100 CP)

Even monsters need a place to live, though most are willing to camp out in caves and under giant skulls. You've managed to secure a much more heavily-fortified location, more akin to the Yiga clan's hidden lair than some random campsite. This hidden base is large and well-defended by the surrounding geography, being extremely difficult for your enemies to find and even harder to bring a large force to attack. If you do accidentally lead a nosy hero back to your lair you'll have the home field advantage thanks to all the traps littering the inside in various strategic locations, which only uninvited guests can trip. It's very cozy inside, perfect not only for escaping the elements but also for imprisoning captives, as it has a small dungeon in the basement with enough restraints to keep a large number of prisoners securely bound and powerless to escape unless they receive help from some intrepid hero.

Savage Blade (200 CP)

Monsters cobble together all sorts of primitive weapons from boko clubs to lizal spears but none compare to the savage cunning of the lynels. Their wicked blades are in a class of their own, forged with rare metal from the peak of Death Mountain and quenched in Ganon's malice to make a cursed blade which only the strongest monsters can wield. This one, a greatsword or some other weapon of your choice, fits perfectly in your hand as if it were made specifically for you, but others find it too heavy to wield at all. While it's no match for the legendary Master Sword, few weapons made by blighted hands or scavenged from Hyrule's ruins can hope to match its strength and quality. In combat its wicked edges tend to catch on clothing and weapons, making it much easier to shred an enemy's armor or send weapons flying across the battlefield, but the cursed steel leaves wounds on the spirit rather than flesh, sapping your enemies of their strength and stamina with every blow rather than running the risk of killing or maiming them. In no time at all you'll have your enemies naked and helpless to resist whatever wickedness you have planned for them.

Sorcerer's Tome (200 CP)

An ancient tome of magical knowledge written by someone named Agahnim, this book seethes with dark magic and its cover won't even open unless you are willing and able to master the dark arts sealed within. Some unknown hand has penned the secrets of ancient magical power in these pages, and as you travel to other jumps its knowledge and page count expand to include other sorts of magic which you encounter on your journey. Ganon's malice has twisted this unseen writer to his debauched whims, and every spell which becomes recorded here comes with detailed notes on how to bend it towards more perverse ends. Studying this tome not only expands your magical knowledge but also shows you every weakness in the spells your enemies will be using, giving you a massive edge against them in any sort of magical combat.

Slave's Ensemble (200 CP)

The Gerudo were the most militant of Hyrule's races even before the Nightmare began, and their thirst for conquest has only grown since Ganon's curse began subtly grooming them to serve him once more when he inevitably returns. These fetching clothes, fine jewelry, and magical tattoos will soon adorn your slaves and mark them as your property just as they do for many in the Gerudo and Yiga clans. The exact outfit is yours to pick: it can be as bold as a uniform or as subtle as a collar, womb tattoo, or piercings, and comes in as many forms as you like. At any moment, you can reach out and ping a given slave seal to learn its wearer's location and general status, and cast spells on them even at great distances, whether to toy with their bodies and minds from across an entire kingdom or to protect them whenever rival monsters think to lay hands on your slaves. But few will dare do so: each seal holds an impression of your power and warns all who see it that harming your property will incur your wrath, and the greater your power grows the more effective this protection becomes. A bokoblin's threats intimidate nobody, but a demon lord's servants are nearly as safe as if he loomed over their shoulders at all times.

Corrupted Ancient Armor (400 CP)

Ganon's greatest success was turning the guardians and Divine Beasts against his foes, even fusing their weapons into the bodies of his blights. You might not be a demon-cyborg abomination but this corrupt suit of mechanical armor will certainly make you look and fight like one. A product of the ancient Sheikah, this magitech armor is very heavy but has absurd defensive power, and the frame houses an array of devices derived from the powers of the Blight Ganons. These allow you to float through the air, project a powerful energy shield, teleport short distances, empower yourself with elemental magical effects, and launch and control a set of attack drones, among other things. The suit's ancient power cores supply enough energy to use these devices by themselves, but a powerful sorcerer can channel magic into the cores to further enhance the suit's power or draw power from the cores to augment his sorcery. The frame is also modular enough that other magitech devices can be integrated into it and gain its benefits, from ancient Sheikah weapons and artifacts to foreign technology you might acquire in later jumps.

Cult of Nightmares (400 CP)

Given his power it's unsurprising that some choose to obey and even worship Ganon of their own accord, not out of fear but out of religious fervor. You've harnessed that zealotry for yourself, gaining a loyal cult of followers who've sworn their eternal loyalty to you. These minions are all highly attractive followers of your preferred gender, a team of spies and fledgling sorcerers willing to do anything and everything you desire. None are particularly powerful but they're very skilled at corrupting others on your behalf, spreading faith in you like a disease and laying the groundwork for you to spread your influence. You might come across a village for the first time only to find your cultists have already brainwashed some local girls into servants ready and waiting to serve. They're most useful for infiltrating places opposed to you and acquiring details about your opponents, but if you give them a specific task or goal they'll pursue it with maximum subtlety. Any members who are slain will be replaced by new recruits sexually brainwashed into perfect loyalty.

Seeds of Power (400 CP)

Many people make the mistake of thinking they can grow powerful simply by receiving gifts of power from somebody else. They're *deeply* wrong of course, but that's no reason not to take advantage of such fools. Over the years you've acquired a collection of cursed treasures, such as scrolls of magic that indoctrinate readers into worshiping you, or a cursed mask that enhances a princess's magical powers but makes her gullible and weak-willed. You can't use them yourself as they're just conduits for your own power, but they make excellent traps to corrupt and enslave unsuspecting heroines, or perhaps a way to share power with favored minions while ensuring their continued loyalty. Many bestow powers similar to perks you possess, share knowledge you've gathered, or are pale imitations of items you've acquired, which may explain why the size of this horrible hoard grows slightly each passing jump. You can easily customize these treasures with boons and curses of your choice, but they do have to be cursed in some way.

Army of Darkness (600 CP)

Ganon isn't the only one who commands the forces of darkness. You've seized command of a small army of monster minions and can control them through sorcerous means as if they were extensions of yourself. You start with a force of fifty bokoblins, a tiny army but one that can grow by defeating other monsters and binding their cursed spirits to your control. While they obey your orders without question you can also take direct control over them, possessing and puppeting them as though they were your own body, though you can't use your full power while possessing them except for those powers that are mainly of a lewd nature. You could possess an entire tribe of bokoblins at once to gangbang a careless princess from every angle, but the more monsters you inhabit at once the more thinly your power and control spread between them. Provided you have the strength necessary to do so, once per month you can respawn slain minions using a simple (but potentially vast, given enough minions) expenditure of magical power.

Darkness Covers the Land (600 CP)

The power of darkness corrupts any lands you control with a curse of lust, not unlike Ganon's Nightmare. Seeds of corruption seep into the bodies and minds of all who inhabit your territories, transforming every man, woman, and monster into a slave waiting to be collared by their rightful king. This corruption allows you to sculpt the bodies and minds of your subjects as you please, imposing royal decrees in the form of unconscious desires and rewarding any who submit with addictive pleasures which grant your corruption even greater hold over them. You might curse a farming village's girls with a desire to be impregnated by their animals while reducing the men to spineless cuckolds, or turn those same men into violent rapists who turn physically into monsters as they give in to those urges, even as their women behave more and more like animals themselves. Strong wills can resist this corruption but must do so consistently to avoid allowing you any influence over their minds.

Dark King's Citadel (600 CP)

Ganon's power is concentrated around Hyrule Castle but there are many other impressive castles dotting the countryside. You've taken one such stronghold for yourself, a nigh-impregnable fortress similar in size to Akkala Citadel. With a commanding view over the surrounding countryside and many ancient cannons atop the walls it'd be difficult to take at the best of times, and any who breach the walls will soon discover that the interior is an enormous sex dungeon guarded by countless lewd traps and smothered by an aura of corruption, a lustful miasma that saps strength from the body and willpower from the mind, making any intruder grow weaker and wetter the longer they remain. Any who succumb to this power either transform into monsters on the spot, joining the castle's garrison of mindless monsters, or will simply be reduced to helpless slaves too horny to put up any further resistance. Naturally, you and your allies are exempt from these depraved defenses, and when you're not fending off adventurers you'll find the castle a magnificent and luxurious stronghold worthy to be the crown jewel of your new kingdom.

Companions

Old and New Friends (50 CP)

You may import companions to join you in this world for 50 CP each. An imported companion receives an origin and 600 CP to spend on perks and items but they cannot buy extra companions or take drawbacks. You can import eight companions at maximum, but if you wish to import the full set of eight you can do so for half price, 200 CP. You may also create new companions for the same price and benefits.

If you're hoping to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come with you but you're guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the race and origin that best fits them as well as 600 CP to spend on perks and items. Companions must be alive at the end of the jump to join you, with the notable exceptions of the former Champions, who can join you as long as you're able to free their souls from their respective divine beasts.

Slave Harem (50 CP)

You'll probably make a lot of new "friends" while you're here but you needn't leave them all behind if you don't want to. This option will allow you to take anyone you've managed to corrupt and/or enslave during your time here whether they like it or not, from the monstergirls you tamed as a hero to the heroines you corrupted as a monster and so on. They'll come with you as followers rather than companions, but can be imported as companions in future jumps if you so desire.

Unique Companions

Runaway Princess (50 CP)

Well now, what do we have here? Seems like you've come into possession of a cute little sex slave. She keeps trying to insist that she's actually Princess Zelda on some quest to save Hyrule but that's obviously a lie, no princess would have a body as lewd as this one. As slaves go she's surprisingly intelligent, but if you humor her and aid her on her "quest" she'll serve you faithfully and put up with (read: get off to) pretty much anything you do to her. Zelda comes with the Survivor origin and 600 CP to spend on perks and items, and the boosted version of **Breathtaking Beauty**. If you help her save Hyrule from the forces of evil she'll eventually unlock **Seal the Darkness** and **The Golden Power** as well.

Very Lost Heroine (50 CP)

Hyrule is no place for little girls to be getting lost but this young heroine doesn't seem to have any trouble with it so far. This girl's name is Linkle and she insists that she's the reincarnation of the legendary hero. As unlikely as that sounds her impressive skills with her twin crossbows and combat boots seem to back up her claims, though she's terribly naive when it comes to sexual matters and will probably get corrupted into becoming a cocksleeve for a moblin or something if you don't keep an eye on her. Linkle comes with the Hero origin and 600 CP to spend on perks and items. If given enough training she'll eventually unlock **Hero of the Wild** and **Master Swordsman**.

Rehydrated King (50 CP)

Well this is interesting, it seems that Link and Zelda aren't the only ones who woke up with amnesia after an extremely long nap. This mysterious and very handsome gentleman appears to be a male Gerudo but that's impossible of course. Both his past and his future are a mystery, but he seems to instinctively desire power and could potentially become a great hero or a terrible monster depending on how that plays out. As such, he has either the Hero or Monster origin, 600 CP to spend on perks and items, and the boosted form of the **Breathtaking Beauty** perk. If you help him become a great king *or* a fearsome tyrant he'll also unlock *both* **King of Evil** *and* **Long Live the King**.

Dark Sorceress (50 CP)

In another time and place this wicked witch might've been the sort to try to conquer Hyrule, but in this one she's found a higher calling: serving you, her one true lord and master. She may have a few screws loose but her loyalty to you is utterly sincere and she makes a perfect right-hand woman who will eagerly guard your back, warm your bed, help you take over the world, or seduce and corrupt others into serving you as loyally as she does. She has the Monster origin, 600 CP to spend on perks and items, the Monster race's +200 bonus CP, and **Power Overwhelming**. If her guidance helps you grow into the kingdom-conquering dark lord she knows you can be she'll also gain an oracle's **Blessing of Wisdom** and become the leader of a **Cult of Nightmares**, both of which she'll use faithfully in your name.

Loyal Ninja (50 CP)

Paya has completed her training and is ready for the life of a Sheikah kunoichi just in time for your arrival. Maybe she'll become the princess's bodyguard or the hero's aide, or maybe she's doomed to be captured and brainwashed into a sex slave. Despite her shyness Paya is an exceptionally skilled companion whose training has given her the skills of a **Sheikah Ninja** and **Eyes of Truth** keen enough to spot the weakness of any foe. She comes equipped with a pair of kodachi and an arsenal of throwing knives (all of which are **Weapons of Choice**) and a collection of ninja gear including her **Sheikah Armor**, a collection of poisons and bondage equipment (**Potent Poisons** and **Weapons of Malice**), and a number of **Ancient Vibrators** which she is *absolutely not* wearing at least one of under her armor at all times, don't be silly. She still has a bit of growing left to go, but can earn the **Master Swordsman** perk with additional training.

Twilight Princess (50 CP)

A tiny imp with a lot of sass and even more ass, Midna is a cursed princess exiled from the twilight realm under mysterious circumstances. This world saps her magical strength just by being here, but she's found an exceptional source of mana to snack on (you), so you've struck a bargain with her. Midna is effectively your familiar, bound to you by your power or hers. She lives in your shadow and offers help in the form of wisdom, magical power, and snark. Even if you don't need any snark. With her **Eyes of Truth** she'll point out enemy weaknesses and then smite them with **Power Overwhelming**, though her mana reserves are small enough to need frequent refills. How do you refill a tiny shortstack's magical powers? By fucking all the smug out of her, that's how. In return for her aid Midna wants your help on a quest of her own, though you'll have to ask her for details.

A Stalwart Guardian (50 CP)

Have you ever wondered what happens if a Guardian gets hit with its own transformation laser? Well that is exactly what happened to this mechanical maiden, a corrupted Guardian which has been permanently twisted into the shape of a robotic hylian girl. Her transformation seems to have ended Ganon's influence over her and she now identifies you as her master, placing all of her power at your disposal. Her armored chassis is as strong and tough as any other Guardian and even without any weapons she can make short work of any monster short of the stronger lynels or Ganon itself. She also retains her fearsome laser and can blast enemies at great distances with destructive or transformative rays of light from the one blue eye that isn't concealed by her black hair.

Fairy Companion (50 CP)

It's dangerous to go alone, so make sure you take this fairy partner with you on your adventure. She's a cheerful little thing and doesn't hesitate to offer advice when she has it but the best way she can help you is by being your own personal healslut. Fairies are tiny bundles of fertility magic and if you're ever injured she can heal your wounds by generating large bursts of healing magic. Once per jump she can even burn out her powers for a short while to act as an extra life, reviving you or one of your allies from fatal injuries. Of course the best way for her to recharge her magic is to get her life essence straight from the tap. Don't worry about how she makes it fit, she's a very flexible little cocksleeve.

Loyal Steed (50 CP)

Getting around Hyrule is a lot easier with a faithful steed at your side, and no steed is more faithful than Link's legendary companion Epona. This may or may not be her: either way she's not talking, in fact she's quite mute on most subjects, either unwilling or unable to speak outside the occasional inarticulate whinny or cry of alarm if you're in danger. She's definitely no ordinary horse though: ordinary horses wouldn't be able to seemingly teleport to your side no matter where you are just by whistling for them a specific way, nor can they transform into lovely young ladies with horse-like features whenever the mood strikes them (I'll leave it to you to decide whether this means she's a horse-girl, a centaur, or something else entirely).

Half-Fairy Heroine (50 CP)

The great fairies didn't spend the last century doing nothing while Hyrule went to pieces around their ears, but some of their efforts to help paid off more than others. This half-gerudo and half-fairy heroine lived in Lurelin Village until recently when she left on a quest to help save Hyrule and ran into you not long after. She's never met her fairy mother and the circumstances of her birth are a bit of a mystery, but her lineage gave her enormous magical talents and she's eager to help save Hyrule using her self-taught martial arts and magical powers. She even has a unique gift for shapeshifting into different animals using special belly dances, but her powers have the major drawback of making her extremely horny whenever she overuses them. Perhaps a traveling companion could help her out with that?

Drawbacks

Timelines Galore! (+0 CP)

If you're unsatisfied with the story of this particular world perhaps you'd rather visit a slightly different one? While you can't go quite so far as visiting the other eras of Hyrule, you may choose to visit other versions of Breath of the Wild's story instead of this one. Perhaps you prefer for Link to be the last hope for Hyrule rather than Zelda, or for him to have never made it to the Shrine of Resurrection, leaving his reincarnation Linkle to save Princess Zelda in his stead a century later. You can even go back as far as Age of Calamity to see Hyrule and its people before their corruption by Ganon's Nightmare, whether to stop the calamity from ever occurring or maybe to do all of the corrupting and conquering yourself!

Self-Insert Options (+0 CP)

If you wish you may self-insert into an available canon character such as Link or Zelda provided that you purchase the appropriate race, gender, origin, and drawback selections. For example you might choose to replace Zelda provided you're a hylia female with the Survivor origin, or Link by being a hylia male with the Hero origin. However this won't grant you any additional powers like Zelda's divine magic, you'll need to buy those from the relevant perk and item sections. You also can't choose to replace Calamity Ganon, although the currently-empty mortal shell of Ganondorf is an option.

Ravenous Appetites (+100 CP)

You're an exceptionally big eater, able to scarf down several times as much food as most ordinary people without gaining any extra weight. Sounds great, right? Well you also *need* that much nourishment in order to function at your full strength, and if you don't stay well-fed you can expect to deal with constant hunger pains which slowly drain your health and stamina until you deal with them. You might not starve, but being hungry and in pain all the time might make you wish you could. Alternatively, instead of food your appetite is for sex, to a similar extreme and with similar penalties: if you don't keep yourself sated you'll eventually become extremely horny and find it almost impossible to focus on anything except getting your rocks off. You can take this drawback up to two times, taking both penalties for +200 CP total.

Against the Elements (+100 CP)

Hyrule's wilderness is dangerous enough with all the monsters running around but now you can expect to be fighting the weather as well. Your time in this jump will be beset by all kinds of terrible weather events, often right when it's most inconvenient for you, like storms that spring up while you're climbing mountains. In areas where rain is infrequent you'll have to deal with blizzards, sandstorms, or the occasional volcanic eruption from Death Mountain instead, and in places where Ganon's power is especially potent these are accompanied by strange weather events tainted by the Nightmare, like heavy rains which send everything they touch into a near-mindless heat.

Stranger Danger! (+100 CP)

Things have been pretty rough for the survivors of the Calamity for the last century. The Yiga Clan's ability to infiltrate settlements and abduct unsuspecting villagers has everyone on edge and travelers are treated with a lot of suspicion until they do something substantial to prove themselves worthy of trust and respect. Whether you're a traveling hero or a monster looking for easy prey, everybody is suspicious and on guard against you, neither letting their guards down nor offering any help unless you first do something to prove yourself a friend. For an individual something like saving them from a monster attack would suffice, but a whole settlement would need something on the order of purifying the local Divine Beast or resolving some other major problem afflicting the region before you can win them over.

Hit Me Harder! (+200 CP)

Monsters don't really make the best lovers unless you're really into being abused, but unfortunately you're one of those people who likes being abused a bit too much. You have a hard time getting off without some amount of violence being involved, requiring rough sex at the very least in order to get any satisfaction out of it, but unfortunately that's not the real problem. No, the real problem is that *too much* abuse is addictive and the sorts of partners most likely to give you the treatment you ache for are also the types likely to take advantage of such an addiction. You'll have to walk a careful balancing act between enjoying yourself and not enjoying yourself too much or you can really easily wind up in a very problematic situation.

Master Mode (+200 CP)

As if Hyrule weren't dangerous enough already, all of your enemies are now considerably more powerful, with even common bokoblins being tougher and stronger than ever and powerful monsters like Lynels and Guardians being far more commonplace than they would normally be. This strength boost applies to both the physical and sexual abilities of your enemies, making even the most common bokoblins stronger than the average hylia and far more resistant to being fucked to death, when that's even a thing. Jumpers of the Monster origin will instead face a resurgent Hyrule with new champions of each race aggressively and competently leading their people to reclaim old lands and rescue prisoners taken by you or your forces.

Hya! Hah! Huah! (+200 CP)

There's being the strong silent type and then there's not being able to talk at all. Unfortunately what you're dealing with is muteness of the second variety: you're totally unable to speak any language, reducing you to gesturing and grunting to try to get your point across. Even magical means like telepathy that normally would be able to circumvent this will be hindered by your muteness, but at least you won't be making any lame pick-up lines for the next ten years.

Monster Baiter (+200 CP)

Either Ganon has a personal beef against you or you're just some kind of magnet for monsters and other troublesome enemies because they never seem to leave you alone. Whether you're traveling through the wild places of Hyrule or hunkering down in the settlements, trouble always manages to find you at least a few times every week even when you're doing your best to avoid it. In town it may just be a gang of drunk and rowdy townsfolk trying to pick a fight, but anywhere outside the walls it'll be monsters and bandits of all sorts and they'll be coming after you at least once a day without fail.

Sealed Away (+200 CP)

That's an awful lot of power you brought with you from previous worlds Jumper, sure would be a shame if something happened to them all, huh? Much like Zelda you've had any special powers you acquired from previous jumps sealed away and you'll have to struggle mightily to get them back before the jump is over. The only exception to this is any powers of an erotic nature that you might have, which function just fine. Your sealed powers can only be accessed in moments of intense distress and dramatic timing, such as if a potential love interest is about to die in front of you. Outside of those circumstances it might be possible to recover your powers before the end of the jump but you'll have to figure out how on your own. Naturally your sealed powers will be returned to you automatically once the jump is over regardless of whether or not you manage to unseal them yourself.

History Repeats (+300 CP)

If you thought Hyrule wasn't in enough trouble with just Calamity Ganon to worry about then don't worry because it's about to get a *whole lot worse*. Hyrule's long history is coming back to haunt it: monsters and madmen from all across time and space are coming out of the woodwork to prey on what's left of their old enemies, from ancient wizards to cursed masks to worlds lit by twilight and more. Not all of these foes will appear all at once but you'll have very little rest between incidents in the ten years to come, and if you try to ignore them they'll start piling up on each other until inevitably one destroys Hyrule and you with it.

Young Jumper (+300 CP)

You're either very precocious or you've been involved in one of Purah's experiments in de-aging herself because you're very young for an adventurer, or whatever it is you are. You have the body of a small child and are smaller and weaker than most adults or monsters. Even very well-trained young heroes will have difficulties wielding weapons not sized for them, like spears or large swords and shields, and armor sized for a child is pretty difficult to come by even at the best of times. Worse, you have an aura of youth and innocence that makes people want to take advantage of you.

Made a Slave (+300 CP)

Well you've certainly gotten yourself into quite a pickle. You've either been enslaved as part of your origin backstory or you're guaranteed to become a slave at some point early in this jump. You can expect to be used primarily as a sex slave by your new owner, though if you can demonstrate your usefulness in other ways you might be allowed to do less demeaning work. Your slavery is enforced by a high-tech slave collar of Sheikah creation which will prevent you from resisting or escaping. Only by finding a method to disarm and remove the collar will you escape this drawback's effects, but Sheikah tech is no simple thing to dissect, especially when the collar is actively preventing you from tampering with it.

Naked and Alone (+300 CP)

You awake in the Chamber of Resurrection devoid of all your gear, companions, even your memories. You might be replacing Link or Zelda if you take the Hero or Survivor origin, but if not you instead awaken somewhere else entirely. You'll have to find your way in this world without any guidance, scavenging food and weapons and defending yourself with whatever you can find. Your companions are scattered around Hyrule and have no ways of finding you that they might normally possess, so you'll have to do it the normal way. Lastly, Ganon must die by the end of this jump, either by your hand or by those of Zelda and Link, or else you will fail your chain. You will have some instinctive knowledge that something terrible will happen to you if Ganon isn't destroyed despite the memory loss.

Scenario: Breathless Wild 2

The day is saved. Ganon has been defeated and all of Hyrule can rest a little easier. Now it's time to pick up the pieces and start rebuilding Hyrule into a proper kingdom, and you're going to have a lot to say about what sort of kingdom it's going to look like.

Before you can begin this scenario Ganon must first be defeated, whether you seal him away for another ten thousand years or find a way to permanently kill him or whatever. Once you've accomplished this you have the monumental task of unifying Hyrule back into a functioning kingdom rather than the scattered and divided tribes that currently inhabit it. However just because Ganon is gone doesn't mean his minions have all vanished, nor have the effects of his corruption suddenly been reversed. Hyrule remains a deeply perverse kingdom overrun by sex monsters of all sorts.

Though you have broad leeway in how you go about unifying Hyrule or what it looks like when you're finished, your choices ultimately boil down to two options. The first is to try to restore Hyrule to its former glory, unifying the races, restoring trade and military strength, and driving Ganon's monsters back into the hills. This will require a great deal of diplomacy, leadership, and considerable skill at state-building. You might consider backing Princess Zelda or another candidate should you lack these skills yourself.

The other option, should you be of a villainous inclination, is to lead Hyrule even further into darkness and depravity, leading other monsters to conquer what remains of Hyrule's citizens and setting yourself up as the King of Evil that Calamity Ganon failed to be. Lest you think that this route is easier than the other one, you'll find that Ganon's monsters splinter and fragment into their own tribal factions after his death. If you wish to claim them all for your army you'll have to prove your strength through conquest before they'll prove willing to follow you.

Regardless of which path you choose, your goal is to forge Hyrule into a functioning state ruled either by yourself or someone you've chosen to support, such as Zelda, before the ten years of your jump are up. Should you succeed you'll receive this as your prize:

The Kingdom of Hyrule (Free, Scenario Reward)

From the peak of Death Mountain to the desolate wastes of Gerudo Desert, the great kingdom of Hyrule and all its people and resources are yours to bring with you on your chain. In future settings the kingdom will come to occupy unclaimed land or manifest as an island nation rather than replacing existing territory. Any improvement made to the kingdom or its people will also carry over between jumps. Though the land has been freed of Ganon's influence its effects still linger, though in ways you'll probably find beneficial or at least amusing rather than harmful. Monsters still wander the wilderness, but in a manageable strength that makes them more of a nuisance than an existential threat to the kingdom. The people of Hyrule have adopted many perverse customs and practices, and visitors to this land will find themselves... perhaps not *corrupted*, but certainly *encouraged* into lewd antics of their own. The longer that visitors remain within the kingdom's borders the more they find their sexual inhibitions and taboos naturally falling away. Your own kinks are particularly encouraged, though you may choose to exclude specific behaviors or practices you would rather not encourage.

Your ten years in this world have come to a close.

Move On
Stay Here
Go Home

Notes:

The original Breathless Wild story can be found [on HentaiFoundry](#). Since the original story is abandoned, a lot of content I've added here to make a complete jump is based on my own speculation on how the plot and worldbuilding might have developed had it continued.

This work of degeneracy was brought to you by Smuthunter.

Soul of a Champion

This is basically fetish magic turned into Champion powers, although nothing strictly *requires* your choice to be fetish-based. "Similar abilities gained from future jumps" refers to anything aligning with your fetish or your element, IE bondage magic / light magic or mind control / wind magic for the two sample powers.

Lon Lon Ranch

"Nearly bottomless" assumes they're supplying only a single person who purchased the item. If you want enough food to feed a whole town or something then they'll only manage as well as any normal farm.

Changelog

- 1.0 - Original version
- 1.1 - Added locations, futanari gender option, scenario, extra drawbacks, and 50 CP perks and items.
Expanded monster race options. Replaced Comfy Campsite item with A Hero's Home and added an appearance-boosting effect to Fairy-Blessed Clothes.
- 1.11 - Minor writing quality tweaks to Hero perk fluff.
- 2.0 - Major overhaul of perks and items, double item trees for everyone
- 2.1 - Some tweaks to Monster perks and items, Boko Club replaced with A Savage Blade, the Champions can be taken as companions, new companion options, new drawback, tweaks to Hero capstones.
- 2.2 - More tweaks to Monster and Hero perks and items.
- 3.0 - Giant overhaul to the Hero and Monster perk trees, added Midna to the companions list.
- 3.1 - Rewrites to Shining Knight and Champion of Hyrule, overhaul of item trees, companion price increase.
- 3.5 - Small update that turned into a giant overhaul, because fuck me I can't do anything right.
- 4.0 - Huge overhaul, new racial perks, new companions.
- 4.01 - Tweaks and updates to drawback section, new general perk and item.