



**Paccsu
v1.1**

by Edyy78

Welcome my dear traveler to the world of Paccsu where we will step into the life of one of the last Muh'keans, Namu. After being infused with a special Muh'kean ritual and sent to the human kingdom of Rho'ho with her adoptive parents to escape the destruction of her homeland and people, she spent her life training to bring down the one who did it. A mysterious and powerful undead being known as the Undying King whose goal is not only the destruction of humanity, but the toppling of the gods themselves. To this aim he plans on getting his hands on specific powerful Orbs, which are the sources of all magic in Paccsu, and raising a massive legion of undead.

Setting out from Tukeva Tower she embarks on an adventure full of friends, fighting, and, unbeknownst to her, getting ravaged by all manner of men and monsters.

Take **1000 Choice Points** to either help Namu, hinder her, or just enjoy your ten years here.

Starting Location

You are free to choose where you appear from the available options.

Tukeva Tower

A tall tower located around the center of the Kingdom of Rho'ho. In the past it was a gathering place for the world's most powerful wizards and sorcerers who would all meditate and research magic in hopes of understanding the universe's greatest secrets. Countless number of rituals have happened here and it even used to store all the ancient and powerful Orbs in the world.

Now it serves as the home of Namu and her parents as well as the storage place of four of the elemental orbs thought to be the source of all elemental magic.

City of Kaupun'ki

Located a little ways south of Tukeva Tower, the City of Kaupun'ki stands at the southern edge of the Kingdom of Rho'ho nestled in a gap between two mountain ranges. The city is quite small in comparison to others in Rho'ho, possibly due to bordering an arid dryland known as the "Deadlands", but has a thriving mining industry.

But that was until a recent incursion of monsters and the snake-kin of Clan Tiss'i in the city's mines put a stop to all operations. Maybe you can lend them a hand before Namu shows up.

Capital City Mainio

The capital city of the Kingdom of Rho'ho which is located towards the north and is directly next to the Temple of Light. The largest city in the kingdom, it plays home to a large populace, a church to the gods, a manor for great heroes, and the oddly named "Emperor" of Rho'ho.

Due to being one of the most important places in the kingdom it comes under focus of the Undying King in the future, suffering an invasion and infestation of tentacle monsters. But if you decide to go here you'll always be at the center of the action.

City of Kulma'la

The last and second largest major city of the Kingdom of Rho'ho, Kulma'la is located in the frigid extreme northern border. With an ancient history of ice magic as well as currently having a famous hotsprings the city doesn't seem all that fazed by the harshness of their surroundings.

That somewhat changes as they later become the second target for invasion by the Undying King.

Town of Ran'ta

A smallish town located on the Muh'kean continent, somewhat near the eastern coast. In the past it was the home of some of the Muh'kean people, as well as some humans more than likely, but now hosts a populace of undead and a single elf.

But unbeknownst to the populace their townleader, a man named Shaaden, is secretly a powerful Muh'kean mystic in disguise. Maybe you can meet him before Namu sets foot on the continent.

City of Vaina'ja

Seemingly one of the only major cities remaining on the Muh'kean continent, it's split into two different sections. The first is the drab outskirts where the poor undead citizens live which is Vaina'ja proper, and the second is the vibrant and dazzling inner section called the "Battlegrounds".

In the "Battlegrounds" exists various high end businesses as well as the Grand Arena where members of the Undying King's army can fight for glory and wealth. Couldn't hurt to sign yourself up for a shot at the championship.

Underwater City of Kala'hai

Located deep off the eastern coast of the Muh'kean continent, the City of Kala'hai is the capital of the Shark-kin people. Home to their queen Purema the city still bears the scars of the retaliatory attack by Muh'kean war golems after the slaughter of the Muh'keans in the Temple of Vihol, but time has washed away most animosity.

Even though they exist relatively close to the Undying King's domain his eyes don't seem to be focused on them. Probably makes it the safest place for non-undead on the Muh'kean continent barring the occasional raid by Red-Hair Clauria and her Murderfins.

Castle Undying

Located at the north of the Muh'kean continent, across a river of lava, Castle Undying serves as the massive base of the Undying King. Sitting on top of a giant mountain ranged size statue of a woman's ass and torso called "Muh'kea Mountain" it served as one of the last obstacles for Namu on her long journey.

Unless you're undead this is possibly the worst place for you to be as you'd basically be entering the world inside of the Undying King's home.

Origins

Adventurer [Free]

In the world of Paccsu, specifically in the Kingdom of Rho'ho, adventures are a common sight. From poking around the Deadlands, to taking up jobs from notice boards, being one can be a fast track to fame and fortune as evidenced by the hero turned emperor Fragondold and, later down the line, Namu.

With a weapon at your hip and friends by your side blazing your name in history will be easy.

Kingdom of Rho'ho [Free]

The Kingdom of Rho'ho is a vast place with it being equal parts beautiful and dangerous for its citizens, even without the Undying King's meddling. And while kicking up your feet and trying to avoid direct danger may normally be boring, Paccsu comes with enough "excitement" to keep things from going stale.

So go ahead and find your niche in the kingdom and enjoy life.

Clan Tiss'i [Free]

Clan Tiss'i, full of big tiddy snake people, seem to play second fiddle to the Undying King and Rho'ho which is a far cry from their former golden days. But their culture and history has led them to being a major part of the Undying King's plan, if only temporarily, and made them the knife between the ribs that helped stop him.

So go and help bring back the glory of Clan Tiss'i in the current age.

Servant of The Undying King [Free]

Formerly Emperor Fragondold, the Undying King has grown disgusted with humanity, seeking to eradicate it along with any that stand in his way including the gods. By his side he has hordes of undead to beat, claw, and fuck humanity into the dirt.

Will you aid him in this task or try to break away?

Races

Origins by default will select their associated race.

Adventurer -> No Default, Kingdom of Rho'ho -> Human, Clan Tiss'i -> Snake-Folk, Servant of The Undying King -> Undead

Humans [Free]

The most common race that inhabits the lands of Paccsu, humans can be considered the one of the giants of modern Paccsu alongside the Undying King. With a whole continent to themselves they've fallen a bit from their high tech past, but still manage to carry on despite the dangers of the world around them.

Being a human will grant you nothing special.

Snake-Folk [Free]



The snake-folk of Clan Tiss'i are an odd bunch as, similar to the shark-folk, they're basically nudists and have a sort of hoity-toity attitude. Though that is juxtaposed to their current lowly state of living out of a combat arena which is something you may have to deal with if you choose this race option.

Besides turning you into a lamia/naga, the only upsides are that you're taller/longer, and can make use of your tail as either a blunt striking weapon or a constricting one.

Undead [Free; 100 CP Restricted to Servant of The Undying King]



Undead beings in Paccsu aren't uncommon as standard zombies and ghosts are things the Kingdom of Rho'ho have to constantly deal with. But the type that the Undying King has brought about are a whole 'nother beast, albeit for more minor reasons.

If you decide to take this race option select another, while paying its price, to be your original before you were turned. On top of whatever you gain from that race you effectively become an undead in name more than anything else. While you still have the normal biological process of your original race it seems like you no longer have to

worry about aging or sickness, with things like lost limbs not slowing you down all that much.

For 100 CP, which you can take multiple times, you can pick and choose certain modifications to add to your undead body. These include things like replacing your hands with sharp bone spears, adding an extra set of arms, or replacing your head or legs with globs of undying energy which makes hitting you in the head not effective and allows you to float respectively.

Slimes/Oozes [100-300 CP; 100 CP]



In the Kingdom of Rho'ho slimes are a common pest that luckily are mainly relegated to the Forest of Rho'ho. Mainly coming in green these slimes are normally not sapient, but if you decide to take this race you'll be the second after Kiva.

Not only will you benefit from a body made of goo, which you can harden and liquify at will, you can also shapeshift things like tentacles from your body and generate more slime with the consumption of biological matter with you able to make yourself denser rather than larger with the extra slime if you so wish. On the combat side of things you are hard to damage with someone needing to hit your slime core to have any real effect on you besides a loss of slime, can shoot hardened goo balls at people as a ranged attack from any part of your body, and can integrate plant life into your body as weapons or armor like putting wood spikes in your arms as slashing weapons.

For an extra 200 CP you can choose to become an ooze, which keeps the same benefits as a normal slime, minus the plant life integration, but grants you resistance to thunder/lightning magic due to being made of semi-solid latex, the ability to shoot dark magic eye beams, and the ability to split off your ooze into floating "eyes", which are orbs with red vertical pupils that can also shoot dark magic eye beams.

And finally for another 100 CP, which can be taken whether you're a slime or ooze, you become an anomaly similar to Kiva. While you won't benefit from the intelligence gain like she did, you are able to do things similar to her Slime Techniques, as well as create your own with time and effort. These function basically like spells and make use of magical energy, plus excess slime/ooze, to do things you normally couldn't do with simple shapeshifting [\[See Notes\]](#).

Muh'keans [100-400 CP]



In modern day Paccsu the Muh'kean people, who were renowned for their skill at arms and magic, are basically extinct with Namu and Shaaden being the only ones left alive. But if you decide to take this race option it seems you are another Muh'kean who managed to escape the destruction of your homeland. As a Muh'Kean you have an innate talent for magic and combat quickly picking up on both at far faster rates than a normal person.

And for an extra 300 CP, for a total of 400, it seems like you were an unknown second participant of the Muh'kean ritual that imbued all of their magical potential into Namu as the potential was also funneled into you. This grants three main boons which are a massive reserve of magical energy bundled with an increase to your magic potency, a large increase in your magic learning capability to the point that even the most complicated magic become child's play for you, and a dragon spirit/elemental that resides inside you granting various dragon themed attacks and buffs [\[See Notes\]](#).

Dragons [400-600 CP]



Similarly to the Muh'keans, in the lands of Paccsu dragons are all, but extinct excluding the Sleeping Dragon in the Kingdom of Rho'ho. While accounts differ on their history it seems this fate befell them after a war between them and a Rho'ho/Tiss'i alliance which ended with the Sleeping Dragon being the sole survivor. But by taking this race option it seems that you happen to be another survivor of the war. As a dragon you become one of the strongest natural beings in Paccsu with immense size, strength, and toughness being able to see off most common enemies along with a strong fire breath, though unfortunately you don't have any wings so flight is out of the picture.

But for an extra 200 CP, you become a copy of the closest thing the dragons had as a leader, the colossal Lucid White Dragon. This basically boosts everything previously mentioned with you now dwarfing a normal dragon and being granted chameleon-like skin, allowing you to change color, and even become completely invisible.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Bountiful Bodies [Free-100 CP]

In the lands of Paccsu it would be a massive understatement to say that people and monsters alike look very good, accounting for different tastes. From massive tits bigger than heads, cocks that are basically just clubs, and asses fat enough to be used as legitimate weapons, such things are a common sight. And if you are to enjoy your time here, might as well get yourself a “divinely blessed” body.

By taking this perk, you can improve and modify parts of your body to fit whatever your ideal is. Whether that be increasing the size of your sexual assets and granting you new ones, giving yourself permanent washboard abs, or just simply changing your eye and hair color, just follow what your heart wants. As a bonus, in case you went and made yourself a bit too “gifted”, massive sexual assets such as your boobs, cock, or ass never seem to impede you or others in day to day life, with any logical problem like blood flow to a massive erection also being handwaved. For example, large insertions or being suffocated under massive boobs/ass never become a problem, unless you're into them being a problem for whatever reason.

Though it would be a bummer if the body types you may get used to while here in Paccsu don't follow you into the future so for an extra 100 CP you also can modify the body types and gender distributions of future jumps, either with minimums, maximums, and averages or straight percentages. For example, making it so that it's an even three-way distribution between men, women, and futanari. Making the smallest cup size in a setting is a G cup for women and DD for futanaris. Or making it so that 80% of men are soft effeminate blond haired femboys.

This also allows you to sexify monsters as well, like making slimes big boobied women or killer death robots look like bishounen men for some reason, with you able to designate a percentage that are affected, along with the normal body type and gender distributions. This also prevents any physical impediments they may have, like the molten hot body of a lava elemental, from ruining your attempts to fuck them.

Skimpy Fighting [100 CP]

Even if the looming threat of the Undying King didn't exist, fighting would still be a part of life in Paccsu, as evidenced by Namu's eventual victory. Danger lurks everywhere from massive hordes of slimes, ancient high-tech combat ready robots, to a cult of assimilating black oozes. If you plan to move around you're going to need to be able to protect yourself. And that's where this little perk comes into the picture.

Upon taking it, you gain competent levels of skill in two different weapons and two different types of magic found in Paccsu. Half of them, one weapon and one type of magic, are free for you to decide while the other half is dependent on your origin which are as follows.

- Adventurers gain skill in the use of swords and shields due to their versatile and balanced nature being a must for unpredictable situations along with Thunder magic for similar reasons as most things in Paccsu are weak to it to various degrees, with very few resisting it, and it also has a chance of weakening magical defenses.
- Kingdom of Rho'ho gain skill in the use of spears and shields, the bread and butter for common soldiers and militia due to their ease of use and learning along with Light magic due to the kingdom's tie with "The Voice of Light", the source of all light magic, and its strength against the undead and dark aligned beings with it also weakening enemies to further light magic.
- Clan Tiss'i gain skill in the use of long two-handed spears/halberds to capitalize on a reach advantage which couples nicely with Earth magic as not only are they some of the few to actually make use of it, said magic tends to slow and even stun enemies.
- Servants of The Undying King gain skill in a martial art that not only makes use of punches and kicks, but more feral things like bites and claws which goes along nicely with their heavy use of Dark magic, taking advantage of its magical fear properties which tends to lock people in place.

As a bonus, you gain two minor abilities that'll make fighting here and in the future a bit more fun. First, skimpy armor protects just as much as their more normal counterparts, with the materials used mattering more than overall coverage. And second, your tits and cock, as well as those of others, never get in the way during fights even if they happen to be particularly massive.

Pink Lewd Hearts [100-200 CP]

While the world of Paccsu is very sexually charged in comparison to most "normal" places, the amount of lewd shenanigans that happen to Namu and her friends is excessive. Even out of combat they aren't safe, with things like giving people unintended peep shows, being tricked into sucking on someone's "cream filled éclair", or getting knocked out by a puff of pink gas in an alleyway being common for them. While the submissive nature of these may not be for you, the sheer volume of them could be up your alley, which is where this perk comes in.

It serves as a luck modifier, which increases the chances of you coming across situations that can lead to lewd shenanigans. For example, coming across an incredibly gullible idiot who you can trick into sucking you off, a house with its front door left ajar and someone in a cartoonish level of deep sleep on the living room couch, a hole full of tentacles you could "accidentally" trip and fall into, or just someone whose clothes are about to malfunction. The average amount of these situations, all of which will have their triggers be marked by floating pink hearts that only you can see, that you would run into as you go about your day can be modified along with broad elements of them. For example, choosing who specifically they do or don't pull in, what fetishes they include, and the "story" of the event such as whether the person who somehow falls ass first on your face is extremely apologetic and tries, but fails, to get up or is a cheeky brat who tries to push you deeper by grinding on your face.

And for an extra 100 CP, for a total of 200, this perk now makes it so that when fucking in public to semi-public locations, such as when a pink heart appears over someone stuck in a wall, people never seem to come across you during the deed or even notice it if they are nearby. This is to the point where you could rape someone in, say, a crowd gathered at an auction with no one seeming to hear your victim or feel you bump into them. And in the event these lewd events lead you to raping someone whose awake and aware, afterward they seem to forget about the whole ordeal.

Tentacles Galore [200 CP]

One common theme that can be seen across the land is the concept of tentacles. From being summoned by magic users of Clan Tiss'i and the Undying King's armies, formed from the bodies of slimes and oozes, to tentacle-based monsters just naturally existing, the sheer amount could make this a paradise, depending on your tastes. And if you happen to be the sort to have a thing for tentacles, this perk is perfect for you.

Now, with just a bit of magic, you can summon tentacles or grow them from your body in various different sizes and shapes in either green plant or purplish pink eldritch flesh varieties. Besides being able to shoot out "cum," these tentacles have a number of other abilities, which include letting out a gas that blinds, slows, and disorients those that breathe it in with the exception of you, absorbing bodily liquids to heal themselves or you if they are attached to you, and shooting out a sticky glue-like substance to bind people. With this, you could do things like summon a gaggle of tentacles below an enemy to try and restrain them, grow desensitized tentacles out of your back to serve as extra arms, or give yourself a bushel of tentacle dicks.

You can also use this perk to summon the tentacle monsters that inhabit Paccsu, including a copy of "Tentacle Mother," which was a giant monster that infested Mainio's sewers after the Undying King's invasion and spat out hordes of lesser tentacle beasts. For a visual on the tentacle monsters of Paccsu [\[See Notes\]](#).

To Be, Or Not Be Raped [200 CP]

And speaking of making combat more fun, there is a curious observation about Namu from the Undying King of all people. He makes the assertion that all of the rape, both by his minions and others, that gets heaped onto Namu is due to some aura or special quirk of her body, insinuating that if it were anyone else in her situation, they would have been killed rather than ravished. While such a situation may seem horrific, taking this perk will let you turn parts of it into a benefit for yourself.

Now you have the ability to activate a toggle with two options. The first turns combat into a less violent and more rapey affair, as once on, instead of your enemies gunning for your head, all violent intent will be replaced with a strong desire to rape you as well as those fighting along with you. Again, while this may seem less than ideal, it comes with a major benefit: in order to not accidentally kill you or mar your pretty face, your enemies are going to be holding back, but if turned on, it can only be turned off when not in combat. But if that advantage isn't enough to sway you, the second option is for you, as it protects your body with divine magic, meaning that under no circumstances can you be raped or molested. This does have the downside of escalating situations where you'd normally be raped, but let go, which ranges from

someone who wanted to drug and rape you instead deciding to steal all your money to a patch of tentacles trying to rip you in half after being unable to break into your ass.

As a bonus, whenever someone gets raped during a battle, whether that be groping or outright sex, combat sort of temporarily pauses, giving enough time for one, maybe two orgasms. This means you don't have to worry about being stabbed in the back if you decide to ravish someone, and vice versa, but this also goes both ways, so you can't attack during these pauses as well.

Curse of The Mind [400 CP]

On the southern border of the Kingdom of Rho'ho, there existed the Pelotta'va family: a father, a mother, two daughters, and their servants, all living in a mansion. For a while, it seemed like nothing out of the ordinary would befall them, leaving them to live a life of normalcy, or at least as much as Paccsu allowed. That changed when the youngest daughter seemingly spontaneously developed telekinetic powers, which led to both bad headaches and the involvement of shady, amoral researchers. While such an existence is something you may not want to deal with, this perk can give a sort of "what if" scenario if said powers weren't so crippling.

More specifically, by taking this, you, similar to the youngest Pelotta'va, gain a change in your brain, giving you telekinetic powers. This includes the basics such as pulling and pushing things, crushing things, levitating things, and just generally manipulating things as if you had invisible arms. Though while the strong nauseating headaches won't passively plague you, heavy use of your powers will still lead to them, which can be mitigated, but not fully nullified, by passing some of it off to others.

As a unique factor of this, your blood gains a special property that allows it to, after being processed into a serum, temporarily improve the precision, control, and power of mind based abilities like your telekinesis. This even boosts your ability to offload your overuse headaches onto others, letting you not only offload more of them and thus make more use of your powers, but also induce strokes with the amount you can push into someone.

Orb Drainer [600 CP]

In Paccsu the use of orbs, magical jewelry that grants various things like "stat" increases to spells, are a ubiquitous fact of life. From them being casually sold in magic item shops to a powerful few being the source of different types of magic it's hard to find a place where they don't exist. And one trait about them, at least with the spell granting ones, that is perk will allow you to tap into is the learning of the spells that they hold.

Now when you get your hands on an artifact that carries some kind of spell or magical ability you can, after a short ritual, learn said spell or ability meaning you don't have to carry the artifact around any more to get access to the spell or ability. Not that that matters so much as the process also destroys the artifact in the process, so make sure that you're either fully willing to part with whatever you're extracting the abilities from or are somehow able to make a copy of it before or after the process. And be aware that this doesn't work on innate magical traits so if a type of magical metal is naturally able to heat itself up you can't absorb that trait.

Adventurer

Remarkable Features [100 CP]

In the world of adventuring it pays to have some kind of identifying mark or element about oneself in order to better stand out among your peers. Primarily such a thing serves the purpose of making it easier to garner fame around yourself, using whatever about you sticks out the most to drag in the attention. And by taking this perk similar to the adventurer, and later hero, Namu, gathering said attention will be frighteningly easy.

Upon gaining this you can choose and enhance one physical trait that you have such as your chest, ass, or lips with it being the focal attraction point of your body. What this means is that said feature becomes wholly unique compared to others, not necessarily being better, but having its own qualities that people can easily recognise and enjoy. When said trait is on display, like wearing an open helmet if the trait was your eyes or tight leggings if it was your ass, it serves as a booster for the amount of fame and recognition you gain for completing adventures, quests, and other things.

This attraction your selected trait will garner also leads to people using it as a basis for any commemorative art they make or nicknames they come up with when you become famous. This part can be toggled in case you don't fancy having statues made that only show off your ass or being called something like "The Demon Derrière" as you go about your day.

Littering Treasure [200 CP]

One of the many things that can be considered odd about the lands of Paccsu is the heavy prevalence of treasure chests littered around. In some cases it makes sense like them being found in a treasury, but in most they are scattered haphazardly around the place. Though this oddity does have its benefits as Namu, and you by taking this perk, gain a way to resupply out in the field.

Now scattered across the world of Paccsu, and future settings, are various chests which can be found almost everywhere from the alleyways of a city to the middle of an uninhabited forest. For some odd reason you, and those that follow you, are the only ones able to see or even notice them with you all gaining a sort of 6th sense for detecting and finding them. What goodies that can be found in a chest is dependent on its rarity which goes in this order, Wood, Wood and Metal, Uncolored Metal, and Colored Metal. The higher the rarity the more impressive the stuff inside is, which ranges from consumables like buffing potions and healing herbs, to things like weapons, accessories, and even orbs. The goodies you can get, as well as how the different rarities of chests look, is dependent on the setting you're in. For example, a Wood rarity chest may look like a flimsy cardboard box in a modern setting and in a sci-fi setting instead of a health potion you would get a high tech medkit.

As a slight bonus this perk also causes people to not care overly much about you going into areas like the kitchen in a tavern or their own homes, with these places being oddly unlocked when you go to open them, so long as the only thing you're "seen" interacting with are the chests that spawned in there.

Flip The Script [400 CP]

Usually in settings like Paccsu having massive amounts of sex tends to not cause overly many problems. This is sort of waived if what you're fucking happens to be demons or some kind of eldritch monster, but in most cases no permanent harm comes from having so much sex. However this doesn't entirely seem to be the case in Paccsu as a comment by the angelic Orb Guardian makes mention of a "seed of darkness" inside of Namu that the gods can see, seemingly caused by having too much sex in general. If you plan on being very promiscuous, such a possibility can put a damper on things, but by taking this perk you'll gain a workaround, parts of which Namu would wish she had.

First, you become a master at wiggling out of or reversing any grabs as well as other restraining moves others use on you, whether that be something like hardened slime encasing your limbs, a buff zombie putting you in a full nelson, or a mage using paralyzing magic. From there you can choose to either put some distance between you and your enemy or to put yourself in a position to counter attack or "pay them back" for the lewd things they may have attempted to do to you.

And second, if you were to "pay someone back" or just fuck someone in general you can pull a reverse of the Orb Guardian's statement, injecting a "seed of light" into someone which causes them to become a better person, though "better" is defined based on what you think is better for said person. The process to becoming a "better" person moves along based on the size of the seed which gets bigger the more you fuck the person in question and to help that the seed serves as pull that makes it much more likely that the person its in will run into you with the pull getting stronger the larger the seed. Once at full size, which you will be constantly aware of, the seed will cause them to defect from any evil groups they are a part of and join you, crying tears of joy at being "saved".

As final bonus this perk also protects you from any metaphysical negative effects from fucking something like an eldritch monster corrupting your soul or a succubus stealing your lifeforce.

Second Coming Of The Emperor [600 CP]

Emperor Fragondold. One of the most popular emperors of the Kingdom of Rho'ho had lived a very fulfilling and adventurous life before ascending to the throne. Being one of the greatest heroes the kingdom had ever seen, his selfless nature and participation during the war with the dragons made him an obvious choice for the position in the eyes of many at the end of the war. And by taking this perk you'll be able to play the role of a pretty convincing copy of him.

First, you gain the skills and abilities of a master dragon slayer, becoming a scourge to them similarly to Fragonfold during the invasion led by the Lucid White Dragon. This includes a massive increase to your "stats", like strength and speed, as well as your skill at arms allowing you to comfortably go toe to toe with lesser dragons by yourself and even take on some larger ones with a bit of planning and trickery. That gets reinforced even more as you instinctively know various tips, tricks, and weak points to bring any dragon you're currently facing down with your attacks also hitting them extra hard.

Second, you become a master at the one skill that can be said to be the bread and butter of all adventurers, thinking on your feet. With this, even when surprised, you can come up with simple yet highly effective strategies and plans rapidly on the fly, taking in all available variables into account and being able to turn what look like bad situations into easy cakewalks. Such as how Fragondold made the plan of tracking an invisible dragon with sound alone and throwing paint on it to counter its invisibility. Though this won't get you out of situations that are flat out impossible.

And finally the fame and recognition your adventuring gains you gets two extra uses, besides just inflating your ego. For the first, your level of fame can be used as a potent seduction tool with those of your preferred gender always being open for relationships or casual sex, bypassing anything they would dislike about you. This can reach the point where they'll throw themselves at you at the slightest show of affection or drop everything their doing if you were to bluntly ask to fuck. And for the second, your level of fame will have those you help shower proportionally larger and larger gifts upon you which primarily take the form of either land or leadership positions. The former takes the form of things like castles or massive mansions, and their equivalents in other settings, that come with staff and the latter can end up with you as the leader of an entire nation if your fame reaches high enough heights.

Kingdom of Rho'ho

Hubba-Lubba-Bubba [100 CP]

The art of seduction in the world of Paccsu is something that can be said to be a bit lacking. Unlike other similar settings there doesn't seem to be any suave masters of the art of flirting with dozens of potential suitors in the wing with the most anyone seems to be capable of are cheesy pickup lines. But who's to say that the cheesiness doesn't have its own amount of charm and by taking this perk you'll be on your way to filling that empty niche.

Now not only do you gain practical base level skills in the various intricacies of flirting and romance, like how to hold a conversation, how find out someone's likes and wants with choice questions, and other such things, you also have a strong gut instinct on how to go about it with the various different people you meet. Whether that be how to butter up a shy introvert and pull them out of their shell, how to keep up with a bubbly and outgoing hobbyist, or how to stealthily pepper flirting and compliments into the "arguments" you have with someone who seemingly hates your guts. But the thing that gets improved the most is your ability to come up with cheesy, but highly effective pickup lines which also comes with a well of confidence and courage to silence any embarrassment.

And when you make use of these lines people never seem to react too negatively to them even if they get graphic. Though the people you use them on will get into it, and thus be more affected by your pick up lines and flirting, if you target/compliment parts of them they are proud of or that you truly find sexy about them.

Occupational Standards [200 CP]

If you plan on spending any time inside the Kingdom of Rho'ho your going to have to have some way of providing for yourself. While going on adventures and plundering any treasure you find may seem lucrative with its high highs, its very nature means there can be periods of low lows. So by taking this perk you gain a repertoire of skills which can provide a more stable economic situation as well as opportunities for a little mischief.

More specifically you gain a skill set that can be based on various different medieval fantasy occupations like Blacksmith, Farmer, Mage, Sailor, etc, though something like a mage would focus more on things like enchanting items and creating orbs, [\[See Notes\]](#), rather than combat. While this won't make you a once a generation master of your chosen occupation, you'll be enough of an expert that you'll draw in a tidy profit as well as have the various skills needed to run your own business.

As a bonus you are also able to use honeyed words in order to temporarily enlist the help of people for your job as well as easily trick them and others into doing lewd things that you can mask as part of your job, so long as you can bullshit a somewhat good sounding reason. For example, if you're a farmer you could say to someone that wearing skimpy overalls is a necessity for them to help you, using the excuse of making sure their normal clothes don't get filthy. Or if you're running a clothing/armor store you could say that a part of your made-to-measure process is rigorously fondling and humping the customer in order to get the most accurate measurements.

The people involved never seem to get too angry or notice if you're being selective on who you target, like only using your special made-to-measure process on women. At most they'll be slightly shocked at first, but will quickly aqueous with some blushing, stammering, or light grumbling.

Knowledge of The Past [400 CP]

While upon first glance it may seem that the world of Paccsu is your stereotypical lewd medieval fantasy setting with swords, magic, and dragons there actually exists various examples of modern/high tech, mostly made by humans. And it's not just a case of them being long forgotten relics, for example, Muh'kean magitech war golems were commonly used until their creator's extinction a little under two decades ago and the high tech research lab under the Pelotta'va Mansion was still in use a little over three months before Namus started her journey. So by taking this perk you'll not only gain the skills needed to replicate the tech of the old times of Paccsu, but generally become someone who could bring about new innovations.

First, you gain intricate knowledge on how to create the five main examples of Paccsu tech cramped into your skull as well as the skills needed to create them, along with other tech you know how to make, even if you happen to be stuck with the tools and materials of a traditional fantasy world. The examples of Paccsu tech are as follows.

- Various modern quality of life amenities like electrical lights, kitchen/bathroom appliances, tvs, electric generators, etc.
- High tech BewbTek bots, including the colossal BewbTek Goliath 69, and their various ballistic, laser, and plasma weaponry [\[See Notes\]](#).
- Magitech Muh'kean war golems which have high strength that can easily stun/knock people down, eye lasers and powerful magic resistance, but need hard to produce Soul Orbs to power them which you also get blueprints for [\[See Notes\]](#).
- A mutagenic Serum and growth potion recipe, with the former being able to turn a normal dog into a muscular bipedal three headed monster with a regeneration factor, as well as cause the rapid growth of plants, and the latter being able to cause a normal lizard to grow to the size of a small dragon, gain sapience, and spew poison.
- And finally a high tech factory and lab complete with all the tools and machinery one would expect.

Second, with some in-depth medical examinations and research you're capable of copying any telekinetic or psychic powers someone may have and putting them into other people. These transplanted powers are subject to cause nausea-inducing headaches when overused, though time and constant use will acclimate them to their new power, lessening the effects.

And finally you in general become a master level researcher in both the realms of technology and magic able to improve and innovate on almost anything you set your

mind to with enough time and effort. Maybe you could modify the design of a BewbTek bot to turn them into a sort of autonomous armor. Or take the tentacles and tentacle monsters from **Tentacles Galore** and modify them, like swapping out the “cum”/gas they shoot out for other liquids and gasses, inventing brand new types of tentacles like a vibrating or ovipositor tentacle, or coming up with your own tentacle monster designs.

Chosen By The Gods [600 CP]

Even though gods do exist in the world of Paccsu it seems for the most part they take a path of non-intervention in the affairs of mortals. This mainly seems to apply to the heavenly gods as the eldritch ones seem to actively bless Shark-kin with magic power and it is unknown if the two Muh’keans gods exist. Even when the Undying King butchered the Muh’keans and seemed poised to triumph over Namu the heavenly gods either decided not to or were unable to provide aid. But for some odd reason they now seem to have changed their mind as by taking this perk you become chosen by them and elevated to being one of their angels which grants various boons.

First, becoming an angel elevates your physical toughness, strength, speed, and reactions to the point that common soldiers and most monsters don’t register as much more than a nuisance, at least in terms of raw power. You could maybe even pose a threat to the Undying King in 1v1 combat, but his roughly century of experience would make using raw brute force inadvisable. This also comes with immortality meaning age will no longer be a problem with all the typical downfalls, like memory loss, the dulling of emotions, boredom, and the inability to form genuine relationships, not being present.

Second, as an angel you become infused with light magic meaning that every attack becomes tinted with holy properties. Whether it be you throwing a punch, swinging a weapon, or launching a fireball all of these attacks deal extra damage and weaken those weak to light/holy magic. This infusion also applies to your body, as evidenced by the punch example, with it being heavily concentrated in your sexual fluids with them not losing any potency, and in turn freshness or warmth, when leaving your body. As such fucking undead, demonic, or other beings weak to light/holy things, or just getting your bodily fluids on them, is a good way of subduing them. And if you happen to be particularly perverted, you could do something like imprison them in a large jar or other hard to break container and fill it near to the brim with your sexual fluids which will serve as an effective and humiliating prison as your fluids would render them too weak to break out by themselves.

And finally, as a bit of utility you gain one more minor ability. This ability is a deep connection with beings known as Snowskull Moths which allows you to magically create them to serve as servants or combatants. These Snowskull Moths are anthro moth creatures with a strong affinity with ice magic, a natural ice breath attack, and the ability to use magical “pollen” to shield themselves or poison/blind people. For visuals on how they look [\[See Notes\]](#).

Clan Tiss'i

Flaunting the Namesakes [100 CP]

While the world of Pacsu is one of extremes in terms of bodily proportions, one group in particular gets the main focus in this sort of thing. That being the snake-kin of Clan Tiss'i, "affectionately" nicknamed boobie snakes by Namu. Even though there exist beings with boobs bigger and more impressive than theirs, people always seem to be enamored by those of Clan Tiss'i, and by taking this perk such a thing will also apply to you.

More specifically your chest as, regardless of whether you have boobs or pecs, it gains an "aura" around itself which impresses a sense of impressiveness and grandeur onto those that see them. It also makes them incredibly "comfortable" to touch/lay on and effectively turns them into a strong erogenous zone for you. The impressiveness they impose is to the point that, more often than not, people will prefer looking at, touching, snuggling, and doing other such things with your chest then others, even if said others have one bigger and/or more "impressive" than yours. And, so long as your chest is exposed as well, you can get away with being practically naked anywhere with those who would normally disapprove or raise a stink at worst grumbling about it.

As a minor bonus and to confer another trait of Clan Tiss'i you also gain a thick and long prehensile snake-like tongue, if you don't already have one, as well as expert level skill at various forms of mouth/tongue play. This includes, but isn't limited to things like cunnilingus, blowjobs, kissing, licking, etc.

All That Glitters [200 CP]

Another facet about Clan Tiss'i that is pretty well known is their wealth and money making ability, enough to comfortably bribe the owner of the Battlefield into letting them stay. This comes from two main axes, bounty hunting work as evidenced by Leah Mean-Tail and trading, with a focus on jewelry, as shown by Lehava Skinny Tail. By taking this perk you'll become an expert in both fields, possibly even being able to aid in bringing back the golden days of Clan Tiss'i.

First, on the bounty hunting side contracts for various bounties seem to easily fall into your lap whether it be repeatedly coming across wanted posters all over the place or people sensing your capabilities and approaching you. These bounties will also be tuned towards your sensibilities so if you only want to go after evil assholes that's the only ones you'll get or if you want to occasionally tackle the unquestioned good guys you'll have a few bounties for them as well. You're also able to sniff out if any of these bounties have hidden pitfalls your employer is either hiding or isn't aware of, such as them trying to betray you, and you become an expert tracker with an uncanny ability to stumble in front of your bounty targets as you go about your day.

And second, on the trading and jewelry side you become a competent trader and an even better jeweler. You're able to design beautiful and sturdy jewelry, which also includes making orbs [\[See Notes\]](#), precisely appraising and cutting gems, and flaunting your goods to attract customers. That latter point can also take a lewd route as your sexiness also serves as a lure to bring in more customers, for bounty hunting, jewelry making, and other businesses. Whether it be people wanting to catch glimpses of you

with the stuff they buy being the price they pay for such a view or them fantasizing about you roughly handling your bounty targets, the more sexy you appear the more people will come to your business.

Rumpus Bumpus [400 CP]

One oddity that exists around Clan Tiss'i is the champion/bodyguard of their leader Princess Fancy-Tail, that being the snake-kin known as Rumpus. Unlike her other kin she is massive, effectively being the size of a dragon, which may indicate she has a bit of their blood in her as she also can breath fire, though in a unique way, and is one of the two known snake-kin with dragon-like horns. But regardless of how she came into being, such strength and power can be alluring for other snake-kin so by taking this perk you effectively become a clone of her.

First, you'll be granted a large increase to your physical strength, toughness, and size with you also gaining a set of powerful rending claws. Though this won't put you equal to a true dragon you'll at least out power most things and you keep a surprising level of speed, agility, and flexibility for your size. This also causes your ass to become proportionally massive, regardless of what size you become in the future, allowing you to use a special ass attack that either takes the form of a slam or an ass first body tackle. Either way said attack disorients anyone you use it on with a high chance of stunning them for a while either due to your weight or just because of the absurdity of it. Your ass as a whole also becomes an erogenous zone and butt crushing people, whether it be their entire body or just their face if you shrink down, feels pleasurable.

Second, you gain access to both Rumpus' ability to shoot powerful winds out of your mouth, akin to a tornado, and her special brand of fire breath. Unlike a traditional dragon whose fire comes from within Rumpus, and now you, can absorb any and all types of fire that are either directly on you or are immediately near you and shoot all of it out in a combined stream, with them all retaining any special traits. For example, if you absorb a soul burning fire when you shoot it out it will still be able to burn souls.

And finally, you gain high expertise in 1v1 gladiator matches or duels, which also comes with an instinctual sense of how to best use your size and weight advantage in a fight. Whether it be how to better make use of the slight difference between you and someone slightly smaller than you or how to prevent drastically smaller opponents from dancing rings around you.

Back To Glory [600 CP]

While only mentioned in passing, and not in a lot of detail at that, it seems in the past Clan Tiss'i used to be a mighty force in the world of Paccsu. Such a golden age was seemingly so grand in comparison to their current state that Princess Fancy-Tail foolishly decided to join up with the Undying King in order to bring about another one. But where she failed you can succeed as taking this perk will turn you into a bringer of golden ages.

To that end you gain master level expertise in various different rulership related skills which range from diplomacy, military leadership/building, economics, domestic affairs, politicking, and the all too important skill of finding, training, and delegating tasks to competent advisors. Your skills are to the point where you could bring a nation with a

few large rented rooms in a gladiatorial arena as its territory into a new golden age, with ideas on how to improve and expand easily entering your mind.

But it isn't enough to simply lead a nation to new heights of glory. You have to make sure that your people understand that it was all because of you and what better way to show that than by cracking a few eggs. This takes the form of expertise in twisting existing laws and traditions, if you happen to take leadership in an existing nation or group, to your aims and wielding them like a weapon. With this you can use them to force your changes past any complaints and provide probable cause to "remove" those who oppose or criticize you, with this applying to a lesser degree to any new laws or rules you pass. And when you act brutally towards those under you with at least the barest of pretense, like executing an opposition group who is obstructing your farm expansions, your people will come to love and worship you rather than overly fear you, seeing your iron and cruel grip as comforting. This is helped further by you having expertise in setting up easily deniable assassinations both domestically and abroad.

And finally when blazing the trail to a golden age sometimes you may need help, or to be more precise, in order to make the inevitable go faster and easier you may need aid from outside parties. So in order to secure that aid you become a master at identifying groups you can benefit from a partnership with and endearing yourself to them by flaunting your nation or group's strengths whether that be a powerful relic or your overflowing coffers. But there may come a time where said partnership won't be advantageous to continue whether because your partners are unable to further fulfill their end of the relationship or they caught the attention of dangerous rivals which may lead them to you. In such cases you're more than capable of setting up devastating betrayals either by yourself or getting the help of the various enemies the group you attached yourself to may have. And in the event you decided to call upon the rivals of your current partner to help, they don't seem to care all that much that you worked with their enemies, with all ill will being washed away in the betrayal, at least on a macro group level. This means you can easily set up further cycles of endearing yourself to these rivals to then betray them after you've gotten all that you can from them ad infinitum.

Servant of The Undying King

Undead Girth [100 CP]

Where Namu has her ass and Clan Tiss'i have their boobs, in the undead legions of the Undying King dick girth and length seems to be the main sexual theme. With plenty of big hunky undead dudes, and seemingly the only group where futanari exist, Namu and the gang get their holes quite acquainted with being stretched. And by taking this perk such size and awe properties will be applied to you.

More specifically your dick(s) gains an aura around it that impresses a sense of intimidation, cock awe, and shows off just how big your dick(s) may be. From the size of your veins, the strength of your throbs, to the weight people feel as you lay it on their face, all of these elements give you a real “cock of the walk” metaphorically speaking. This also applies to your balls as well, with them impressing their own size like their weight in someone’s hands or giving you audible ejaculations and making them audible churn.

As an extra bonus larger your dick is in comparison to who ever you’re fucking the more pleasurable it is for the both of you. Dick piercings, cock rings, and other things that affect the outline/shape of your dick are also factored in. And if you don’t have a dick, and don’t plan on getting one, or just want some versatility this perk’s abilities can also apply to things like dildos/strap-ons and summoned tentacles.

Boons of Death [200 CP]

Compared to the warriors of Clan Tiss'i and the soldiers of the Kingdom of Rho'ho the undead that fill the Undying King's ranks are special in the fact that few use any kind of melee weapons. The only ones to actually make use of them are the Undead Knights with everyone else either using magic or their own fists, feet, claws, and teeth against things like soldiers in plate armor. While this wouldn't be too odd if the undead legions were more like surging swarms of undead that pulled people down and ripped said armor off, they seem to fight like actual martial artists or street brawlers meaning they can just beat their way through the armor. And by taking this perk such feats and advantages of undeath will be your to play with.

To that end your strength and toughness will be boosted, but not in the traditional way. For strength, instead of necessarily making you stronger, the limits your brain puts on your body that normally restrict your true strength are removed, meaning you can lift more and strike harder than normal. And for toughness every part of your body from your skin, muscles, eyes, and bones has been “hardened” with everything being harder to damage, with no loss in softness or flexibility, and your pain response being dulled. Effectively your body becomes armor that can withstand your new level of strength, with your skin, muscles, and bones in particular easily handling mundane blades and arrows with them only leaving minor to moderate cuts and wounds.

As a bonus the process of raising you from the dead has also affected your stamina levels as well. Instead of how it normally works where you do things, get tired, and go to sleep you now have a sort of bottomless well of stamina though with a catch. You can run, fight, and fuck for far longer than a normal person, but after that where said

normal person would have to rest you can keep going at reduced efficiency meaning you become slower and weaker until you actually rest.

Thick Seed of Darkness [400 CP]

In Paccsu there seems to be some kind of rule that too much sex, at least with the various non-humans that populate the lands, seems to pull people to a path of darkness. This is somewhat evidenced by the Orb Guardian making notice of a “seed of darkness” inside of Namu due to getting ravaged by all manner of monsters. And even if you happen to not want to shack up with the Undying King such a fact can be very useful to any evil aims you may have so by taking this perk such a thing becomes a tool in your arsenal.

So now when you fuck people you can choose to implant a “seed of darkness” inside of them. Said seed causes the victim to start becoming more villainous, slutty, and/or submissive to you, with the specifics such as what level of villainy they participate in or what flavor of submission they have towards you being easily decided by you. The victim also, at your discretion, gains an aura around themselves that acts as a bad lewd luck magnet, stoking the darkest desires in those around them and causing the victim to be the target of various lewd misfortunes. Both the behavioral changes and luck aura get stronger as the seed grows which is fueled by them being raped, either by you or the people/monster the luck aura attracts. To help that when it comes to you personally trying to grow the seed, said seed will pull your victim towards you making it much more likely you’ll run into them as you go about your day with this pull getting stronger the larger the seed. And once at full size the person in question will seek you out and throw themselves at your feet, pledging to be your own little slut and abandoning anything else.

As a bonus to better be able to implant your seeds during combat you also gain instant loss 2koma powers. More specifically if you manage to grab someone, either with your own hands or using something like summoned tentacles, you can strip and position them in the blink of an eye even if they equal or moderately beat you out in strength and/or are bigger than you. And while you’re fucking said person their strength, that may normally allow them to easily break out of your hold or at least put up some resistance, will fail them.

Essence of A New King [600 CP]

Undying Energy, the primary source of the Undying King’s power, is one of the many mysteries of the world of Paccsu. Little information exists on it as even though its magic it doesn’t seem to be a product of the magic source orbs created by the heavenly gods with Emperor Fragondold, the Undying King’s previous name before he abandoned humanity, searching out ancient tomes containing knowledge on Undying Energy. But regardless of its origin Undying Energy is a force to be reckoned with, turning the skilled, but elderly Emperor Fragondold into the powerhouse now known as the Undying King and by taking this perk similarly to him you become a source of your own Undying Energy unique to you.

First, as a source of Undying Energy you can use it in three basic main ways. One is to improve yourself as the more Undying Energy you have inside of you the stronger you become in terms of your physical and magical might/defenses. More Undying Energy

can be acquired by using, but not expending it, to either rip the souls out of people, with the amount gained dependent on the strength of the soul in question, or absorb the raw magic energy from artifacts. Another use is to attack as you can make use of Undying Energy either raw like in the form of beams, explosive balls, and coating your fists/weapons in it or you can use it to taint your spells with either case withering/decaying the body and damaging the soul. And finally, Undying Energy can also be used to infect the souls of living beings, including things like spirits, with this driving them feral and causing tentacles to sprout from various points of their body. On the other hand living beings whose souls you ripped out, or corpses in general, can be turned into undead by shoving in an artificial soul made of Undying Energy with the cost scaling dependent on the strength of the original soul. This cost will never be more than what you would get from absorbing someone's soul.

Next, there exists three complex ways to make use of Undying Energy. One is the creation of your own Marks of Undying which are colored tattoos that also link themselves to the soul. When placed upon undead beings weaker than you it instantly leashes them to your will, as well as breaks any control others had over them, and allows you to give them various degrees of your personal power. Another is using it to transform into a giant monstrous and powerful form that can be entirely made of flesh, entirely made of Undying Energy, or a combination with those who have your Marks of Undying able to do this as well. And the final complex use is to slightly warp reality in that you can create and layer a small pocket dimension over your surroundings, which is around the size of a large throne room, which traps those around you in it and dramatically boosts your power. But this eats up a lot of Undying Energy both to start it and to maintain it.

Finally, being a source of Undying Energy grants two protective measures. The first has you become nigh on immune to all sorts of necromancy and/or death magic and the second grants you a One Up as when you die the Undying Energy in you goes out into the world to find a suitably strong host to resurrect you in. This one up capability refreshes every jump or every ten years whichever is longer

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Standard Set [Free]*

In Paccsu, as well as in other places, skill in combat is only half of the equation needed to survive a world full of strife and monsters. You're going to need good weapons and armor if you want to come out of an encounter unscathed and by taking this item you'll gain just that.

Similarly to **Skimpy Fighting** the form of a set is dependent on your origin, but in general it will consist of two Weapons, a set of Armor, and a Shield with one of the weapons being the origin specific one detailed in **Skimpy Fighting**. Such an assortment should serve you well for most basic combat encounters and as a slight addition you can choose whether or not to keep the armor in its "normal" described form or change it into a skimpy and lewd one of your design. The origin specific loadouts are as follows.

- For Adventures this set comes with a high quality one handed sword of your preferred design and a shield that strikes a good balance of being big and strong enough to let you block and parry as well as being light and small enough to not hinder dodging. And on the armor side you gain a suit of leather armor with bits of metal in important locations such as the feet, hands, upper chest, and head, again striking a balance between protection and mobility.
- For those of the Kingdom of Rho'ho this set comes with a high quality one handed spear of your preferred design and a large tower shield that, while heavy, is still light enough to be used in one on one combat. And on the armor side you gain half plate armor, something the common soldiers of Rho'ho tend to wear, protecting the torso and upper arms/legs with metal while the rest are covered with lighter armor.
- For those of Clan Tiss'i this set comes with a high quality two handed spear/halberd of your preferred design and a special ultra light weight strapped shield that conforms to the arm and that's mainly geared towards deflecting and parrying attacks. And on the armor side you gain a suit that consists of light weight overlapping plates that not only covers your humanoid upper torso, but also goes down your snake lower body with a focus on mobility more than protection.

- For Servants of The Undying King this set includes high quality offensive gauntlet and boot weapons to aid in their more feral fighting style with their “shield” being a pair of thick shin and forearm guards. And on the armor side you practically have little true armor, besides what your “weapons” and “shield” can provide, with you mainly relying on your undead nature along with spiky/bladed joint armor on things like your knees and elbows both to prevent the easy disabling of your limbs as well as being extra weapons for things like elbow strikes.

Memory Room [100 CP]

When it comes to the sheer amount of sexual shenanigans that Namu and the gang get up to numerous would be an understatement. From getting violated by big thick tentacles, pinned down by thick dicked zombies, to even the citizens of the Kingdom of Rho’ho taking advantage of their misfortune, such things more likely than not aren’t fond memories. But for someone like you who may, or may not, have more positive sexual experiences there may be a number you’d like to reminisce about. And so by taking this item you’ll gain where you can do all the reminiscing you care to do.

Taking the form of a mental mindscape, the “Memory Room” can be entered at will with the insides taking the form of rows of endless displays, each representing a time you had a lewd encounter whether that be having sex or peeping on someone changing. By touching a display you’ll be teleported to a temporary recreation of the associated encounter allowing you to relive it. The entire space also comes with indexing features letting you split the displays into different rooms based on different criteria, like having a room for all the lewd encounters with a specific person.

Auctioneering Pen [100 CP]

A common sight in the lands of Rho’ho is a special traveling auction which mainly makes its home in the area around Mainio and Kaupun’ki. Led by a jovial clown, plenty of wondrous and life changing items, at least by his admission, are sold to the crowds that gather for a chance to win said items, though Namu hasn’t had any good experiences at one due to being raped at every single one she’s been to with no one in the crowd noticing. But by taking this item it seems you become a worthy rival to the clown auctioneer.

Taking the form of a signpost, when it is planted down in a city, or even the side of a well traveled trail, an auction area will pop up complete with a large stage and two fenced areas with the larger of the two being for a crowd and the other to hold all the auctioning goods, both of which can grow to accommodate larger crowds and number of auction items. A lure is embedded into the whole area which not only draws people into the auction, but also weakens their spending inhibitions and a clown of your preferred gender also runs the auction, being charismatic enough to capitalize on people’s weakened spending inhibitions to whip the crowd into a spending frenzy. During such a frenzy the crowd tends to become both blind and deaf to anything not related to the auction or the clown auctioneer, so do with that what you may.

The Booty Shaker [200 CP]

The supposedly famous drink of the bar in Mainio, The Booty Shaker is an incredibly strong alcoholic drink. Marketed towards truly “brave” warriors, such a goading

statement led Namu to fly face first into an alcohol fueled orgy, making her uncharacteristically slutty. And by taking this item you'll gain a potent tool in getting someone drunk enough to fuck.

Taking the form of a bottle shaped like an ass filled with an endless amount of mundane alcohol, the type and flavor of which it can change at will, when offering it to someone you can make use of goading peer pressure to get someone to drink it. For example, just like how Namu was goaded by the bartender insinuating that she wasn't a warrior, if you were to say something like "Only a true [insert hobby/job enthusiast] would be able to handle this and I don't think you fit the bill" then the person in question would be compelled to prove you wrong bypassing things like them being a shy introvert or being a non-drinker. Upon drinking it the person in question will start to become a special type of horny drunk which makes them all touchy feely and heavily lowers their inhibitions more than normal the drunker they get. This is to the point where if you get them drunk enough you could do things like sloppily make out with them or shove their face into your crotch with them not resisting and giggling all the way.

As a bonus, when the alcohol wears off the person won't remember what happened while they were drunk, if you so choose, and you can choose whether or not drinking the alcohol will make someone horny drunk, normal drunk, or drunk at all for people allergic to alcohol with the latter making the horny effect purely mental.

Teleportation Device [200 CP]

One of the big drawbacks of adventuring that dissuades many from taking it up, beside the threat of death, is the sheer amount of traveling one has to do. If you're lucky most of the quests/jobs you take will be in the rough neighborhood of your base of operations, maybe a day or two's trek. But the more lucrative and worthwhile ones are more than likely going to send you far afield which can be very annoying if you have to go back to those locations for follow ups or other reasons. So that's where this item comes in as it grants you a special handheld device that lets you teleport to previous locations that it registers.

These "locations" mainly entail either things like cities and towns, with the device automatically registering them when you visit them, or semi-permanent bases you may set up in your travels, like a base camp outside a particularly deep dungeon.

"Library of Ages" [400 CP]

The Fembu are a clan of individuals seemingly obsessed with the collection, preservation, and sharing of knowledge. This is to the point that they have something called the "Library of Ages", a pocket dimension where they've been storing centuries worth of information they've collected, at least before the Undying King froze them with stasis magic. But by taking this it seems you've found or stumbled upon a way to free them before Namu took him down and in gratitude not only will the entire clan and their quarters follow you, their "Library of Ages" will as well.

The "Library of Ages", whose entrance exists inside of the Fembu clan's cave dwellings, has infinite space and upon entering a new jump will instantly updates itself with all common to semi-common information that exists at the moment of your insertion and

few hundred years in the past from that point, so long as said info isn't something like a trade secret or restricted to a specific group/individual. This includes things like recipes, stories, art, plant/animal specimens, tech blueprints, magic spells, and tv shows/movies for modern or sci fi jumps with the most minute details being included as well such as dna samples and indepth research papers for the plant/animal specimens or blooper reels for a tv series. The library will even write objective unbiased texts on the histories of things like people, events, and magic though any secrets that weren't discovered by the world at large, such as whether or not a specific ruler was responsible for the suspicious death of their parents which allowed the to ascend to the throne, will be left vague. All of this information will take the form of rows upon rows of bookshelves, as well as various diagrams and dioramas alongside cds/tapes/etc for things that need it, with new bookshelves and the like being added as needed. There also exists indexing features in order to more easily find what you're looking for.

This doesn't mean that the accompanying Fembu clan, led by a shaman nicknamed "Big Tits" who is assisted by a Fembu named Sam, don't have a use as they serve as knowledge gathering followers for anything not gathered by the library itself, using their cave dwelling and the library as a base of operations, but with similar caveats. They're pretty good at quickly finding out about and hunting down "easy" to get information whether that be a newly released book, a new public art installation and an interview of the creator behind it, or a new regional variant of a dish. But, similarly to the library, this doesn't extend too far meaning their ability to get their hands on info that's rare, lost, or secretive, is no better than a normal knowledge hunting group with the exception of them being able to offer you hints about how to get said info with them being less and less helpful the more rare or tightly guarded the information is. For a visual on what the Fembu look like in general [\[See Notes\]](#).

Epic Cheeseburgers [400 CP]

While the lands of Paccsu are no stranger to weird things, one of the situations that Namu and the gang found themselves in was a bit weirder than most. Effectively they were in a scavenger hunt for cheeseburgers, specifically epic ones that actually lived up to their name. Powerful items that, once eaten, granted Namu and her friends a noticeable boost in power and by taking this item such a thing will follow you on your future journeys.

Taking the form of three green and gold chests, said chests are scattered around Paccsu, as well as in future jumps, in a manner similar to **Littering Treasure**. But you don't have to worry about them being too hard to find as not only are their spawn locations limited to places you could actually reach and those that are "close" i.e. on the same planet for non-space faring jumps and the same solar system for space faring ones as your starting position. You also get pretty clear hints that, while not directly pinpointing the exact location, gives you a well defined area or areas to look through such as a specific castle or places strongly associated with a specific character.

Onto what's actually inside of the chests, in each there will be an eternally fresh Epic Cheeseburger, or Epic versions of your favorite foods like Epic Steaks, Epic Onion Rings, or Epic Tea with these changing on the fly to suit the differing tastes of those who open them. Not only are these the damn best tasting things you, or those you

share these with, have every had the flavor profiles or variates can change depending on your tastes so, taking Epic Cheezeburgers as an example, one chest could have a medium well beef burger with the fixings of American cheese, ketchup, onions, and lettuce while another may be a well done dragon burger with elf fairy cheese and caramelized Frost Queen onions. But to the true purpose of these epic foods, upon fully consuming one they grant a roughly 20% boost to your various general “stats” such as strength, toughness, magic potency, etc. And upon all three being found and eaten those that ate at least one will have a choice of gaining either a permanent passive buff, which serves as an after calculations multiplier of the base “value” of one stat whether it be 25% for a general one like strength or 30% for an advanced one like fire magic potency, or three floating general upgrades to apply to their gear, which increases things like damage potential, durability, and boosts any enchantments. Eating more than one will grant someone an extra choice of passive buff or upgrades and both are able to be stacked either when doing this or when finding the chests in future jumps.

As a slight bonus you also gain a cookbook that updates with the recipes of the various different forms of Epic Food that comes from the chests.

Backup Orbs [600 CP]

In the lands of Paccsu there exist 7 special magical Orbs which were created by the heavenly gods and serve as the various sources of all magic and magical phenomena. They are the Elemental Orbs of Fire, Ice, Wind, Thunder, and Earth which serves as the main balancing factor for all magic and the twin Light and Dark orbs which are seemingly the embodiments of good and evil. Though in time these orbs came under threat of the Undying King who sought to absorb them all with him managing to do so to the elemental orbs, needing the gods to plead for Namu to spare him in order to drain him of their essence. But what if the gods had a bit more foresight and creative thinking to make backups for just such an occasion, and by taking this perk you’ll gain the fruits of just such a possibility.

Taking the form of five magic source orbs, with what form of jewelry each takes being up to you, unlike the normal ones these have no magic type infused within them by default. In order to infuse a magic type like fire, metal, or poison in them you need to conduct a small ritual, which can also be used to erase a currently infused magic type, and already have access to the magic type in question. From then on so long as you’re wearing one of the orbs they’ll boost your manipulation, generation, and spell creation of the magic type infused within them, or will grant them if you either lacked any one of the three or made use of external means to infuse the orbs. Using a fire source orb as an example, it would boost/grant your ability to generate fire, either shooting it out from you or spawning it at a distance point, your ability to manipulate fire around you, like expanding a candle flame to a bonfire or fizzling the fire magic of others, and your ability to create various fire based spells when the more straightforward and brute force nature of the previous two aren’t enough. But regardless of the specific type of magic your orb holds there are a few other benefits.

For one your orbs grant a sizable increase to your general magical potency and defense, with them also doubling as large auto refilling magical batteries. Another is that the orbs copy every mundane or magical example of the “element” associated with

their magic type, if it has one, from the current and future settings. For example, if you had a metal source orb it would copy and allow you to make use of all of the different types of metal you come across in your journey whether that be something like mithril, adamantite, or cold iron. And finally, your orbs make you nearly immune to damage related to their magic type and make you outright immune to "status effects" related to their magic type. For example, if you had a Fire Source orb fire based attacks would deal drastically less damage than normal and any special effects of said fire wouldn't affect you whether that be burning your soul or just setting you on fire.

But what these backup orbs have in potential versatility they pay for in lacking the raw power associated with source orbs as individually the orbs are only as strong as the Supercharged Orbs found in the BattleGrounds with some extra features. Basically enough that if the orb isn't boosting a magic type you already have you could at most easily do something like demolish a town with a single max level spell. But to remedy this they all have a sort of harmonization feature while the entire set is worn, which at its base would allow even an idiot like Purnima to handily beat the Undying King in his weakened state atop Mount Tapett'ava with brute magical force. Though for further increases you have to make use of the various magic types of your orbs in combo techniques/spells, like using earth and fire to make a flaming meteor spell, with the more magic types you use in the combo the larger an increase in power and scope you'll see. At the max of using the magic type of all five orbs, along with a good deal of uninterrupted warm up time, their power and scope can affect an entire kingdom.

Adventurer

Hero Job Board [100 CP]

Finding and taking various kinds of jobs is the main staple of being an adventurer and such jobs can take a wide variety of forms. Maybe someone will ask you to go investigate the disappearance of a noble family, maybe you'll get tasked with recovering a rare artifact, or maybe you'll aid in gathering things for someone's research project. Regardless of the exact specifications you'll need some way of actually finding and accepting these jobs which is where this item comes in.

Taking the form of a massive job board, it constantly and automatically updates itself with any quests/jobs people in the setting want done with each taking the form of a flier with a basic description of the quest, where to go, and reward written in the same style of the person who's giving it as if they personally wrote it. Though obviously this would flood the board with massive amounts of mundane "help me gather some fruit" quests so you can also index what quests do and don't show up like limiting it to a specific area, threat level, type of quest, etc. Upon accepting one of the quests and ripping off its associated flier, said flier will transform into a small book that can't be lost and which serves the purpose of being a handy reference to the quest's details as they change and update.

Hero's Manor [200 CP]

One of the bigger rewards that Namu gained after her triumph over the Undying King was a piece of property called "Hero's Manor". It's a large mansion that the Emperor of Rho'ho gives out to the greatest heroes and while you may not yet reach such lofty heights by taking this item you'll gain your own all the same.

To start the manor is two stories, with a larger basement, and is situated inside of a large walled compound with a stone walkway to the front door, two fountains, and ample front/backyard space. The interior, as well as the exterior, is of gothic design and lavishly decorated, coming with around a fifty different rooms ranging from a dining room, piano parlor, kitchen with its own dedicated storage space, master bedroom and bathroom, a large amount of guest rooms, a library, armory, a large storehouse, and a few empty rooms, all of which come equipped with modern amenities like electrical lights and appliances. The basement is a bit more ambitious as it has three levels and comes with both a series of jail/detainment cells as well as a high tech research facility mainly geared towards researching telekinesis/psychic abilities and mutating biology.

Your manor also comes with a staff of highly skilled servants and guards, numbering around a hundred for the servants and fifty for the guards, with their own quarters to guard your manor and cater to your whims.

Tukeva Tower [400 CP]

In the past there was a sort of central gathering point for all of the world's powerful magic users inside the Kingdom of Rho'ho. A magnificent tower where various different kinds of research/rituals were conducted and all of the known orbs were put in storage. But in the 23rd of Crescent Moon, in the era of Emperor Fragondold all of the orbs were scattered among the world and seemingly such a fate befell the mages and sorcerers that congregated in the tower. However, while the heyday of the tower is

long gone, reduced to being a part of Namu and her parent's home, that doesn't mean it can't make a comeback as taking this item will allow you to grant it that chance.

Taking the form of a large and tall three floored tower each one has its own dedicated purpose to the research and experimentation that goes on. The first is dedicated to discussion/research stations with it also having a side kitchen and storeroom, the second is where orbs and magical artifacts are stored, and the third is home to various barack-like living quarters. At the very top there is a powerful ritual site that boosts the range and potency of any ritual performed there as well as making such things a lot safer mitigating, or in some cases outright removing, any blowback that's a natural part of a ritual or a consequence for failing it.

There also exist two other bonuses of the tower which you can take advantage of. The first is a special kind of lure embedded in the tower which turns it into a central meeting point for all powerful magic users in Paccsu, and in future jumps technology researchers as well, drawing them all in. This even includes more morally dubious magic users, with the only ones being excluded are people like omniscient wizard kings or the kinds of liches who see life as a whole as an affront, but the lure also instills the ideas of neutrality and cooperation meaning that everyone draw in will work together in research and idea sharing even if it is through clenched teeth. And the second is that the tower plays host to the five elemental orbs of Fire, Ice, Thunder, Wind, and Earth, though with a caveat. Possibly due to their role of being the major linchpin in magic existing in Paccsu, unlike the Light and Dark orbs, their original power has been heavily diminished to the point that they're really just glorified auto refilling batteries of large amounts of magical energy for you to use.

Weapon of Destiny [600 CP]

For most legendary heroes there also exists a legendary weapon that helped carry them through some of their toughest adventures. Whether it be a weapon that accumulated power throughout their journey or something they picked up towards the tail end of it such weapons sometimes become just as , or even more, famous than the ones who wielded them. And by taking this item you'll gain a weapon that will equal these great heroes.

Taking the form of any kind of fantasy weapon, from greatsword, dagger, or bow with an infinite arrow quiver, this weapon of destiny is of the highest quality treating mundane armor, materials, and flesh as minor impediments more than anything. But besides having masterwork levels of durability and damage potential there exists some other more magical traits that make it stand out.

Regardless of what form it takes, your weapon of destiny bolsters both your offensive and defensive powers in many different ways. On the offensive side, on top of any physical damage it does, it will deal high amounts of holy light magic damage to whatever it hits, making it a potent undead, demon, and dark aligned being killing weapon. It will also inflict various "status effects" on your enemies which range from inflicting a light magic weakness by Illuminating them, reducing ones magical defenses by Electrifying them, inflicting a strong burn that also induces a weakness to fire by Scorching them, a "fear of god" flavored supernatural fear, and a special status effect which can only affect the undead, demons, or dark aligned beings which reduces their

magical defenses by a quarter and constantly drains their health. Your weapon of destiny also boosts the potency of all magic you cast with light magic rising to 250% strength while all others go to 200%.

On the defenses front it also grants you a near immunity to Necromancy/Death Magic as well as outright immunity to various "status effects" such as preventing supernatural fear, being magically blinded, reduction of your magical defenses, being magically stunned or paralyzed, and the disabling of your magic. It also will constantly regenerate your health, magic energy pool, and stamina, not to the point where you're invincible, but enough where you have a small safety net. And while this last point may not directly relate to defense, your weapon also makes you a hell of a lot faster in both movement and how fast you can launch attacks.

Kingdom of Rho'ho

Place of Business [100 CP]

Due to the Kingdom of Rho'ho largely being at peace, barring a few notable areas, deciding to make money via more civilian methods is a more or less good idea. And while you may have the skills needed to pay the bills, you're going to need a place to actually do your business. So that's where this item comes in as by taking it you gain a property fully customized to suit your needs.

More specifically depending on your choice of occupation in **Occupational Standards**, or if you didn't take it whatever business you want, the property will be completely dedicated towards it. For example, if you picked blacksmithing then you'd gain a shop which would have the standard stuff of a front counter and merchandise area as well as a fully kitted out forge, storehouse, and even an attached house. Or if you picked farming you'd get a modest sized fenced off farm with both fields and livestock to take care of as well as a farmhouse and barn. As a small bonus your place of business also has a small magical lure placed in it and so long as you provide quality products the lure will make sure you at minimum have a small amount of customer traffic whether that be someone popping in to buy a dagger they may not really need or a small event organizer using your farm as a supplier for their chef.

Brand New Ruler [200 CP]

In the lands of Rho'ho there exist three major cities, Kaupun'ki, Kulma'la, and the capital of Mainio. While there are other places of note inside their border these three cities play host to many of the important events of Namu's journey from Kaupun'ki being the place where she first technically started, to Mainio being her main base of operations. And by taking this item you'll become somewhat of an equal to them and the leaders who rule them.

Taking the form of an average sized city this item comes with everything you'd expect from a city, with you always being recognised as the rightful ruler of it. This includes a population of a little over ten thousand with that being split into various different professions. There are enough homes for everyone as well as various places of business which not only range from your standard affair like general stores, weapon/armor stores, bars, and inns, but also includes one specialty business similar to the hot springs in Kulma'la which seems to rake in big money. There are also a number of empty lots for further buildings, with the walls being very easy to build off of for expansions, as well as a dedicated guard force to patrol the streets and help defend in the case of an attack.

You also get your own attached castle which is lavishly furnished, by medieval fantasy standards, and pulls double duty as both your place of residence and as a barracks for your guards. This means it comes with a kitchen, throne room, a barracks, strategy room, your personal quarters, and a number of empty rooms.

Seals of Rho'ho [400 CP]

While the current situation between the Undying King and the Kingdom of Rho'ho may indicate that a sort of even cold war had been going on for a good bit of time, that's a bit far from the truth. When the Undying King made his big appearance some odd

thirty years ago he almost crumbled the entire kingdom in one go, with his power and the ever growing nature of his undead armies playing the biggest part. But thanks to the brave work of some of Rho'ho's top magic users the Undying King was banished from the lands of Rho'ho and in order to prevent his return they developed something called the "Seals of Rho'ho" and by taking this item you'll gain a way to make some yourself.

More specifically you gain the blueprints needed to create these seals, which take the form of large magical crystals, and entails a large investment of magic for their creation. But said investment is well worth it as the seals prevent undead, demonic, or beings weak to divine/light magic from setting foot in a given area through physical means like walking, flying, or swimming. This also includes the suppression of the creation of them as well meaning that, for example, the dead can't be raised inside the area whether that be naturally or via necromancy. The only way to bypass this is through the use of teleportation, portals, or someone inside the area using summoning magic, though attempting to do any of that requires a much higher level of concentration and power than normal.

The specific size of the area that is protected from undead, demonic, or evil beings is dependent on the number of crystals you group together in a set with three being roughly enough to cover a small to midsize continent. As a bonus when you create and set up a group of seals you can designate one specific undead, demonic, or being weak to divine/light magic that is completely prevented from stepping foot in the area they cover just like how the three original Seals of Rho'ho had to all be turned off before the Undying King could even step foot in Rho'ho.

"Voice of Light" [600 CP]

Out of the seven magical source orbs that grant Paccsu its magic, the one that can be said to be closest to the heavenly gods is the light orb. With the name "Voice of Light" it can be seen as a favorite by the gods as its the only one out of the seven to be given some form of protection in the form of Snowskull Moths and The Guardian, possibly owing to some sort of superiority to the other orbs. Regardless of which by taking this item you'll gain a copy of this legendary orb for you to use and abuse.

Taking the form of any kind of jewelry you can think of, similarly to **Backup Orbs** wearing the "Voice of Light" will either grant you the ability to generate, manipulate, and create spells for light magic or boost your ability to do so if you can already do one or all of them. This is to a much higher level than what an individual orb in **Backup Orbs** can do, meaning that with this you can easily do something like bring ruin to a city with searing light beams or completely illuminate a similar city with a fake sun.

The other smaller abilities that **Backup Orbs** have are also present though noticeably stronger. For example, giving you a massive increase to your magical potency and defense, with it also being an equally massive magical battery that refills itself. Copying every type of light, both mundane and magical, for you to use from the current and future settings. And finally, making you outright immune to light/divine magic in terms of both damage and any status or other effects that could cause.

But there is one special feature unique to your “Voice of Light”, that being it serves as a massive relationship booster for divine related beings and just “good” people in general. In general this means that such people will view you as some sort of embodiment of goodness and light, making it trivial for you to ask for favors or help so long as it isn’t anything outright suicidal or evil, with them sometimes going out of their way to offer such things before you have a chance to say anything. And so long as you don’t do anything outright villainous, like killing civilians, such a reputation won’t deteriorate, even if you happen to not get up to any heroics or take some dubious actions like personally imprisoning criminals.

Clan Tiss'i

Dazzling Wear [100 CP]

Compared to the rest of the world, at least to those who actually wear clothes, Clan Tiss'i has a very peculiar way of dressing with their outfits basically being non-existent for the most part. This is mainly because the few that actually wear clothing only have at most "leggings", that start slightly above the knee and go towards the end of their tail, and some kind of choker or hood with Princess Fancy-Tail being the most covered, having a loincloth and a strip of fabric to hold her boobs. But what Clan Tiss'i lacks in modesty they make up for in sheer boldness and confidence which by taking this item you can join in on.

Taking the form of traditional Clan Tiss'i wear, along with some high quality jewelry, this outfit heavily exposes and accentuates your chest and is highly resistant to everyday wear and tear. Also when worn this outfit imposes a sense of inferiority into those around you, similar to when a noble walks down a street with commoners on it. The main benefit from this is that people, specifically those with little to no authority, will tend to subconsciously go with your minor whims, doing things like moving out of the way, giving up their seat, etc.

Ancient Clan Temple [200 CP]

Similar to the cities of the Kingdom of Rho'ho temples are the main settlements of Clan Tiss'i. Or at least they were before whatever hardships forced them to mainly reside in the Battlegrounds on the Muh'kea continent with the only members left in the old temple being there only to help Princess Fancy-Tail in aiding the Undying King. But by taking this item it seems like that wasn't entirely the case as you now become the clan head of your very own clan temple.

Smaller than a conventional city, the temple is located underground and is split across three large floors, all of which are lavishly decorated with stone brick walls, statues and pillars of nude Clan Tiss'i members, and a combo of gold relief floors with large decorative tiles and thick vine floors on the edges. The temple also comes with underground waterfalls and mini rivers all throughout it, complete with small bridges. The amenities are what one would expect from a city with ample living spaces for its populace of a few thousand, large bathhouses, businesses with a focus on jewelry and related industries, etc. There also exists a good amount of empty space for you to fill and it's very easy to dig out and expand the temple from its outer walls. Though beware that a small percent of the population are considered "royals", with the rest being plebeian, and this split is reflected in some of the amenities like having designated living spaces and bathhouses for each group.

As the clan head you get your own separate area of the temple to yourself, complete with a throne room for you to hold court, a bedroom, a personal bathhouse, and a few empty rooms. This also includes your temple having a portal room and barracks for a force of warriors armed with swords, shields and spears/halberds, brawlers armed with hard abs and knuckle weapons, and sorcerers learned in wind and earth magic. Furthering your temple's defenses there exist a number of traps in the form of hidden spikes and Tiss'i rape vines, both of which never seem to impede your clan member or those you want in the temple, and a intricate series of hidden passage ways all

throughout the temple. And as a final measure the surface entrance to the temple is masked by a large multi-floor abandoned mine with its reputation of being abandoned warding away all, but the most adventurous.

Power of Ankan' [400 CP]

In the ancient history of Clan Tiss'i an artifact was created in order to be a very powerful defensive measure, primarily of the mind and soul. Dubbed Ankan' this artifact was said to be able to protect the mind and soul from any kind of harm, even including attempts to control someone via those two methods. And while it managed to survive into the present day it seemingly wasn't all it cracked up to be as when Namue tried to make use of it all it did was slow down the Undying Kings attempts to rip her soul out. But by taking this item you'll gain a version of Ankan' that lives up to its reputation.

Taking the form of some kind of jewelry, Ankan' allows you to bestow an enchantment upon people which gives them absolute protection of their mind and soul. Whether it be some kind of psychic fear attack, an ancient lich trying to rip one's soul out, or being strapped to a mind control device all such things will be completely negated. This means that physical violence is the only way to end someone you've given an enchantment to and the only forms of control that work would be something like magical marionette strings that physically controls one's body.

"Grand Eye Of Darkness" [600 CP]

Out of the seven magical source orbs that grant Paccsu its magic, the one that can be said to be the odd one out is the darkness orb, otherwise known as the "Grand Eye of Darkness" by Clan Tiss'i. Seemingly the source of all the evil in the world, and with heavy association with evil beings like being the roundabout source of the ooze cult of Mus'tah and seeing heavy use by the forces of the Undying King, most would assume some kind of evil counterparts of the heavenly gods were responsible for its creation. But as their main representative in the mortal world, The Orb Guardian, once said light and dark will always exist, but a balance between the two is the foundation of the world. And by taking this item you'll be able to get a taste of its dark power.

Taking the form of any kind of jewelry you can think of, similarly to **Backup Orbs** wearing the "Grand Eye Of Darkness" will either grant you the ability to generate, manipulate, and create spells for dark magic or boost your ability to do so if you can already do one or all of them. Though unlike the individual orbs of **Backup Orbs** this is to a much higher level, allowing you to do things like destroy a city by materializing a massive swarm of darkness vines from shadows or bathe a similar city in complete darkness which prevent any light from illuminating the city.

The other smaller abilities that **Backup Orbs** have are also present though noticeably stronger. For example, giving you a massive increase to your magical potency and defense, with it also being an equally massive magical battery that refills itself. Copying every type of darkness, both mundane and magical, for you to use from the current and future settings. And finally, making you outright immune to dark magic in terms of both damage and any status or other effects that could cause.

But there is one special feature unique to your copy of “Grand Eye Of Darkness”, that being it serves as a tool for any mutagenic changes. More specifically due to the orb’s association with groups that change one being into another, like how the Mus’tah oozes turn people into more oozes, when you attempt to do so through magical means the whole process becomes a lot easier. Any cost, whether that be in magical energy or regents, are heavily reduced and in general the whole affair is a lot easier to pull off and requires less time. Also any instability inherent to the process is completely removed so you don’t have to worry about something like your slime transformation spell causing people to melt a few minutes into their new slimy life.

Servant of The Undying King

Clothing of The Dead [100 CP]

While Clan Tiss'i can be said to be basically naked, with it being somewhat of an insult to call what the few that wear something clothes, those who've shackled up with the Undying King aren't much better. Their entire possible wardrobe consists of mummy bandages that don't even cover much or what can charitably be called slutty swimwear. But even with that people are still scared shitless of them and by taking this item you'll gain a similar outfit capable of projecting your dread.

Taking the form of a single outfit, which can be entirely made of mummy bandages, red/black fabrics, latex or a combo of all three, once worn the outfit accentuates your more scary or creepy features. More specifically it takes those features, along with your sexual ones such as your bare chest or cock bulge, and impresses a sense of fear into others regardless of how goofy or blatantly sexualized you look with the juxtaposition making it that much more effective.

The Battlegrounds [200 CP]

Compared to other palaces in the world of Paccsu, and excluding the outlier that is the abandoned BewbTek facility, the domain of the Undying King seems to be the most technologically advanced. This is mainly due in part to a luxurious mini city known as "The Battlegrounds", located right next to the more run down city of Vaina'ja, which is home to plenty of amenities more at home in the modern world with the star being a place called the "Grand Arena". And by taking this item it seems another such mini city can be found, one that is completely under your ownership.

Being smaller than either **Brand New Ruler** and **Ancient Clan Temple**, your mini city is surrounded by walls of concrete topped with barbed wire with almost everything being made of concrete or metal. Common amenities are included, along with some unique stuff, like various shops for things like weapons or general goods, an inn, a bunny girl strip club/bar, food stalls, and high cost apartments. The main difference is that there are plenty of different modern day upgrades that make life a lot more comfortable like lights, advertising screens, modern toilets/sinks/stoves, vending machines, and convenience store refrigerators. There are also some empty lots and expanding the outer concrete walls is a trivial task. The population is small, numbering less than a thousand, but this is by design as the entire place can be seen as a sort of tourist trap with your "citizens" being workers to work the various businesses with the star attraction being your own Grand Arena.

Taking the form of a massive three floor building, the Grand Arena is a combination of a gladiatorial arena, V.I.P area with its own play/theater area, and casino along with a more expensive inn plus magic/weapon/general shop bolted on. As the arena is the main focus it will draw in both fighters from far and wide to compete and battle against each other and crowds to come see and cheer them, which will bring in lots of fame and wealth. But you'll be able to get in on the arena stuff as well as the place comes with a force of inhouse undead gladiators at your beck and call with various different weapons and fighting styles. You also have your own personal area in the V.I.P section with an office, bedroom and bath, and few empty rooms.

False Undying Mark [400 CP]

Unlike what one may expect, the undead that live under the Undying King's rule aren't all completely bound in his service. This is mainly evidenced by the owner of the battlegrounds not being ousted and the undead civilians allowed to go about their unlives in peace after the Rho'ho/Tiss'i invasion. But that isn't to say that none of the undead were bound to him as in order to join his armies one would have to trudge through "Temple of Shadows" where upon they would be "gifted" a Mark of Undying which granted power at the expense of being under the complete control of the Undying King. So by taking this item you'll gain something that will let you indulge in the power given by others without any controlling elements on your side.

Taking the form of a special tattoo on your body, which can be any design you want, when someone/thing attempts to use some form of control over you that targets your mind, body, and/or soul the tattoo will completely negate it. Though you'll permanently gain any positive benefits that are bundled with the control whether that be a boost to your magical strength, enhanced healing, or the use of the control as a sort of key if the person trying to control you does something like restricting access to their base to those under their control.

Luckily this failure isn't communicated to the one attempting to control you, with them more often than not believing it worked without a hitch. But for those that are a bit more discerning you can also temporarily put a second mind in control of your body. Said second mind behaves according to the specifics of the type of control used on you in order to better sell you being under control, so if the control method was supposed to turn you into an eager slut the second mind will behave as such. You can give order to the second mind, which it will try to fulfill while still adhering to the rules of the control, and you can resume control at any time.

Castle of Undying [600 CP]

Like plenty of evil masterminding villains, the Undying King has his very own home base to operate out of, known as the "Castle of Undying" which is situated on top of a mountain range sized statue of an ass and torso laying on its stomach. Once owned by the Muh'kean people before the Undying King wiped them out, under new leadership it has undergone massive renovation to better suit its new owner needs. And while as a servant of his you'd normally only be a occupant of it, by taking this item you'll gain your very own copy.

Being situated on a similar sized statue, your new castle is located on the left cheek and consists of two massive wings, a large dungeon basement, and a throne room plus connected master bedroom, with the statue itself having large cavernous halls dedicated to a catacomb. As a slight bonus everything from the castle to the interior of the statue has an abundance of lava flows throughout making things just that bit more dangerous for invaders. For the castle it's mainly decorated with walls and floors made of both marble and a fleshy substance as well as plenty of statues displaying your majesty. The east wing of the castle is mainly for any servants/followers, both alive and dead, with things like bedrooms, recreation rooms, kitchens, etc being found along with the entrance to your massive dungeon. On the other hand the west wing is more suited for industry activities as it plays home to large store rooms for treasure or raw

resources and various workshops. But there exists more advantages than simple physical layout as the caste comes with two powerful magical addons.

One of them is a portal system with a dedicated portal complex located on the right cheek of the statue, connected to the castle with a bridge that spans over the crack. Said portal system grants you and those under you one person, two way teleportation across the world that can bypass all, but the strongest protection magic. It can also create special invasion portals with the entrance being in the complex, the exit at the chosen location, and a small pocket dimension serving as a midpoint tunnel which upon being created will deploy fortifications in the area surrounding the exit along with flooding said area with poison. Be aware that the entire system is linked to the life of a designated “general” that you have to choose upon its creation, who has to remain in the pocket dimension for as long as you want to use the portal, with their death causing the whole thing to collapse. As a bonus the system can also automatically teleport any corpses in the world to the catacombs in the statue so that you have basically a constant supply of fodder from which to increase your numbers and it prevents anyone from using teleportation magic, or similar abilities, to reach the castle or the inside of the statue unless they have a specific piece of jewelry, which you gain a supply of and the means to make more with its design being up to you.

The other add-on is the fact that the entire castle and the catacombs in the statue are super saturated with Undying Energy which turns them into even more of a death trap for invaders. Unless they have some kind of strong protection invaders will constantly have their souls be tugged on as they move around the castle and/or statue until it is fully yanked out. And unless their friends can react fast enough and cast something like a spell that prevents someone from being raised, a fake soul made of undying energy will immediately be stuffed into the corpse to raise them, similarly to **Essence of A New King**, with the actual soul being put away for storage. This can also be used to generate artificial ghosts made purely of undying energy to be used for defense as well.

For a visual on how the whole place looks on the outside [\[See Notes\]](#).

Companions

Companions are not affected by origin discounts.

General

Companion Import [50-200 CP]

So you want to share your adventures through the world of Paccsu with some of your traveling partners or maybe you have some ideas for some new ones. Regardless you may either import/create a Companion for 50 CP or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

Red-Hair Clauria [50-100 CP]



A shark-kin hailing from the underwater city of Kala'hai, Clauria is the leader of a shark-kin pirate gang known as the Murderfins. Making a living terrorizing the people she claims to stand for, Clauria doesn't see eye to eye with the current ruler of the shark-kin Purema, on account of still holding a grudge towards all Muh'keans after the ravaging of Kala'hai by an army of Muh'kean war golems. This was to the point that in the future she puts up a friendly face to take advantage of Namu's heroic nature to lure her to the sunken Temple of Vihol by tasking her to retrieve a shark-kin relic. Once Namu found it Clauria tried to backstab her in order to kill the "last Muh'kean", with the shark-kin trident relic Namu found being a side bonus she could ransom back to Kala'hai. So for a small fee of 50 CP you can take this ferocious pirate with you on your journeys, ready to sink her teeth into all kinds of new plunder and booty.

Besides having various skills any pirate should have as a combatant she's mainly a hand to hand fighter, making use of her teeth, claws/fist, and tail as weapons. She also makes use of eldritch themed dark magic shooting it out in single blasts, AOE attacks, or channeling it through her claws, all of which can drain the souls of those she hits.

For an extra 50 CP, for a total of 100, you can bring along the rest of the Murderfins who number around fifty which are split across Sorceresses, Wrestlers, Great Whites, and Murderfin Great Tigers [\[See Notes\]](#).

Vera "The Murderer" Glarionette [100 CP]



A rageful and wrathful undead gladiator of the Grand Arena, Vera is the current reigning champ which is a standing she has worked and fought her ass off to achieve for years. Formerly a human who was one of the countless slain and then raised by the Undying King's hordes, she is one of the only ones to who managed to break free from his control through the use of "nefarious" magic. This was more than likely Chaos magic as her undying energy head shares the same hue as the magic used by the undead bandits near the city who've been enhanced with Chaos magic. Besides severing the Undying King's control and keeping her skin a shade of brown rather than green, it may have contributed to her increase in power as when she became champion her swordsmanship was said to be unmatched. And with a fee of 100 CP such a powerful combatant will follow you on your journey, eager to cut her teeth on new enemies.

As a gladiator she has experience fighting hundreds of different types of opponents, with her trusty sword that causes heavy bleeding by her side, which has elevated her swordsmanship to master levels. But besides that, along with being able to instantly purge all poisons/disease from her body and stop all bleeding, she makes use of five different magic infused sword techniques. These are are: **Horrorslash** which can inflict poison as well as the Undying Curse which lowers all of someone's "stats", **Mindslay** which drains away someone's mind, **Soulrend** which drains away someone's souls, **Scorched Earth** which inflicts heavy burns, and finally her ultimate move **Darkflame Slash** which is a three strike combo that, similar to Scorched Earth, burns her enemies though at a much higher level which necessitates a cool down period.

And while one would assume she is all serious business all the time, she does have a bit of a hammy side when she gets into the zone during a match.

Adventurer

Purnima [50 CP]



A cat morph of unknown origins, Purnima made her living being a money loving, kleptomaniac master thief. Taking contracts and jobs to steal almost anything, she lives as a vagabond, constantly moving from camp to camp to keep people off her trail. But in the future after a few run-ins with Namu and being instrumental to the toppling of the Undying King, she gained a more heroic attitude, albeit one that still holds on to her kleptomaniac tendencies. And with a small fee of 50 CP she can come and join you on your future adventures, absolutely drooling at the prospect of new things to pilfer.

As a master thief Purnima is skilled in plenty of related areas, being a deft hand in pickpocketing, breaking and entering, acrobatics, and stealth. In the realm of combat such connotations continue as she wears no armor, and even refuses to wear pants and panties, and prefers to make use of her dagger, forearm shield, orb, and ring, all of which turns her into a dodging machine whose blade always seems to find its way into enemy weak points like a joint or their back. She has no magical knowledge and instead relies on various techniques and dirty fighting. Such a repertoire includes, but isn't limited to; using her cat-like traits to boost her reflexes, throwing sand she stores between her tits in people's eyes, using barrages of kunai or smoke bombs, sneaking up and cutting/ripping people's throats, using her poison tipped claws, and, when she "level ups" enough, launching a "Ehterial Strike" through dimensions [\[See Notes\]](#).

As a note Purnima is a bit of a cheeky flirt and something like a massive bank heist would be her ideal date.

Kiva [50 CP]



A genetic oddity that is a blue slime, Kiva stands as the kind and food gluttonous protector of both the Earth Orb and the Temple of Maa'. Taking over the role after the death of her adoptive human father she tirelessly worked to maintain both as well as

handle any visitors to the temple, as highly unlikely as that would be due to being located in the green slime infested Forest of Rho'ho. But one day in the future the Earth Orb will be stolen by Maht'ava, under orders of the Undying King, and through a sequence of events Kiva will end up joining Namu to try and take it back, which quickly spills into toppling the Undying King. And with a small fee of 50 CP she can come and join you on your future adventures, ready and eager to try the whole host of food such an offer would entail.

As the protector of both the Earth Orb and the Temple of Maa' Kiva is well learned and read in both religious and magical matters, mainly due to her father's efforts. Though this doesn't mean she can't throw down with the best of them as is skilled in the use of her sword, shield, and ring, the latter of which was a gift from her father. The sword is able to ensnare people in goo plus increase her magic potency, the shield provides resistance against all magic, and the ring protects her squishy body from physical blows. Her studies also granted her a high level of magical ability and while this is primarily through her own unique Slime Techniques, she is perfectly capable of learning other types of magic. Her Slime Techniques includes, but is not limited to, shooting out exploding slime balls, absorbing life energy with slime tentacles to heal, launch hardened slime spike barrages, creating large slime tsunamis, infecting enemies with slime parasites, using poisoned and holy slime balls, dragging people down into slime pockets she's placed underground, and trapping enemies in a "Ooze Dimension" bubble that weakens all of their resistances, stats, and damage [\[See Notes\]](#).

And similar to the old saying, food is the fastest way to her heart and while she loves almost every type of food, burgers are one of her favorites.

Namu [100 CP]



One of the last Muh'keans left alive in the world, Namu can be seen as the one true hope of stopping the Undying King's plan. After fleeing her doomed homeland as a baby and being raised by her adoptive human parents, she set out on what seemed like a normal adventure at the city of Kaupun'ki. But that all quickly escalated, with her ending up besting the Undying King and being crowned as a world wide hero. And with a small fee of 100 CP she can come and join you on your future adventures, ready to apply her heroics to those who need them.

As Pacsu's would be savior Namu is a jack of all trades with a number of skills under her belt, but the one thing she excels at is fighting which is due in part to her father who used to be a famous hero. To that end she is skilled in the use of both swords and daggers along with various different kinds of shields both large and small with her also having some general purpose and sword based techniques in the form of using her ass as a stunning strike, launching a million cuts in a second, and convening with mother nature to boost her resistance to elemental magic [\[See Notes\]](#).

But the true element that makes Namu special, and what helped her take down the Undying King, is the infusion of power done to her as a baby as the result of a last ditch effort of the Muh'kean people to stop the Undying King, granting her two major boons. The first, is that she is a master at using magic, being able to easily learn and use even the most complicated spells along with a deep reserve of magical energy. And the second, is that she somehow has a dragon elemental inside of her which grants her increased physical capabilities as well as access to various abilities such as magical elemental slashes, a buff to restore the health and magic of allies, and a four strike combo that channels an ancient dragon [\[See Notes\]](#).

While it can be hard to pin down her exact personality, Namu is an empathetic and good person at heart and while the sheer amount of ravaging she goes through may say otherwise, she enjoys sex and being lewd, just on her own terms.

Kingdom of Rho'ho

Jasquel [50 CP]



While in the end Namu may have taken all the glory, that doesn't mean there weren't other adventures and heroes in the background. Jasquel is one those people being considered a master swordsman who's currently employed with the mayor of Kaupun'ki, and later the Emperor as well, and even played a part in the future combined Rho'ho and Tiss'i invasion of the Undying King. And while he may be outclassed by the heavy hitters of the world, such as the likes of Namu, his only losses were when he was pitted against Head Sorceress Maht'ava and the Undying King himself. So for a simple fee of 50 CP you can take him along with you, possibly allowing his swordsmanship to grow past the confines of Paccsu.

The Golden Knight [50 CP]

And speaking of heroes in the background, the Golden Knight is another one of those. Seemingly a common soldier who managed to rise through the ranks, the Golden Knight is famous within the walls of Mainio and seems to have a good track record when it comes to helping and aiding the Emperor. And while his constant efforts to not be involved in Namu's ongoing quest may make it seem he's all bark and no bite, his joining of the future invasion efforts shows that his fame has at least a nugget of truth at its core. So for a simple fee of 50 CP you can take him along with you, and hopefully instill a sense of courage within him, if not to turn him into a combat master, then at least to turn him into a hero others can feel safe with.

Orb Guardian [100 CP]



After the apocalyptic event some odd thousands of years ago, the Orb Guardian has served as the gods agent in the mortal world. Mainly relegated to standing watch in the

Temple of Light, her contributions to Namu's future journey are small, possibly due to orders of noninterference by her masters, and basically entail protecting the "Voice of Light" after it was recovered and standing eternal watch over the defeated/dead Undying King. But maybe something special about you has stirred the gods and, with a small fee of 100 CP, they'll decide to assign her as your personal bodyguard.

While her time spent guarding the Temple of Light hasn't allowed her to show off her combat abilities, being a direct creation of the gods along with her own assertion if and when the Undying King was imprisoned, she should be able to stand a chance against the Undying King. This mainly comes from her increased physical capabilities and the powerful light magic she can cast and infuse into her strikes.

Though that time stuck in the temple also hasn't allowed her to develop her own personality separate from her duties so be a dear and help her "loosen" up a bit and get her to enjoy life.

Clan Tiss'i

Leah Mean-Tail [50 CP]



While the primary source of the wealth of Clan Tiss'i comes from their jewelry trade, mercenary work also helps fill it up. And the master of that in the clan can be none other than Leah Mean-Tail, the sadistic twin dagger wielding bounty hunter, and the one that would later be tasked to hunt down Purnima after she failed to return with the Amulet of Mus'tapaha. And for a fee of 50 CP you can choose to have her tag along as it seems something about you has invigorated that mercenary heart of hers, with her eager to see what sort of prey she can hunt by your side. She comes equipped with her two extra sharp knives and a dirty fighting style reminiscent of Purnima along with all the skills one would expect a bounty hunter to have.

It's hard to pin down Leah as a person, but getting into some sadistic bounty hunts with her is a sure way to get the sparks flying.

Lehava Skinny-Tail [50 CP]



An entreprenuring saleswomen of Clan Tiss'i, Lehava Skinny-Tail has a good eye for business and takes her portable popup shop to all corners of Paccsu. And like most Clan Tiss'i dealing she doesn't discriminate, managing to have undead, humans, and even Namu as customers in the future. And for a fee of 50 CP it seems she's decided that you're a spicy new business opportunity, with your future travels offering up a plethora of new customers and goods she can play with. In said future she will occasionally pop up in your journeys offering you an updating selection of weapons, armors, magical accessories, and consumable items at a heavy discount and she will even share her profits from other customers when she decides to set up shop in something like a city.

Also don't hesitate to offer up any mouse burgers you find to her as she absolutely loves the things, and if you happen to be able to make them and let her know she may offer to marry you right then and there.

Rumpus [100 CP]



Like any good ruler Princess Fancy-Tail has herself her own personal bodyguard and champion in the form of Rumpus. A massive member of Clan Tiss'i, nearing the size of a dragon, while her looks would paint her as nothing, but a dumb brute, she is actually a skilled fighter. In the future, going from her first loss to Namu in the mines of Kaupun'ki she rapidly bettered herself to the point where when Clan Tiss'i retreated to their haven at The Battlegrounds she easily crushed the reigning champion Vera "The Murderer" Glarionette. And with a fee of 100 CP she can become your own champion/bodyguard as it seems after her second loss to Namu Princess Fancy-Tail put her "on ice" so to say. While she doesn't make use of weapons, excluding the morning star attached to her tail, her size and bulk along with her claws and teeth make her a potent fighter. She also has access to a tornado breath and a special fire breath that allows her to absorb fire around and on her and spit it back out.

Also it wouldn't hurt to shower her with compliments, butt rubs, and a well deserved hot bath when she does well as she has a bit of a pride thing and it can help foster the perfect bodyguard and ward relationship.

Servant of The Undying King

The Vhetae [50 CP]



While it may seem like the Undying King may seem like the sort to just brute force things with his legions of undead and magical might he isn't averse to subtler means. This is evident with the Vhetae, a group of three bickering undead assassin sisters specializing in brutally killing anyone who stands in the way of The Undying King. And with just a small fee of 50 CP you can have them follow you with the Undying King basically dumping them on you with orders for them to serve you. The group consists of Pummeler, Slicer, and Witchy all of whom are competent assassins with their own specialties of punching, cutting, and dark magic respectively.

Though be prepared for them to argue about whose method of combat is the best, along with trying to drag you into it, with Pummeler and Slicer being the main culprits though Witchy will occasionally throw a jab in as well.

Head Sorceress Maht'ava [50 CP]



As the head sorceress for the Undying King Maht'ava can be seen as the third in command after himself and his queen Ph'ah. A powerful and competent magic user, though one with a habit of monologuing and thinking out loud to herself, Maht'ava will in the future play the role of one of the first major thorns in Namu's side culminating with her spearheading the invasion of Mainio. And for a fee of 50 CP she can be subordinated to you which is something she may grumble about at first, but will come

to accept it in time. Besides her impressive magic capabilities, with her making heavy use of dark and fire magic, she can also tap into the Undying King's power, even in future jumps, to transform into a giant and powerful monstrous form gaining a tentacle cock along with a dark magic based breath and gaze attack. Though unless you can provide a source of undying/necromancy energy she can only do this every now and again.

She also has a bit of an ego, but if you make sure to acknowledge her contributions she'll warm up to you a lot faster.

Queen Ph'ah [100 CP]



Every king needs his queen and the Undying King is no exception to that, for as much as his humanity has supposedly withered away. Serving as his right hand Ph'ah tends to manage the day to day running of the Undying King's domain, as evidenced in the future as she sends Maht'ava back out after she snatches the Earth Orb. And for 100 CP she can follow you into the future, having her attention switch from the Undying King to you and becoming oddly enamored with and devoted to you under his non-existent nose. While she doesn't have any true showing of her own personal strength it's safe to assume that similarly to Maht'ava she's a user of dark and fire magic, though to a much higher degree due to being allowed to draw upon larger amounts of the Undying King's energy. And similarly to Maht'ava she has her own monstrous form to transform into, which grants her a scream loud enough to deal damage and a regenerative ability which heals her along with increasing her defenses against both physical and magical damage. Another similarity is that the form also follows the same rule of needing to be able to feed her undying/necromancy energy so she can turn into it more often.

With her by your side be prepared for her to shower you with praise and worshipful adoration, as well as trying to get those that follow you to do the same.

Drawbacks

Pink Puff Lure [+100 CP]

With all adventure groups it is common for the members to have their own little quirks, with Namu, Kiva, and Purnima being no different. But one quick unique to Purnima is a sort of pink gas she keeps running into as she travels along with the gang. Randomly appearing out of nowhere once she gets a whiff of it her better judgment, for as little of it as she has, gets overridden a bit. This leads to her doing things like try to squeeze herself into an opening that is obviously too small or going down a dark alley and getting blasted in the face with a knockout drug. And by taking this drawback such an occurrence will become commonplace for you.

As you go about your time in Paccsu puffs of a pink delicious smelling gas will randomly appear and when you catch a whiff of it, which is very hard to avoid, you will be compelled to follow them to their source which ends up with you stuck in something or knocked unconscious and at the mercy of random passersby who, thankfully, will just use you and let you go.

Giving A Show [+100 CP]

While most of the lewd misfortunes that befall Namu and the gang usually end with them getting fucked one way or another, a small number are more voyeuristic in nature. Primarily falling upon Namu, such occurrences usually have her digging her way through a chest or box and accidentally giving someone a show of her ass bouncing up and down. And by taking this drawback, such luck will now befall you.

As you go about your day there is going to constantly be a high chance of some form of wardrobe malfunction happening to you, with the chance being even higher if you do something predisposed to such things like bend over to open a box or climb to the top of a bookshelf. For a few seconds, you won't be aware of the malfunction, which is enough time for passersby to get a good eyefull.

Suddenly, Tentacles [+100-200 CP]

As previously stated with the perk **Tentacles Galore** Paccsu seems to have the concept of tentacles as a heavy theme. This can be seen as almost everyone from Clan Tiss'i to the slimes of the Forest of Rho'ho are able to either summon them or create them from their body. And it seems like this abundance of tentacles has led to the creation of some kind of tentacle deity, one that has firmly set its sight upon you if you decide to take this drawback.

At its 100 CP level this drawback manifests as tentacles randomly springing out of the ground, walls, or even furniture which will do their best to grab and fuck you as you go about your day. Luckily this only ever occurs when you're not in combat or danger so you'd only have to worry about them as you do things like go shopping or try to rest at home, not when you're fixing to get mugged. However for an extra payout of 100 CP, for a total of 200, that protection is lifted meaning that at all times you have to be on the lookout for these tentacles as they can now pop up when you're fighting something or trying to do something like make a dangerous jump.

On The Receiving End [+200 CP]

One thing that Namu and the gang have in common with plenty of other porn game heroines is that for all the power they may have, they are just as equally powerless when it comes to being grabbed. Even at the end of Namu's journey, after she proved she was capable of going blow for blow with a super empower Undying King, it's still possible for a common slime to easily restrain her and fill her with slimy tentacles. And by taking this drawback such a fate will befall you as well.

More specifically every enemy you go against, whether it be a common bandit or a powerful laval elemental, will have one or two unavoidable instant loss 2koma moves. When they decide to use them, unless you immediately haul ass out of the engagement they will land. It doesn't matter how fast at dodging you are or how strong you are they will be able to pin, restrain, and ravage you. The only bright side is that this somewhat plays by the rules of **To Be, Or Not Be Raped**, meaning that the enemies can only get one to two orgasms out before having to let you go and you don't have to worry about their friends stabbing you while your down.

Marked By The King [+400 CP]

The Mark of Undying is one of the Undying King's greatest discoveries/inventions as it means that he has a method to ensure the absolute loyalty of his undead legions. It is to the point that in his thirty three years of being the Undying King only one person has ever managed to break the control, one Vera "The Murderer" Glarionette, and even then that was a special case of using chaos magic. With all that the only real "downside" is that the mark can't be placed on living beings, needing them to be turned into undead first. Or that would possibly have been the case if not for you taking this drawback.

More specifically upon taking it you get marked with a special Mark of Undying, even if you happen to not be undead, which grants you no power and slowly starts eroding your own power and mind, all the while placing you under the control of the Undying King. The only way to prevent this is to kill the Undying King, but it seems like he's managed to figure out that he's about to bag a "big fish" and as such will go to extreme lengths to protect himself. This includes beefing up all of his domain's security and traveling with an elite bodyguard whenever he leaves The Castle of Undying which also has a good chance of fucking over Namu as she goes along her journey.

Enemy of The Gods [+400 CP]

With the gods of Paccsu to say that they take a hands off approach to the world they created would be a massive understatement. Even at the zenith of the Undying King's power, with the threat of him beating Namu and wreaking havoc on the world being at its highest, they still didn't offer any aid. The only thing they did was have their representative, the Orb Guardian, swoop in after it was all over in order to try to persuade Namu to spare the Undying King. But it seems such a passive attitude is to change as by taking this drawback you've been placed right in the crosshairs of the gods, possibly for a wide variety of reasons.

Though regardless of the cause being in their crosshairs means you have a whole lot of things gunning for your head now. This primarily takes the form of hordes of Skullmoths, anthro moth creatures with an affinity towards ice magic, who will hound

you all across Paccsu regardless of where you go. Among them will be a smaller number of guardians who basically are stronger copies of the one found in the Temple of Kulma, all of whom can tap into powerful light magic including infusing it into their attacks. And finally the head honcho of the effort to hunt you down is the Orb Guardian herself and while she may not have been up to much during her time in Paccsu she is still one of the strongest creations of the gods, baring the magical source orbs, and she was confident enough that she could watch over the Undying King for eternity after his defeat, even if he managed to break out of his imprisonment.

Namu's Hit List [+600 CP]

With Namu it takes a lot for her to hate you as a person, which is sort of saying something. Even with all the rape and stuff befalling her during her journey she hasn't really expressed outright hate for much, baring the Undying King and his forces. But today that seems to be fixing to change as by taking this drawback you become Namu's enemy number one for a variety of different reasons.

Maybe you beat the hell out of her elderly parents, or at the very least fell into a situation that made it seem like you did, or maybe you have plans on becoming the next Undying King, but ten times worse. Regardless of the exact reason you now have to worry about Namu coming after you and to make matters worse it seems she may have done the whole song and dance of her journey before. More specifically, she is under the effects of a special NG+ meaning she now starts her journey with her gifted potential from the Muh'kean ritual fully unlocked, which normally would occur during her last battle with the Undying King, her Blade of Destiny, which is has the same properties of **Weapon of Destiny**, and a intricate knowledge of the ins and outs of the lands of Paccsu which includes the location of powerful NG+ weapons and equipment that only exist due to this drawback.

And if this raw power isn't enough to handle you she'll decide to quickly speed run through her normal adventure, picking up all the usual allies, skills, and spells she would have by the end of it. Basically if you are unable to beat her before she finishes her journey you'll have to contend with a fully realized Namu that's backed up by an equally realized Kiva and Purnima, along with her allies which includes Clan Tiss'i, the Kingdom of Rho'ho, and Shaaden.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0

1/15/24: Doc is fully finished.

v1.1

1/23/24: Various grammar fixes and rewordings for the following:

- Undead Race Options
- Slime/Ooze Race Option
- Muh'kean Race Option
- Auctioneering Pen Item
- Hero's Manor Item
- Place of Business Item
- Seals of Rho'ho Item

Slight expansions for the following:

- Dragon Race Option: Added a fire breath ability that I forgot to add originally
- Littering Treasure Perk: Added a small clause that made places like the kitchen of a tavern or someone's home be unlocked when you in particular try to open them.
- The Booty Shaker Item: Added a small clause that allowed the item to change the flavor and type of alcohol in it.
- The Battlegrounds Item: Added a general store alongside the weapon and magic ones.

And adding a explanation to what Orbs are in the note section.

Notes

Muh'Kean Elemental Dragon Abilities

- Dragon's Gaze/Eternal Dragon's Gaze: A strike embodying the essence of a dragon. Eternal Dragon's Gaze is a stronger variation.
- Dragon's Claw: An ancient Dragon technique to exploit enemy's weak points, in other words a critical chance boost
- Fire/Flaming/Scorching Slash: A technique that channels the Dragon Elemental from within and launches an attack with the power of Fire. Has three variations with each being stronger than the last. All three can inflict burns, but Scorching can also reduce an enemy's fire resistance.
- Ice/Freezing/Glacial Slash: A technique that channels the Dragon Elemental from within and launches an attack with the power of Ice. Has three variations with each being stronger than the last. All three can chill enemies, which slows enemies, but Glacial can also paralyze them.
- Electric/Thunder/Storm Slash: A technique that channels the Dragon Elemental from within and launches an attack with the power of Thunder. Has three variations with each being stronger than the last. All three can electrify enemies, lowering magic defense.
- Hurricane Slash: A technique that channels the Dragon Elemental from within and launches an attack with the power of Wind. Doesn't have variations in game, but wouldn't hurt to fanwank that it does with Hurricane being the strongest. Can disorient enemies.
- Divine Slash: A technique that channels the Holy Dragon Spirit and launches an attack with the power of Light. Can illuminate enemies, lowering their resistance to light magic.
- Dragon Fire Cyclone: A four strike combo that seemingly derives from Dragon's Gaze
- Blessing of the Blue Dragon: A technique calling upon the dragon within to heal allies and restore their magic pool. Also increases their physical and magical defenses.
- Judgment of The Golden Dragon: A technique that channels the Golden Dragon into an AOE attack. Illuminates enemies, lowering their resistance to light magic, and inflicts the "Curse of the Golden Dragon" which also further lowers their resistance to light magic and constantly drains their health.

Namu Specific Techniques

- Steel-Buns Strike: Namu uses her butt in battle effectively by using what is a butt first full body tackle that stuns people.

- One Thousand Cuts: An ancient technique that delivers an “otherworldly” combo of attacks with her sword. Up to you whether this hits a thousand times like its name or only nine like in the game. Has an upgraded form called One Million Cuts that lands fifteen times.
- Heightened/Lighting Reflexes: A technique that allows Namu to temporarily increase her reflexes and dodging speed. Has two variations with Lighting being the stronger one.
- Concentration/Meditation: Namu channels the power from within and flows with energy. Can be seen as a technique to recover stamina, with the stronger variation doing so over time as well as refilling magical energy.
- Chi Recovery: Namu calms herself from within and heals her wounds with an ancient meditation technique.
- Absorb Willpower: Namu taps into the enemy's soul and drains the power from it. Deals light magic damage and heals her depending on how much damage it does, but it's slow to use.
- Soul Cleanse: Namu receives a blessing from the Gods to help her in the time of need. Heals her and specifically removes poison, bleed, blindness, and silence status effects.
- Mother Nature's Blessing: Namu becomes one with the elements.... And one with nature! This halves damage from elemental magic i.e. Fire, Ice, Earth, Wind, Thunder/Lighting
- Celestial Glory: Namu taps into the powers of Above. Doubles the power of light magic, though weakens Namu's defenses against dark magic.

Slime/Ooze Techniques

- Slime Spit/Massive Slime Bomb/Slime Disaster/Slimapocalypse: Allows you to shoot out concentrated slime balls that will explode on impact in an AOE. Has a chance to ensnare enemies in your slime/ooze. The three other variations are stronger forms, but for some odd reason Slime Disaster and Slimapocalypse don't have the ensnare status effect.
- Slime Spike/Slime Spike Barrage/Massive Slime Spike: Allows you to form and harden your slime/ooze into spikes that you can shoot out individually or in large barrages which causes bleeding. Massive spikes can also be made.
- Slime Armor: Allows you to form a layer of hardened slime/ooze in the shape of armor over yourself which helps soften physical blows.
- Slimethium: Allows you to “release the full power from your slime/oozecore” which halves all damage and increases your “stats” by fifty percent. However you'll have burned through all your stamina when it ends.

- **Protective Slime Bubble:** Allows you to cast a protective bubble made out of your slime/ooze for you and your allies that doubles your physical and magical defense.
- **Slimeburst/Slimediho:** A technique where you send your slime/ooze through the ground and under an enemy in order to surprise attack them to try and cripple their legs. Slimediho can be seen as an inversion as it instead drags people down into a pocket of your slime/ooze.
- **Slimopolooza/Motherly Slime:** Allows you to spread your slime/ooze over your allies which is then absorbed through their skin, healing them. Motherly Slime can be seen as an upgrade as it regenerates a larger amount of health over time and removes all debuffs.
- **Stimulating Slime:** Allows you to use your “slime/ooze powers to bring your friends back to the fight at fifty percent health, possibly in a similar manner to Slimopolooza. As the game uses Knocked Out rather than Died when a party member goes down, assume this works in the vein of picking someone back up when unconscious or otherwise down for the count.
- **Slime Cascade:** A technique where you concentrate and release a powerful cascade of hardened slime/ooze on enemies. Can be viewed as a tsunami like attack.
- **Crushing Slime Prison:** Allows you to trap your foes in a spherical slime/ooze prison that crushes their body.
- **Plagueslime:** Allows you to shoot a plague infected slime/ooze ball at an enemy.
- **Slime Parasite:** Allows you to infect opponents with a living slime/ooze parasite that disables their lungs and paralyzes them.
- **Slimewall:** Allows you to create a solid slime/ooze wall.
- **Holy Slime Ball:** Allows you to use a “pure mind” to tap into the Power Above and shoot a light magic infused slime/ooze ball. As oozes are associated with dark magic you could fanwank and re flavor this a dark magic ball if you are an ooze.
- **Ooze Dimension:** Allows you to generate a massive bubble of slime/ooze to trap opponents in which reduces their resistances, stats, and damage while stuck in it as well making them take constant damage.

Purnima Techniques/Skills

- **Shuriken and Kunai:** Purnima is capable of throwing kunai in a massive storm as well as throwing poisoned shuriken.

- **Shredding Claws:** Purnima's animal instincts take over and she can cut through everything! Basically a crit hit chance buff.
- **Viper Cut:** Purnima, for some reason, can cause her claws to become covered in poison, letting her poison people she cuts with them.
- **Cleavage Sand:** Purnima throws a handful of sand from her cleavage, blinding her enemies.
- **Smoke, Flash, and Gas Bombs:** Purnima can make use of bombs to either spew out obscuring smoke, flash blinding light, or spew poisonous plague ridden gas.
- **Dance of the Shadows:** Purnima tears her enemies apart in this powerful display of dance and death.
- **Ethereal Strike:** Purnima delivers a lightning fast, mystical strike through dimensions which ignores defenses.
- **Dimensional Shift:** Purnima's out-of-this-world movement allows her to dodge magic attacks. In game terms this increases her magic dodge rate.
- **Cloak of Shadows:** Purnima uses her mysterious cloaking technique to protect her friends from magic. Also deals in magic dodge rate.

Orb Explanation

For more clarification on what orbs are, in the world of Paccsu they are pieces of jewelry that can grant one of the following, at least when talking about the ones Namu can equip. They can grant spells of a specific type of magic, like fire or ice. Grant some kind of ability like making all attacks cause bleeding, granting a percentage chance to "take another turn in combat," or increasing the amount of gold and items you find on enemies. Or they can grant some kind of boost to stats like boosting your evasion, crit chance, or the strength of your magic. The most common are the spell granting orbs which bundle the spells they give along with an increase to one's resistance to the orb's magic type.

Effectively you just treat them like magical accessories found in other RPGs. There are also the magical source orbs which were created by the gods and said to be the source of the magic types in Paccsu, but unless you could already make similarly god-like things **Occupational Standards** and **All That Glitters** won't give you the means to make Orbs that powerful.

Tentacles Galore Tentacle Monster Visual

From left to right, top to bottom

Evil Eye: Can slither around and shoot a sticky glue-like substance to get people that are out of the range of its tentacles.

Mouth Slug: Slithers around while trying to jump and latch onto people's boobs and/or dick, with it able to induce lactation, in order to disable them with pleasure. Can heal with ingested fluids and can shoot out the same glue-like substance as Evil Eye.

Tentacle Pod: Rooted in place where you summon it, but can flood rooms with a gas that blinds, slows, and disorients those that breathe it in with the exception of you

Tentacle Mother: Rooted in place where you summon it and can asexually birth the other three, along with other tentacle monsters you can make or provide, and spit up strong stomach acid. Can also use small bits of darkness magic.



BewbTek Bot Visuals

From left to right:

BewbTek Turret: Can move around with tracks and is armed with a machine gun.

BewbTek Shield Blaster: Floats around on leg mounted jets and is armed with a plasma gun, eye laser, and shield blaster that burns and disorients those it hits.

BewbTek Guardbot: Armed with a machine gun, plasma gun, and eye laser.

BewbTek Goliath 69: Possibly around the same size of Liberty Prime from Fallout and is armed with a massive machine gun, plasma gun, and eye laser.

All four come with multi sized vibrators and boob milking devices.



Muh'kean War Golem Visual



Snowskull Moth Visual

From left to right, top to bottom

Snowskull Moth Harvester: Can be seen as the defender/tank of the four.

Snowskull Moth Mystic: The ice magic user making use of their pollen as a weapon, where it can blind and poison people, or as a shield against physical attacks.

Snowskull Moth Warrior: Can be seen as the speedy damage dealer.

Snowskull Babby: Can be seen as a ranged attacker as it can shoot out, and rapidly grow back, its stinger. Its existence may indicate that the Snowskull Moths can reproduce, but what looks like a price tag sticking out of it may relate it to a gag on a stuffed plushie.

All also have an ice breath attack.



Fembu Clan Visual

Left-Male Fembu named Sam, Right-Female Fembu nicknamed “Big Tits”



Castle of Undying Visual

This picture seems to have been made before the idea of the castle and statue being surrounded by lava was finalized so don't focus much on the surrounding baring the other mountains.



Murderfin Gang Visual

From left to right

Shark-kin Sorceress: A magic user that makes use of eldritch themed dark magic.

Shark-kin Wrestler: A fast hand to hand fighter that makes use of teeth, claw/fist, and tail to fight.

Shark-kin Great White: A hand to hand fighter that can be seen as the tanker, harder hitting, but slower version of the Wrestler.

Murderfin Great-Tiger: Seems to be weaker than Great White with the possible only advantage being some kind of infusion of eldritch magic as evidenced by the eye glow which is the same glow that Clauria gets when fighting.

