



The Succubus Trap Island 1.0
By Orz

The Island of Trion, commonly known as both the Island of Ruins and the Island of Magic, is currently being administered by succubi under a treaty with the Dracaina Kingdom. Sent to inspect the island, Guardian Knight Leaf, bodyguard to princess Marika, fourth princess of the kingdom, quickly finds that their ship has suffered from unexpected mechanical issues and must stay longer than expected. Unbeknownst to them, the succubi of Trion have turned the entire island into a lewd tourist trap and the princess is promptly kidnapped and turned into the main attraction for their 'Trion Shooting Festival', publicly molested by slimes and tentacles of all sorts as her slovenly visage is broadcast to the entire island. Now it's up to Leaf to rescue her, battling her way through a series of dungeons full of lecherous monsters and lewd traps, all the while the succubi seek to make things more 'interesting' for her and all the gleefully watching tourists.

You have **1000 Choice Points**.

Origins

Tourist

Whether you're here as some kind of training, purely to enjoy yourself or some third reason, you're one of the many people visiting the island during the 'Shooting Festival'.

While many of the visitors are male, there's plenty of female perverts visiting as well.

Staff

You're one of the people who live and work on the island, whether you're a succubus like most of the inhabitants or a human like Quilly the Alchemist. Work hard and help create a wonderfully lewd experience for all of your guests!

While most of the staff are female, there's plenty of male monsters in the dungeons, although they're usually much more *expendable* than you'd probably like.



Perks

General

Island Beauty (Free!): Everyone on this island is either attractive in a conventional way or at least arousingly ugly and now so are you, whether you are voluptuous and gorgeous, burly and masculine, androgynous and pretty, cute and petite or maybe something else entirely!

Porn Physics (Free!): Even if much of the unrealistic lewdness can be blamed on poor Leaf's unique circumstances, there's also a lot going on that seems to just be part of the nature of this world. The princess lacks those traits, after all. In general, you'll find that people's bodies are more suited to sex than normal, holes can be stretched farther without damage if with some pain, 'dirty' sex has a lower chance of infection and even pleasure is stronger than expected.

Tourist

Get Your Blood Pumping! (100 CP): Whether you're a Guardian Knight, a normal adventurer, or just a pervert who gets plenty of *exercise*, you'll find that you're more skilled in physical pursuits than most. This includes athleticism, mundane combat and, of course, wild sex.

Knight's Duty (200 CP): A knight must protect their charges, be it the common folk or *especially* the lord or lady they serve. When a lewd or humiliating (or *especially* both) situation happens around you, there's a much greater chance for the event to happen to you rather than another person, allowing you to protect the innocent with your own body. Naturally, you can toggle this off if in the course of your mission you realize you need to avoid attracting attention.

Warrior's Intent (400 CP): A talent honed by those who live on a permanent battlefield of one sort or another, the ability to sense the attention of others and their incoming attacks. While the effect is lessened when used against monsters and traps, against humanoid foes you can even sense their gaze through a viewing crystal or other scrying method. What's an 'ambush'?

Blessing of The Stars (600 CP): Imbued with the power to fight monsters as a Guardian Knight, you've been granted a wellspring of magical energy to draw from as well as a blessing that prevents you from being harmed through sex, be it by man, magic or monster. On the other hand, this also makes it so you won't get used to pleasure or sexual shame so watch out for that (you can toggle this post jump). Uniquely, it seems you're eligible for the blessing no matter your gender instead of needing to be a young woman, although you're still getting the greatly extended youth and lifespan. Specifically, you've been given the same blessing as Leaf, that of the lion stars, Leon. This blessing converts the power of the beast into magical power and incredible physical strength, allowing a skinny girl like Leaf to use a greatsword as large as she is with utter ease. This blessing is recharged and strengthened through sex with beasts, and even allows a rapidly accelerated pregnancy no matter their species, although the children will always be *of* that species without outside intervention.

Staff

Get Your Mana Flowing! (100 CP): Mana is originally the domain of monsters, and even if you don't happen to be one you're more skilled in magical pursuits than most. This includes combat magic like throwing fireballs or lightning bolts, alchemy, healing magic, and, of course, Eromancy.

Slimy Slithery Friends (200 CP): They're *extra* friendly. You have the ability to control tentacle monsters, commanding them to do your bidding with an act of will and a small expenditure of magical energy. Of course, this *does* require a bit of focus, so if someone were to come up behind you and unexpectedly make you cum you might have a lot more orgasms in store for you in your near future.

Equivalent Exchange of Pleasure (400 CP): Like Quilly, you're a talented alchemist, able to make all manner of things with only a cauldron and a few ingredients. You specialize in *lewd* items especially, able to make everything from aphrodisiac sprayers to fully automated restraint chairs that'll actively hunt down intruders to play with. You'll actually have to put a bit of extra effort into *not* making your creations lewd, with healing and strengthening items increasing the body's sensitivity to pleasure and other such *fun* side effects.

Lust Queen (600 CP): Wow! Even if you may or may not *claim* to be a sex demon, you must have some recent heritage along those lines because I can't see another explanation for this. Your attractiveness and sensuality is through the roof, with just a salacious wink and a lewd gesture or two sure to drive people wild, if not make particularly deprived perverts pass out entirely. You can inscribe objects you own (including people that you've claimed as yours) with glowing pink runes and symbols, allowing you to apply your magic on them from range as well as control their dreams as you will. Beyond that, you have a strong talent for sense-altering and mind-affecting magics and techniques, and you *also* have the unique ability of high rank succubi to make yourself or others into futanari at will and for as long as you want.

Items

Tourist

Island Clothing (100 CP): This set of skimpy clothing somehow protects you from unpleasant environments, from the hot sun and humid air to the chill of the underground. Note that it's specifically *unpleasantness* that it protects from so don't expect to swim in magma or anything.

Drink Stand (200 CP): This drink stall, staffed by a cute blue-haired novice adventurer, hands out small-bucket-sized cups of somewhat tasty 'beverage' for free. They've been alchemically designed to be quickly absorbed by the body, allowing one to actually *finish* the things without supernatural aid, and are guaranteed to completely hydrate you and to *keep* you hydrated for at least six hours after consumption. Just watch out for the diuretic, it can get a bit *messy*.

Recollection Room (400 CP): Anyone who touches this doorway will be transported to a strange place full of floating crystals, showcasing their lewd encounters both potential and realized. Touching a realized crystal will allow you to experience that encounter again, with no time passing on the outside of this strange vision. Just be aware that it can take time for particularly large amounts of encounters to be processed by the automata maids that run the place. Please wait warmly.

Evil Guardian Stone (600 CP): This evil gem can be absorbed into the body through the mere effort of crushing it in one's hands, tapping into the power of an Evil Dragon to protect its host. The main effect of it is the ability to handle evil, darkness and corruption-aligned materials and mana without harm, as well as dampening fear in combat and preventing atrophy in skills and body from lack of activity. Of course, this power comes at the cost of distorting cause and effect in the host's surroundings, greatly increasing the chance of sexual events and encounters, although for some reason you have more control of that aspect than most.

Staff

Camera Golems (100 CP): A set of floating orbs capable of recording footage or broadcasting it elsewhere. They even come with a large crystal that can project whatever footage you give it, so you can advertise your work and titillate the adoring public.

Pig Pen (200 CP): This hut contains everything you need to raise a sounder of Four-Legged Orcs, including the animals themselves. These monsters look like pigs, but with bitch-breaker size dicks and testicles the size of the average person's head. Their only real use is sexual desire and the value of their parts. Their meat is both tasty and rich in mana, being somewhat useful for alchemy, and their children grow to adulthood in about a month. They also happen to be an all-male species, with their favored partners being female orcs and humans.

Trap Houses (400 CP): These houses can contain anything from a lewd questioning session, where lying results in plenty of fun punishment, to carrying slimes from one area to another using only your asshole, to a swimsuit photography (and groping) session. There's around a dozen in all and conquering them will give you a small reward after every completion. They'll reset themselves with new rewards and new challenges after about a week.

'Main Course' Stadium (600 CP): This coliseum-like structure can handle up to ten thousand audience members, as well as however many people are acting as the stars of the show. It comes equipped with all kinds of monsters, from slimes and tentacles of all sorts to even a goblin or two, all for the use in the kinds of high-stakes fighting that might end in public sex. The monsters themselves will follow orders but can't leave the property, and their numbers will restore themselves at the end of every week, fresh and ready to do it all over again.



Companions

Import (100 CP): You want to invite someone else to join the fun? Sure! The more the merrier! Each companion you import into this setting gets 600 CP to spend and an origin of their choice. Oh, this is so exciting! I'm sure they'll have just as much fun as we'll have with them!

Canon Character (100 CP each): There's so many cute girls here that it's no wonder that you'd want to bring them with you! Each purchase of this option gets you a slot that you can fill with someone willing to come with you, although you should know that that'll be much harder for some than others. You'll have a hard time convincing Leaf to leave unless the princess is going to be coming too, after all. Although if certain events play out and she gets a fiefdom...

Drawbacks

Hot Climate (+100): Considering the hot climate of the island, it's a known fact that conventional clothing and armor is just not something that's viable on Trion. We're sorry for the inconvenience. Please visit the onboarding succubus for a more ~~outrageously skimpy~~ suitable outfit.

Hornless (+100): Oops. It seems you weren't handed your Succubus Horn when you arrived at the island. Blowing this horn would alert the staff that you want to be flown out of whatever dungeon you're in, but you can't *do* that if you don't have one. And if you happen to be a succubus or other winged being, you'll find that you can't actually use them to get out either.

Enforced Q&A (+100): We're all so curious about you and so are all the people visiting the island! So every so often we'll scoop you up and ask you questions about your past, your skills and your sexual tastes and experiences! Lying will result in lewd punishment~.

Nighttime Training Adventures (+200): Come one, come all! Come look at what we're doing to Jumper in their sleep this time! Whether we're playing with and training their body while their senses are locked away by magic (only for it all to come rushing in at once in the morning), or even unleashing a pair of Four-Legged Orcs into their bedroom it's sure to be fun! We'll escalate things over time, so by the end of their time here Jumper'll be in for a *wild* night~!

Grope Magnet (+200): Normally, unauthorized touching would result in a swift retribution from a lightning bolt, leaving the offending party in the 'tender care' of the island's First Aid Succubi, but if you sign this form we can make you an exception! You can expect all kinds of groping and lewd touching from the various tourists. They might even make you cum in public if you let them!

All The Way (+300, Requires Grope Magnet): Hm. We usually wouldn't allow this but if you *really* want to we'll do away with the restrictions around you entirely, allowing full-on sex with the lustful visitors wandering about the island. Enjoy your gangbangs and struggle snuggles!

Boss Rush (+300): You know those larger, stronger monsters that you can sometimes find in the dungeons? Well, it seems that *somebody* has gone a bit crazy with their creation, adding at least half a dozen of the things to every dungeon. What a pain. *Baltazar's Note: Don't worry. You only need to defeat one of them in each dungeon to successfully complete the Scenario.*

Monster Mash (+500): We have a confession to make. The ruins of the island are kind of *active*, with portals to other worlds that periodically let out items and creatures that we use for various things. Unfortunately, they seem to have let loose a horde of tentacle monsters, and ones that seem shockingly resistant to succubi control magics at that. We'd appreciate it if you could help clear them out, be it by force of arms or distracting them long enough that we can figure out how to unsummon them.

Scenario: The Trion Shooting Festival

In this Scenario, you'll be fulfilling Leaf's role in the events of the plot. Perhaps Leaf was captured as well or maybe you're taking her place entirely, but in any case, this time it'll be *you* making your way through tons of lewd dungeons and falling for lewd traps, all the while your defiled body and aroused and humiliated expression is broadcast for all of the island to see.

For the duration of this Scenario, your out of jump perks and items will be locked and you'll have to fight unarmed just as she does, all in a lewdly revealing outfit designed by the succubi. And don't think being male will save you, either! The lustful minds of these sex demons are sure to come up with all manner of traps, monsters and events that'll take advantage of you regardless.

Of course, if you manage to not only clear each of the dungeons but the "optional" bosses contained in each of them, along with one last boss, the ass-obsessed The Flower of Humiliation, at the end, you'll be greatly rewarded. You'll be named the new Manager of Trion Island, able to take the island itself and all of its permanent inhabitants with you on your journey.

Notes

Behind The Curtain (Spoilers!)

While it's true that the princess was kidnapped by the succubi, in reality not only was *Leaf* the one who was supposed to be fighting those monsters in a lewd recreation of her old arena days, but that this whole process has been approved by the kingdom! The Manager of the island is even Leaf's direct superior, Guardian Knight Alisha. Of course, between all the hype and advertising they did and their own natures as sex demons, they don't think for a *second* that they should call the thing off, instead frantically trying to adlib and improvise their way to success even as they desperately stock dungeons that shouldn't have been open yet. Even in the event where Leaf gets captured along with the princess (as the staff plans), they both just get sent home exhausted and quite a bit sore once Alisha finally arrives and sorts things out.

Ending

Stay Here

Go Home

Move On