# Majuu Purification Girl Utea Jumpchain

Ver. 1.0



Welcome back to Earth, traveler. For the next stop on your journey you'll be visiting the magical world of *Majuu Purification Girl Utea*, a hentai magical girl manga series by Suzuhane Suzu. This world is much like the modern one that you know except that many other worlds, *magical* worlds, lurk just out of sight in other dimensions. In one of those worlds a magical kingdom battles demonic creatures called injuu and has nearly succeeded in destroying them. But despite being demons of pure lust the injuu are clever, and have slipped away into parallel worlds like Earth, hoping to conquer them, convert them into seedbeds for their armies of lust, and then return to exact their depraved revenge on the kingdom of magic.

On Earth, two teenage girls have been recruited to become the magical girls Utea Charm and Utea Grace and battle the injuu with help from Clio, one of many magical creatures sent to help other worlds repel the injuu invasions. Towamizu Karen and Tomonoe Mizuki show great promise as magical girls, but what they don't know is that the Clio they know is actually an imposter, an injuu in disguise, and the young heroines are being led into a diabolical trap designed to transform them into the future concubines of the injuu king. If nothing is done both girls will fall for this trap and be corrupted into dark magical girls, and within a year human civilization on Earth will be brought to the brink of total destruction by their injuu masters.

Do what you will with this information, whether you plan to save the world or conquer it for yourself. Either way, you'll be here for ten years. Take this **+1000 CP** to get you started.

## Origins

Both origins can be taken as a drop-in option.

**Magical Girl**

Warriors of love and justice, the magical girls of this world are granted incredible power thanks to seeds of pure magical power called utea, from which they take their name. However some of these precious seeds have fallen into the hands of the injuu and become tainted by darkness, and magical girls impregnated by these seeds are unknowingly being groomed by their injuu “partners” into servants of evil and concubines of the injuu king. Whether you’re a traditional Utea or a corrupted dark magical girl is entirely up to you but the powers of both pure and corrupted magical girls will be at your fingertips regardless.

**Monster**

The injuu are monsters from the world of magic who cross over into this world and cause havoc in hope of turning this world into a nursery for their offspring. Injuu come in many forms, from monstrous beasts of all shapes and sizes to infiltrators who take on tiny and innocent-looking fairy forms to humanoid demons like the injuu king. You’re one of these wicked tentacle monsters, though you’re far more intelligent than most others of your kind, more akin to “Clio” or the injuu king than the mindless beasts that most Utea would be familiar with. Your powers are far more carnal in nature than the magical heroines who oppose you but just as dangerous in their own ways.

## Age & Gender

Magical girls can be any age older than 10 years old but must be female. Monsters can be any age but must be male. You can change gender to match your origin’s requirement for no cost.

## Discount Rules

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

## Perks
### General

**For Love and Justice! (Free, Restricted to Magical Girl)**
Every magical girl is gifted an Utea, a seed of magical power which grants them the power to battle evil by turning their feelings into strength. Even those Utea which have been tainted by the injuu retain this power to some extent, allowing both magical and dark magical girls to battle powerful enemies which no ordinary human could hope to stand against. Whether you were chosen by an injuu imposter or a genuine magical familiar, you've become one of the Utea and gained this spark of magical power for yourself. You can call upon your powers with a short magical incantation and a transformation sequence, turning into a powerful magical warrior who can leap small buildings in a single bound, flip cars one-handed, and shrug off blows as powerful as a speeding car. You also have an assortment of magical spells which you can call upon by an effort of will, particularly healing and purification spells which are extremely effective against creatures like demons and other kinds of evil magical beings. With time and training these magical powers will grow even stronger, and you may one day be able to do battle with demons that threaten entire worlds.

**Demon of Lust (Free, Restricted to Monster)**
The injuu are wicked creatures of lust and corruption, wreaking havoc among the worlds in their thirst for conquest. Much like the heroines who must defeat them, they too have magical powers, though theirs are meant for bolstering or transforming their bodies into wicked and lustful forms, with much of their external magics being focused on drowning their foes in pleasure and making them easier to mold to their desires. Whether you have the form of a common bestial injuu or one of the rarer humanoid types, you now share in these magical abilities. Your body is strengthened by magical power to roughly the same extent as one of the Utea, and to non-magical foes you're impervious to almost anything short of a direct artillery strike. Your desires help to shape your physical form and allow you to shapeshift to satisfy them, from sprouting tentacles, to gaining poison sacs loaded with aphrodisiac toxins, to growing large enough to swallow your enemies whole and trap them in a hell of pleasure within yourself. Your body also recovers quickly, vigor and stamina returning mere moments after they're spent, allowing you to fight or fuck for hours and hours. These powers grow as your body does, allowing you to develop new powers from your magic expressed through your flesh and dark spirit to affect even the most powerful heroines and enslave them to your will.

## Magical Girl

**Heart of Justice (100 CP)**
Being a magical girl doesn't require special skills or powers, just a strong heart and a will to stand up and do the right thing, and if you chose to become a magical girl then you're sure to have both of those things. Life may not be as black and white as the cartoons make it seem but you'd never know it from how easily you navigate difficult situations simply by trusting your heart to point you in the right direction. You have a strong moral compass which helps to keep you on the straight and narrow, like a helpful angel sitting on your shoulder. Even when you find yourself in murky and morally-confusing situations you can always be counted on to know what the right thing to do is, and you'll never find yourself on the wrong side of justice unless you deliberately put yourself there for some reason.

**Monster Baiter (100 CP)**
The most vital duty of any magical girl is to be a shield of righteousness and protect the innocent, even at the cost of her own safety if necessary, and that's a duty you're well-equipped to fulfill. With a challenging shout or a well-timed distraction you can immediately grab the attention of your foes and get them to lock on to you, prioritizing your destruction or defilement over that of any other potential victims they may have at their mercy. Fleeing civilians will be ignored and any injured or defeated allies left alone until they finish their business with you, but once you've drawn a monster's attention it won't be easy to lose it again until you've either defeated or been defeated by them. If the worst should happen and you're defeated by your enemies you can opt to keep their attention locked on you even in a helpless state: although this attention will inevitably be of a depraved and lustful sort, it does guarantee that your foes will be far more interested in capturing rather than killing you if at all possible.

**Perfect Vessel (100 CP)**
The magical girls chosen for the Utea Plan have no need for pure hearts or strong wills, just lovely bodies and fertile wombs worthy to become mothers of the injuu and brides of their king. You're an exceptionally lovely example of the female body, one that's perfectly suited to breeding with all manner of creatures, so it's no wonder the injuu would want you for themselves. Whether you're blessed with voluptuous womanly curves, the sleek and athletic body of a tomboy, or the angelic cuteness of an innocent young girl, every inch of you is as perfect as if you were sculpted by an artist to be a vision of beauty. Marring that beauty is nearly impossible: you've never had a bad hair day in your life, overeating merely seems to give you extra curves in all the right places, and ordeals like battle or pregnancy never leave lasting marks on your body. Most of all, your body is supremely sensitive and receptive to pleasure, capable of stretching and shifting to accommodate inhuman lovers and bearing strong children without any risk to your health or that of the child, no matter how alien or demonic it might be. A perfect vessel to receive an injuu's lust.

**Master of the Marital Arts (100 CP)**
Few Utea are masterful lovers when first chosen to become concubines of the injuu, but invariably they all learn to please their new masters in very short order. Whether through experience or natural talent you've mastered the art of lovemaking and can bring exquisite pleasures to men, women, and tentacle monsters alike with equal expertise using mundane skill alone. Moreover your skills also apply to the use of magical powers for erotic purposes: magic is shaped by desire and willpower after all, and your lewd desires have an especially powerful impact on your spells. You could easily repurpose a healing spell to reinvigorate an exhausted lover, tweak a fireball in the middle of casting it to burn a person's clothing to ash while leaving them totally unharmed, or bend elemental magics into all sorts of uses: tentacles made of water, restraints forged straight from the earth, a whisper of wind to give the lightest teasing touches, and the list goes on. With a sufficiently lewd imagination there's no telling what sorts of spells you can come up with.

**Sensitive Soul (200 CP)**
The injuu are clever and skilled at hiding, so magical girls must become hunters of evil to protect innocent people from their wicked ways. To this end, some Utea have developed a sixth sense for magic and other supernatural powers, part empathy and part magical radar, which allows them to hunt demons and sense when innocent people are in danger. Even compared to other magical girls you have razor-sharp magical senses and can detect the presence of evil creatures and the malice left by their activities across an area the size of a small city. While you can sense many other things within this region, like other magical girls, you're sensitive to dark forces even if you're not actively looking for them, and unless they go to extreme lengths to hide themselves you'll immediately be able to sense their presence if one appears nearby.

**Pure as the Driven Snow (200 CP)**
Magical girls are avatars of all that is good and wholesome in the world and their magic reflects that purity back upon their bodies, cleansing them of both magical and mundane impurities. So when your girlfriend tells you there's not a single dirty place on your body she's not just buttering you up: your magic passively purifies your body of unwanted sweat, grime, and other unwanted nastiness like disease, poison, magical corruption, aphrodisiacs, and other unnatural debuffs. Very large amounts of corruption might take a while to completely filter out of your system but if you can keep from becoming corrupted again you'll eventually return to being a pure maiden both physically and spiritually. When completely uncorrupted you can even count as a virgin for all magical purposes, no matter how much sexual experience you may actually have. Just about the only thing you can't shed is corruption willingly taken into yourself: for example, if you were tricked into becoming a magical girl using a magical artifact tainted by demon jizz then you're fresh out of luck without some other way to cleanse yourself.

**Touch of Darkness (200 CP)**
Corrupted Utea command darkness and corruption just as competently as they once wielded healing and purification magic and they delight in using their tainted gifts to drag others down into depravity with them. Most injuu spawn new demons by forcing women to give birth to them, but you're able to corrupt men and women alike: first rousing their desires through sex or temptation, and then utilizing them as the catalyst for an unholy tantric ritual that transforms your partner into a sex demon, unquestioningly loyal and bound to your soul. The more powerful your partner the more powerful the demon they become, but anyone with a great deal of lust or pent-up desire makes a magnificent injuu even if they have no magic whatsoever, and as your power grows you can make even stronger demons out of ordinary humans, to say nothing of magical girls or any other powerful individuals. A strong will can resist your power but only having no sexual desire whatsoever can grant total immunity to it.

**Sin and Temptation (200 CP)**
Having transformed into an injuu, a corrupted Utea becomes intimately familiar with lust and desires, both her own and those of other people. This makes her the ideal temptress, a seductive agent of evil who can sink her claws into her enemies without ever casting a single spell. You're a wicked witch whose power to corrupt even affects your words and body language, and even those who can resist your magic might still fall prey to your silver tongue and sinful body. Beyond this masterful skill at seduction, your ability extends even into the supernatural: just by looking at someone, human or monster, you can tell what makes them hot or leaves them cold, their deepest and darkest desires as exposed as an open book before your eyes. You can then masterfully tailor your seduction to your target, exploiting the tiniest crack in their resistance to lead them into temptation and sin. Should they fail to resist these mundane temptations, even the most powerful magical defenses will crumble, leaving your victims naked and exposed to your spellwork.

**An Abundance of Lilies (400 CP)**
It's something of an open secret that magical girls are rarely 100% heterosexual, and even with all the sex monsters running around the Utea are no exception. Maybe the seeds have a selection bias or maybe it's just something about the power of love and friendship but you're what some would call yuri bait, a magnet for affection from the female gender. You conquer personality conflicts and easily forge lasting friendships with girls of all types, and it wouldn't take much for you to become the center of a very affectionate harem. These bonds also work to your advantage in battle, and having a close relationship with your teammates allows you to multiply your powers when you work together. With you leading them a team of new friends can easily pull off combo attacks requiring extremely precise timing and perfect coordination, but a team of lovers can do all that and more, even fusing their spells together into awesomely powerful combination attacks many times stronger than the sum of their parts.

**Purification Girl (400 CP)**
An Utea's duty is to purify magical creatures whose hearts have been corrupted by evil, taking their souls into their body and cleansing them. While all magical girls are capable of this, some take to it more readily than others, such as Karen, and through fulfilling their sacred duty their power grows in leaps and bounds. When you purify wicked creatures using your Utea powers your soul grows more closely connected to the root of those powers, allowing you to call on more and more magical energy. For every monster slain and demon purified you grow stronger as if you'd done several weeks of intensive training, gaining both power and skill with your magic, which manifests as sudden revelations or flashes of insight which can lead you to conjure completely new spells or techniques out of thin air. The only limit to this is the strength of your foes: if they're too weak to pose any real threat to you then eventually you'll reach a point of diminishing returns as your soul grows too powerful for them to add any meaningful strength to it.

**Poisonous Friendship (400 CP)**
The very bonds that make help the Utea a force to be reckoned with can also become chains that shackle them to each other, and when one magical girl falls to darkness she might very well drag her friends down with her if they don't save her quickly. But for a dark magical girl this is quite ideal: who better than friends and loved ones to receive her dark gifts? Your relationships are the ideal vectors for spreading corruption to other people, allowing you to bypass resistances and immunities that might normally stop such magics by exploiting what they feel for you, even those for whom your friendship was an act all along. Even once you reveal your true nature those who fell for the act will still struggle to fight their so-called friend, pulling their punches and trying to capture and redeem you rather than dealing with you like any other opponent. Even if they do capture and purify you, you can choose to use the experience of hiding your corruption to husband a tiny ember of darkness deep in your womb ready to be stoked into a raging bonfire once more.

**Topple the King (400 CP)**
The injuu aren't satisfied with only corrupting magical girls. They want all of humanity to bow before them, but there's no need to corrupt every last human when you can topple entire kingdoms by corrupting those who lead them. Your influence is contagious, traveling through systems of power or politics with incredible speed and efficacy. By turning leaders into demons or otherwise bringing them under your sway you'll not only gain powerful allies in high places who can abuse their power on your behalf, but their underlings will quickly begin to fall one after another with no further effort on your part. Corrupt the principal and soon the whole school will belong to you. Subjugate the mayor and city hall will be… well, just as corrupt as before, but also much lewder! And if you were a normal magical girl, well, perhaps you could use this influence to spread purification and take down an entire evil empire at once by defeating the demon king.

**Spiral of Purification (600 CP)**
The corrupted Utea were made to be sex slaves of the demon king but even in chains they still completed their sacred duty, purifying the king's new body even as they gave birth to it. What better proof could there be that good always (eventually) triumphs over evil? Just as Charm and Grace held on to their purification magic even after being corrupted, you're able to absorb darkness and corruption without limit without ever becoming permanently tainted by it. Whether inflicted on you by force or absorbed willingly from innocent victims (which you can do at will with a touch) taking darkness and corruption into yourself simply adds to your power rather than tainting your mind and soul. Your magic might begin to seem more erotic and your magical girl transformation might transform into something resembling lingerie, but at heart you'll remain 100% yourself even as you begin commanding the very powers that ought to be enslaving you. You can even convincingly pass yourself off as being genuinely corrupted, perhaps helping you deceive the forces of evil and gain their confidence long enough to strike a fatal blow against their leadership.

**Queen of Hearts (600 CP)**
Even the most powerful magical girls may falter if they stand alone against the darkness, but the Utea are at their strongest when they all stand together and their hearts beat as one, both figuratively and literally. Just as Charm and Grace combine their powers to become Queen Utea, you're able to fuse together with your allies and become a single composite being of extraordinary power. On top of multiplying your power twice over for each participant in the fusion, this fused being has the powers and skills of every participant in the fusion manifested at their highest possible level, including teamwork benefits such as those granted by **An Abundance of Lilies.** While you need especially close bonds with your partners to fuse with them, equivalent to lovers or the closest of friends, you can combine with as many others as you wish. Such an intimate connection does have side effects however, such as boosting the fused body's sense of pleasure several times over, so take care that your enemies don't find a way to turn the tables on you.

**World End Queen (600 CP)**
The grand finale of the Utea Plan draws near when Charm and Grace reach the very height of their power as dark magical girls. Whether through natural talent or long and arduous sexual training, you've gained a body and soul perfectly attuned for tantric magic, and your affinity for them can only be called *apocalyptic*. You're the tantric equivalent of a nuclear reactor, generating huge amounts of magical energy through sex and having a bottomless capacity for storing that power until you're ready to unleash it. With such powers you could cast spells on entire cities by yourself, but just as sex is always better with a partner or two your powers grow even greater when joined with a lover, allowing you to combine your powers and for them to draw on you like a battery to fuel their spells and gaining even greater power from your reserves than you would by yourself. With a powerful lover and the right circumstances you could become the key ingredient in a ritual as vast as the demon king's instrumentality spell that turned all of humanity into injuu.

**Mother of Darkness (600 CP)**
The Utea might be broodmares to the injuu but that doesn't mean they lack power or influence over them. They're still mothers after all, and what sort of mother can't raise her children properly? Even if they have bestial or inhuman natures you have a great deal of influence over your offspring. Even the most demonic creatures you birth pay great heed to your opinions and sensibilities. Although they won't completely deny their natures, they'll try to channel it in a way you would approve of. Moreover, upon birth, you can choose to have your new offspring harbor great lust for you and the prospect of having sex with you will motivate them greatly, making them much more capable at whatever tasks you set them than they really should be if you reward them sexually. Should you go back on your promise, though, they might just try to take it by force. They're your children, not your slaves. Lastly, the children of such an excellent broodmare as you are always prime specimens of their kind, far better in every way than those borne by inferior mothers.

## Monster

**Universal Desire (100 CP)**
All creatures long for pleasure and the injuu are masters of exploiting that universal desire, using pleasure like a skeleton key to unlock the hearts of their victims. You're a master of sexual dominance whose skills are as potent a weapon as any spell or blade. When you get your hands on your victims your touch elicits a sublime pleasure that no ordinary human's efforts could possibly match, potent enough to strip away the strength of your enemies bit by bit as you push them toward orgasm, and if you force them to cum even the most powerful enemies can't avoid losing a large portion of their strength. Their hearts may resist but their bodies are far more honest, and it's quite difficult for anyone to cast spells or throw punches when their bodies reflexively fuck you back on pure instinct, mindlessly reciprocating and forcing your prey to be active participants in their own ravishing. By the time you're finished your conquests will be as thoroughly defeated and powerless to resist as if you'd beaten them into submission the traditional way.

**Hide Your Nature (100 CP)**
The injuu are frighteningly good at hiding themselves, sometimes even living right under the noses of their unsuspecting victims until they emerge from hiding to sate their lusts. Their shapeshifting powers let them assume innocuous forms like small children and innocent fairies, but it's their ability to *sell* those disguises that makes them so hard to root out. Like many other injuu you're able to hide your true nature behind an innocent mask, disguising wicked thoughts behind a perfect poker face and suppressing your powers until nothing about you seems unusual to supernatural senses, though using your powers while staying hidden is much more difficult. So convincing is this innocent facade that it's difficult to imagine there may be more to you than meets the eye unless you either deliberately reveal your true nature or utterly blow your cover beyond any hope of recovery, allowing you to get away with perverted or otherwise suspicious behavior without immediately giving away the ruse so long as you're not *incredibly* careless.

**Little White Rat (100 CP)**
Most injuu are mindless beasts but some are as intelligent and crafty as any human, like the imposter Clio who duped Karen and Mizuki into becoming his unwitting pawns. You're an outrageously manipulative liar when you choose to be, spinning webs of deceit as naturally as you breathe with a perfect poker face that betrays no hint of your deceit. You can easily fabricate a false identity and spew bullshit by the bucketload while keeping all your fanciful stories straight in your head so you'll never carelessly give yourself away by forgetting your own stories. Moreover, the more that a person buys into your bullshit the more trusting and vulnerable they become, allowing you to lead them further astray. You might introduce yourself to a pair of young magical girls as a new friend and gain their trust, and within a week or two they'll be so wrapped up in your lies that if you tell them the only way to beat a sex monster is to have sex with it they'll simply take it at face value instead of trying to purify the beast like they would for any other monster.

**To the Victor Go the Spoils (100 CP)**
As creatures of pure lust the injuu desire nothing more than to bring the world to its knees and conquer all who would refuse their depraved desires. Conquest and domination come to you as naturally as breathing and you can easily subjugate all who submit or fall before you, from ordinary humans and magical girls to the queen of magic herself. The more that a person submits to you (by obeying your orders, being beaten in combat, or being ravished into submission) the more natural it becomes as you imprint the pleasures of submission into their bodies and souls. Former enemies and vanquished lovers will soon learn to love you whether they want to or not, their traitorous bodies refusing to fight you at their full strength (or fight you at all once they're fully conquered) and their hearts and minds succumbing to the pleasures of being yours. It may take time to subdue heroines with especially strong wills but given time even those who once hated you with all their hearts can be mindbroken into loyal and enthusiastic sex slaves.

**Sexual Predator (200 CP)**
The injuu may not be great warriors but they're still dangerous enough that magical girls are the only ones who can reliably deal with them in battle. You're a natural apex predator with all the skill and cunning of a beast on the prowl. Fighting comes to you as instinctively as fucking, in fact they're almost the same thing to you, and your skill at one translates easily into the other. As your sexual prowess grows you'll find your strength, reflexes, fortitude, and raw combat skill growing along with it, making you much more dangerous both in bed and on the battlefield. Your stealth and ambush tactics are especially fearsome and when you get the drop on someone your first attack is always a guaranteed critical success which punches straight through your prey's defenses. You might not be able to one-shot a magical girl if she's too strong for you, but you can definitely tag her with a big dose of aphrodisiac poison or pin her with a surprise tentacle hug.

**Semen Demon (200 CP)**
Thanks to their spiritual bodies injuu can come in every imaginable shape and size and their fluids are just another extension of their ability to transform according to their depraved desires. Like a venomous snake your body can produce magical drugs and chemicals with a range of effects that you can freely customize according to your needs. One moment you might be spraying an acid mist which melts clothing but leaves flesh untouched, the next you could be producing super-strong web fluid for laying traps and tying up your victims like some kind of demonic spider person, and the next you'll be pumping your prey full of powerful aphrodisiacs to send them into heat or make their breasts grow ripe and full of milk. You need only desire an effect and your body will produce a drug or chemical that meets your needs, and everything you create is free of harmful side-effects unless you specifically desire otherwise so you need never worry about your victims having some sort of unexpected reaction to being drugged up to their eyeballs.

**Sever the Strings (200 CP)**
Destined encounters, fated lovers… doesn't it make you *sick* that magical girls get things handed to them so easily? Well I have good news for you: your otherworldly nature grants you the power to fuck with fate. In each world you visit you seem destined to meet the people you desire most, easily brushing aside any rivals who'd interfere with you. You don't even need to kill the magical girl's fairy partner or destined lover to keep them from meeting each other because stuff will just *happen* coincidentally and make them pass each other by, like ships in the night. In the meantime you can easily slide right into the empty space that person would normally occupy. Instead she'll run into you and she'll keep running into you over and over again because you're the one she's destined for now. Destined for what exactly? That's for you to decide.

**Carnal Dynamo (200 CP)**
To an injuu the urge to mate is matched in importance only by the need to eat and sleep. How convenient for these monsters that they can do all three at once. You're empowered as much by sexual activity as by food and sleep to the point where having sex restores your health and magical energy, leaving you feeling refreshed and energized even after hours of sating yourself. Food and sleep are unnecessary for you and your mates, as any excess energy you produce can be fed to them using your bodily fluids. Not only does this prevent you from ever suffering a humiliating death by sex, even against monsters that drain life force this way, but you also recover from injuries and disease very quickly. Minor wounds heal almost overnight and serious ones in just a few days unless you're starved of attention while recovering, and if you were so inclined you could just find a mate and live out the rest of your lives having sex forever just as many injuu intend to do once they've finished subjugating the world.

**Demon King's Radiance (400 CP)**
Just being in an injuu's presence can bring people to their knees with lust, overwhelming them with desire that their bodies can't help but reciprocate. Your desires are so powerful that they grant you a potent form of spiritual pressure, an aura of dominance which overwhelms and paralyzes others with extreme arousal. It doesn't matter how badly a magical girl wants to fight you if her traitorous body is too busy masturbating or servicing you, moving instinctively to sate itself rather than doing anything else. This "spiritual pressure" is a product of your magical power and while those with powers of their own can resist it, unless your foes are near-equal to you in strength it will always hinder them by forcing them to constantly fight against their own bodies and instincts simply to avoid falling to their knees and submitting to you in the middle of battle.

**The Shape of Desire (400 CP)**
Injuu have no use for human technology but that doesn't mean they're incapable of building things should the need ever arise. Your shapeshifting prowess has reached the level where you can forge objects out of your own flesh and magical energy. From simple tentacle ropes to bind your victims while you ravish them to a vast fortress of flesh and bone to house your armies and your harem of slaves, you can craft anything you can imagine through flesh sculpting and magical power, though the larger and more complicated your creations are the more strenuous they are to build. A creation as simple as tentacle ropes would be totally effortless and instantaneous even for a very weak injuu, but for a mighty demon king even an entire castle could be created almost out of thin air. Further, these organic creations are still your flesh and blood and respond to your will as if they were still part of your body, though once given a defined form and structure they can no longer change shape *quite* as freely outside of their designed roles.

**Father of Monsters (400 CP)**
Injuu reproduce using the females of other species to bear their young, something that normally wouldn't be possible, but their supernatural fertility makes compatibility a non-issue. You have perfect control over your body's fecundity and can impregnate any partners who are sexually compatible with you regardless of species or similar concerns. The mere intention to reproduce will make your seed compatible with your mates, and the resulting pregnancies will be swift and easy, posing no threat to the health of the mothers. More importantly, the mindbreaking pleasure that accompanies those births is a life-changing experience that can shatter even the most robust mental defenses and transform reluctant mothers into enthusiastic breeders addicted to the pleasures of motherhood. Even if a magical girl could resist every other effort to subjugate her, becoming the mother of your children will destroy her ability to resist you and your powers, laying her utterly bare and vulnerable to any corruption and transformation you might wish to inflict on her.

**Architect of the Utea Plan (400 CP)**
The injuu have battled the magical girls many times before but never succeeded until the king created the Utea Plan and turned his greatest enemies into his most powerful slaves. You're a diabolical mastermind when it comes to manipulating and predicting your enemies, especially those who've been tainted by your corruption to some extent. You're exceptionally crafty, able to spin multilayered wheels-within-wheels plots with such ease that you could almost do it in your sleep. Of course even great schemes are only as useful as the intelligence that goes into them, but that's where your unique gift comes in: the more that a person has been touched by your power the easier it becomes to predict their actions, as if you retained a special connection to them through your corruption. As you sink your claws into a person you'll gradually come to know them as intimately as you know your ownself, until eventually you can predict their every move with 100% accuracy, never mind all the other intimate secrets you'll learn about them along the way.

**King of All Desires (600 CP)**
The injuu may be simple beasts but they have a king all the same, and when the demon king commands it the injuu obey even when it means their deaths. You are the demon king and you hold immense power and influence over demons of all types and temperaments. While you hold no special power over normal people, demons are instinctively loyal to you and those who've been touched by demonic magics will fall under your sway more and more as their corruption grows until they can no longer defy your commands. Any who fall under your sway gradually change in body and mind to match your desires, their corruption transforming them in ways you find pleasing or useful. You could easily assert dominance over a pack of bloodthirsty demonic beasts and within days reshape them into amorous monstergirl concubines fit to fill the ranks of your harem or disposable rape monsters to hurl at your foes.

**Patriarch of the Injuu (600 CP)**
In the beginning the king was the only injuu, but thanks to his prolific breeding the demons have become a force that threatens many worlds. You have the supernatural virility to be the patriarch of an entire race, having enormous power over your offspring. While you're still capable of having normal children, a simple investment of power into your seed makes them so much more, allowing you to sculpt them to your liking. You can freely control the child's race, appearance, and nascent personality, as well as bestow any power you possess on them, or even reduce them to mere extensions of your will instead of independent beings. Once per jump you can invest every drop of power you possess into one of these newborns, reincarnating yourself into a new child body and inheriting all of the powers that the child's mother possessed as well as retaining all of your own powers. Unlike the injuu king, this process can't be used to harm you in any way, such as a magical girl trying to purify your soul during her pregnancy.

**Master of Magic (600 CP)**
The Utea may be quite powerful but compared to the demon king's magical skills they're merely children playing with powers they barely understand. You're a skilled and powerful sorcerer who has mastered the magical power that sings in your blood and churns in your loins. You have a vast arsenal of magical spells at your command, from basic elemental spells to complex rituals, though your best spells are those fueled by your libido. Any spell that you know can be cast as a tantric ritual, which adds your sexual skills to your magical skills and allows you to tap into your partner's magical powers to power the spell at the small cost of needing you to bring yourself and your partner to at least one orgasm. You've also mastered the not-so subtle art of exploiting the desires of your victims: the more a person desires you the greater the hold your magic has over her, and the less effective her defenses against your magic become.

**Incubator (600 CP)**
The Utea are much like uncut gemstones: beautiful, but in need of polish before they can become proper slaves for their future masters. You have a rare gift for teaching and would be a perfect mentor if only you weren't corrupting your students. You have an eye for special or hidden talents, like young girls who have untapped magical potential and would make powerful magical girls, and your world-class teaching talents allow you to take your students all the way to the peaks of their potential. Of course the more you train up your young proteges the easier it becomes to manipulate and corrupt them as they eagerly drink in every lesson you teach them, even the ones that are actually just giving them hidden weaknesses that only you can exploit. You could easily make your students hyper-sensitive to certain kinds of pleasure, make them incapable of cumming without your touch, force their bodies to have lewd growth spurts, or simply awaken them to a litany of new fetishes.

## Items

### Magical Girl

**Transformation Device (100 CP)**
An essential item for every magical girl, the Utea use small magic wands as their transformation devices. These wands are physical manifestations of a magical girl's magical powers and can be summoned and dismissed freely whenever their owners have need of them. As is typical for magical girl transformations being transformed cloaks you in a field of disguise magic to hide your secret identity from your enemies, and the wand itself transforms into a magical weapon similar to Grace's scythe and Charm's laser blade. This weapon is highly responsive to your magic and with a thought can prevent your spells from harming bystanders or force them to deal strictly non-lethal damage, such as if you need to knock out an innocent who's become a victim of demonic possession.

**Comfort Food (100 CP)**
Love and justice is all well and good, but being a magical girl can be a pretty stressful career choice even at the best of times, and you could easily be forgiven for needing a little pick-me-up every now and then. You have a fridge full of the most delicious food you can imagine, the perfect thing to come home to after a long day of fighting evil. Karen and Mizuki seem to prefer cake and sweets, but you can have whatever you find most appealing: big juicy steaks, the freshest fruit, pints upon pints of ice cream, and much more. Feel free to indulge as much as you like: the calories just seem to go straight to your curves or vanish into thin air no matter how much you chow down, leaving only the satisfaction of a great meal and not a single trace of whatever stress, anxiety, or other bad vibes that might otherwise have been haunting you.

**"Magic Wand" (200 CP)**
Unless you really like the idea of letting a tentacle monster have their way with you, fighting injuu will be a deeply *frustrating* experience, what with all the lust magic and aphrodisiacs always getting thrown around. Magical girls who aren't interested in getting the full corruption experience might appreciate the aid of this little toy, a magic wand that lets an Utea mimic the powers of tentacle monsters using her own magics, all the better for taking the edge off with a healthy dose of self-care. Masturbating with this toy will help purge corruption and aphrodisiacs from your body with every orgasm you coax out of yourself or a willing lover. However it can also *strengthen* corruption if used on unwilling partners, and dark magical girls can ignore the purification effects and enjoy the benefits as much as they want without reducing their own corruption.

**Magical Barrier (200 CP)**
When humans want to have sex in private they go to a love hotel. When Utea want to do the same thing they generate magical barriers that keep out anyone who might interfere with their fun, though pure Utea care much more about how well these barriers protect against collateral damage and civilian casualties. This magical barrier is a side-effect of Charm and Grace using purification magic on injuu, trapping them in a space they can't leave without having sex with the vanquished demon, but in your hands this barrier is far more useful and lacks that particular drawback. You can deploy this space at will, shunting yourself and nearby enemies and allies into a pocket dimension where you can throw down to your heart's content without endangering innocents. You can even shape the area within the barrier into special environments to give yourself a tactical terrain advantage or just make a special space to act out a particular fantasy. You can collapse this space and return to the real world at will, but if your enemies want to escape once you've captured them they'll have to defeat you first.

**Casablanca Academy (400 CP)**
Prior to the injuu taking over, Casablanca Academy was an elite girl's school home to an unusually large number of magical girls: both of our heroines, Charm and Grace, and their two juniors, Chilly and Citrus. There's something special about this academy: specifically, it's a magnet for young ladies with enormous magical potential, drawing them in from across the country and gathering them all together in one place. This makes it an ideal recruiting and training ground for magical girls, both pure-hearted young heroines and lewd degenerates waiting to be unleashed on the world, although the entire student body is at least a little bit lewd, being both highly attractive and sexually-curious enough in both genders. Curiously enough, although the school itself is completely ordinary and certainly doesn't teach magic, attending classes like a normal student has the benefit of making your magical powers grow very quickly, as if you were actually spending your school days in intensive magical training instead of taking English classes and whatnot.

**Power Purifier (400 CP)**
The Utea have no real answer to the Injuu King's plot to corrupt the source of their powers and turn them evil but surely they could've come up with something if they'd learned about it before it was too late, right? This sacred shrine is a nexus of the Utea's purification powers, a place of great spiritual strength for them. The forces of evil cannot enter the grounds without being substantially weakened, making it into a magical fortress where a magical girl's safety is all but assured so long as she remains there. The ambient magic also purifies anything brought into the sacred grounds, slowly at first if no special action is taken, but such things as cursed items or tainted relics can be purged of their corruption with the help of an Utea's magic. Even the tainted seed of an Utea corrupted by the Injuu could be purified and returned to normal so long as she remains there long enough for the magic to do its holy work.

**Magical Kingdom (600 CP)**
Far away in a distant land lies the kingdom of magic, homeworld of the fairies and the source of the Utea. This isn't the same world as that one but it's similar, a small kingdom hidden away in a pocket dimension, one rich in magical resources and populated by all sorts of fantastic creatures. Whether you stand for love and justice, lewdness and lechery, yuri supremacy, or something else entirely, you're the monarch of this magical realm and your subjects love you unconditionally. Whether you want them fight a vast cosmic war against an army of demons or just share your bed they're with you all the way, and while they may not be as strong as an army of magical girls they *are* strong enough to stalemate an army of demons.

**Pure Seed (600 CP)**
The ultimate source of a magical girl's power, this pure Utea seed is a priceless treasure that allows you to empower promising heroines with magical powers and the potential to become powerful magical girls. By expending and condensing your magical power you can produce seeds of raw magical potential which can be gifted to others, granting them a magical girl's power. What form their new magic takes will depend on their strengths, personality, and moral character: pure-hearted young girls make excellent heroines but those with dark personalities or lustful attitudes become dark magical girls, erotic warriors of darkness like Charm and Grace in their corrupted forms (though without any chains to bind them to a particular master). Moreover these pure seeds allow you to empower these young heroines even further by sharing your own strength with them: when creating new seeds or empowering a magical girl, you can opt to transfer one or more of your perks at the cost of permanently losing them, or donate a portion of your own magical power at the cost of having to train up that power to restore it to its former level.

## Monster

**Distilled Corruption (100 CP)**
Demons are fond of using drugs and aphrodisiacs to warm up their victims before enjoying them but that's not quite what this substance is. A vial of distilled dark magic in liquid form, this poison isn't meant for use on people but on objects, although it can certainly be utilized as an aphrodisiac if nothing else is available. If used on non-magical objects it transforms them into lewd parodies of their previous forms, making them radiate dark magic that slowly corrupts anybody nearby, but its true potential is only unleashed when used on magical objects. In much the same way that the injuu corrupted Charm and Grace's powers by bathing their Utea seeds in demon spunk, dousing magical objects in this liquid lust allows you to corrupt even the holiest of magical relics, twisting not only their physical form but also any magical powers they have into a more corrupt and erotic form, though the more pure and powerful the relic is the longer it will need to soak before the corruption will take hold.

**Hidden Lair (100 CP)**
Until they find a world to conquer and corrupt the injuu have no place to call home but you've found a nice little place to help tide you over in the meantime. This secret lair isn't fancy but it's a well-hidden home for you and any slaves you capture, being nearly impossible for your enemies to find unless you get careless enough to personally lead them directly to it. Despite being located somewhere off the grid, like a derelict shipwreck, an abandoned warehouse, or a condemned subway station, the interior is cozy and extremely accommodating for both humans and sex demons, though any slaves you might imprison in the attached sex dungeon will probably disagree with that assessment.

**Kindred Spirits (200 CP)**
That's a very nice way of saying "traitors to humanity." The demons have a lot of work to do if they want to corrupt all of mankind but luckily for them the world's governments have no shortage of hopelessly corrupt individuals who may as well be injuu already. In this and all future worlds to come you'll find that you have many ready-made allies in the halls of power, from politicians and military leaders to billionaires and more, all of whom are trivially easy to persuade or corrupt into joining your cause. Apart from the resources and influence they wield these individuals are always ordinary humans, but when transformed into injuu they'll become powerful and unquestioningly loyal lieutenants for your army, far stronger than ordinary monsters. Coincidentally these recruits are always exactly your type, and only grow more appealing when corrupted into their new demonic forms, and you could easily assemble a harem of powerful monstergirls or a cabal of easily-replaceable dark generals depending on your intentions for them. While you won't immediately know who these potential allies are, you can identify them easily enough with a bit of research.

**Tramp Stamp (200 CP)**
The demon king has no wedding rings for his brides-to-be, only his royal seal emblazoned on their wombs so the world can see who they really belong to. You have a seal of your own, a magic tattoo that binds the wearer to you like a collar and leash. Once someone is under your power it takes only a moment and a bit of magical power to mark them, but it's almost impossible to erase the rune without access to magic that's stronger than your own. The seal allows you to toy with the bearer, whispering orders to her subconscious and playing with her body from miles away, and the more lustful she becomes the more you can do to her. A mostly-pure girl may only be receptive to compelling suggestions, perhaps that she should hide the seal instead of getting help, but corrupted girls can be commanded to do your bidding, their bodies responding even if their minds resist. This link can also be used as a vector to cast spells on the seal's bearer, greatly expanding the possible uses for this rune as your proficiency with magic grows.

**Cage of Flesh (400 CP)**
Some injuu devour their victims whole, not to eat but to imprison them inside their bodies and then ravish to their hearts' content. Hidden inside your body is a special space for keeping prisoners and having your wicked way with them, an organic sex dungeon you have total control over. It's much bigger on the inside than you are, large enough to accommodate over a dozen helpless prisoners in secure tentacle bondage no matter the size of your body, although "helpless" is the key word. You can do whatever you like to your captives but if they still have some fight left in them they can potentially blast their way out, and that hurts a *lot* if they succeed. Within this space it costs you nothing to use sex magic and any other lewd powers at your disposal, allowing you to play with your prisoners as long as you like without even being distracted from your daily routine. Moreover, once you've subdued and dominated somebody so thoroughly that they have no desire to escape, your slaves are considered a part of your body and you can freely make use of their powers as if you had assimilated them, though you can also cough them up unharmed if you prefer.

**Cannon Fodder (400 CP)**
Demons come in all shapes and sizes and for every weird kink there's probably at least a dozen different kinds of injuu who decided to make that fetish into their whole brand. So why limit yourself to having only one body to enjoy those kinks with when you could have a dozen of them? You may not be as powerful as the injuu king but like him you have an assortment of additional minion bodies for your spirit to inhabit. These bodies are connected to you like a hive mind, though the only mind commanding them is your own. All of them are injuu with shapeshifting powers and can take on whatever bodies you may want to act out your most depraved desires. If these bodies are killed you can make more of them with an expenditure of magical power.

**Tainted Seed (600 CP)**
The secret weapon of the injuu king and key to the success of the Utea Plan, these corrupted Utea seeds allow the injuu to transform ordinary girls into powerful slaves with all the powers of a magical girl and the lustful nature of a sex demon. These tainted seeds can only be granted to a person with their consent but those who accept become magical girls at the cost of becoming permanently shackled to you. While they appear to be ordinary magical girls at first, your new slaves are incapable of harming you with any powers they have regardless of whether they got them from you or not, and the more that they indulge in the new desires that now stain their soul the more powerful they become. Eventually they'll blossom into corrupted dark magical girls like Charm and Grace's corrupted "uterus" forms. You only receive two seeds at first but you can make as many more as you want, though it requires an expense of magical power.

**Palace of Desire (600 CP)**
The demon king's palace isn't just a seraglio for his concubines and a fortress for his minions, it's the root of his power and the place where he's strongest. This dark fortress is the size of a skyscraper and bristles with magical defenses and loyal minions strong enough to hold off an army. The interior is as luxurious as any human king's palace, but luxury is not the ultimate purpose of this pleasure palace. No, that purpose lies in the magical power that gathers within the fortress's superstructure, plundered from ley lines and the surrounding environment to empower you to heights undreamed of. The castle is a massive focusing lens that augments magical abilities: while it's only compatible with lewd magic, it allows that magic to be used on vastly greater scales than your own power would allow. This magical doomsday weapon could be used to transform an entire nation into beautiful and fertile women, or corrupt every human within its range into an injuu in one fell swoop, although it has substantial charging and recharge times between uses and any disruption may have catastrophic consequences.

## Companions

**Imports and OCs (100 CP)**

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. They may not purchase companions or drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits. Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 600 CP to spend on perks and items. Companions must be alive at the end of the jump to join you.

**Team Utea (100 CP)**

The lovely heroines themselves, Karen and Mizuki would make excellent companions for a magical girl jumper and excellent slaves for a monster willing to steal them away from the demon king. Both girls have enormous potential as magical girls and take readily to any similar powers they might gain in other jumps. Both girls join as a group companion, and if you want to grab Chilly and Citrus as well they join the group with the same benefits.

**Magia Baiser (100 CP)**

Not all corrupted Utea are the demon king's handiwork. The fairies once lost track of one of their magical Utea seeds and it landed in the hands of a shy young lady with no interest in serving the queen of magic or the demon king. But Hiiragi Utena does have immense potential… as a magical girl dominatrix whose sadistic desires come out in force whenever she transforms. She has no strings tying her to either of the magical monarchs and is perfectly happy using her powers to toy with magical girls to her heart's content without concerning herself with things she finds boring, like world domination. In fact her "training" seems to make her magical girls much stronger and more resistant to "true" corruption than they'd otherwise be. In addition to the usual Utea powers, her magic allows her to turn inanimate objects into bondage-themed monsters and sex toys with a snap of her magical riding crop.

## Drawbacks

**Magical Girl Marathon (+0 CP)**
Charm and Grace are perfectly nice girls but maybe there's somebody else you'd rather do lewd things to, someone who isn't in this particular universe…? You can use this jump as a supplement for other magical girl jumps like Sailor Moon, Madoka Magica, or Lyrical Nanoha, fusing them into a single setting. This will result in the battles of the Utea and Injuu taking place in that world alongside the plots of the other setting. The CP pools of each jump must be kept separate and can't be spent on purchases from the other jump.

**Horny on Main (+100 CP)**
Did you get dosed with some really strong aphrodisiacs or something? Oh no, it's nothing like that, you're just really horny all the time. You have a tendency to think with your dick or your pussy way too much, and if you're not careful it'll get you into trouble. While you can function normally as long as you're getting laid on a regular basis, if you go without sex for too long (as in, a day or two) your mental faculties will quickly diminish and you'll start doing very ill-advised things to get it. You'll get your smarts back as soon as you have sex again and get your rocks off but you'll still have to live with the consequences of whatever stupid things you did in the meantime.

**Too Lewd! (+100 CP)**
It's a good thing that monsters and magical girls have fantastic stamina in bed given how one has to resist getting raped into submission and the other has to do the raping. Unfortunately you seem to be lacking in that kind of endurance, having only the same staying power in bed as a normal human. A few orgasms is all it takes to wipe you out, and your refractory period makes it a challenge to go multiple times in a row without a rest in between. For magical girls this makes you much more vulnerable to tentacle monsters, while for monsters this makes it that much more likely that your victims will outlast you and find a way to turn the tables if you exhaust yourself.

**Monster of the Week (+100 CP)**
Charm and Grace probably wish they didn't have so many injuu to fight and by the end of this jump you'll probably feel the same way, though perhaps not for the same reasons. Just like many classic magical girl stories you'll be fighting monsters at least once per week regardless of whether you're a magical girl or a monster yourself. Either way they don't like you, and even if you try to avoid them they'll be drawn directly to you by coincidence or contrivance. At best you can stall an encounter for a bit, but if you try to put it off for too long you'll just get backed into a corner and forced to fight in a disadvantageous situation.

**On the Side of Evil (+200 CP)**
To anyone with eyes it's blatantly obvious which side you're on: the wrong one. You're stained in darkness in a way that appears unmistakably demonic. Your magical girl outfit looks like a sleazy cosplay outfit and corruption drips off of you like an aura of lewdness, while demons just can't seem to hide their true nature and find deception and manipulation much harder when they seem as transparently evil as a saturday morning cartoon villain. It doesn't matter if you're really a good person, you'll just be assumed to be lying or trying to trick those magical girls who can sense your "true nature". You can *eventually* convince people that you're not really evil but don't expect anyone to believe you without walking the walk first. A lot.

**Genre Compliance (+200)**
Magical girls are supposed to be warriors of love and justice but the ones in this story spend most of their time flat on their backs, magical powers be damned. It's just that kind of story, and as a character in that story you're subject to the same rules. For the duration of this jump any powers you brought in from other worlds are disabled unless those powers have some kind of lewd context or side effects, like tantric magic or ki powers that make you horny whenever you use them. As a part of this drawback you can temporarily add those sorts of side-effects to your powers. Magical girls can still purify injuu but they'll have to do it by having sex with them the way Charm and Grace do, though they're not guaranteed to get corrupted if they have the right perks.

**Origin Story (+200 CP)**
Perhaps you've been to many worlds on your adventures or perhaps you're starting fresh with this world. Either way, the board has been leveled a bit with this drawback: like a newbie magical girl on her first ever adventure you've been stripped of any powers you gained from previous worlds as well as access to your warehouse. Further, anything you purchased in this jump starts off locked or out of reach and will need to be earned by heroic or villainous deeds before you can gain access to them, much like the protagonist of a story unlocking new powers and gaining new skills over the course of his adventure. Any perks or items you haven't earned by the end of the jump will be unlocked for free in your next jump.

**Rock Paper Scissors (+300)**
The Utea normally have a type advantage against the injuu on account of having been made specifically to fight the demon king and purge the world of their evil, and that's been working out really well for them. A shame it won't work out so well for you: whether you're a monster or a magical girl, you're going to have a hard time dealing with magic of the type that's most inconvenient for you. Monsters are weak against an Utea's purification magic but if you're an Utea you're weak against corruption magic. Taking attacks of the wrong element doesn't just hurt, it also doesn't go away by itself: corruption resists purification and sticks to you like tar, while purification magic can permanently damage your powers and deal wounds that won't heal on their own unless you take drastic steps like the injuu king's reincarnation scheme.

**Before the Clock Strikes 12 (+300 CP)**
Humanity was nearly conquered and corrupted by the injuu king's plot, but that wouldn't have been in the cards for at least several months if you hadn't picked this drawback. Whichever side you're closer to, be it monsters or magical girls, that side has now been almost wiped out by the opposing faction when you first enter this world. Instead of a stable modern world, a magical girl heroine might find the world on the brink of catastrophe with nearly all other Utea captured or corrupted. On the other hand, monsters enter a world where you're almost the only monster around and the magical girls greatly outnumber you. It'll be entirely up to your own efforts to try to reverse the world's fortunes… or just survive for the whole jump.

**Servant of the Injuu King (+300 CP)**
Well this isn't good. Whether you're a magical girl or a monster you're now a servant of the demon king. As a magical girl you're one of the Utea who got duped into accepting a tainted Utea seed and becoming part of the Utea Plan, which means your powers have been sabotaged and you don't have any way to rebel against your erstwhile master, though for the moment he'll only act through your erstwhile "partner", the fairy who gave you the tainted seed. However this isn't a great deal even if you're a monster: your evil master has the bad habit of sending his minions to die fighting the Utea and eating them the moment they step out of line. The only way you'll be able to survive this jump and keep your chain is by finding a way to slip your chains and kill the demon king before the end of the jump.

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

Move On
Stay Here
Go Home

**Notes:**

Being a hentai manga series, there's not that many details on canon to go around. There's mostly a lot of fucking and set dressing around the fucking, even if there is some lore. Besides the main four, other magical girls are never shown. The jumpdoc assumes they do exist though, mostly because it's kind of hard to get ten years of story and thirty-two perks out of four magical girls, a single kind of enemy and a hundred and forty-ish manga pages. For the purposes of this jump, assume the Injuu invasion is going on worldwide, with magical girls fighting back the world over, with all sorts of (lewd) things happening, and that the manga just covered the two whose Utea were intercepted before they received them and therefore got corrupted by the injuu and tipped the balance in their favor. For further purposes, fanwank responsibly.

**Semen Demon -** "Any effect you desire" *within reason*. This is a lewd perk first and foremost, if you want to make an acid that can melt the flesh off of a kryptonian then look elsewhere.

**Utea Magic vs Injuu Magic**

The Utea don't get to show off in battle much for obvious reasons so I've chosen to give them some basic elemental magic along with what we see of Charm and Grace's combat abilities (IE mostly generic energy blasts and magical weapon usage). A powerful Utea is going to be a specialist in whatever her element is along with having the basic purification magic that all Utea get to deal with monsters. Think Sailor Moon.

Injuu magic by contrast is going to be much more flexible and wizard-like but also somewhat weaker due to being less specialized than any magical girl of equivalent experience. The demon king is an evil wizard with an army of sex demons at his beck and call, but the Utea have beaten him before and wounded him badly enough that he needs to reincarnate into a new body before he can carry on with his plans. In a match between the two origins a demon king will easily defeat any single Utea but will lose to most teams of them provided that they're well-coordinated and decently powerful (and assuming he hasn't corrupted them beforehand, of course).