

Archdemon Of Corruption Jump
v1.0
Original CYOA by Jobinfromqq Jumpdoc by LJGV/Sin-God

Welcome to a curious universe where the forces of Heaven and Hell are in a bit of a cold war. In this setting angels and demons are immortal, and far from the only immortals as gods and sufficiently powerful natives of other worlds have also attained immortality. In this place the forces of goodness and purity have entered into a war that is not quite COLD, though it can be hard to call it HOT, with the forces of evil and sin.

In this setting, on a humble world known as Earth, an archdemon of corruption has fallen in love with a human. The human now has the chance to become surprisingly influential, and to begin to alter the very universe for the better, or for the worse.

Take **1000 Corruption Points** to fund your adventures.

Author's Note: This is a jump conversion of an NSFW Choose Your Own Adventure named Archdemon of Corruption, by Jobinfromqq. Have a link to the source.

Feel free to ignore the gender conventions of the base CYOA and swap the genders and sexes of certain characters if doing so makes it more appealing for you. There are multiple ways, even in the canon CYOA, to ignore things like gender conventions and rules regarding biology so take the setting's choices as far as gender and sex go as suggestions.

Starting Location

Your starting location is determined by your origin. Humans start on Earth, Archdemons and Corrupted start in a sanctum, Angels or Demons start in Heaven or Hell, and Natives start on another world.

Earth
This is a mirror image of a mundane version of Earth. Little to no magic exists prominently in this world, though your decisions may end up changing that… You will spend a day here before encountering Rebeza.

Sanctum
This is the innermost sanctum of an archdemon. By default this is Rebeza's sanctum, though if you are the archdemon this is your sanctum.

Heaven or Hell
The home planes of angels and demons. Which one you start in depends on whether or not you are an angel or demon. Archdemons and Archangels have their own homes here, regions they preside over and are the lords and ladies of. If you are not an archdemon or archangel you can choose to start off in a custom NPC's region.

Another World
The equivalent of one of the canon honeymoon destinations, this is a world separate from Earth. The easiest way to figure out which to go would be to select one of the canon options, but you can easily design your own custom option. However, do know that if you design a custom option it will be a world that has caught the eye of Rebeza with prominent individuals already in her crosshairs as far as corruption goes.

Age and Gender

You can pick your age and gender freely, so long as you are an adult. This is a NSFW Jump in a setting where things like gender and sexuality are pretty unimportant on a cosmic scale.

Origins
All origins are available as alt-forms in future jumps that you can morph into at will (barring drawbacks).

Human [Free]
You are a mundane human about to, very possibly, go on a deeply fantastical journey. The one thing of note about you is that you are deeply attractive, particularly to supernatural beings.

Corrupted [Free]
You are a corrupted member of Rebeza's court. While you may possess some semblance of celestial or infernal powers, what really matters here is that you are *corrupted* and that confers a series of stat changes to you that will be discussed more in the Corrupted perk tree.

Angel Or Demon [Free]

You are a native of Heaven or Hell. Beyond that, you have a natural sphere of influence over which you have a good deal of power, though the full extent of your power over your sphere depends on your perk choice.

Native [Free]
You are a native of some other world. Things like your history and your abilities are dependent on your perks, but by default you are a decently wealthy person of some importance in your chosen setting.

Archdemon [200 CP]
This is not just for *any* archdemon, this makes you the equivalent of Rebeza. You can be… Robert, if you wish, but regardless this makes you potently powerful and deceptively influential. For years most archdemons and archangels have been content to leave you alone, due to the fact that you've been happy to leave others of note alone (with some rare exceptions such as Chelle; once the archangel of Charity and now the fallen scion of Promiscuity), however, if that changes their attitudes towards you may change as well.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%. All perks are toggleable within reason (one that says mandatory is not toggleable).

Human

Dreamy [100 CP]
You have the sort of attractiveness that is distracting. When you walk into a room other people's hearts race and they talk about how attractive you are. You are especially good at inadvertently inciting something close to obsession. You are also incredibly good in the sack, able to pleasure and please even immortal hedonists, and in doing so further incite obsession.

Influence of Love [200 CP]
The more infatuated people become with you the more receptive they become to your will and influence, and a deep enough love may well make them move in ways they think would please you even without asking you first. You can naturally bring out whatever traits you most like in those you are intimate with, and your partner(s) won't hurt you. People want to love and be loved by you. This means that loving you can even transform beings whose forms and physiologies are dependent upon their morality, if they love you enough!

Power Of Parentage [400 CP]
When you sire or give birth to children they receive the full benefits of their parentage. Something about your genes enhance the things they'd receive from their other parents. Children you sire or give birth to inherit the abilities, particularly innate and supernatural ones of their parents. They may have to train these powers to get them to reach the same heights as their parents, but they'll functionally be full-blooded members of the species of both of their parents.

Wellspring Of Love [600 CP]
You are a potent polygamist, naturally skilled at managing a harem in a healthy, respectful way. Beyond this, you possess an inner wellspring of love that is filled with a strange resource sourced from the love others feel for you. You can use this resource to mimic the powers of those who love you, and you can also spend it to give your children the traits of those who love you, even giving them the powers of people who are not their parents. The more someone loves you the more of this resource, keyed to them, that you gain. Additionally, those in your harem can naturally become followers who you can import for free into future jumps.

Corrupted

Corrupted Physiology [Free & Mandatory for Corrupted, 100 CP for everyone else]
Being corrupted is not a *good* thing but it's also not without its perks. Corrupted beings are holistically improved by the corruption, at least in terms of their physiques and mentalities. Spiritually how changed they are depends on their own strength of will. Those with strong wills are changed in terms of their unity with other corrupted beings (corrupted beings, at least those corrupted by the same archdemon of corruption, feel a strong sense of unity with each other), while those with weak wills are affected by a powerful urge to spread corruption and obey corrupted beings with stronger wills. How this affects you specifically is up to you. Having sex with others spreads corruption, and the more someone else enjoys the sex the more corruption is spread.

If you opt to take this perk while not being a *Corrupted* you gain a small iota of corruption that is unsourced and is spread by having sex with others (or in other ways, if you have the appropriate perks). This corruption makes others feel affinity towards you, but not loyalty unless it fully infects someone else.

Corrupted Sense [100 CP]
You are incredibly skilled at detecting other corrupted, and in general you are good at sensing people who have things of value to you in common with you. If you're a shapeshifter you can find other shapeshifters. If you're a god you can find other gods. This is also true for personalities and interests, letting you very easily find others who have the same passions as you. This is especially good at detecting those keeping their commonalities with you a secret, allowing you to find others with ease. Such individuals are also marginally more susceptible to corruption, with this weakness becoming keener based on how much they have in common with you.

Corrupted Sociality [200 CP]
Being corrupted has enhanced you in one particular way: you are far more social and charismatic. You are now disarmingly charming and can easily worm your way into the hearts of others, which makes it much easier for you to convince others to do your bidding, and even to join you in bed.

Corrupted Individual [400 CP]
Your corruption has powerfully boosted your most distinctly unique traits. Pick a pair of personality traits and your set of skills that most define you. These have been tremendously boosted by the corruption filling your veins. If you are a determined and aggressive warrior then your skill with weapons massively increases and your ability to

power through life's circumstances and to charge headlong at your problems is stronger than ever. You are also capable of spreading corruption when you utilize these traits of yours in some way, such as spreading corruption through fighting.

Corrupted Boost [600 CP]
Corruption surges through you, making you a powerful leader. Other corrupted are naturally subservient to you, short of truly unique corrupted individuals like corrupted archdemons and corrupted archangels, and your corruption powerfully boosts all of your perks and abilities. Any abilities you have that buff or heal others can be used as vectors to spread the corruption and are empowered by the corruption such that your healing spells heal more and your buffing abilities offer minor but permanent boons to those you use them on (but only when you are using them as vectors to spread your corruption, though you can still do this when someone is fully corrupted).

Angel Or Demon

That Which Is Common [100 CP]
All angels and demons are immortal. You share this trait. In this setting immortality is also spelled, conceptually, with a hard I. Death is something unknown to angels and demons, and those defeated in battle respawn sometime later in a safe place linked to them in some way, such as their sanctums if they have one or a place owned by a friendly archdemon or archangel. You also have wings and a halo or horns depending on which of the two separate races you chose.

You also get a sphere of influence of your choice. Canon examples include Affection, Temperance, and Diligence for angels, and Vanity, Binding, and Humilation for devils and demons. This is a thing you have real power over, however how much power you have over it depends on both your own overall power and the perks you have here. Right now, assuming this is your first jump or you are still a normal, mostly human jumper, you can create instances of your sphere and you can induce feelings related to your sphere in singular individuals. Instances of your sphere of influence also empower you, though the extent to which this is the case depends on your power over your sphere. The more power you have over your sphere the greater the boost you get.

Color Palette Morality [200 CP]
You have power over light or darkness depending on whether you are an angel, or a demon. If you are neither and you take this perk the power you get depends on your morality. If you are aligned with goodness you get light, and if you are aligned with evil then you get darkness. When you affect light or darkness you infuse it with a shard of your conceptual nature, causing those touched by said light or darkness to feel emotions affiliated with your sphere of influence.

Morality Physiology [400 CP]
You are an angel or a demon, but those two are more related than you think. You can become the other option here based on your own moral code. If you grow as a person and your morality changes that can change your form and allow you to go from demon to angel or angel to demon, and can even swap more than once. People with moral views similar to you will accept you far more easily, even if they previously fought with you.

Powers of yours that align with your moral views are easier to use and stronger the more firmly you hold to your morality.

Arch [600 CP]
You are an arch, though whether or not that means an archdemon or an archangel is up to you. This means that you are one of the preeminent sources of your chosen sphere of influence in the multiverse, and that others in the supernatural community of the multiverse are forced to respect you or at least tread with caution around you. This also comes with the ability to command beings whose views align with your morality who are lesser in strength then you are, who will often naturally desire to please you and work for you, so long as their personal spheres mesh with your own.

Native

Flexible History [100 CP]
You are a person of some influence in your homeworld, and what that means is determined by you right now. You can be as mighty as a young dragon, complete with all the powers that entails, or you can be as influential as being the prince of a small nation that has a healthy level of power on a global scale. This comes complete with appropriate knowledge and powers, and if you are not human your new form becomes an alt-form that you can use in future jumps.

Alien Attractor [200 CP]
You are very attractive to those markedly different from you. This is especially true of people who are wholly alien, such that they literally come from a different culture or even a whole other world. The more someone differs from you the more they'll be attracted to you. This can make someone easily become obsessed with you.

Power of Home [400 CP]
You derive might from the places you live. Future jumps give you small boons and buffs that are thematically relevant to themselves. More buffs from similar worlds slowly build on each other, but a wider set of buffs from different worlds and universes can make survivability more easy over time.

Guardian [600 CP]
You are a guardian of a realm, a being on par with Jasmine the catgirl goddess, Lescatie the Goddess of Heroism, and Akashi the Monster Lord. You occupy an extremely high rung of power, are immortal, and have abilities related to the history and theme of the world you hail from, such that you can be a super scientist on a sci-fi world, a god on a fantastical world, or an immortal but human ruler of an entire planet. Beings of influence are naturally drawn to you, and you can easily share some bit of your power or influence to make people your lieutenants; loyal agents of yours who seek to stay in your good graces. This also makes you immune to corruption in a place you consider your home, and resistant to it everywhere else, no matter the source of the corruption. Your morality and fate also have effects on the world you occupy and future places you call home, with your sense of morality empowering people with similar moralities and also changing the environment to more strongly suit you.

Archdemon

Corruption [100 CP]
You are an archdemon, the strongest type of evil being common enough to not be unique, singular individuals. Specifically, you're an archdemon of corruption, which means that you are the master and progenitor of a strand of corruption that infects and changes those you have sex with or use your powers on. Such individuals gain the benefits and challenges of *Corrupted Physiology* (and you have the benefits of it as well, while also being able to control when you spread corruption), keyed to you as their lord and master. The more people and things you corrupt the greater power you gain, particularly in the same world where corrupted individuals live. The greater the beings you corrupt the faster and more explosively you gain power. If you gain enough power over a setting, such as by corrupting enough of its people or by corrupting a given world's rulers, you can break rules of reality in said setting.

Lord [200 CP]
You are the master of those you corrupt. Corrupted individuals will naturally worship and serve you. Others with particular personality traits are also taken by your natural charisma and you find it easier than ever to attract people, this is especially true for those who are naturally submissive or who are in search of a master or lord to serve. Additionally, those you corrupt are enhanced in a meaningful and personalized way and other corrupted individuals get a somewhat weaker version of the boons new corrupted people have. You yourself get the boon at full strength.

Artifact Creation [400 CP]
You are especially good at an uncanny skill. You can create artifacts of great power with stunning ease, particularly ones that corrupt their wielders and empower them in a range of ways, such as a wedding band that infuses the wearer with your immortality and also makes a powerful source of corruption. You can, with far greater ease than before, infuse your perks and powers into items without weakening yourself, letting you spread your influence and powers with great ease. This does momentarily wear you out, but not nearly enough to meaningfully weaken you for more than a day, and as you train this you'll be able to overcome even this limitation.

The Power Of Names And Ceremonies [600 CP]
You derive real power from names and ceremonies. When you participate in ceremonies you gain power keyed to that ceremony. The greater the significance of the ceremony the more you gain from it. This is also true of your name. Your name means something, and from here on out you can select names for yourself in future jumps, gaining abilities and buffs related to the names in question. Your name is also well-received by those with similar names and with names with similar origins, granting you increased affinity with them as well as a minor, thematic buff.

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.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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.

Human

A Black Card [100 CP]
This card is… strange. You're not actually sure how much money is on it. Rebeza tells you it's unlimited, and as far as you can tell it actually might be. A part of you wonders if this card is somehow a product of Rebeza corrupting someone famous. Regardless, this card seems to hold unlimited funds. Somehow when you use this card, you seem to catch the eyes of people who are not just impressed by the wealth you have but seem to find YOU more fascinating.

Wedding Gifts [200 CP]
Select six of the wedding gifts. These items are now yours, even if you wouldn't otherwise qualify for them. This can be purchased twice, which would give you all of the gifts.

Wedding Ring [400 CP]
Oh… This is special. This item is Rebeza's Wedding Ring for the Human, which has all of the default powers of the Engagement Ring and the Wedding Ring, as well as two diamonds of your choice. This wedding ring, however, also has a special feature. You can replicate it with a thought, and give it to those you love which will make them your spouses if they accept. Doing so gives them access to the same traits you have from the ring, as well as fully and instantly corrupts them.

Corrupted

Mobile Corruption [100 CP]
This item has been fully corrupted and is able to transfer corruption into other people. How it does that, precisely, is up to you and dependent on the nature of the item. If you have some sort of utensil, then stuff touched by it gets corrupted. If you have a weapon those you use the weapon on become corrupted.

Corrupted Artifact [200 CP]
This is a special object that has been infused with corruption and is enhanced by it. It can be something like armor that protects against the weapons wielded by the uncorrupted, and even shields against their magic.

Corrupted Kingdom [400 CP]
Rebeza has seen fit to make you the monarch of a fully corrupted society. This is a full, decently prosperous country you are the leader of, and every corrupted individual in it is loyal to you, and eager to do as you command.

Angel or Demon

Moral Vestiments [100 CP]
This is a set of robes that morph based on your moral alignment. These clothes make you more attractive and charismatic when they are seen by someone with a moral alignment that corresponds with yours, and make you seem more intimidating and compelling when seen by someone whose moral alignment is in opposition to yours.

Sphere Finder [200 CP]
You have a device attuned to your sphere that naturally points you towards concentrations of your sphere. This helps you naturally connect with people who are susceptible to becoming your followers and can be more easily awed by you.

Slice Of Home [400 CP]
This is a part of Heaven, or Hell, which follows you along your chain. This comes with your own sanctum and serves as an afterlife for those who embody your sphere and/or follow you, as well as ensures that a small number of devils, demons, and/or angels follows you along your chain.

Native

Home [100 CP]
This is a fitting home for your chosen history and backstory. It can be something like a palace if you are a prince, or a cavernous lair if you are a dragon. It updates in future jumps and retains changes you've made when possible and when you'd prefer it.

Retinue [200 CP]
You have a gaggle of loyal followers, lieutenants who obey you and seek to enact your will. These individuals are influential in their home areas, and have powers of their own that are fitting for their origins and backstories. This is a trio of skilled followers who protect and serve you.

Home World [400 CP]
You get to keep the world you hailed from during this jump. You can import this world into future settings, or you can keep it in your warehouse.

Archdemon

Sanctum [100 CP]
You have a sanctum, and dozens of doting harem members who are fully devoted to you. These individuals will have a breadth of powers, origins, and abilities, but are determined to do your will and call the sanctum, a place where you are omnipotent and your power is unquestionable, home.

Throne [200 CP]
This throne lets you command and control places you've conquered. While you sit atop it you can peer over your entire dominion and more easily issue commands, reach out to your followers, and use your powers to morph places you control.

Conquered Planes [400 CP]
Places that you have sufficiently conquered, such that corruption is freely able to break the established rules of reality. These conquered planes follow you along your chain, and places you visit and break in such a way in future jumps also follow you.

Companions

Companions can purchase more companions.

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin for 50cp each or eight for 200cp.

Canon Companion [50]
So you want to take any other existing character from this world. Well, then this option is for you. By paying 50cp you can bring along anyone you can convince to join you on your chain. If someone is an appropriate character with the right backstory they can gain the benefits of their origin's perks, such that Rebeza would get the Archdemon set of perks. Same for items, if it is appropriate.

Scenarios

You can only take the scenario that corresponds to your origin. **All Scenarios reward 200 CP upon completion.**

Spouse Of The Archdemon [Requires: Human Origin]

It's a classic at this point; this is the *Do the CYOA* scenario. In this you are the chosen human, the one Rebeza has chosen as her spouse. You encounter Rebeza days into your stay here, perhaps as few as one day into your stint in this setting. Go through and do the CYOA to get your reward.

Reward
All of the things you chose as part of the CYOA, be it your diamonds for the wedding band, to your wedding gifts gain fiat-backing. Rebeza and her harem, as well as those you corrupt, all follow you in Rebeza's sanctum and their corrupted home planes get pulled in as well. In order to import Rebeza or any specific harem member as a companion you need to abide by the rules of the jump-doc in question, but they can be imported as followers for free. Rebeza gets the perks and items for the Archdemon origin.

Find Your Soulmate [Requires: Archdemon Origin]

Ah, so you want to FIND, not to be FOUND? Understandable. With this you start off in the Sanctum and your mission is simple: find your soulmate and persuade them to marry you. Afterward, they get to do something analogous to the CYOA, but fitted for them and their preferences, before marrying you and embarking on a honeymoon.

Reward
Your soul mate is a new companion who has the human origin perks and items. They can follow you as a follower for free, but if you wish to import them as a companion you still need to pay the proper costs. Alternatively, if you wish your soulmate is instead an angel, demon, or even a native, and thus gets their perks and items.

Alt-Start [Requires: NOT Archdemon or Human]
This scenario tasks you with finding Rebeza and seducing her as someone other than *the human*. Thankfully you can toggle whether or not *the human* exists. This scenario is complete when you wed Rebeza. The moment you and Rebeza become engaged you get to do your own version of the CYOA, fitted to your specific origin.

Reward
This allows you to wed Rebeza as something other than a human. The reward is thus the same as that one, but with whatever revisions necessary to account for your non-Earth, potentially non-human backstory.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Archdemon of Corruption universe you're about to enter.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. This can be purchased up to three times for points, and can be purchased more but after the third time won't grant you more points.

Stereotypes [+100]
How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a

novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Corruption Police [+200]
People are a lot more wary of corruption now. Not… that it really matters, corruption seems rock solid and those who fall to its influence are pretty solidly yours, but this will make things a bit tricker in the beginning.

Propaganda [+200]
People on both sides of the moral divide are extremely interested in you. Expect people from both Heaven and Hell to try and recruit you. They may well be forceful in their attempts too.

Corruption Resistant [+400]
It seems that a being's ability to resist corruption scales with their own power. A LOT of beings are able to resist corruption, and it takes cleverness to overcome this resistance. If someone willingly, knowingly accepts corruption, for example, they are fully yours.

Shifting Alliances [+400]
The morphic nature of alignment now seems like a bit of a problem. Prominent angels and demons swap alignments all the time now! One month an angel will seem like a steadfast bastion of goodness, and the next it'll be a scheming and protean archdemon.

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Obsession [+600]
Rebeza's rival; Azalea, and one of her former colleagues Thania are both gunning for you now. Azalea seeks to corrupt you and brand you as hers, to spite Rebeza, and Thania seeks to kill you. Both are dangerous and foes, though you can overcome this with enough corruption. It would be heroically difficult to do so.

Hot War [+600]
The conflict between Heaven and Hell has begun to heat up. With this drawback multiple parties in Heaven and Hell are causing the conflict to worsen, and are deliberately determined to cause chaos and instability. They see you as a wildcard and seek to recruit you, destroy you, or permanently remove you from the equation if destroying you and recruiting are both not options.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0 (11/01/2024)
Jump creation & publication