Monster *Girl* Encyclopedia
Bonus Scenario Supplement



Version 1.1

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This is a supplement document for the Monster Girl Encyclopedia jump, covering the numerous bonus scenarios available in the jump. Many more wondrous adventures, treasures, and monster waifus await you, so enjoy!

Introduction to Bonus Scenarios

Want even more extra CP, and maybe a few other prizes? Well, if you want, you can take one or more of these special challenges. Taking a bonus scenario grants you +300 CP that does not count toward the drawback limit. However, you will only get the extra +300 CP after you complete the respective scenario. You can ignore a scenario's mission even after you choose it here, and still successfully complete the jump. Once you finish a scenario, though, you get +300 CP that you can use for another set of purchases within the jump, either at that point or when you complete the full jump; the extra CP does not carry over to other jumps.

Imported companions may take any normal scenario, scenario based on their background, scenario connected to their starting location, or scenario connected to their faction (except *Makai March*) and get the bonus CP, but they will have to fulfill the quest primarily on their own (they can get assistance from you or other companions, but they cannot let others take the brunt of the challenge, just as you can't pass off your full responsibilities for the scenarios to other people), and any rewards they receive for the mission – which includes companion options – will be given to them instead of to you; if a companion decides to invite Acererak along as a companion, for example, Acererak would (at least initially) be primarily interested in that companion, rather than directly loyal to you.

With the exception of *Soul Search*, *Those Who Hunt Mamono (For Panties)*, *Raising a Monster Child*, *Harvest Mon*, *Into the Woods*, *Labors of a True Scholar*, *No Turning!*, and *The Very Model of a Monster*, only one person (unless the companion in question consists of multiple individuals) can complete each scenario; if a companion completes *The Demon Who Would Be Lord*, for instance, you would be unable to complete that scenario yourself.

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Bonus Scenarios (Normal/Background)

Unless otherwise noted, all scenarios reward you with +300 CP upon completion.

No Turning! (Drop-In/Local Human Only)- Even if you start out as human, it's quite likely that you'll turn into an Incubus or Mamono soon enough. To complete this mission, though, you will need to avoid reaching the threshold point of beginning to monsterize. Every bit of demon energy helps increase the likelihood of monsterization, so you'd better watch out. If you manage to get through all 10 years without starting to monsterize, you'll get a special reward: *Judgement on the Changed*.

The perk gives you increased offensive power when fighting an opponent who has transformed willingly or unwillingly to a form different from what it was originally. Unlike *Corruption Resistance* and *Anti-Corruption*, the *Judgment on the Changed* is not designed to save those who have transformed, but rather punish them for forsaking their true sense of self for another form. In fact, the strength of your attacks increases the more that the transformation rejects aspects of the original form, and your attack power increases the more that the target embraces the new form and wishes to not go back to their original self. You can also use this power to instantly and completely purge yourself of unwanted transformations/corruptions on yourself – but it will hurt like hell, let me tell you that!

The Very Model of a Monster (Mamono Only)- To complete the mission, you will need to become the prime example of whatever monster species you selected. You must be the person that other Mamonos of your race generally point to as the perfect example of what it's like to be a good Mamono of that kind, and your image must be the default that people use for illustrating that species. How you gain that recognition will vary between races – for instance, to be the best Kikimora you would have to first win a special maid championship, while Onis won't recognize you until you show that you can really nail it down where it comes to both drinking and fighting (or thinking, for the Blues). In general, though, you will need to embody the common aspects associated with your chosen Mamono, such that people would laugh at the idea that you used to be something other than that Mamono.

If you successfully complete the challenge, you will now be looked up to on almost a universal basis by your species, as if it is a natural instinct for them to defer to you and wish to help you if it is within their power. If it should be your desire to become their ruler or take some sort of position in their culture, they will be more than happy to oblige. Even so, they can go against you if they are significantly opposed to you. Furthermore, your race will now appear, so long as you allow it, in every other jump you visit. Fortunately, the species will be adjusted so it's not necessarily Mamono, meaning that they will have members of both sexes (unless they're hermaphrodites), they do not emit the corruptive demon energy (though they may retain other abilities they might have had to turn others into their race), they do not depend on semen/sex for survival, and they are not rabidly violent monsters like they were before the recent Demon Lord either. Still, they retain the ability to absorb and get stronger from magical energies they find. If your species already canonically existed in that world, and your species would not be considered

a separate subspecies in that world, the pre-existing race there will treat you in the same way as others of your species would.

A True Hero- Unlike other bonus scenarios, you aren't required to complete a specific challenge or quest. Instead, you must accomplish 12 heroic labors that demonstrate that you are a true hero – someone who goes above and beyond to help others and achieve the best possible ending for everyone. You will be recognized as a true hero if you complete 12 other scenarios that focus on heroism and helping others, and fulfill their best possible endings. For example, save everyone in *Primal Park*, satisfy all the warring sides in *Far Beneath the Misty Mountains*, save both Atem and Apep in *Buried Promises of Eternity*, or befriend all the potential waifus in *Deepest Dungeon* (including saving G.S.). You may substitute other heroic deeds you complete in place of bonus scenarios for the 12 labors, but only if those deeds are likewise exceptionally challenging and heroic endeavors.

As a reward for proving that you are truly a caring, loving hero who is always ready to help others, a dozen Houri will descend to be your wives. Angels commanded by the goddess Eros to serve virtuous heroes, they are pure to the core (even their sweat and excretions are perfectly pure) and bear sweet, gentle faces overflowing with love. Each Houri has the endearing, eternal qualities of a newlywed bride experiencing love for the first time on her wedding night – such that every night with her will have the irreplaceable feeling of making out for the very first time. And with 12 of them ready to wed you, you can rest assured, dear hero, that your happy "wedding night" with them will last every hour of the day.

Soul Search- On very rare occasions, when people are traveling across the multiverse, a person from one universe might visit a universe where a person with the exact same soul currently exists. It's even rarer if the two same souls ever meet, but it's said that such a meeting would be miraculous and bring about the truest and deepest of bonds. As it turns out a copy of your soul currently exists in this world as a separate incarnation, but he or she is in the opposite kind form you are currently in; if you are a human (Drop-in or Local), your other soul will be a Mamono, and if you are a Mamono your other soul will be a native human. If you are an Incubus, which is sort of blurring the line between human and monster, your other soul can be either a Mamono or a human.

Whoever your other soul is, he or she is on the far other side of the world from where you start. You have no idea what he or she looks like, and all you have to rely on is a very faint "pull" in your soul that encourages but does not force you to go in a certain direction like a magnet toward the other soul; your other soul likewise feels the same pull, but it's up to the soul whether or not they act upon it. When the two of you start to decrease the physical distance between each other, you will start unconsciously sharing dreams, but you will only see the other as a hazy afterimage; as the distance between the two of you closes, you'll get a stronger "ping" on where your partner is. Once either of you sees the other (it must be face-to-face), you'll identify the other as your other soul instantly.

If you find and befriend your other soul, you will successfully complete the mission, but you only have until the end of the jump to finish it, and you might not even have that long. Because while you know that the two of you have the potential for a very special bond, it's not like your other soul knows that, much less the many other people looking for love in this world. If you give into other urges and marry someone in the jump before you meet your other soul, that new bond will overcome your yet-to-be-fulfilled bond, and you will no longer be able to sense or identify your other soul. The same applies to your other soul, and given the often sudden matrimonies in this world, and the fact that your soul partner isn't aware of the true potential of your bond, you may not have much time before he or she is claimed or claimed by someone else. If either of you is close to giving into a marriage or something similar with another person, the bond will temporarily flare as a warning to you, but it doesn't ensure that you'll heed the warning.

If the two of you meet and bond, you will become something deeper than soulmates. If you wish, you may choose to merge your souls together into a composite soul that has access to both of your souls' forms and powers. Since you have "double the soul" now, any spiritual powers that draw on the soul are significantly strengthened (and you have a bigger reserve for internal energy). The two of you can temporarily separate yourselves back into your separate bodies and function independently, but you will never be truly able to separate, and cannot go 100 meters away from each other (if you do, you'll merge back together).

On the other hand, you can choose to let your second soul exist as a separate being and join you as a companion. The two of you will be unable to fuse in that case, but there are other benefits. You can choose to transfer any powers/perks you have from you to your partner, and your soul companion can likewise choose to transfer his or her powers to you. Anything like a door or weapon that is only coded to respond to you or your soul companion will see the two of you as the same person and allow both of you equal access. Also, you can mentally/spiritually communicate with each other instantaneously.

In addition to whatever normal abilities your soulmate would have as a local human or Mamono, he or she will have the *Spirit Provider* and *Chosen Hero* perks if human or the *Demon Energy Outlet* and *Wonderful Waifus* perks if a Mamono.

Those Who Hunt Mamono (For Panties)- Your mission is to collect a set of panties (underwear) from every canonical monster girl species – even a Lilim's. However you carry out this dangerous quest – maybe you try to be stealthy, or maybe you'll charge in instead – you must do it yourself; at most, you could have friends give you assistance (decoys, transportation, etc.), but you cannot have them steal or acquire the panties for you – and if your companions are monsters, you can't ask them for their own panties, as we want things to be challenging for you.

Once you have gathered all the panties, you will be rewarded not only with ownership of all these wondrous and unique panties (and they'll be repaired whenever they get damaged), but also a special blessing: whenever you wear the panties of another individual – whether on the crotch or on the head – you gain access to a small degree of whatever special powers that the original owner

has. Also, since taking the panties can be seen as a marriage proposal, you may take any as companions any of the mamono you took panties from (but only after collecting all the panties).

Raising a Monster Child- When you arrive in this world, you will find an abandoned baby Mamono and adopt her as your child. You are then responsible for raising her for the course of the jump. At the end of the jump (or in 10 years if the jump is extended), you will be graded by your jumpchain benefactor on your quality of care, with points given and deducted for your daughter's overall health, education, happiness, and morals (by the standards of normal Earth, not here). You can afford to get a few points taken off here and there, but you need at least a 90% grade to pass. Also, keep in mind that monster girls mature relatively quickly, such that you will be dealing with the equivalent of a Mamono teen by the final year of the jump. And being a Mamono, with the instincts on seeking out and seducing a husband engraved in their consciousness since birth, your daughter will have a lot of obscene feelings you'll have to handle – ones that, depending on how things go, may lead to them viewing you as a desirable mate; if you marry or have sex with your daughter, willingly or not, before Jump-chan's evaluation, you'll fail the mission. If you succeed, though, your daughter can come with you as a companion. In addition, you will be considered a certified and professional child caretaker in all worlds you visit.

Harvest Mon- You start the jump with a decent plot of farmland that you can expand and further develop over time. To complete the scenario, you must maintain and improve your farm into a successful operation by and up through the end of the jump. It won't be easy, though. Between various Mamono wandering through and messing up your crops, various outbreaks of non-Mamono "demon bugs" that will descend on your crops like locusts (and they won't inadvertently fertilize your soil like they normally do), shrill-screaming Mandragoras mixed in with your other plants (and it's hard to tell the difference until you pull them up and they scream), and wars affecting the economy, you'll have more than enough problems to keep you busy just to stay afloat.

If you complete the scenario, you can import your full farm and crops/livestock to other jumps. Please note that while you can choose to use normal crops/livestock or demon realm breeds of crops/livestock (see *Demon Realm Boar* and *Matatabi Fruit* as examples), you can also raise certain Mamono, such as flower-like Alraunes, cow-like Holstaurs, root-like Mandragoras, and sheep-like Weresheep, as "crops" and "livestock", and they will accordingly be transferred along with the farm regardless of companion import limits so long as you do not specifically import them as companions. After the jump, demon realm/Mamono crops/livestock will no longer spread demon energy corruption (unless you specifically want them to), but will otherwise be the same as they were in this jump.

Art Exhibition- Every year there is a worldwide art show, with the top artworks being given the honor of permanent display in the Royal Demon Realm Art Museum. To complete this scenario, you will need to get the first-place ribbon for an art piece that you personally make – you cannot have other people make it for you. You are allowed to use all abilities at your disposal for your masterpiece, but be forewarned that the same applies for all the other competitors, who often use powerful magic to enchant their works. And the artistic tastes of Mamono are…interesting, to say

the least, so you'll need to make sure you have the right appeal for your audience. And leaving the art show early disqualifies you, so you'll need to stay there during the whole judging process, while making sure that some of the living art doesn't decide to have some fun with you.

As a reward for winning the art contest, the three judges – a Lilim, a Leanan Sidhe, and a Phantom – will create a special artwork of their own for you. The three of them have a special combo power to make the "perfect painting partner" for any individual they observe. You will be presented with an artwork that contains the image of a person who is your ideal vision of a romantic lover, both in appearance and personality. At first glance the artwork seems inanimate, but whenever you kiss or otherwise fondle it, your precious painting will come to life. The artwork can step out of the painting if she so wishes, or she can invite you into the pocket dimension contained in the painting; just as the painted lover is made to be perfect for you, the interior of the painting has just the right appeal for you and is perfect for making out with your lover.

Live Love!- You know the image of the Siren on her encyclopedia entry? Well, said Siren is widely considered the top singer in the world. But a young, budding Siren named Honoka has been inspired by her idol to step up and become a great idol herself, one who can sing to even the Demon Lord (or at least one of her Lilim daughters). She's gotten all of her friends interested in starting a band, but she wants you to be their manager. It's not going to be easy, though. Honoka is a very talented singer, to be sure, but she's also kind of bubbly and lazy whenever it comes to anything outside of singing – and since she's the team's leader, she needs to take on other responsibilities besides singing. The back-up singer, Hanon, is a Mermaid who has taken a human form to travel on land; she's a good singer, but she has trouble focusing on her music practice, as she is overly romantic and goes into daydreams about finding true love at the drop of a hat. The lyricist of the band, Brillig, is a Jubjub who likes love songs and pop music, and has a habit of making the lyrics all bizarre and nonsensical. The band's choreographer, a Harpy named Ila, wants something slower and swinging, and she designs all of the songs' dances in that way; this leads to conflict between Brillig and Ila. Ila's twin sister Zeni, a Black Harpy, is the band's composer and wants to try out a new style of "metal" music; since she's easily mistaken for her sister, she sometimes impersonates Ila to alter the choreography.

Ritsu is a Kakuen who is a whiz with drums and percussion, but when she gets into the beat she descends into the fervor of a wild animal (her nickname is "Animal") gets out of control; plus, she tends to be mischievous when she's not playing the drums. In contrast, Ritsu's friend Mio, a Soldier Beetle who plays the violin, has trouble putting enough emotion into her art; when she does, though, her music is amazing, so you'll need to help her draw out that emotion within her. The Gandharva guitarist Meer is an experienced musician, but she's more interested in playing matchmaker with the band members (and you) than actually performing. Then there's Megumi, a childish Fairy who plays the piano but has difficulty seeing things as anything more than a game. Fortunately, you'll have the wise assistance of Nozomi, a Crow Tengu who specializes in fortune telling and wants to help you and the band fulfill their destiny as musicians. Even after you manage to coordinate everyone and get them to work together, there's still more to be done before you can take the stage. You'll need to work with Napari the Arachne to design all the outfits for the monster girls, who each have their own vision of what the attire should be.

Finally, there's setting up the concert. Nozomi has set you up to perform at a popular festival, but you'll need to negotiate with Ikiban the Gyoubu Danuki to spread the word about the concert and sell tickets without getting scalped by her in the process. Not to mention that the band's strict (but secretly caring) manager Cleo refuses to let the band perform to the public unless they meet her high expectations for a professional music group (though maybe you can convince her to loosen up a bit). And at last, you'll need to wow the crowd and get the approval of the Lilim who is attending the festivities, thus ensuring that your band will prosper. As a reward, you will get a special medal that enables you and any music/dance group you are a part of to get into any musical performance opportunity (though you'll still need to do a good job if you want to stay on the backers' good side). Plus, the whole band can accompany you to other jumps as companions. Also, you get a free, ever-growing music video that shows all of your performances.

Marigold Matchmaker- A lonely Liliraune wants your help with something. A Liliraune flower typically has two girls in the flower, but this flower only has a single individual at the moment, and she wants to find a partner to share her flower. However, the Liliraune is rather picky, as she only wants a willing volunteer and someone whose scent seems "just right" for her. You don't have the right scent for her, but she is hoping that you can help her find someone who meets her standards and is willing to consent to monsterizing and permanently merging with the flower. To complicate matters, said Liliraune lives in an admittedly peaceful meadow that's practically in the middle of nowhere and difficult to access. She likes her home, so you're going to also need to make sure that the volunteer is able to reach her and is okay with living in such a place.

If you manage to find the perfect match for the flower, the Liliraune will give you a seemingly normal flower that is actually an entirely vacant Liliraune flower. Whenever two or more people who sincerely care for each other step into the flower, they can transform into a Liliraune (and they can also switch back to normal when they want). The different individuals in the Liliraune can vividly sense the feelings of each other, and the sweet nectar produced by active love in the flower is better than even Alraune nectar. Also, while the Liliraune you helped didn't think that you were the right candidate to become the other half of her flower, that doesn't mean that she (both of her now) can't embrace you as a lover; the completed Liliraune is therefore available as a companion and lover.

A Date on Sunset Boulevard- You have been contacted by the Sunset Boulevard Club, a group of elderly Mamono ladies of the more predatory sort (Manticores, Hellhounds, Ogres, Minotaurs, etc.). While the group was originally founded so the ladies could have some girl time together (since their aggressive nature drove most other woman away), as time progressed it became a club for the spinsters who have yet to get a husband, as they kept getting turned down by their targets for "kinder" and "gentler" rivals. And since the ladies are past their prime, they can't hunt like they used to, but in their stubborn pride they insist on the chase – the only way to get a man, in their opinion.

So the members of the group are working together to try to find husbands for each other, but it's been kind of difficult. They want you to find some "volunteers" for the ladies to "date" in their aggressive fashion. The poor saps don't have to be exactly willing or aware of who they're getting hitched with, but it might be a good idea to find people who would be willing to stay with the women for the long-run – or at least make sure that they're slow runners. After all, the ladies will take out their frustration on you if you can't get them men fast enough for their liking. And while you're working to get them paired up, they will insist that you participate in the regular club activities, leading to humiliating situations like them using you as a chair when they play bridge or insisting that you try on the girly clothes they knit. Plus, if the ladies fail to catch and hold onto lovers over an extended period, they will begin transferring their affection toward you, and they don't take no for an answer.

If you manage to get all of the ladies in the club hooked up with someone, whether it's a "volunteer" or yourself, you will complete the mission. As a reward, you receive the club's quilt, which was collaboratively made by all the members of the group. By touching it or wearing it around you, you can access the collective hunting instincts of all the members who contributed to the cloth, and by sleeping on or under the blanket you will wake up with increased strength and vigor (and feel more aggressive than ever). Also, any of the ladies who got hitched with you can come with you as companions and lovers; keep in mind that even elderly Mamono such as the Sunset Boulevard Club members retain a sense of mature beauty, though whether or not that makes up for their ferocity remains to be seen.

School of Hard Knocks- The MGE world has traditionally been rather restrictive on knowledge and scholarly learning, but in this new era we are starting to enter an artistic Renaissance. Now it's up to you to take things a step further and establish a worldwide educational system that is on the same (ideal) level as Earth's modern education system. This means that the school will need to cover all of the key subjects that Earth schools teach – math, history, geography, sciences, art, literature, grammar, physical education, music, theater, writing, biology, social sciences, etc. – in addition to the expected (by Mamono) "sex-ed".

To help with that goal, you will have the famous elementalist Saphirette Spherica as a collaborator. As an accomplished scholar of geography, history, and the elements, she has much to bring to the table, and she is passionate about the idea of establishing an educational institute for the greater pursuit of knowledge. That said, she's recently transformed into a Dark Matter, and between her lustful desires and her elemental Mamono partners egging her on, she's taken on a more sexual outlook on life, so she is constantly getting sidetracked. Not to mention that she is a bit of a shut-in, and it'll be a struggle to get her to come out of her room to directly engage in teaching.

The potential trouble with Saphirette underlines a key challenge you will have: getting Mamono students interested in more than just the "sex ed" courses, and ensuring that they actually do some serious studying instead of in-school sex. Your educational institute starts out situated in Polove, but you will have to ensure that your school attracts students from around the world, and that all major nations and powers adopt your educational system. This includes kingdoms ruled by the Order; since the Order still honors certain gods, if you can get one as a patron you might have a

door in, but you'll still have to find a way to balance out the Mamono demands for sex focus with the Order's disgust in such things.

If you get your school and educational system firmly established on an international scale (this includes underwater/underground territories, but pocket realms like Wonderland and Pandemonium are purely optional), you'll be close to finishing the mission, but there's one more test. A well-respected scholar from normal Earth will be summoned to evaluate the school's overall set-up and test your students' abilities. If he or she gives you an overall "A" for the educational structure and the school body's knowledge, by Earth standards (meaning he won't be particularly impressed if all the students know about biology is all the perfect points to stimulate sexual ecstasy, for one), you will successfully complete the bonus scenario.

As a reward, the school and its faculty (and its students, if they so wish) will accompany you across jumps; jump fiat will always ensure that the institute can be legally established as an educational facility in any setting. Furthermore, Saphirette will decide that you are the perfect partner for her and propose to you. She is a genius scholar, albeit one whose greatest interest is in sex, and she can find ways to restore vitality and natural resources to even the most barren of wastelands. She is also an accomplished elementalist and has four elemental spirits – Undine, Ignis, Sylph, and Gnome – as beloved companions, each being incredibly strong in her particular element; that said, be warned that she believes in the motto "share and share alike", so she prefers that sex be not only with her but with all of her elemental partners simultaneously.

Into the Woods- Most of the recent changes to the demon realms have made those once-nightmarish domains into vacation-like paradises for couples, but if one thing has gotten worse, it's the tentacles. While some of the tamer variants are used as decorations and pets, even monsters are wary of the massive forests that have emerged and are made entirely out of these voracious, parasitic plants. Even the Demon Army has at most only been able to limit the expansion of those forests, and few dare to venture into their depths.

You, however, and a partner of your choice, must enter the oldest, largest, and most dangerous of all the tentacle forests in order to complete the challenge. The top of the forest is completely covered by tentacles, which can quickly extend skyward if they detect something, making a flyover useless. Once you enter the forest, all of the tentacles will seek to swarm you and your partner from head to toe. The tentacles are violent and merciless, and they will get worse as you go deeper and deeper. The outermost plants will just kick you out of the woods once they have their way with you, but once you get deep enough into the forest the tentacles will take a different tactic. By infesting the bodies of their victims, the tentacles make them lose focus on why they came to the forest, and in doing so the victims will become permanent hosts for the tentacles. The innermost forest contains many past victims who now serve as the "brains" for the tentacles, and their intelligent minds allow for especially effective and efficient coordination of the tentacles, so watch out! The woods are also swarming with parasitic Ropers, including "queen" Ropers.

To complete the mission, both you and your partner must safely reach the destination together; neither of you can be left behind. Once you reach the central grove, you'll see a giant "tree"

composed of tentacles. These "treasured child trees" are normally sought out by couples, but don't let your guard down, because this one's a "boss"-level tentacle and it wants you to join its family permanently. Destroy the 'tree" entirely, and you will find an actual tree that had been covered up by all the tentacles. This is a rare Ranka tree, which has the special ability to have the children of worthy couples be born directly from its fruit. When you and your partner kiss the tree in unison, you will be granted a Ranka fruit that contains a baby. It is essentially what the child from a union between you and your partner would be, and it contains heritage from both sides: it will inherit any physical/magical qualities that you or your partner have in your current forms, and it will inherit one of every three perks that you and your partner purchased in this jump. The fruit gives birth to a child even if it would normally be impossible for you and your partner to have a child together. After giving you the fruit, the tree will bury itself under the ground for protection, so you won't be able to find it again.

Tomb of Horrors- Your mission is to find the lich Acererak, who resides in her fabled Tomb of Horrors dungeon. Some of her old Lich and Vampire colleagues, having revised their worldviews after becoming Mamono, want to invite Acererak to a tea party to show her how the world has changed and the new fun to be had. However, none of the undead servants and hired adventurers have returned, as they have all been defeated by Acererak and made into servants in the dungeon. It is your mission to go to the dungeon and convince Acererak to let go of her old grudges. As any *Dungeons and Dragons* fan can tell you, you're in for one hell of a campaign – and given how the dungeon has been modified due to the shift to Mamono monsters, don't expect your *D&D* experience to cover everything either.

You will have to adventure all the way through the dungeon, even past the decoy antechamber into the Lost City of Moil and a strange, distant plane, before you can finally meet Acererak. Upset about her transformation and wishing to bind all undead in the universe to her thrall, Acererak will not cooperate with your requests, so you will have to defeat her before she will listen to you. And much to your horror, you'll soon see that she has ascended to the rank of Demi-Lich, a legendary rank of monster far above any standard Lich.

Once you've defeated her and she learns about the new changes in the outside world, though, Acererak will be eager to leave and conduct new field research – and meet up with her old friends for a much-delayed tea party. As a gift, she will turn over the lease to the dungeon to you, which will be attached to your Warehouse and can be summoned in different jumps; the dungeon also remains linked to the MGE world. If you remember to track her down before the jump ends, she might also be open to the idea of coming with you as a companion for further adventures.

Primordial Park- An eccentric merchant named Johrani, who has become a billionaire by the standards of the setting, is dissatisfied that the modern "monsters" have lost the violent instinct and primal power that, in his eyes, made them truly majestic. To reclaim that ancient heritage, he has turned a large island into a park like no other to showcase his "true" monsters. Various wild Mamono have been captured and placed in artificial exhibits meant to resemble their normal habitats. Viewers from around the world will be able to see them on display as if they were there

in the wild, without the risk of actually being hunted by them. Johrani also has more intelligent Mamono on exhibit, and he has used various drugs and the like to subject them to a "primal" state of being that has sharply increased their aggressiveness and made them "wilder". He also brought in demon realm beasts and the like. Furthermore, through controversial styles of magic, Johrani has managed to replicate extinct creatures, such as the primordial predecessor to the Wyverns/Wurms and shelled versions of Giant Slugs and Tritonias.

The monsters aren't just there for display, though; Johrani wants to recapture the thrill of the hunt, and as such he's jacked up the aggressive states of the Mamono to the point that they might even kill someone. However, his plans are about to take a turn for the worse. A nerdy Gremlin saboteur named Denise was sent in by Mamono activists to shut down the fields imprisoning the Mamono. She didn't realize how intensely Johrani's team increased their hostility, though, and soon she and everyone – including you, as you were issued an invitation to the grand opening – will be in serious danger, and not the usual "danger" that monster girls pose. To make matters worse, Johrani set up a back-up system to lock down the island if the beasts broke loose; now malfunctioning due to Denise, said system has surrounded the entire island with a deadly storm that, while never touching the island, will rip apart anyone trying to escape. To deactivate the force field keeping the storm going, you'll need to find and shut down the five individual switches scattered throughout the park.

The first switch is in the Lagoon Boardwalk, an artificial archipelago with various aquatic monsters. Be especially wary of the primordial versions of the Giant Slug and Tritonia: their shells give them extra protection, and despite the extra weight they are surprisingly fast. The second switch is in the Aviary, which is home to extremely territorial, aerial monsters. Don't let the Harpies swarm you, and watch out for the Wyverns and their ancestral kin. The third switch is located at the Safari Lodge in the middle of the grasslands area; there's nothing but wide-open spaces here, so you can see threats coming from miles away – not that it helps much, when the creatures in this zone (Demon Realm Boars, Hellhounds, Centaurs, etc.) can easily run you down regardless. The fourth switch is in the power generator, which happens to be in the Bamboo Forest. Aside from expected predators like Werewolves and Mantises, be especially wary of the primal Kamaitachi packs. You might see one in front of you, but there will always be two others behind you, waiting to strike; they're clever girls, so don't underestimate them. Finally, the fifth switch is at the volcano, secluded in the deep jungles at the far north of the island. This is the hunting grounds for the primordial ancestors of Dragons, Wurms, Chimaeras, and the like, and Johrani managed to get them all locked into their original giant forms. And throughout this whole adventure, you'll need to regularly check in on the visitor's center to make sure that everyone stays safe.

As long as you can escape the island, you'll complete the scenario and get a sturdy hat that never gets damaged or worn out, but there are extra benefits if you help save the other people. If you save at least two-thirds of the visitors/staff, you will get a copy of the park, sans creatures, that will follow you between the jumps. Save Johrani, and he'll teach you his special technique for breeding primordial beast versions of monster girls; they'll lack the human-like intelligence that Mamono in general have to some degree, but they will retain some of the special abilities of monsters. He'll also thereby be available as a companion. Save Denise, and she'll give you improved, tamper-proof versions of the security systems (including the storm lock) that you can control at will, and she can come with you as a companion. If you manage to save both of them,

protect the majority of the guests, and avoid killing any of the maddened monsters, Johrani and Denise will settle their differences and work together to cure the Mamono of their forced aggressiveness, and after the Mamono have left will work with you to rebuild the park in a way that connects people to the primordial pasts of this world without forcing the Mamono to be something that they don't want to be anymore; therefore, the actual, staffed park itself can come with you across jumps.

Lucky School Days- Welcome to Ryuu-San-Bi Academy, a unique, Zipangu-style school created to teach the spiritual arts of Shirohebi mikos across multiple races. As such, the school highly emphasizes the importance of strong, possessive, burning love that binds the fortunate destined together for eternity. Your goal for the challenge is to attend the school for a year and graduate. Easy, right?

But your troubles blossom from the very beginning. As a school tradition, students all gather for the nighttime opening ceremony beneath the school's largest cherry tree, which only blossoms that night under the stars of fortune. When a student is lucky enough to catch a petal, the petal will then suddenly blow away to the hands of the one destined to be their true love. The petal will then dissolve into blue flame and merge with the student, jumpstarting the creation of a Shirohebi's watery fire of passion. At the end of the year, it is a tradition for those maidens to confess their love to their destined one beneath the tree (even if they have been open about their love from the start), and this star-fated miracle will further empower the tree for the blossom blessing next year.

You manage to catch one of the petals, even if you weren't even trying. However, when the petal is blowing away, a strange turn of events splits it into four even pieces, each of which flies to a different maiden. Now they all recognize you as their star-destined partner, and following the school's teachings are out to make you hers and hers alone, no matter who gets in the way. But the school never anticipated a scenario when multiple yandere-like students were all fully after the same target. To make matters worse, the four of them were all friends before, putting a rift into their happy school days and troubling the fires in their hearts, enough that they will start breaking from mamono limits and maybe even pursue actual violence if pushed to the edge. If they are all not satisfied by the end of the year, their colliding blue spark will combust and inadvertently set the tree and school aflame.

The first two lovestruck girls are the Shirohebi miko twins Kagami and Tsukasa. Being sisters, they are more willing to share with each other, and are less likely to turn against each other unless things go especially bad. On the other hand, since they each support the other, each will take actions against anyone she perceives as a threat not only to her own love, but also her sister's. Also, coming from a family of mikos, they are especially strong with their flames and will use them to forcibly bind you to them if they think you're at risk of being "stolen" away. Kagami, having an affinity for mirrors, will use them to actively spy on you – though deny it when pointed out, as she acts a bit like a tsundere – while Tsukasa specializes in cooking, and tends to add a bit of "extra ingredients" to show her love.

The third one, Miyuki, is a Jorou-Gumo spiderwoman, whose kind acts polite and demure in the daytime yet lewd and sadistic at nighttime. However, Miyuki has vision problems and needs glasses to see clearly. Using this, she has trained herself to maintain her current composure as long as she cannot physically see a change between daytime/nighttime. So if she takes off her glasses during the day before it turns to night and keeps her glasses off, she can remain composed and sweet even in the dark of night. However, this is a double-edged sword: if Miyuki takes her glasses off at night, she won't notice when day comes, and thus remain domineering even during the daylight until she puts her glasses back on. She's fast at the track, so don't expect to outrun her.

The fourth, Konata, is a chibi, natural-born Kitsune-tsuki with a troublemaking streak. She has a fascination with the recent comics and performances being made in Zipangu these days, and despite her strong physical skills is quite lazy. She likes teasing her friends (usually gently) about their love foibles, and at first glance, she seems like the least troublesome of the girls yandere-wise. But over time, her love for you will intensify, and her jokes towards others will become more mean-spirited. She seems to have a knack for this sort of love scenario and will find ways to fluidly monopolize your attention while isolating the distracting rivals. And if all else fails, she'll use her family's heritage to possess whatever girl she thinks has the best chance with you.

At the end of the year, if you fail to reel in your loves and find a way to get them to all cooperate rather than be rivals (and survive any murder attempts that might unfold), the sakura tree will use a desperate spell to reset the clock to just before the opening ceremony. If you have decided to give up on the challenge, you can leave the school at this time and prevent the yandere scenario from ever blooming. Or you can try again, aiming for the golden ending that saves everyone. Be warned, though, that every time the tree resets the clocks, your shrine maidens' flames will intensify slightly, making it even harder to rein in all their conflicting desires.

If you succeed in helping the girls reignite their broken friendship and satisfy all of their wishes to be with you without any of them feeling left out, you will successfully complete the scenario. In addition to mastering the Shirohebi art of the aqueous love flame, which you will now be able to do regardless of what form you are in, the tree will give you a special blessing. It will break off a branch, which will now blossom and release a petal whenever it recognizes someone in the vicinity with strong potential for love with you. Then, with your permission, it can jumpstart the blossoming of that love, ensuring that the destined fate reaches fruition. Of course, lovers who have their potential awakened in this manner will become more possessive/obsessive than they otherwise would be, but they'll never actually harm you or those you care about.

Naturally, all four of the shrine maiden girls, now graduated from the school, will accompany you as companions and lovers. In addition, there are some other girls in the school that you can potentially romance; although bringing them in while solving the love conflict will be problematic, if you still get everyone to work together, they can come along, too. Misao is a mischievous Kakuen who enjoys physical activities; she is best friends with Ayano, a sweet Nureonago who conceals a bit of a dark side when pushed. Hiyori is a budding Crow Tengu artist/writer dabbling in the newfangled comics that Konata so enjoys. Yutaka is a kindhearted but fragile "Zipangese-style" Living Doll who is a distant cousin of Konata; she is best friends with Minami, a green-

haired Yuki-Onna who seems cold and quiet at first glance but is quite caring and compassionate once you get to know her. Oh, and Hiyori, Yutaka, and Minami are friends with "Patty" – a cheerful Gargoyle who came from a distant land due to her fascination with Zipangu traditions (well, more of the modern ones, at least); she likes to "cosplay" as different characters and freeze as them in her statue form during the day. Finally, there's Kuroi, the Ryu headmistress of the school; she is playful and enthusiastic about games and a foreign sport involving batters, but she has a secret lonely side, as she is still single after many years.

The Demon Who Would Be Lord- During one of the past cycle, the very soul of the planet became frustrated with the constant fighting and birthed a powerful being who would without a doubt seize the mantle of demon lord. Fearful of its power, the Chief God sealed away the monstrosity of a monster in a special prison. Now, however, the seal has weakened, and the would-be demon lord is free.

This powerful monster, named Typhon, now has the body of a Mamono, but the sheer determination granted to her by the earth has made her conflicted and angry about her new form. Her goal is, by gathering enough power, unleash a worldwide, catastrophic heat spell that will "cleanse" the hates of all sides by burning them all away. You will be assisted in the struggle against Typhon by Briar, a hundred-armed Hecatoncheir who was assigned the duty of guarding the prison. While she is very strong, Briar is unfortunately unused to fighting after so many centuries of guard duty, and to make matters worse she isn't quite used to her new Mamono form. In any case, Typhon is nigh-unstoppable, so while it may be possible to slay her with enough effort, it may be better if you can appeal to those strange new emotions in her heart.

If you can convince her that this world is already overcoming the cycle of hate that the planet summoned her to stop, she may decide to spare it the fire. Either way, you'll get Briar as a companion/lover, and you'll also get an experimental "cloud golem" that is made of air and can transform into any person you wish; the cloud golem perfectly adopts the personality of that person, but it is essentially mindless and on autopilot, and it can only use the air to make illusions to imitate that person's power – it's still incredible in its sexual prowess, though. If you managed to stop Typhon without having to kill her or lock her up again, she will also be available as a companion/lover.

Saga of the World Tree- Your mission is to help the squirrel-like Ratatoskr carry out their most dreaded but traditional mail routes: up and down the massive World Tree. For eons, the Ratatoskr have had the sacred (and disliked) responsibility of relaying messages between longtime rivals Turul and Nidhogr. Turul, a unique and powerful variant of Harpy who seems to have some of the characteristics of a Griffon, roosts at the top of the World Tree, where she regularly trains Heaven's Valkyries. Nidhogr, a gargantuan and ancient Wurm, lives at the very lowest roots of the World Tree. The two are old enemies but do not wish to mar their honor with a brawl and instead resort to sending elegant and biting letters to each other.

This mail job is going to be very hard, though, as the World Tree is certainly a world of its own. The uppermost branches of the tree extend up to Heaven, and the roots go all the way down to a

very old demon realm beneath the earth. The higher you go, the more you will be harrowed by terrible winds and blizzards that threaten to send you into a long fall; in contrast, the lower you go in the roots, the darker and hotter things will get. And the recent outbreak of Mamono has led to some various tentacles infesting the tree, not to mention some subterranean Mamono down in the roots. The few paths up and down the tree are secret Ratatoskr routes, so you'll need to rely on the help of your assigned partner for the mail service: Bragi Gunsnor, a most skilled and crafty squirrel girl who knows the tree like the back of her hand. Unfortunately, Bragi isn't exactly pleased that she was given the "honor" of this mission, so while she's too proud to quit on her own, she will give you faulty information in the hopes that you'll give up and quit, thus relieving her of having to be your guide.

And delivering the messages to the two monsters is just the start of your adventure. Your true mission is to help Turul and Nidhogr finally hook up romantically. You see, the two of them have fallen for each other over the many years, but they are too proud to ever admit it, thus why they're too embarrassed to see each other face to face and insist on their letters being "rival correspondence." While relaying the letters back and forth (going all the way up and down the tree each time), you'll need to find ways for them to realize how they truly feel about each other. And given that both of them are especially strong monsters prone to wild fits of rage, you're going to have to address that matter *very* delicately. You'll need to find a way to handle their egos while also stopping Bragi from feeding them the wrong info on their "rival".

To make things even more complicated, both Turul and Nidhogr are classic poets and insist that all of their messages be properly delivered in the tradition of bardic skalds, meaning that you must sing the verses and give the proper emotional inflection/voice as if you are a manifestation of the sender's feelings. Fortunately, while she will mess with your deliveries, Bragi takes the skaldic tradition very seriously, and she is willing to mentor you in the trade if you ask. As the quest progresses, you'll also have to go on treasure hunts within the World Tree to find certain items that Turul or Nidhogr want you to give to the other – n…not that they're gift, of course! They're just…accompaniments to the letters, that's what they are!

Finally, if you manage to get each of them to recognize their true feelings, they are still too embarrassed to confess, and in one final show of pride ask you to compose a "challenge letter" to the other to meet at the middle of the World Tree for a final confrontation to settle their rivalry. It's up to you to create your own letter to each of them as the confession that they're both afraid to go forward with. It will be tricky, as you will need to get the emotions *just* right without them realizing that you wrote them, but if you succeed, the two will settle their "duel" with a mutual embrace of love.

As a reward from the Ratatoskr race for fulfilling their ancient duty once and for all, the squirrels will give you the Rumor Acorn. Plant the head-sized acorn in the ground after whispering certain information/gossip to it, and it will gradually send out invisible "rumor branches" that make such information spread throughout the area, the extent of the rumor branches growing the longer you leave it buried. If you later choose to unearth the acorn, you can listen to it to hear any info/rumors that the branches overheard while it was planted; all of that info is jumbled up together though, so you'll need to listen carefully to make sure you caught everything.

Inspired by your determination to succeed in the impossible mission despite her lack of faith, Bragi will ask to accompany you as a companion/lover; while she may still give false info to others as she sees fit, she will always be honest with you and provide the best intelligence she can gather. In addition, Turul and Nidhogr are most grateful that you help them understand their true feelings, so they have a couple gifts of their own. Turul will teach you how to write "sky runes" that have mystical powers depending on the runes – this also means that you can now "write" on thin air as if you were writing on something solid. Nidhogr, having long learned to live off the World Tree's roots for sustenance, will give you a self-regenerating root piece that, when eaten, restores you to your prime age and physical/spiritual condition; it doesn't keep you at that state permanently, though, so make sure to eat your roots and veggies daily for the best effect. Furthermore, they wish to repay you by joining you as companions; they can also potentially become lovers, but they'll insist on sharing you with each other.

Journey to the West- A neutral hermit in the Mist Continent wants you to travel to the monastery of wise Gandharva monks on a mountain to the far west and bring back a mythical tablet that contains important information on the path to enlightenment. If you accept, you will have a few bodyguards with you, admittedly – a Kakuen (Monkey), an Orc (Pig), a Sahuagin (Sandy), and a rare Hakutaku/Ryu hybrid (White Dragon Horse) – and all of them are stronger than normal. All of your escorts are at the power level of great heroes, but they are very rowdy, and they all have a tendency to get into trouble whenever you leave them alone for long. And the journey won't be easy, as the vague trail to the monks will take you to the farthest edges of the continent, into barbarian lands that no kingdom has been able to civilize; it is said that the mist is thicker and the monsters fiercer here than anywhere else on the continent, so be careful. If you reach Vulture Peak, the Gandharvas will grant you the Sutras of Wisdom, which you will need to take all the way back to the hermit to complete the mission. As a reward, you are granted a copy of the Sutras, which will allow you to enhance the intelligence and wisdom of wild beasts, though it does not give you control on how their views and personalities will develop as a result. You can also bring along your bodyguards as companions if they are willing.

The Eel and the Centipede- While traveling, you will happen to cross a bridge over a large pond, only to be stopped when a beautiful maiden appears before you. Genbei is an Unagi Hime, which is a more sophisticated and powerful Unagi Joro who has gathered enough energy to evolve to a greater form. They see themselves as the freshwater equivalent of Otohimes, and like to make their own water palaces in lakes and ponds. Unfortunately, they're hampered not only by the limited space but also by competition over the space.

Genbei is locked in a seemingly endless "war" against a centipede Oomukade who wishes to claim the pond for her own. She believes that you have the potential to turn the tide back in her favor and promises to reward you if you aid her. If you seek out the Oomukade's cave not too far away, the centipede yokai, larger and more tomboyish and headstrong than the usual Oomukade, will introduce herself as Sato and attempt to recruit you to her side to expel the pretentious little eel. No matter who you face, the challenge will be difficult. Genbei is much stronger than a regular Unagi Joro and can slickly maneuver about the battlefield with slippery

grace; she also knows some magic and curses. Plus, she has a bit of "dragon" in her, and she can turn into a "dragon eel" – a slimy, fishlike Wurm that is more delicate than a standard Wurm (not that that's saying much!). Sato in contrast is bulky and slow, but she more than makes up for it with her highly durable body armor, her natural poisons, and her ability to grow large enough to coil around a mountain.

You can fight on either side, or you can try to fight both of them to stop the feud; the latter will put you in the middle of the crossfire as they attack both you and each other, but if you succeed they will both compromise and agree to live together. As long as you stop the dispute one way or another, you will get the pond, which follows you across jumps and can be accessed from the Warehouse; it has a sense of serenity to it and deeply assuages any turmoil and hurt you have in your heart. However, there are additional rewards depending on who you helped.

If you help Genbei drive away Sato, she will offer to follow you as a companion and lover, and her mini-ryugujo will be accessible within the pond – it's more of a villa than a full-fledged palace or city, but it's still great for a vacation home. She will also give you a couple of treasures: a roll of perfect, comfortable yet sleek silk that never runs out no matter how much you cut off for clothes and the like; and a holy bell that projects good luck while also being able to speak (useful if someone tries to steal it away from you).

If you instead assist Sato in taking the pond, she will be available as a companion and lover, and the border of the pond will extend to include Sato's cave – it's not the cleanest of caves, but it's rather comfortable, and even Sato hasn't explored all of it, so who knows what you might find in the back? She will also give you a couple treasures she's picked up: a cooking pot that automatically produces delicious and healthy meals without need for a fire, and a bag of rice that gives you increased luck in battle and never runs empty.

If you fight both of them and win, they will admire your courage in taking them both on at once so neither of them will be sad, and they will both offer to come with you as companions and lovers; in that case, you will get both sets of rewards.

Sting Like a Mantis- You have encountered an eccentric Mantis swordsman who has ambitions to become the world's #1 swordsman, and she is counting on you to be her mentor. However, she has a few issues that hinder her quest to glory. First of all, she's blind. Second, instead of using actual swords, she insists on using her own body as a weapon – namely the natural scythe extensions on her arms; furthermore, she keeps trying to apply traditional sword styles into her unorthodox use of her arm-scythes despite the raw differences, with only limited success – not to mention that it tends to get her disqualified from formal sword challenges. Also, she dislikes noise, and prefers to interact with others in silence, relying mostly on hand gestures and facial expressions to communicate (and she'll expect you to do the same when training her).

To complete this jump, you must train the Mantis to become a skilled swordswoman with her arm-scythes alone – and in a style that won't disqualify her from formal matches. Then, once she's ready, you'll be her companion and mentor as she takes on all the great swordfighting challenges

across the world. This will mean, among other things, traveling far and wide across Zipangu and the Mist Continent (and winning duels against every sword user and martial artist in those lands), winning Dragonia's battle tourneys, going to war against the mightiest warriors in the Demon Army and Order, and even dueling against the Demon Lord's own husband. It will be a hard and long ordeal, and both of you might want to give up at some point, but you'll need to keep striding towards the Mantis's impossible dream.

The Fallen Hero is (probably) far too strong for even your Mantis to beat (though if she does win, it, it still counts as completing the challenge), but you can still finish this challenge even if she loses the final fight, if you complete a couple of conditions. First, she must survive a day-long fight against the Fallen Hero. Then – and this is important – she must willingly surrender the duel. She'll likely want to fight on, as she is incredibly stubborn and swore never to back down from a fight before you first met her, but she needs to recognize that pushing herself to the breaking point isn't worth it. If she lasts at least a full day and then forfeits, the Fallen Hero will say that she has proven herself to be a true swordsman, for a true warrior knows when to fight and when not to fight. She will then be hailed by the world as the greatest swordfighter, and you will win the scenario. As a reward, you now become incredibly skilled at training others in sword-fighting techniques, even when they have little if any aptitude for the art. Plus, your Mantis student can become a companion and join you on your own journeys.

Trading Places: Ilassa's Dilemma- You have been hired as an aide to the Lilim Ilassa for an important peace conference she is handling between a Pharaoh and Apophis at war with each other. A Lillim who prefers to see human couples embrace corruption/monsterification willingly and helps them realize their potential talents, she strives to encourage cultural exchange and acceptance between different individuals and societies, but she is having trouble with this particular negotiation and needs some outside help.

While at first glance this may seem to be just the usual conflict between a Pharaoh and Apophis, things are actually more complex than meets the eye. Back in the ancient days, the Apophis was unable to overcome the powerful Pharaoh, but she came up with a novel solution: she used a soul spell to switch bodies with the Pharaoh, letting her rule the kingdom while exiling her rival to the wastes as a "monster". However, this soul exchange had unexpected consequences, especially when the gods soon after brought the age of the desert kings to a close. Both the Pharaoh and Apophis went into hibernation, but the new instincts of their bodies influenced and warped their desires.

As a monster who worked so hard to steal a human body, the Apophis that is now the Pharaoh harshly reacts against any sort of lewdness, trying to escape her past of truly being an Apophis in soul if not body, and she is horrified at the idea of potentially becoming a monster again. On the flipside, the Pharaoh that is now the Apophis enjoyed her new form as a monster and escape from her responsibilities as the ruler of a country, but she holds a grudge against the Apophis she switched places with. As a result, rather than simply usurp the Pharaoh and her kingdom, she wants to destroy it – wreck the Pharaoh's kingdoms and buildings, and scatter its inhabitants to

the far winds; after all, she prefers the old approach monsters took of just killing their enemies rather than lewd things.

Further complicating things, the whole soul-switch spell connected their souls to a degree, and they gained a degree of empathy – and love – for each other. Though they won't admit it, they are falling in love with each other, but their rejections of their current states means that those feelings only aggravate their tempers even more. Not to mention that the Pharaoh used to be male, creating even more of an identity crisis for the two. In fact, both of them are just about fed up with things and at the breaking point; they have each researched how to recast the soul switch spell using Khepris, though they have different aims – the current Pharaoh wants to transfer all the monsterization elements to the current Apophis, while the current Apophis wants to get her body back but transform her old body into an Apophis in the process.

As Ilassa has some sort of secret pact with the Khepris, as well as a desire to help people reconcile their conflicting views and find a middle path, she wants to sort out the brewing war while also helping the two confused monsters adjust to the new world that they're in and move forward with their lives. Unfortunately, the gnarly situation may be a little too much for even an experienced ambassador like Ilassa. It doesn't help that she can actually be notoriously stubborn, making it hard for her to find the right approach to resolving the dilemma. But she thinks you might be able to help her.

If you can resolve the conflict satisfactorily so that the Apophis and Pharaoh are no longer in conflict with each other, they will reward you by teaching you the soul switch spell they have both mastered. In addition, the two of them will now view you as an ally and friend, offering you superb hospitality and guest treatment whenever you're in their shared kingdom.

However, there will be a greater reward if you do an especially good job with the counselling. If you manage to not only get the two to make peace but also realize their empathy and love for each other, and help them come to terms with their new bodies – without seducing them yourself – you will impress Ilassa, who appreciates that you went for a solution that required neither violence nor seduction. She will invite you to another room for a briefing, only to reveal once you're inside that she has locked the only way out, and it's just the two of you. If you show the right mix of acceptance and dominance (the willingness to go along with her BDSM desires while also being able to take on the dom and sub roles interchangeably), she will offer to become your lover.

Should you earn Ilassa your wife, you'll gain not only a clever and powerful Lilim companion, but also access to her desert kingdom of Arum Sedis (even after the jump) and her Khepri allies (as she'll share the secret deal that she has with them).

Art's Blinding Vision- While exploring a remote cave, you find a surprisingly well-lit spacious chamber in the center, with a clear opening up into the sky. But you don't have much time to savor the natural beauty, as a Medusa will attack and attempt to petrify you, believing that you're here to steal her "secrets" and take her glorious future away from her. Once you clear things up, she'll confess her troubles. Called Aurora, she's an amateur artist who wanted to do something big for

her graduation test in art school, and she saw the opportunity in a commission for the royal family of Makai: a group bust of the Demon Lord, the Fallen Hero, and their first ten daughters. However, when she tried to apply for the commission, she learned that the royal family had already given up on the idea; every artist they hired gave up in the end, being too impossible to capture the splendor of any one of them, let alone the combined grandeur of the entire family, and do it justice.

Frustrated at losing her chance to create such a masterpiece, the spitfire Medusa whispered under her breath that it wasn't that hard – she could do it blindfolded! Unfortunately, she forgot that Lilims have exceptional hearing among other senses, so they took her up on the offer. Now stuck with an impossible challenge officially assigned as her graduation test, Aurora is succumbing to the same feelings of inadequacy and lack of motivation that the artists before her gave up against. Can you help her achieve this near-impossible test and prove that she has the heart of a true artist within?

If you're an artist yourself, you can help Aurora with the sculpting (though you'll have to carefully balance your assistance, as her feelings of self-inadequacy might make her temperamental if you surpass her), but even if you're not the artistic type, you can help just by being there for her. Preoccupied at finishing her work (or even just getting started on it), Aurora has neglected cooking and cleaning, so she'd appreciate any help you can provide in those areas; savory food and beautiful surroundings are ample fuel for an artist's inspirations, after all. And when she's feeling frustrated, she could use a shoulder to cry on (even if you'll need to mind her snake-headed hair, which is a bit nippy). Not to mention that when some of the Lilims and such visit time-to-time to model and critique, Aurora will need some encouragement to come out of hiding, especially with some of the more teasing Lilims.

But possibly the greatest help you can offer the Medusa is helping her come to terms with her tumultuous emotions and harness them. Though Aurora has promised to sculpt the entire masterpiece blindfolded, that stipulation does not apply to the serpents in her hair. But since Medusas unconsciously channel their hidden feelings into their snakes but are too proud to admit it, Aurora cannot yet control her snake heads fluidly. Perhaps if you can persuade her to let go of her stubbornness and embrace her true emotions, she and the snakes can truly become one, letting her sculpt the whole artwork as if her eyes were wide open.

If her sculpture is completed and is deigned acceptable by the royal family, you'll complete the bonus scenario. Her dream to become a world-renowned artist fulfilled, Aurora reveals that she has made an exceptionally magnificent statue of you as a gift; a perfect embodiment of her vision of you, the statue can fluidly transition between all your forms at your and Aurora's command. Aurora is also now available as a companion, though not necessarily as a lover.

However, an even greater reward is possible if Aurora's masterpiece isn't merely acceptable, but succeeds in captivating the Demon Lord herself. Not simply acknowledged as a great artist, Aurora is now considered *the* greatest artist of this age. The royal family now has her permanently on commission as their chief artist and architect for Royal Makai, and she can still carry out their commissions while in other jumps, with heavy pay-offs for each commission. Plus, Aurora will reveal to you an even grander statue: a heroic portrayal of you, with a stony, loving Medusa

wrapped around your statue self. Not only is this an excellent marriage proposal gift from her, but the conjoined statue now has special properties. As with the lower-grade statue, it can shift fluidly to match the forms of both you and now Aurora, too. Aurora truly captured the perfection of you and her in stone, such that the universe considers the two of you and the statue to be one and the same. Since you and Aurora are always touching each other in the statue, the universe considers you and Aurora forever conjoined physically, even when the two of you are apart; this means that powers that require direct contact, for instance, will always apply to you and Aurora, even if you technically aren't touching in reality. Also, the two of you can swap places with the statue's location whenever either of you wishes it so.

Nine Tales at the Inn - At some point in the jump, you will be wandering through the woods when night falls, and mist covers your surroundings, so that you are completely lost. And then rain sets in, too. Fortunately, a kind, fox-eared woman in a graceful kimono, bearing a lamp that clears through the fog and an umbrella that pushes back the rainfall, walks up to you and kindly invites you to her inn. A Zipangese-style inn, it is a lively yet comforting place, filled with travelers of all sorts who nevertheless all get along, any feuding stopped with just a gentle word or nudge from the kind hostess. After replacing your soaked clothes with a kimono matching hers, Lady Suika explains that she is but a humble innkeeper (certainly not a monster, she reassures you, the fox ears are just a cute decoration – look, she doesn't even have any tails!), looking after the inn for her husband; he left on a journey a long time ago, and she wants to keep it running until he returns to her side.

She has a policy of letting travelers stay at her inn for free, and if you really press about repaying her, she'll say you can just help out with a few chores around the inn. After all, it's not like you're in any hurry to leave. Day or night, rain or shine, the inn and its surrounding meadow form an idyllic sanctum where time and worries just seem to fade away forever. Every night, you and the other guests go to sleep comforted by the innkeeper herself, as she personally visits each of your rooms, lit only by her lantern, to gently sing you to sleep. And each morning, as you wake up, you don't remember what you dreamt, but you feel like some heavy burden has been lifted from you…even if you can no longer recollect what that burden was; it's probably not important, right?

Yes, best to just stay a little longer. That's what you'll tell yourself each day, as time passes in a seemingly never-ending flow of contentment. But maybe you have noticed that not a single traveler – even those who just arrived the other day – ever departs. Or perhaps you noticed gaps in your memory, or new memories filled in where you're pretty sure you didn't have them before. Though should you start considering leaving, the rain and mist will return, and your hostess will encourage you to wait it out with her – and by the time the weather is better, you've probably forgotten you wanted to leave anyways.

Still, if you push through the cold rain and the blinding fog, you'll eventually escape the inn…only to become lost again. Lady Suika will appear like she did before, as if you're meeting her for the first time again, and kindly guide you back to her inn. You might have a faint recollection that this all seems déjà vu, but surely that's just your imagination; besides, some things are different about the inn this time (maybe it's winter instead of spring, or you've arrived in the middle of a

summer festival), so your silly head must just be mixing your memories up. Even if you manage to hold onto a memory, it might just help you remember that there is no way out, so why should even you bother?

Though it will take considerable detective work to uncover even a fraction of the secrets, the truth of this inn is that its hostess is a nine-tailed Youko of incredible might, a survivor from long-ago days before the current Demon Lord. Suika did truly have a husband once: a human who took pity on her when she was wounded, and in turn earned her devotion. Despite the conflict between man and monster, she convinced him to move away with her to the countryside, forsaking the warring world for their own happiness. But over time, the husband remained troubled over a past trauma from before he met her, wondering if he deserved happiness after all the pain he caused others before. Instead, he abruptly took his life one day to pay for his past sins, his wife not realizing what he had done until it was too late. If only she had taken those painful memories away from him, she thought. Then he never would have left…

Suika has taken the inn that she and her husband built, and created a distorted, sealed world where there is no past to weigh you down, nor any future that will doom your happiness, just an eternal present spent in happiness. She has "helped" wrap many guests under her spell, such that they no longer remember where they came from or even recognize that nothing ever changes here, but she has a particular role in mind for you. She believes that you are her dead husband reborn (whether or not that's actually true), and she wants to guide you back to where you belong (with her). Skilled at snatching memories like plucking rice with chopsticks and crafting new memories as if weaving at a loom, she intends to remake you into her eternally devoted husband, who will stay by her side forever.

The reason that you never see the Youko's tails isn't simply because she's hiding them: her tails literally are the inn – or rather, *inns*. She has used the ancient, raw magic contained in her tails to generate 9 contained, parallel dimensions, each hosting a different version of her inn that is trapped in a specific timeframe based on a happy moment she had with her husband (at least one for each season, etc.). Each inn is contained within one of her tails, allowing her to shape it and its reality as she sees fit, locking her "guests" in a never-ending loop where the days may pass, but time never does. As a result, once you enter your domain, your existence within it becomes a fixed certainty; even if you exit the border, the timeline will simply loop back and place you back in her domain at the point when you first arrived.

All the tails are linked together to their owner's but function simultaneously and independently as potential realities happening at the same time. When you're walking alongside Suika in one world, her umbrella sheltering you from the rain, you may be having a snowball fight with her in another world at the same time, or dozing off on her lap after watching summer fireworks. Your existence is split across multiple versions of the inn, though each of you is only conscious of your own reality, and what happens in one version will affect the others. If you start to fall for her in one inn, the other versions of you will also gain increased affection for her. And as long as even one of you does not leave the inn, she can make that your default fate, such that escaping the inn in any but not all of the timelines will simply reset the loop.

Few if any of the other guests have the cognizance to recognize or acknowledge the trap anymore, and even the few who know something about the true nature of the inn may not really be on your side (too afraid of either the great Youko's wrath or of losing their artificial contentment), but with few other options, you may still need their assistance. There also are several other residents of the inn who may seem particularly useful, but their "help" is a double-edged sword.

First there's Ogasa, the Karakasa-Obake inhabiting Lady Suika's umbrella. Previously owned by Suika's husband, the umbrella's feelings of regret and loss at failing to protect him from his grief has resulted in an abnormally devoted and possessive tsukumogami spirit. Ogasa wants to protect you, even from Suika herself if the umbrella feels that the Youko is endangering you, but she mostly agrees with Suika that the best way to "save" you is to shield you from your past. Ogasa functions as a key component in Suika's memory spells by "shielding" the inn from the sorrows and memories from reality outside. If you try to escape, Ogasa will insist on coming along to protect you, and she is helpful in protecting you from the rain, which seems especially cold and painful. But the "rain" that falls when you try to leave the inn actually symbolizes the painful sorrows that have been locked out of the inn. If you use Ogasa to avoid the rain, you will just wander the woods infinitely, never getting close to the realm's border; the only way to escape is to face the pain of your forgotten sorrows. And if you've failed to escape enough times, Ogasa will offer an alternative to giving into Suika: Ogasa can bundle you up into her umbrella and seal herself away with you, and the two of you can just forget everything but each other.

Likewise, the lantern that Lady Suika carries is another tsukumogami: a Chochin-Obake called Shino, who helps Suika every night with her tender ministrations to the guests, lighting up their dreams for Suika to mold and break as she sees fit. Another past belonging of Suika's husband, Shino seems to encourage you to resist Suika's tricks, and might very well be the one to get you to realize that something is off. But while Shino's words will ignite a fire in your heart, she will then gradually drain that fire away into her lantern, leaving little if any willpower left inside you. Suika allows this, as she feels it's best for her husband to get over their trepidations at the start, rather than wait for them to simmer up later. And the living lantern also regularly helps Suika deepen your hypnosis. Shino is very possessive of you, her owner, and she will try to make you see her as your only ally in escaping, until your will is burnt out and you accept that she knows best, following her lead like a moth to a flame. Perhaps you can help the lantern remember her true nature as a light to guide her master to safety, not further into the darkness.

The very clothes you're now wearing might betray you. The kimono that Lady Suika gave you (after replacing your wet clothes and trashing them) feels wonderful to wear, as if the cloth itself is giving you a constant massage. In fact, if you ever take the clothes off for too long, you'll start to feel uncomfortable – especially if you put on different clothes, which will feel so itchy in comparison. And strangely, whenever you try to escape and reset the loop, you'll start out where the kimono from the very beginning. The matching kimonos were sewed by Suika herself as a wedding gift for her husband – one for her and one for him. And now both kimonos are inhabited by a pair of twin Ittan-momen named Ichi-ko and Ni-ko, though they're really a single being much like a Liliraune. Loyal to their creator, they happily serve their Youko mistress and want to help the two of you become a proper couple "again". They'll subtly pull you towards Suika, especially the further away from her you are; eventually, you might even hear them whispering that it isn't

right for you to leave your lady alone. The only time they'll willingly come off you is when Suika has likewise disrobed and wants to do something special with you; otherwise, they seem to become sticky and cumbersome whenever you try to take them off. Fall deep enough into their power and they will completely immobilize you, making it impossible to leave their lady's presence. Also, as long as you're wearing them, Suika can easily transfer spells from herself to you as if you're in direct physical contact.

Finally, there's Kawa, a Kappa who resides in a well beside the inn. If you pass by the well, she may poke her head out and talk to you. Bond with her enough, and she'll let you know a secret: this well bridges time, so if you come with her, you can see the future of the inn. Maybe that will help you uncover the secrets of the inn? If you travel through with her, you'll emerge at another version of the inn, and as Kawa claimed, it will be as if you traveled through time, with everyone agreeing that this is the future. Lady Suika will still dote on you, but she will be less clingy and doesn't seem to view you as her husband anymore, just asking Kawa to make sure her dear stays safe. However, like the others at the end, Kawa is hiding a dark secret. An old friend of Suika's back in ancient times, Kawa was lonely for a companion, but let Suika claim her husband, feeling they were a better fit. In gratitude, Suika promised Kawa that she could play with and marry their child. So while Suika might still try to convert other versions of you into her husband, if she decides you're suitable for Kawa, she's fine turning you into her child – and the Kappa's married partner – instead, still trapping you at the inn forever. (Oh, and you're not actually traveling through time; Kawa's well links the nine versions of the inn.)

Your mission is to completely escape the inn, or persuade Lady Suika and the others to overcome their obsessive grief and free everyone. Beware at slipping up, lest you be made into Suika's vision of her lost husband in both mind and body. Successfully complete this scenario, and you will gain the companionship of Suika, Ogasa, Shino, Ichi/Ni, Kawa, and any willing guests. And you also gain the inn, now attached to your warehouse and importable into jumps.

Oh, and just to be clear, your fateful encounter will happen randomly at some point in the jump, and you will have no memory taking this scenario (and certainly not any spoilers) once you begin the jump, aside from a gut feeling about what you must do to complete your mission.

A Horny Dilemma- At the beginning of the jump, assuming you took an in-setting background, you will turn out to have a pure-hearted Unicorn named Almathea as your longtime childhood friend; if you're a drop-in, you'll nevertheless encounter her at the start of the jump and quickly become steadfast friends.

However, at some point in the course of the jump, she will come bounding to you in visible distress. Her body will start to contort and turn black, her horns fusing into one, as she sultrily asks how you would like the idea of a harem, before reverting back to her original self and, in a horrified tone, insisting you forget about what she said entirely, before quietly begging you to help her.

It turns out that Almathea had started to shift from a monogamous, pure-hearted Unicorn into a lecherous, polygamous Bicorn, but due to her deep childhood bond with you and perhaps some

unique trait she has, the transformation didn't happen – not entirely, at least. She has instead entered a schizophrenic state of sorts with two conflicting personas, kind of like a Jorogumo. There is her original, Unicorn form, who still wants a pure-white wedding with you and you alone. She still feels lust like all mamono do, but she appreciates having the love between the two of you be something special, pure, sacred, not something cheap. Then there's her alternate, Bicorn form, who calls herself Red Bull. Obscene and openly lecherous, Red Bull feels that purity is a joke, and there's no point in acting all chaste when you can just be greedy and take all you want and more.

Each of them sees herself as the true self, and they each want you to save them from the other one. Almathea insists that she's your chosen, fated lover, and that you don't need anyone else – and certainly not a debauched parody of a Unicorn, who's careless enough to let others pollute you with their impure desires. Red Bull has a more dominant, openly sexual persona that will strive to take charge in your relationship and form a "perfect" harem for you. Each of them insists that they know what is best for you.

By being in close proximity with you, Almathea/Red Bull's transformation remains stopped, but even then, she shifts erratically between her two selves. Neither believes that the other's viewpoint is at all right, but more than anything, they feel the agony of being torn two ways, and they trust that you can save them, one way or the other. The actions you take when traveling alongside your friend will determine which form she will more frequently change into. For instance, acting chivalrously or taking the time for gentle romance will draw out Almathea more, whereas flirting with other women or being aggressive will cause Red Bull to dominate. Being overly submissive or dominant might also affect who rises to the surface. And how you interact with Almathea and Red Bull respectively – whether you are nice to them or not – will determine if they will find the will to push themselves to the forefront, or just grow more passive and let themselves be pushed further and further back.

Things will eventually reach a boiling point, and you must choose which version of your friend to save: Almathea or Red Bull. Whoever you choose, she will lock into that respective form permanently, with a few deviations. Almathea is now an eternally snow-white Unicorn, who will never, ever succumb to the temptations and corruption of open lechery and obscenity, no matter what she is exposed to – she is still capable of lust, but only towards you, and all the while maintaining the dignity of a graceful, virgin maiden; also, her horn's healing power has become more potent and pure than ever, such that mixing other energies with it will not dampen its effect – in fact, it may even "purify" those foreign energies.

In contrast, Red Bull is a reddish-black Bicorn stained to the core in depravity, such that nothing pure or holy can ever temper her debauchery or harm her in the slightest (and that effect can also be applied to others who have immersed themselves in her horn's lewd energy); in addition, her mana actually grows and strengthens the more she gets excited by lecherous behavior in both herself and others, potentially allowing for a much larger harem than normally possible with a Bicorn.

And you must choose. Being too wishy-washy, dawdling, and not committing enough to either of them will only exacerbate the turmoil they're feeling. If neither of them feels truly loved or appreciated by you, their stress will reach the breaking point; this will also happen if the jump ends before you resolve their crisis. Their friendship with you shattered, they will slip off somewhere, their fate unknown, and this bonus scenario will be considered a failure.

But, perhaps, it is possible to care for both of them. If you show genuine and steadfast love for both sides of your friend, without neglecting either or waffling in your determination to abandon neither, it may be possible for each of them to reach an understanding with each other, recognizing that while they may have different views, they are two sides of the same coin, and they are truly the same person, not something to be rejected and thrown out. In that case, the two personas and forms will merge into a single being embodying the traits of both a Unicorn and a Bicorn , though she can also split back into her two separate counterparts when she pleases. She now calls herself Yukishiro, and promises to always be a dear friend and lover to you, her only and only love. While she allows you to form a harem, her own bond with you will remain unique and special, showing how she retains a sense of monogamy with you. While appreciating the fun of openly being lewd, she knows how to also create a sense of wonder from purity in demeanor, too. Yukishiro will possess both Almathea and Red Bull's special powers.

Getting Antsy- You have been hired by the queen of a Giant Ant colony to solve a perplexing mystery. The queen explains that there is a particularly pernicious Ant Arachne who has infiltrated the colony, living off the labor of the hardworking ants without giving anything back in return. It's a common problem for Giant Ants, but normally the fake ants are discrete enough that it doesn't disrupt the normal work pattern of the colony. This spider, on the other hand, keeps causing trouble for the colony, outright stealing food in broad daylight and harassing the workers yet somehow disappearing without a trace. The queen wants you to go undercover to find the infiltrator and return the treasure. The trouble will be investigating without getting seduced by the ants' pheromones and being claimed by a worker – or by the spider, for the matter. To further complicate matters, this particular colony is notable for growing the cottony, hallucinogen-producing Kesaran Pasaran plant girls, harvesting their shed fluff for various uses. The ants have grown immune to the hallucinogen (mostly); you, on the other hand… If you don't take the right precautions, you might mistake ordinary ants for spiders, or even mistake the cotton girls for ants. In fact, it's possible that the Giant Ants, should the pheromones and hallucinogens mix just right, might mistake you for the Ant Arachne, and it's possible you might even believe them, too. As it turns out, the Ant Arachne has also been affected by the cotton hallucinogens. Now she frequently becomes deluded into believing that she is truly an ant, allowing her to fluidly blend in with the ants until she sporadically snaps out of her daze and returns to being a crafty spider. If you manage to catch the Ant Arachne and extract her from the colony, the ants will reward you with the Formic Codex, which allows you to convert substances you consume into a spray you can fire out, whether to utilize the substance for yourself or to spray at targets. If you want, the Ant Arachne can also come along as a companion; she's probably grateful that you got her out of the psychedelic colony's mania, though she has picked up a few Giant Ant traits in the process.

Makai March (+500 CP, Can't Take Ashes of Victory)- Your mission is to bring about the Demon Lord's beautiful wish for a world where monsters and men live in harmony and love eternal. ♥ The biggest thorn in her side has been the inability of monsters to give birth to Incubus sons to pair up with the Mamono, and that a change in leadership could undo all her changes to the monsters. If you succeed, those issues will no longer be a problem, but you must win completely. To triumph, you must fully convert the world to the side of monsters. Not a single individual human can be allowed to escape the coming blessing, and the entire planet must become a vast demon realm of boundless lust and lechery. Then, with the Demon Lord and her Fallen Hero husband opening the way, you must storm Heaven and overtake the Chief God once and for all. Then everything in this world will be perfect, don't you think? ♥

If you complete this extra scenario, which has no specific requirement to take, you will receive a limited version of the Maou's power to turn targets into Mamono. However, unless you have gathered up incredible levels of power for especially long durations of time, you will only be able to transform targets into known species of Mamono. Alternatively, you can cause targets to turn into a species of Mamono reflecting their original form, potentially even new kinds of Mamono that didn't exist before, but in doing so you give up your direct control over the transformation's results, so be warned that this could lead to unpredictable and even potentially detrimental results.

You can't take this bonus scenario if you took the *Ashes of Victory* drawback.

Bonus Scenarios (Location)

For the location-tied bonus scenarios ONLY, you have the option of taking a bonus scenario that is not in your starting area, at the cost of giving up the CP bonus you would normally earn (you'll still get any other rewards for completion, though!). You will only get the CP bonus for the scenario you take based on your starting location.

As mentioned before, companions can take scenarios (see Introduction to Bonus Scenarios for more details).

Unless otherwise noted, all scenarios reward you with +300 CP upon completion.

Fading Light (Order Kingdom Only)- You are visited by an Angel named Aeris and a Valkyrie named Gondul. Each believes that you have been chosen by Heaven for a different mission. Aeris believes that she needs to guide you to a sacred temple so the two of you can perform a holy ritual to bring continued prosperity to the land and protect it from evil. Gondul has received visions of a dark power growing in the land, and she believes that you are the hero destined to save the land from the coming evil.

First, though, you will need to get some training so you can fulfill your duties as a hero. As they have similar requirements for you, this is the one period where Aeris and Gondul will cooperate with each other so you can be trained. Even then, though, they will have a rivalry with each other, as each thinks you are "her" hero and that the other is leading you astray. In fact, both of them are already on a path to darkness.

While they believe they are hearing the voice of the Chief God, they are actually being misled by the Fallen God, who is behind the cult. The Angel is correct that a ritual must be performed at the site in her vision, but the directions for the ritual have been twisted so that instead of protecting the land it will accelerate its corruption. And the cult has a prophecy about a mighty hero that they plan to subvert, so the Valkyrie has been tricked into training said hero and leading you right to them.

The course of the scenario depends on who you decide to help. If you choose to go with Aeris, you will need to escort her to the ritual site and protect her while she performs the "holy" ceremony. Since the cult wants you to succeed in the ritual, they won't present as much of a challenge; then again, since Aeris doesn't have much fighting skill, she'll be relying on you to protect her. If you go with Gondul, you and her will need to fight the cult head-on; this will be more challenging, but on the other hand you'll have Gondul fighting alongside you.

Either way, as you are about to reach your goal, the person you rejected will appear. She will have discovered what is really going on with the "holy" servant you are working with, and she urges you to stop the evil of the Fallen God. You must then decide whether to continue to work with your partner, this time embracing the darkness, or save your partner from the darkness and become her true voice and light. If you choose to save your partner, the person from the other option will succumb to the darkness and become a dark version of herself, forcing you to fight her. If you

side with your partner and the Fallen God, the other heroine will become determined to use the last of her light and strength to vanquish both of you.

If you give in to the darkness with Aeris, you will complete the ritual to shroud the land in the darkness of lust. Having become a Dark Angel, Aeris will come with you as a companion and lover, and you know how to use the ritual, assuming you find the right place and resources, to engulf other places in similar debauched darkness. If you instead save Aeris, she will use the true version of the ritual to protect the land against evil. She will come with you as a companion and lover (one who's not solely interested in sex), and the two of you know how to use that ritual in other places to protect the land from encroaching evil and corruption.

If you give in to the darkness with Gondul, the two of you will have your powers sharply enhanced by darkness, and Gondul, now a Dark Valkyrie, will come with you as a companion and lover. If you instead save Gondul and help her find a better purpose for herself than what the Fallen God had in mind, you will be blessed with holy light that comes from within your hearts, allowing you to stay true to your ideals even when you are all alone (it also gives you a boost when fighting evil).

If you managed to convince both of them to work together from the start rather than just choosing one, you will complete the two "quests" together and the head Dark Priest will be the one to explain what is really going on, in the hope that it will accelerate your downfall; at that point, you can either give in to the darkness or save both of them, which will net you the rewards focused on that particular end of the scenario for both characters.

Quest of the White [Haired] Knight (Royal Makai Only)- The Fallen Hero has sought you out for help with one of his beloved yet headstrong Lilim daughters, as he senses that you might have the right skills and mindset for the job. His daughter Pensdia, unlike his other daughters, is most enthralled with his tales of being a hero. She, too, wants to be a paladin-like champion of justice (and love, of course), traveling wherever there is need for a knight in shining armor to save the day. However, she still has her natural instincts for corrupting and transforming others, making it hard for her to stay true to the virtues of a hero.

The Fallen Hero would have liked to personally train Pensdia, as he sees in her the same fire of genuine passion for heroism that propelled him forward on his own journey. However, with his many other important duties, he just doesn't have enough time for more than giving her basic lessons. He wants you to be her mentor in becoming a heroic knight. This will require you to not only teach her combat skills, but also the honor and values of a hero, while finding a way to balance that with the values of love and independence that she holds as a monster. As the training progresses, Pensdia will insist on going out to prove herself on a hero's quest(s), and you must accompany her and see to it that she demonstrates the skills and virtues of a hero when put to the test. You can assist her to a degree, but you must let her carry and overcome most of the burdens in the adventures herself.

After Pensdia has successfully completed some heroic quests out in the world, the two of you will return to Royal Makai to meet with her father. The Fallen Hero will question you about her deeds during the quest, to see if she has continued to uphold the values of compassion, honor, and courage that the Fallen Hero holds dear as the markings of a true hero (among other values). In fact, it will turn out that the Fallen Hero, with some help from his wife and other children, engineered at least a few of the challenges Pensdia faced, in order to see how she handled difficult scenarios that tested her ideals. If you and her answer his questions honestly, and he is satisfied that Pensdia has proved her dedication to living up to the ideals of a true hero, he will personally knight her in a ceremony that awakens her full potential as a hero. He will gift her with her old sword and armor from his paladin days, too.

As a reward for your help in his daughter's growth as a knight, the Fallen Hero will give you a copy of his journal, which contains many of his thoughts on and evolution in his ideals as a hero, and how he learned to balance them with the love and freedom he has learned from monsters. With the journal, you will now have great skill in teaching genuinely positive heroic ideals to anyone willing to learn from you – even monsters and the like. Also, Pensdia is grateful for all your guidance and support, and she will ask for the chance to court you in the classic knightly fashion; she can then come with you as a companion and lover.

Fallen Salvation (Lescatie Only)- You were traveling through Lescatie's lush forests and enjoying the howls and moans of the local Werewolves when you stumbled upon some Order soldiers doing something with a strange artifact resembling an inverted hourglass or cup. Though surprised to see you, the leader says that it's too late for anyone to stop them, and Lescatie's blemished mark on the Chief God's light will finally be erased. Then the other zealots, before you could stop them, sacrificed themselves to power up the hourglass, and everything went white around you.

When you wake up, the world seems…different, like the ever-present Demon Energy found throughout Lescatie is gone, even though you're right where you were before things went black. You'll notice a small campfire tended to by none other than Druella herself, the Lilim who conquered and saved Lescatie. But she seems to lack the energy and sensuality she's notorious for, seeming rather subdued. Noticing that you've woken up, she asks you what happened here, while also mumbling that Lescatie wasn't supposed to fall like this. She explains that she saved you by slaying the remaining Order zealot who would have killed you while you were still unconscious – and that is really out of character for her, to outright kill someone – and she wants to know what they were after with you.

Her questions ramble too much for you to understand at first, but then Druella's personal projecting mirror [a Sabbath technology that seems to work like a cross between a camera and a cell phone] activates, displaying the live image of a second Druella. This second Druella looks more like what you'd expect – this sultry, arrogant demeanor that yet shines with love and generosity – but even that Druella looks uncharacteristically worried. As you listen to the two talk, you learn what is really going on, and what has happened to the once vibrant demon realm of Lescatie. The artifact that those Order zealots activated is apparently the "Holy Grail", a legendary, lost artifact that can be used in emergencies to "fix" timelines that threaten the rule of the Chief God. They wanted to

erase the stain of Lescatie being transformed into a Demon Realm, and so they wished to erase the source of the love that they feel "corrupted" the Fallen Maidens and Dark Knights.

In this new timeline, Elt – the shared husband of all the Fallen Maidens – never existed at all, and without him, the already hard lives of the Fallen Maidens pre-Druella became unbearable, taking away the little hope that kept their spirits alive. In the original timeline, Wilmarina Noscrim was the strongest hero in Lescatie, admired for her strong sense of justice and compassionate heart. However, she was lonely inside, as she was childhood friends with Elt (whose family were servants for her family), before her father, Priest Noscrim (a ruthless person responsible for much of Lescatie's corrupt nature) dismissed the family because he thought it wasn't good for her to associate with the lower classes. This hardened Wilmarina's heart and led to her distancing herself from Elt even when he became a soldier under her command, but she at least kept a little bit of that love in her heart from those once-blissful days. Now, without even that early friendship with Elt, there was never any true love or heart in Wilmarina's life, and she has become a cold, vicious pawn of her father, killing whatever enemies lie in her path.

Francisca Mistel Lescatie – the fourth royal princess of Lescatie – was ostracized by everyone due to her lacking magic abilities, being infertile, and suffering from sickliness since birth, but she found comfort as a child by befriending Elt and Wilmarina; even when both of them were pushed away from her, that spark kept her spirit alive. But now, having never befriended Elt or Wilmarina, Francisca was always alone. Worse, it seems that the friendship in the true timeline helped temper her illness and prevent it from reaching a more dangerous stage. While the sickness is still not fatal to Francisca herself, it is now highly contagious and spreads a more advanced, fatal strain to everyone who catches it – which inadvertently wiped out the entire royal household before anyone noticed. Priest Noscrim decided to keep the truth about the royal family's demise a secret and uses Francisca as a puppet queen for the country, keeping her isolated so that nobody but the inner circle knows that she is diseased. He has the plan of having her ultimately marry a prince of a neighboring kingdom; after the prince dies tragically from an "unknown" cause, she (and he, in truth) will inherit both kingdoms, expanding Lescatie's power and influence. The few outsiders who ignorantly try to get close to her inevitably die - either from the disease or via Noscrim's assassins to ensure they don't spread the disease. Gaining the emotion of love would push back the contagiousness and lethality of the disease, but who would ever befriend the forsaken queen?

"Magical girl" Mimil Miltie was renowned as Lescatie's genius magician and the pride of the country's "Magitec" institute of the magical arts, creating innumerous spells and and magic combat strategies that have propelled the army forward in its campaigns. But the constant pressure on her from such a young age weighed on her, as she just wanted to be able to enjoy her fleeting childhood and be treated like the kid she was. Elt was the only person who treated her like a little sister, though, and without him, she has let go of her childishness and devoted herself entirely to the war. She is making extensive progress in the "ultimate weapon" – a bomb that could destroy an entire country instantly.

Sasha Fullmoon was a pious devotee of the Chief God, and repelled monsters with her holy magic as a veteran hero, but her compassionate heart went out to the monsters' husbands and children, who always lost their smiles when they lost their loved ones at the hands of heroes. So she started

secretly protecting orphaned mamono children in her humble church in the slums, which led to her eventually embracing the Fallen God. However, at one time, the higher-ups in Lescatie offered to move her out of the slums to live in the castle, but she refused due to wanting to look after Elt, who was an orphan living in the slums with her. Without Elt, she accepted the offer and moved to the royal castle. She still felt guilt over monster girl children losing their families, and she petitioned for helping the orphaned mamono – and surprisingly, Priest Noscrim agreed, though warning her that he could only support her covertly, and that she needed to keep it all secret. So Sasha started secretly caring for orphaned mamono in a secluded part of the castle. However, his intentions were hardly good. When the monster girls are old enough, Noscrim's men take them away, supposedly to either release them into the wild beyond Lescatie or give them to families. In truth, some of them are used in "live-fire" exercises to train his troops to kill mamono, others are released and then hunted down to demonstrate the army's importance, and others are used in "honey traps" to frame his political enemies.

Mersé Dascaros, a famed captain of the guards and combat instructor, had a strong physique and proved to be a great hero and military leader, treating her troops like family and building strong camaraderie. Due to the trauma of her mother abusing her and then abandoning her for a lover, she despised womanhood and tried to be "all-man" on the outside and inside. In canon, Elt's tutelage under her awakened some of her womanly love, and she at least started to question her self-hatred of being a woman. In this mirror timeline, her anti-woman self-hatred is stronger than ever, and she is increasingly coming into conflict with the higher-ups due to their harsh treatment of common soldiers.

Primera Concerto, a half-Elf born from an Elf mother and human father, was ostracized from elf and human societies alike, but reluctantly decided to ally with Lescatie after being saved from monsters by Elt and Sasha. Aside from Sasha, who let her stay at her church, the only one she let come close to her was Elt, who therefore became Lescatie's messenger to her. In the false timeline, neither Elt nor Sasha ever saved her, and she never even started to open her heart up to others. So Primera continues to hide in the woods, hardening her heart and refusing to come to the aid of anyone.

Koyoi Amanomiya comes from a proud line of monster slayers in Zipangu, and she has arrived in Lescatie earlier than in canon due to an increased demand for professional monster killers in Elt's absence. While her skilled sword-fighting and monster-hunting abilities are much appreciated, nobody has noticed just how dead she is on the inside. Before coming to Zipangu, she endured a difficult family life where pleasure and friendships were forbidden, and both her younger sister and elder sister have vanished due to the hardships they endured. Believing her sisters to be dead, Koyoi has made it her mission to go out in a final blaze of glory and "die with honor" so she can see her precious sisters again in the next life. Such suicidal, violent goals are dangerous not only for her, but for everyone around her…

In just a month, alternate Druella warns you, Lescatie is going to be destroyed – and was already destroyed, in the future that she came from. It all started when Priest Noscrim announced the completion of Mimil's ultimate weapon, promising the public that it would wipe out all monsters for good. As a side note in the speech, he announced that the knight captains of Lescatie, to

promote united harmony in the country, would all marry fellow soldiers he has handpicked; his intent was to tie the more troublesome captains to some of his own men to rein them in and breed even stronger soldiers. For Mersé, this was the last straw. Already bitter at sending so many of her boys to die in the wars for a country that has never appreciated them, and already anxious about her own womanhood, this unwanted marriage drove her to the edge. Calling upon her own unit of soldiers as well as the many recruits she trained over the years, Mersé rallied them all into mutinying, and the streets ran red with blood.

At the same time, Priest Noscrim's announcement on the bomb troubled Sasha, and she realized what really happened to the monster children who left her orphanage. She launched a desperate escape plan to save her remaining children, but they were all caught and killed. However, a good number of them managed to make it out of the castle before they were hunted down (and a few of them caught and spread Francisca's illness). With the monsters seen on the streets, people began to panic and riot, with some believing that the castle was overrun by invading monsters while others thought that the royal family – which had been isolated from the public and beset with rumors ever since Noscrim covered things up about Queen Francisca – had made a secret deal to surrender the kingdom to monsters. This mass confusion and fear combined with the mutiny to trigger further violence across the city.

Shortly afterwards, Druella's army of Radicals arrived after a forced march when they heard that Lescatie was already spiraling into violence even before they had fully prepared for the invasion. Due to the hasty preparations, Druella's forces made slower and less effective headway than in canon, and then Wilmarina stepped in to force back the tide. While Druella is certainly powerful, without love to make her hesitate, Wilmarina was able to at the very least keep Druella at bay and keep the monsters from saving the dying city.

And then it all ended. Koyoi, believing the castle was lost and must be destroyed to save the rest of the nation, sought out Mimil for the bomb, unaware of the weapon's full scale. Frazzled by the chaos and thinking that the plan was to use the bomb in some other way (such as blowing it up along with the Lilim in a sealed dimension), Mimil helped get the bomb armed and ready. At the last minute, she realized that Koyoi intended to activate it there and now, but it was too late, and the bomb went off, wiping out the country and all life within.

Mirror Druella managed to survive, but she was grievously wounded and broken by the tragedy. Having lost her entire army, which she treated like precious family, Druella resigned and drank herself to despair, but she had one last thing driving her: wanting to know what went wrong. One of her sisters granted her a last-ditch spell to send her back, and it synced with the artifact's own rewrite to send her to you just before you would have died.

Canon Druella informs you that the true timeline still exists as its own separate entity for now, but unless stopped, the artifact will make the destruction of Lescatie into the single true timeline, using the energy of the bomb to erase the original timeline. Alternate Druella has given up, saying there's nothing that can be done, but canon Druella notices something about you: even across dimensions, she recognizes you as an incarnation of Elt. For love is so strong in this universe that it will never truly die, not even if one of the lovers is erased from existence. Elt in the alternate

timeline retroactively reincarnated into you, and that means you can save the now truly Fallen Maidens.

Due to the enduring destiny of your love, fate will create opportunities for you to encounter and befriend each of the Fallen Maidens, but it will be up to you to build from those first meetings. The more you bond with each of them, the more they will start to have flashbacks to their original lives with Elt; in turn, you will start to gain some of Elt's memories, giving you insights into the things that each girl likes. Once a Fallen Maiden confesses her love for you, her memories will come back to her, and, using a red string of Lilim cloth made by both Druellas, she will regain her monster form.

However, saving the Fallen Maidens is only half the battle. Alternate Druella notes that she also had to fend off the soldiers who would become the Dark Knights, and they all seemed stronger than they were originally, as well as single-minded in killing monsters. As it turns out, whereas the Fallen Maidens at least had their shared, enduring bond with you (as well as more direct influence from Druella) to keep them from falling entirely, the Dark Knights each had their individual lovers (some didn't even have lovers yet), making them succumb to the Holy Grail's power. The Grail has possessed them with "holy" light, brainwashing them into safeguarding the artifact's objective to enforce the rewritten timeline. They won't immediately attack you all together, since they have to continue their other duties in the Order of the Holy Ice Flower, but they will gradually identify you as a threat to the new timeline and work to eliminate you.

Fortunately, their erased lovers (even the future ones they would have had in the main timeline) have likewise retroactively reincarnated into you, but the Grail's influence makes it harder to save them. You will need to fight each of them to push back the Grail's influence; only then will your bond of love restore their memories of the original timeline and let them regain their monster forms. Although you will have no choice but to fight them, your words and actions during the fight, if played right using the vague memories you have of being their lovers, will strike a chord with them and make them hesitate, potentially providing the edge you need to triumph.

After you have saved all of the Fallen Maidens and hopefully improved the overall situation in mirror Lescatie, there's still the issue of dealing with the artifact. Alternate Druella suspects that it retained most of the energy from the future bomb even after she went back in time, which will let it permanently overwrite the timeline in a month (at the same moment that Lescatie would be destroyed). But the artifact's location is unclear, and canon Druella suspects that the artifact was originally hidden somewhere else in the forest, before the Order fanatics unearthed it and moved it to where they did the ritual; therefore, canon Druella suggests that you get Primera's help, since she knows the woods like the back of her hand (that's your cue to save her if you haven't already done so yet).

Side Note- While Primera will be restored to her half-Elf, half-Werewolf form after you save her (her human side got corrupted rather than her elf side, unlike what normally happens to elves), due to the whole alternate timelines thing, alternate Druella can, if you ask her, manipulate things so that her human side simultaneously transforms into another mamono species of your choice (Dark

Slime, Lamia, Imp, Dullahan, etc.), turning her into a three-species hybrid; she'll essentially be 1/3 Elf, 1/3 Werewolf, and 1/3 other monster.

Once you find the hidden location, the Grail has some defense systems protecting it, and any remaining Dark Knights who haven't been saved by you yet will rally at the relic for a last stand, but with the Fallen Maidens and Dark Knights you've saved helping you (and maybe even alternate Druella if you have bonded with her enough), you can overcome the odds and destroy that wretched Grail for good. The world will start to shift as the timeline resets to the original one, but your new waifus will combine their powers with yours to preserve alternate Lescatie (as in the full country) in a parallel dimension (kind of like Wonderland in that it's a demon realm existing in a separate space outside the normal world), so that it can continue to exist in the true timeline. You can now return to normal Lescatie, but due to saving Lescatie from itself (and the fact that you are now lovers with Francisca, queen of Lescatie), you will be declared King of Mirror Lescatie.

Mirror Lescatie will follow you between jumps, and all of the Fallen Maidens and Dark Knights are now companions. Furthermore, canon Druella, who was shaken by what nearly happened to Lescatie and reminded of her father by you overcoming the incredible adversity for the sake of the future and your loved ones, has decided that you are the only one for her, becoming a companion and wife to you. In addition, while alternate Druella will normally leave alternate Lescatie right before you save it, hoping that once things reset this will all be just a bad dream to her, if you have bonded with alternate Druella during the quest, she'll decide to stay in alternate Lescatie with you as a companion, too; meeting the original Druella will restore alternate Druella's full powers, and having the two of them in close proximity to each other will enhance their powers to levels once thought impossible.

Oh My Onsen! (Demon Realm Only)- The Demon Realms have lots of attractions for tourists and lovers, and one of the most popular appeals is their growing hot spring industry. Business is booming, but it takes a certain kind of skill to master the art, which is a little harder for some people than others. Best friends Hina and Kokoro, a Scylla and a Charybdis respectively, want to start up a hot spring resort in the demon realm, but they'll need some help from you to make their dream a hit.

Hina is a strong-willed, energetic woman who likes to take action first, ask questions later, which has led her into a few problems with the hotel. A lot of the trouble stems from how she rushes headlong into any new idea she has without thinking about whether it's actually a good idea. Admittedly, she's come up with lots of innovative ideas from their old ocean home to the resort business, such as "tidal pools" and seaside decorations, but it's also caused them a few problems.

First, Hina, being an octopus, is used to contorting and squeezing her body all sorts of ways, and tends to forget that other species don't have that luxury; therefore, a lot of the passageways, from doors to stairs, are too narrow or twisted for most guests (some "hallways" could even be mistaken for ventilation shafts). Second, Hina has a bad habit of collecting anything that "drifts" toward her, meaning that the interior of the inn, not to mention the pools themselves, are filled with

miscellaneous clutter she just can't bear to get rid of. Plus, she thinks it's a good idea to turn some of the hot spring pools into artificial geysers – "it'll be fun!" she says.

Kokoro has a more moderate perspective on things, but sometimes she's a little too cautious. She hesitates on the more ambitious projects until she's sure she's accounted for everything, and she tends to let Hina push her around. In addition, when she gets frustrated, Kokoro becomes "passive-aggressive", not actually arguing against you but slowing down her actions to the point that her "cooperation" hinders more than helps. Still, if you can find a way to get her to really put her heart into things she's able to discern ways to improve and stabilize Hina's ideas – for the most part; she may not like the idea of geyser Jacuzzis, but she's very enthusiastic about using whirlpools instead.

Moreover, you'll need to address the tensions between the two old friends, as the stress from the work on the resort is about to bring things to a boil. Kokoro feels quiet resentment toward Hina to a degree, as she's always taking things that Kokoro wanted but didn't get around to voicing her interest in quickly enough. She also feels upset that Hina dragged her away from her nice, comfortable place in the sea for this wild idea of hers. On the flipside, Hina wishes that Kokoro put a little more enthusiasm into things, and she feels a little hurt and disappointed whenever her best friend quietly refuses to join her in a fun new idea she has. If you want the hot springs to be a success, you'll need to help the friends understand each other's perspectives. Hina needs to understand how Kokoro feels pushed around too much, while Kokoro needs to acknowledge that Hina is just trying to help Kokoro smile. After all, while Hina was the one who insisted they start up the onsen, Kokoro was the one who first quietly expressed the dream of a warm place where they could relax on the surface while still having the spirit of the ocean, thus inspiring Hina.

If you can help them get the hotel and hot springs running and booming with customers by the end of the jump, you'll successfully complete the mission. Hina and Kokoro can now accompany you as companions/lovers, and you can bring the hot springs and resort (which they'll call Pearl Paradise unless you come up with a better name) with you across jumps; you can access them from the warehouse or summon them from a location of your choice in each jump. The hot springs do not monsterize bathers unless you allow it, but they retain other special properties. The springs are filled with energies and blessed by elemental spirits, so they have various beneficial effects such as healing fatigue, alleviating the stiffness of the normally overworked lower body, beauty enhancement, increasing sexual desire, and increasing energy. The effects are particularly enhanced for romantic/married couples bathing in the springs together. Even if one continues to have sex in the bath for a long time, it's difficult for blood to rush to the head, allowing for extended sex play while in one of the springs.

The Ghost Dog (Plains Only)- In a particular area of the plains known as the Basking Moor, there is an old legend about a unique breed of Hellhound called a Barghest. It only appears on foggy nights, and whenever it howls, misfortune fortune will soon follow. It hasn't been seen much since the rise of the new Demon Lord, but it appeared in front of the local town recently, and people are worried. They don't know if the bad luck still carries over to its Mamono form, and they want someone to investigate. Furthermore, it's been spotted committing a number of thefts in the community.

Your mission is to catch the Barghest and figure out what it's up to. That's easier said than done, though. The hound only appears when surrounded by fog, making it difficult for you to track her down, and she swiftly retreats as soon as she's spotted. Plus, you might end up catching the dog only to realize that you were following a red herring; the robberies were being committed by a local who was dressing himself up as the hound, so that trail of breadcrumbs won't get you anywhere.

If you can actually catch the Barghest, she will explain that the "bad luck" she brings is a misunderstanding. She doesn't bring ill fortune but rather senses its coming, so she shows herself to try to warn people of the danger. Unfortunately, her senses don't let her know what the source of the coming calamity is, so you'll need to figure out the problem yourself. If you do enough research, you will realize that a comet is going to crash into the village and destroy it. Save the villagers and stop the disaster one way or another, and you will complete the scenario.

For finishing the scenario, you get a piece of the comet, which has been infused with the mists of the area; aside from its overall potential as a magic catalyst, the magic stone will always illuminate a 20-foot radius around it for you and other individuals of your choice, and on the flipside it can generate a dark fog that is near-impossible to see past. In addition, Barghest can come with you as a companion and lover.

Elemental Mystery (Polove Only)- The immigration of elementals has significantly improved Polove's environment, but a question still remains: how exactly did Polove become a wasteland to begin with? If you do enough research, you will realize that while the elementals are significantly revitalizing the land, the degree of the restoration is slightly smaller than what it should be. The answer rests with a dopey and absent-minded Dorome named Gorogoth, who claims that she can feel something snatching away small fragments of her earthen body and energy bit by bit. She's not the brightest, though, so to figure out exactly where the pull is coming from you'll need to guide her to the four corners of Polove, and then use what you've learned to triangulate the readings.

Once you've got the right location, you will find an ancient, abandoned well that has a warning from the Chief God on it. At the bottom of the pit, you will discover what the cause of Polove's past woe is. Long ago, a demon lord created a monster with an endless hunger as a weapon against the Chief God, only it got out of control. The dread abomination Ungoliant was sealed away beneath Polove, but over the years the seals began to crack. Hungry as ever, Ungoliant began to voraciously consume the natural mana above Polove, thus leading to its desolate state.

Recently, though, since the arrival of the new elementals, Ungoliant's consumption has lessened, as her absorption of demon energy is now corrupting her into a Mamono. On the one hand this has reduced her power to a degree, but on the other hand this has also allowed her to break free of the wards, which did not have Mamono in mind when they were set in place. And now that you've forced your way down there, she's free at last, and while her appetite is no longer as big or as limited, she doesn't know that, so you'd best be prepared for a tough fight.

As long as you stop Ungoliant from going on a rampage across Polove, you will complete the scenario, and Gorogoth will be available as a companion and lover. Furthermore, now that you've resolved the issue holding back Polove's vitality in the first place, Polove will blossom with intense vitality, such that it becomes a paradise that even demon realms and the domains of Pharaohs cannot match. And in the process, a "seed" called a Silmaril will be left behind. This red, blue, green, and white-colored orb is a gem of incredible beauty and embodies the potential darkness and light in the elements. It can capture and store elemental energy it is exposed to, making it a useful catalyst. But more than that, it glows with inner light and darkness: channel its power with light, and the environments exposed to its blessing with be blessed with exceptional protection against darkness; but channel its darkness instead, and the targeted area will become deeply instilled with darkness (or demon energy lust, if you choose that option) that is exceptionally difficult to remove. If you managed to settle things with Ungoliant on a positive note in the end, she is available as a companion and potential lover as well.

Merry Kissmas! (Snowy Region Only)- Up in the white tundra, in an area that gets especially cold in the winter, two sisters – a White Horn (Nicole) and a Nightmare (Krumpie), have a dream of finding a way for everyone in their home to feel true warmth in those cold nights. During a family reunion, they asked a wise Yuki-Onna for advice, and the sage told them that if they wish to find the secret to warmth for everyone amidst the cold, there is something they must do. On a cold winter's night, they must travel to every home in their land and give everyone a gift before the sun rises again. After thinking things over, the sisters came up with a plan. First, they will travel between all the homes to learn more about the people and whether they have been good or bad (by Mamono standards). Then, they will make special, homemade gifts for all of them. Finally, on a long winter's night, they will travel from house to house. Krumpie will give a sexy nightmare to the people who were bad, and Nicole will give the good ones a kiss as a present; then they will leave a gift and move on.

Easy, right? Not! It's a lot of work for just the two of them, so when they bumped into you, they thought they might ask if you could pretty-please help them? The first step is making the rounds through all the places in the snow-covered region – from harbors perpetually locked up by ice to roaming nomads on the tundra to Wendigo villages hidden deep within the mountain passes. At each place, you'll need to study everyone to get a fair understanding of where they stand on the good-bad spectrum. This is a secret mission they're planning, so you can't let anyone know what's up, either. Next comes the present making. Resources are scarce up in these parts, so you'll have to do a lot of searching to find all the materials you need. Even so, Nicole and Krumpie try to make the gift-making as fun as possible, and they'll try to get you to sing along with different winter melodies they've come up with. And finally, there's the hardest part: getting the presents out. You have to wait for a cold night in the winter, and no matter what day you choose, there will always be a big blizzard rolling in.

For travel, there are two options you can use interchangeably. First, you can navigate on foot with Nicole serving as the guide/steed. Nicole is very reliable, and she'll keep you and her sister warm even in the storm. Still, this is a somewhat slower way of traveling, and there's only so much time. The second option is for Krumpie to open a tear into the dream world and travel through that space.

Krumpie can fly in the dream world to speed things up, but she isn't experienced in going through there, and the world can be kind of distorted and confusing. Plus, there's some scary things here and there (especially for Krumpie, who's a scaredy-horse). You'll probably need to use both methods if you want to make it to everywhere. Once you reach a destination, you'll need to help them sneak in and deliver their presents/punishments and get back out without being caught and delayed. It doesn't help that you need to keep the horse girls from getting sexually diverted while they're on the clock. If you fail to get to everywhere before the sun returns the next day, the sisters will want to start over from scratch.

In addition, for some unknown reason, once you attempt the gift-spreading mission, you will encounter an especially powerful and hostile, green-furred Krampus called the Grench. Throughout the mission, the Grench will hinder your progress by attacking your team and stealing the presents, which she'll carry off to her lair. Don't underestimate her: not only does she have the raw strength of her kind, rivaling that of the Yetis, but unlike most of her kin, she has dabbled in the magics practiced by her distant Baphomet cousins. Her mastery of spells is still relatively primitive, but she knows enough to turn invisible and change size at will. Plus, she has a "paraphernalia bag" storing demon energy, which releases a chaotic frenzy of lustful dreams and frightening nightmares when opened, though Nicole and Krumpie can help counter its effects. Her greatest skill is creating jerry-rigged, magitech contraptions in the style of Rube Goldberg, which she'll use for all sorts of tricks; in particular, she'll drive a magic sleigh if you try to escape.

However, you can solve the problem of the Grench if you take the time to go to her lair on the eve of your night run mission, even if that means you'll lose your chance of succeeding in the mission that year. The green-haired Krampus has actually been preserving the various looted presents and carefully arranging them to decorate her lair – not for herself, but for her lover-to-be. As it turns out, the Grench's "special day" for finding a mate is on the same eve as your night runs with the sisters, but she has never found a person that has clicked for her, and she had just about given up on finding love. But then the same Yuki-Onna sage that advised the sisters also gave the Grench a prophecy: by seeking out and gathering presents that night, she would be rewarded by encountering her fated love. And it just so happens that her "special day" each year will coincidentally coincide with your nighttime delivery mission. Although she gets too caught up in the frenzy of the raid to focus on you, when you meet her in her cave, she'll recognize you as her mate. From this point on, as long as you return her loving affections, she in turn will not only let you deliver the presents in peace, but actually pitch in to help, even piloting the sleigh for you.

You can attempt the night run once per year for as long as you are in the jump. Once you succeed in giving everyone their special gifts, Nicole and Krumpie will wonder if anything changed. However, they will hear the people singing, and realize that this is the "warmth" they were looking for – the happiness you have when others are there to share their joy with you, and the joy you feel when you make others happy. People will start discussing the idea of starting a holiday tradition based around giving presents, and your mission will be complete.

As a special present, Nicole and Krumpie will give you a "Santa Suit" they made themselves, using each of their fur as the lining. Nicole's fur ensures that whenever you wear the suit, you will feel a physical, comforting warmth as well as the emotional warmth of love. Krumpie's fur gives you

"warm", happy dreams when you're wearing the coat and pushes back fears that would chill you. Plus, whenever you hug or otherwise embrace someone while wearing the vest, that person will feel the same warm effects as well. Nicole and Krumpie also want to come along with you and see if they can spread more cheer across different worlds. If you haven't already made love and peace with the Grench, she will confront you just as the singing starts, calming her enough to identify you as her lover. So the Grench will also become a companion.

Volcanic Panic (Fire Lands Only)- Some human settlers in the Fire Lands want your help. Recently a large group of settlers has colonized what they believed to be a dormant volcano, but now the volcano seems to be heating up once more, and people are getting scared. The Order established a fairly strong fort nearby to protect the settlers, but they're trained to fight monsters, not handle entire volcanoes. And to make matters worse, a bunch of monsters seem to be pouring out of the volcano each day and night. The Order battalion is planning to launch a full-out attack on the mountain to stop the monster that is surely behind all this, and they would like your assistance. It helps that they have managed to capture an especially powerful Fire Golem that was wandering around and have bound it to their will as a weapon against the other monsters.

However, you are also contacted by a great Balrog fire elemental named Durina, who explains that there is more to the story than the Order knows. There is a separate, monster-friendly village inside the volcano, and Durina was in charge of keeping the volcano stable along with her two best friends: the Ignis Pe-Le and the Fire Golem Furita. A long, long time ago, however, the volcano stabilized itself and the three decided to take a nice long nap for a few eons or so. Durina woke up relatively recently and, after learning about the changes to the demon realms, decided to take a vacation and check out some of the new sights, though not before leaving a message for her friends. Unfortunately, her letter got burnt a little, and when the friends woke up a little later the message had changed, and they thought that she was dead. Pe-Le snapped and is trying a very volatile ritual to try to bring Durina back to life (and seeing as Durina isn't dead, it's going to ignite the volcano instead). Furita was a little more cautious and went out to investigate, but she got caught and enslaved by the Order.

Having just come back from her break, Durina is horrified at what's happening and wants to save her friends and both villages before it's too late. With the advancing army and the volcano to deal with, though, there's only so much you can do, so you'll need to pick your specific task while Durina handles the rest. To help you, though, Durina will assign you her personal assistant Enta, a highly capable albeit flirty Pyrow. She likes to slack off when there's a chance to go after a potential lover, but she deeply cares about her mistress and will try her hardest on the mission.

You can either work to free Furita (who's going to be fighting you until she's freed) and stop the Order army, or go into the volcano and convince (through a combination of force and words) Pe-Le to cool it. If you focus on stopping the army and saving Furita, the Lava Golem will give you her personal treasure, the Eye of Magma; the Eye is an orb that manipulates the spatial/dimensional properties of fire and other intense forms of heat. If you focus on fighting Pe-Le to a standstill, Pe-Le will give you a special set of Helo Berries; these red fruits use fire and heat for sustenance in place of water to grow, and eating the berries temporarily grants you fire abilities and enhances

any fire powers you already have. If you somehow managed to handle both sides of the mission, you'll get both of the treasures mentioned above.

Either way, Durina will reward you for helping save everyone and her friends by creating a Fire Palace that you can link to your Warehouse: it's a house out of lava, magma, and flames but enchanted so that nobody (except enemies) are burnt by it – in fact, it has a warm but comfortable atmosphere. However, the size and structure of the house depends on how much energy Durina can afford to put into everything, and in addition to helping cover whatever task you couldn't do she had to help protect both towns and their people from the fire. The longer you draw out the mission, the more collateral damage you cause, and the less you help Durina with the evacuations, the less energy Durina will have left for her gift, meaning that your Fire Palace can be anything from a large and elegant mansion fit for a lord to a measly, dinky shed.

In any case, Durina, Furita, and Pe-Le will be available as companions and potential lovers (you'll probably start out the closest to whoever you helped the most). Additionally, Enta will also come along as the steward for the Fire Palace, though depending on your bond with her, she may be a loving companion from the get-go or still casually interested in hooking up with anyone on the street. You'll have the best luck in building a romantic relationship with Enta if you complete both halves of the scenario (both because it shows your dedication towards her dear friend Durina, and because she'll be happier with a fancy mansion rather than a tiny hut).

Far Beneath the Misty Mountains (Dwarven Nations Only)- There are ancient, half-forgotten stories that long ago, before the Dwarves became Mamono, there was a magnificent city they built beneath the ground, with countless jewels, metals, and other treasures mined and forged there. Then one day, a dragon seized the city, and the Dwarves all fled, never to return to the Lonely Castle. Most think that it is no more than a myth, but now a wizened old woman named Gandy has popped up with a map that can apparently lead back to the city. She has organized a band of 13 pure, uncorrupted Dwarves to go forth and reclaim their ancient kingdom.

However, Gandy is worried that the Dwarves won't survive (as non-monsters) to the end of the journey, so she has hired you to be a bodyguard/spy for the company. And it's not going to be easy. The lost kingdom, hidden underneath a mountain, was hidden so well that the only way to it is by following the map through underground passages, with all sorts of challenges awaiting you. A trio of notably aggressive Trolls regularly robs and rapes travelers at one chokepoint in the journey, for instance, and that's just the beginning. A conglomeration of Goblin cities, allied with local tribes of Werewolves and Werebats, demands "tribute" from all who trespass through their claimed tunnels. Griffons roost in some of the expansive caves and see themselves as the guardians of the route. A magical Grizzly, able to turn into a bear the size of a transformed Dragon, maintains a farm with Honey Bees and is easily angered by those who disturb her quiet life. A tribe of Arachnes, Ushi Oni, and Atlach-Nachas have blockaded part of the route with a "forest" of web strung along stalactites and stalagmites. Part of the tunnel connects to the cellar for a palace of pure Elves, and after what has happened to most of the Dwarves they don't trust any of them. At one point you will even need to ride barrels through flooded caverns, which are inhabited by Scylla "watchers" as it turns out, to get further along on the quest.

And through all of this, you need to ensure that, at the very least, 6 of the 13 Dwarves remain uncorrupted/unmonsterized. Fortunately, Gandy's there to help – while she seems to be a humble old lady, she's rather spry when she wants to be, and occasionally uses some magic to help you, though she dithers whenever you try to get more info on exactly how much she knows. Finally, you will reach the doorstep to the secret passage into the underground kingdom. It turns out that the ancient key to open the door requires at least 6 pure Dwarves to work.

However, Gandy has them first open the door just a little bit so you can sneak through. She tells you to hurry and find the mystical Stone of the Ark, the kingdom's greatest treasure, and defeat the dragon before she opens the door wide open in a couple of hours. If you go after the "Dragon", you will discover that it's actually just a Wyvern, since a larger dragon wouldn't have been able to get into the caves in the first place. Even so, it's strong for its kind, and seeing as it hasn't turned into a monster yet, it's not going to let you tame it without a fight. Interestingly, the Wyvern, who goes by the name of Smug, mentions that it's been trapped in here.

When the Dwarves finally open the door all the way, an ominous rumbling will echo through the entire kingdom and Gandy will reveal what she's really been up to. Gandy, as it turns out, is actually a Witch from the Sabbath (she hated dressing up like an old lady instead of being a cute girl, but she wanted to ensure that the pure Dwarves trusted her, since they were the only ones who could unlock the seal to the kingdom). The past Dwarves fled, Smug accidentally activated a trap that sealed the entire kingdom away, and with it the legendary Stone of the Ark. Gandy wants to take the mountain with the soon-to-be corrupted Dwarves and establish an independent Sabbath base under her personal command and use the Stone of the Ark as the foci for magic rituals.

However, she had you go in ahead of time because she's not the only one who'd be interested in the stone. Now that the seal has been broken, the entrance to the kingdom can be found on the surface as well, and other factions will soon arrive to seize the fortress and its treasures. As it so happens, an Order kingdom established itself beside a lake on the surface, not too far from the mountain, and you can be sure that they will investigate. That pure Elf kingdom you passed by can sense the magic with the seal gone and will be coming to seize it for themselves, and the Goblin cities from earlier have been planning to launch their own raid on the Dwarf kingdom and you've just given them the perfect opportunity.

Depending on whose side you take, the rewards upon succeeding will differ. If you side with the pure Dwarves and help them expel the treacherous Witch and all the various Mamono, they will forge the Stone of the Ark into a mystical set of armor that easily and lightly fits on you, such that you could wear other things over it and no one would even suspect that you have the armor beneath; this armor is also very durable against physical and magical force; you can also take the Dwarves as companions.

If you side with Gandy and help her take the mountain, she will melt the Stone of the Ark – and all the treasures in the kingdom – for a special magic ritual. The result will be the Depraved Gem, which when activated will unleash a being of pure, incredible magic (in the form of a little girl, kind of a cross between a Familiar and a Golem), who is loyal to whoever holds the gem. The

Depraved Gem sticks with Gandy, but she will offer to come with you as a companion, and she will teach you a lesser form of the spell to turn metals and gems into similar familiars.

Join forces with Smug to secure her claimed domain against the would-be thieves, and she will gorge herself on the Stone of the Ark to become a true Dragon (though she can temporarily revert to a Wyvern when she wants to be smaller). As a reward, she will grant you all of her other treasures, which are enough to ransom an entire planet or use for hundreds of different magic rituals, and she will offer you the "honor" of being "her" companion.

Join up with the lakeside Order regiment, and the lake people will forge a powerful bow to accompany an arrow tipped in the Stone of the Ark. The arrow automatically homes in the weakest spot of the intended target, and its damage increases the more pride and power the target has.

Ally with the Goblin/Werewolf/Werebat contingent, and their cities, renowned for their ingenuity with machines, will grant you the Bolg Mark II, a special war mech, with the Stone of the Ark as its power source, that you can pilot. It is surprisingly maneuverable such that you can even use it in narrow caverns and passages that would otherwise hinder bulky machinery, its blades can turn those they cut into Werewolves, and it can fly and see in the dark like a Werebat; however, the silly Goblins made the contraption a little finicky, so it's prone to malfunctioning.

Help the pure Elves, and they will transform the Stone of the Ark into a mystical seed that, when planted in the ground, does not sprout but instead blesses the adjacent land with "material fertility" (meaning that valuable minerals become more plentiful) and gives such minerals a degree of resistance to corruptive powers.

If you somehow manage to get all the sides to reach a mutual compromise, you will get all the benefits for the different options.

Little Shop of Tentacles (Tentacle Forest Only)- On the edge of the Tentacle Forest, there is a humble little shop run by a seemingly human alchemist named Audrey. Audrey wants you to collect 150 different variants of Tentacles, big and small, for her to study. Many are found in the depths of the forests, but others are scattered across the world, so you'll have to make a lot of trips to catch them all. And she wants them alive, so you'll need to find a way to safely transport the goods without them turning on you.

Audrey claims that her interest in Tentacles is because they have many useful properties in medicine, alchemy, magic, and more that people usually dismiss due to their aggressive nature. Her interest in helping the world through Tentacles is genuine, and after completing each stage of the mission she will reward you with various potions she's made using the Tentacles you've gathered. However, after you deliver the last Tentacle to her, Audrey reveals the true scope of her ambitions.

It turns out that Audrey is in fact a mutant Tentacle herself, albeit one that managed to acquire considerable intelligence such that she can think of more complex tactics. Audrey believes that

Tentacles are meant to be the true heirs and saviors of the world, and she plans to spread Tentacles, particularly her own advanced species, across the world until there is but a single forest encompassing all. And she plans to "reward" you for all of your help by making you the first "recruit" in her new kingdom.

If you kill her and her massive fusion of tentacles plants, you'll be able to turn into her aberrant species yourself and become a special Tentacle with healing/magical properties and the ability to grow into a tentacle tree the size of a mountain with enough food. If you spare Audrey and recruit her, you'll have a powerful Tentacle as a companion, but she won't let go of her ambitions for growth/conquest easily, and she won't accept anything but death if you try to keep her restrained too much; therefore, she'll always be testing the limits of your control over her and tempting you to let her run wild.

Elf Quest (Elven Woods Only)- You are approached by several beautiful Elf maidens who say that they are refugees from one of the last pure Elf settlements in the forest. They have held off the increasingly corrupted inhabitants of the forest for many years, but now their doom comes from below. A colony of Dark Elves have dug up right into the fortified city, and while it was an accident on the Dark Elves' part, they're not about to leave without first "educating" their peers in the virtues of impurity and domination.

The pure Elves hid their home in the depths of the woods, using the environmental features to hinder trespassers, so even with the Elves to guide you it won't be easy. When you arrive, you'll learn that the fight is in full swing, but it turns out that your Elf friends were only "refugees" from a certain point of view. They didn't flee because of the Dark Elves, but rather had already been banished for being corrupted into Mamono, and they see the battle as the perfect opportunity to, with the aid of local Mamono, raid the town themselves and convert the others into Mamono Elves like themselves – but not Dark Elves, they're insistent on that note! Also, the pure Elves want to "cleanse" the corruption threatening them, and they are planning to unleash an ancient poison into the Dark Elves' tunnel to drown them all.

So now you have the choice of allying with the Dark Elves, the pure Elves, or the monsterized regular Elves. If you help the pure Elves defend their home and drive away/kill the two corrupted threats, they will award you with their sacred Helm of Valor, which grants the wearer protection from missile attacks; the helm will redirect all such attacks so that they miss or at worst simply graze you and deal the least amount of damage possible.

If you side with the corrupted regular Elves and help them corrupt their home and fend off the Dark Elves, they will reward you with the mystical spear Windvain; once a prized treasure of the village for opening portals to a dimension of pure air to bring comforting winds to the land, it was infected by a monsterized Sylph and now, while still able to access that pocket plane of wind, the spear is able to naturally corrupt the air around it as you user wishes (it can also unleash air blasts as attacks).

If you join the Dark Elves and help them capture the villagers, they will reward you with the Egg of the Abyss, a special gift that they received after helping some subterranean Arachne and Atlach-Nacha dominatrixes. By holding the egg, you can attract spider creatures to your presence and command them. Furthermore, you can use the egg to transform yourself and those within a 10-meter radius of you into a half-spider form that retains all powers you had in your original form. You can turn back to normal at will, but others caught in the spell will have trouble turning back unless you personally dismiss their transformation.

And if you can somehow get all three sides to get along without any of them conquering the others, you will receive the awards from all three possible endings.

The Apple Dumpling Gang (Pasture Only)- The farms in these parts are having trouble with some rustlers stealing the farmers' crops and vandalizing their property. It's suspected that the robberies and the like are the work of the "Apple Dumpling Gang" – a Goblin and Hobgoblin duo who are notoriously dimwitted and clumsy even for their races. The gang has long been tolerated as the village idiots by the farmers since they always failed in their zany schemes through comedic antics that amused the farmers. Now, though, it seems like they are a more serious threat, and folks are thinking about running up a posse to drive them out of the territory.

Your job is to find and capture the Apple Dumping Gang. The two bandits, Tucker (the Goblin) and Ogelvie (the Hobgoblin), are silly bumblers, but they're not easy to capture. While they usually have infamous bad luck, they are especially lucky whenever they're trying to make a getaway, and they know the bluffs and canyons of the area like the back of their hand (maybe that's why they don't know anything else). If you capture them, though, they'll claim that they are being framed for the successful robberies. If you still turn them into the local farmers' justice, the farmers will give you a gold badge; wearing the badge makes it so that people will look to you as someone who can bring order to the area and protect them from danger.

However, if you decide to help the Apple Dumpling Gang and find out the truth (while protecting them from the farmers out for their hides), you'll discover that the raids are actually conducted by a tribe of Amazonesses. The farms are set on what used to be their sacred ritual grounds, and they want to get the farmers to leave. If you help fend off the Amazonesses and retrieve the stolen property to prove the Apple Dumpling Gang's innocence, the farmers will grudgingly let them and you off the hook. But the pair have a special reward for their new best buddy. It turns out that their seemingly dismal hideout is built on top of a dragon's abandoned lair, so in addition to a vast hoard of general treasure, there is a magic 10-gallon hat that turns any sand or dirt dropped inside into either edible vittles or gold or silver; they say that the reason they kept trying to rob people was because it was fun and exciting. Tucker and Ogelvie will also be available as companions and lovers (and accomplices, as they always love to get into mischief).

If you choose to side with the Amazonesses in reclaiming the area, the tribe will give you some special fur coats they had in the age before they left the region. The fur hides, when worn, make you appear as that animal to observers and give you the natural instincts of those specific animals. The hides range from mundane animals like boars and horses to the past versions of "wild"

monsters that only gained sapience under the new Demon Lord (Grizzly, Holstaur, Large Mouse, etc.); in the latter case, wearing the fur will give you access to their pre-Mamono forms. It's also possible that at least some of the warriors might choose to come along as companions.

If you can somehow work things out for everyone – clear the Apple Dumpling Gang's name, convince the Amazonesses to work peacefully with the settlers, and persuade the settlers to let their grudges go – you will receive the rewards from all of the potential endings.

The Wild Hunt (Fairy Kingdoms Only)- Oh, what fun! You've been invited to participate in the fairies' Wild Hunt games. It's an old tradition they took from the "true" fae, but since the departure of their stuffy relatives the fairies have changed it into an innocent, childish game (Who are the True Fae? That's another story entirely.) The "hunt" is a strange mix of tag, scavenger hunt, hop-scotch, red rover, tug of war, capture the flag, ring around the rosie, hide and seek, patty cake, keep away, follow the leader, and hot potato, among other games. Actually, it's rather like "Calvinball" in that the fairies don't really understand the rules themselves and just want to have fun with it. Unfortunately, this makes it difficult to figure out who wins, and they often give up deciding who won if it's unclear, so you'll need to definitively claim victory to complete the scenario. Also, it's not entirely just fun and games; some Pixies have infiltrated the Hunt, and there are some "Fairy Hug" tentacles here and there. Not to mention the potential risk that the fairies might use the games to trick you into staying in the Fairy Kingdoms forever if given the opportunity. And "meanies" aren't allowed, so if you do anything to make a fairy cry or otherwise hurt her feelings, you'll be out of the running. If you win the game, you will receive a flower crown; wear it to retain the youth and spirit of a child, and it will give you good luck whenever you act childish and innocent.

Forge of Legends (Mountain Region Only)- This scenario has multiple stages, and once you complete the first stage you can call it quits at any time and still get the bonus CP; however, stick around for more, and you'll get additional rewards (though not more bonus CP than usual).

The mission involves you assisting the Cyclops smith Melk. She needs your help with different tools she's working on, but she is rather quiet and reserved with her facial expressions, so sometimes her "instructions" are rather vague, so you'll need to work to understand what she really wants. First, Melk wants you to gather some rare ingredients from the mountains, such as the tooth of a Cockatrice, the shed skin of a Lamia, the horn of an Ogre, and the silk of an Ushi Oni. Next, Melk wants you to do a field test with one of her tools. Her tools contain intense enchantments to strengthen them, but this also means that they stand out like a sore thumb to people who can sense magic, meaning that you're going to be a big target for a lot of people when you take it for a spin. Melk will be accompanying you to take notes, but, seeing as she isn't used to fighting or being outside of her smithy for long, you'll need to protect her from danger. After you test one weapon, she'll ask you to test another, and so on.

The first item to test is the Jovian Spear, a mystical weapon that is infused with lightning; the electricity can either be used offensively against targets or instead enervate them with stunning yet harmless volts of pleasure like a Raiju or Thunderbird. Second is the Neptunian Trident, a three-

forked weapon that can create new water wherever its points touch and infuse water with "love" so that anyone who touches the liquid enchanted by the trident will be filled with lust. Third is the Plutonian Cap, a stone helmet that completely mutes the wearer's energies, such that you are practically undetectable to people sensing for traces of you like your spirit or demon energy unless they physically see you with their own eyes; the only supernatural sense that can detect you is love, for love always finds a way.

After all of these tasks are finished, Melk will dismiss you, but if you pay attention. you'll notice that she seems unsatisfied about something. If you press her on the matter, she will admit that her dream has been to reclaim a lost design of the Cyclops race. Back when the Cyclops were divine beings, they had a special, legendary tool called a Labrys that was the culmination of all their discoveries. But when the gods cast them out of Heaven, the Cyclops lost that art and could no longer figure out how to create the item, much less remember what it was. However, once you get her thinking, Melk will come to a revelation based on her experience collaborating with you rather than working alone. The gods despised the Cyclops' single eyes, so the curse ensured that the crafting of the Labrys could never be completed with less than two eyes. But whoever said that the two eyes need to be from the same person? Together, you and Melk will need to use what you've learned about the "heart" of tools to craft the ultimate item.

Once you have completed the Labrys, it appears to be a double-bladed axe, but strangely the ends are dulled, and it wouldn't make even a slightly decent weapon. Melk, however, has realized the truth. The Cyclops gods were unlike their petty counterparts in Heaven and cared more about practical concerns than simply power and glory. So their pride and joy was the ultimate cooking utensil. The Labrys perfectly functions as a substitute for any cooking tool or eating utensil, whether it's chopping up meat, blending a smoothie, or functioning as chopsticks for someone who is only used to using chopsticks to eat. Furthermore, the enchantments on the Labrys bless the nutritional and taste value of the food it is used on, allowing you to prepare feasts fit for a god. In addition, as thanks for helping her the whole way, Melk will offer to join you as a companion and lover; her great craftsman abilities will certainly come in handy, and while she's unused to fighting she has the muscles of a titan.

Cheshire's Adventures in (Lands Beyond) Wonderland (Wonderland Only)- You have been hired as a tour guide by a Cheshire Cat. And not just any Cheshire Cat. This is Miss Cheshire herself – the Werecat who befriended the Queen of Hearts and was rewarded for her mischievous nature by becoming the first Cheshire Cat. Miss Cheshire is by far the best tour guide in all of Wonderland (by Wonderland's logic), but she has hit a snag recently, and she's been worrying that she has been losing her touch. So she's decided to get a view of how things work from the other side.

She wants you to guide her on a tour all across the world outside Wonderland, from Order kingdoms to Zipangu to Royal Makai. However, Wonderland's concept of a "tour guide" isn't exactly what you'd expect in an actual tour guide. Tour guides in Wonderland are supposed to "guide" their guests into danger, and act all teasing and mysterious, so Cheshire naturally expects you to act like a "professional" guide. Meaning that if you're too helpful and polite, she'll get

miffed and demand that you act more mysterious and lead her into trouble, or she'll stir some up herself. Of course, on the flipside she has her pride as a cat, so she naturally expects that you be courteous as a guide and protect her from whatever trouble she gets into – and she doesn't react well to teasing, even though she expects you to do so as a guide.

Most of all, the goal of a tour guide, in her opinion, is to get everyone lost, so the more planned out and straightforward your tour is, the more she'll get bored. If you fail to fulfill your role as guide to her satisfaction enough, she'll finally get fed up and go back to Wonderland, thus ending your chance at completing the mission.

If you manage to complete the tour and keep her happy the whole while, Cheshire will find a new sense of determination as a guide, but also a wanderlust as a "visitor" to other lands. Therefore, she wishes to come with you as a companion. She will also give you a couple of other rewards. First, she will return the favor of the tour by giving you an actually safe and smooth tour of Wonderland, the kind of backstage tour that few ever get to experience. She will show you all of the secret routes known by the Cheshires that allow you to traverse Wonderland without risk of trouble unless you deliberately seek trouble – or trouble's already seeking you (if the Queen is wholeheartedly trying to catch you, for instance, expect these secret routes to only temporarily hold off your doom). This also lets you easily access MGE's Wonderland no matter where you are (and lead others there), and find your way out just as easily.

Second, Cheshire will take you to a special spot and share a little secret about how the Jabberwocks were first made. It is true that the Queen turned a proud Dragon into a lustful, unashamed Jabberwock fit for Wonderland's madness. However, what even the Queen has forgotten is that she had trouble at first due to the Dragon's sheer willpower, as her kind had managed to retain access to their original forms even after the new Demon Lord.

To complete the transformation, Miss Cheshire procured a "Verbal Gospel" Sword – otherwise known as a Vorpal Sword. The sword serves to "make the world match the words" of the wielder. The "sword" appears to be a simple pen, which, Cheshire explains, is why it is much mightier than a normal sword. When you hold the pen "hilt" and speak, the sword gains an intangible, invisible sword blade of normal size, composed entirely from the words that you are speaking. Anything that is struck by the sword will bend to match the reality spoken by the sword, assuming that the words reflect a different reality than what the target was before that. Thus, by singing a lewd poem about a ridiculous parody of a dragon while striking the Dragon here and there, the Queen made her tale about a lascivious Jabberwock become true.

However, to make the words "cut" reality asunder, you need to put sincere belief into those words. Moreover, the words empowering the blade only stay in existence for ten seconds after the words are spoken. The words will remain anchored to the new words if you make said words/sentences an extension of what was already said, but if the link breaks you'll have to start over from scratch. For instance, if you had a certain chant in place to instill a certain change but then shifted over to a different subject, you wouldn't be able to enforce the change you originally had in mind. In addition, the power of the sword to "cut" reality is strengthened by the ridiculousness of the words;

a silly, nonsensical verse (that you sincerely believe in) will be critically effective, while a matter-of-fact statement will be little more than a papercut.

Wanderer of the Dunes (Desert Only)- There is a particular patch of desert, the Si'ka'ra, that is infamous for being unbearably hot and arid even for a desert, with very little to support life. A few patches of cities have been established, but even then they are constantly surrounded by a harsh, uncompromising desert. The only thing of value in the desert, the one thing that keeps people in the area, is the mysterious "spice" that it exports. Every now and then, a strange "juice" is found in the sand. Whatever its origins, the substance, once refined with demon energy, has many interesting properties – extended lifespan, psychic powers, aphrodisiac, etc. (guess which one is the most popular among Mamono?). The spice is largely monopolized by the Gere Bese, a mysterious clan of exceptionally refined and intelligent Khepri who are found in many positions throughout the land as advisors. But they are willing to share the spice, if you can perform a favor for them.

The Gere Bese have sensed your great, otherworldly power, and they want you to perform a mission for them. There is a group of Girtablilu "sand pirates" who live out in the desert and constantly raid the spice shipments. What's more, they have stolen a sacred treasure of the Khepri. Your mission is to locate their hideout and retrieve the Mel Key. Do it, they say, and they promise to give you a full vial of spice. It's going to be tricky, though, as the sand thieves use a variety of hidden caves for shelter. However, if you wander into the desert, you will gradually feel a "tug" guiding you in a certain direction.

Search hard enough, and you will find the thieves, all 40 of them, camped in their main hideout, the "Cave of Wonders." This strange, almost organic-like cave is massive, and in the center, beside what appears to be some sort of enclosed giant capsule, is the treasure you are after. Even if you manage to slip past all 40 of the Girtablilus (and they are renowned at catching intruders), they will certainly notice you once you touch the stone. However, right now that's the least of your worries. The cave will start to shake, and all of the Girtablilus will panic.

As it turns out, the "Cave of Wonders" is actually a gargantuan Sandworm who occasionally takes months-long naps, during which the thieves use it as a temporary base. But when you touched the stone, it started glowing, and the worm has awakened. Chaos ensues as you attempt to escape the inside of the giant worm, while also fending off the vengeful Girtablilu rogues. Even after you escape, the worm towers over you, as it makes other Sandworms look like small fry.

However, the titanic worm…bows to you, before disappearing into the sand. The once-hostile Girtablilu tribe now treats you with great respect. One of the tribeswomen explains that they, the Free Wanderers, have always sought to live in harmony with the desert, but it has been prophesied that the true bond they seek will be fulfilled when a traveler from beyond this world comes and tames the heart of the great "Sand Herald." They believe that your ability to activate the Mel Key proves that you have the potential to tame and ride the worm. Of course, you'll have to find the worm again first, but they know a ritual to summon it.

That night, though, you will be visited in your dreams by the Gere Bese. They admit that they were using you as a pawn to get the key, but they apologize for it now because you are the one they have been searching for. It has been the generations-long mission of the Gere Bese to, using a combination of wisdom and their demon energy balls, guide the civilizations of the desert in preparation for a Chosen One who will have power over the sand beast. For the giant Sandworm, they reveal, is the source of all the spice. With the worm under control and the Girtablilu raiders pushed back, they can finally push back the deadly nature of the desert and let civilization thrive. The next day, you will face the Sandworm and will need to, using the key and special rituals taught by the Free Wanderers, bond with the Sandworm and make a pact with it.

After that has passed, you have a choice of which side to fight alongside. If you fight with the Free Wanderers, you must defeat the Gere Bese and drive the encroaching settlers out of the desert. It will be difficult, as the Gere Bese have overcome the lustful instincts of the Khepri and become cool and composed magi/psychics. On the other hand, in the desert itself the bandits rule supreme, and you can use these guerilla tactics to your advantage. Once the Gere Bese surrender and promise to leave, the desert will be vacant of civilization, free for you and the Free Wanderers to wander. You can summon the desert and the wandering nomads in other jumps. The Girtablilu nomads will herald you as the Sandworm Rider and follow you devotedly. They will also gift you with a Crystal Knife, a special type of blade that absorbs "moisture", including forms of energy whenever it cuts something. Any such liquid or energy absorbed is converted into clean water you can drink from the hilt.

If you support the Gere Bese, you will have their support in fighting off the Free Wanderers. The Girtablilu raiders are wily and relentless, but you only need to drive them away from the main capital of Kanmarsa to fulfill the victory requirements. After the jump is over, only the city, along with the Gere Bese, will follow you. You won't get the desert and its catacomb of caves, but the city is a bustling ancient metropolis with many luxurious products for sale. The Gere Bese will teach you their secrets to control all of your body and your mental instincts, such that you can ignore hormones and other influences while also gaining a sense of spiritual awareness.

Either way, the goliath-sized Sandworm, though she cannot remember her name, will be happy to stay by your side, giving you a handy "cave" and plenty of spice. However, there is a third option. The Sandworm confides in you that she has been trying to find a place that she has forgotten long ago, so she can fulfill her mission. When the two of you are bonded and together, you can detect that location and travel to it. However, now both sides will be trying to stop you and gain control of the worm. If you can reach the site, you will find a sea of quicksand. Dive to the bottom with your worm and retrieve a crystal. Once exposed to the sun, the crystal will reveal an ancient message about the history of the desert.

Long ago, there were many giant Sandworms in the once-green and fertile land, but the Girtablilu and the Khepri got greedy and fought over the spice, until there was only one worm left. Angered, the gods cursed both sides and made the area into the worst desert possible. The only way for the life of the desert to return would be if someone on their behalf were to understand the heart of the last Great Wyrm, Hulud, and gain her forgiveness. Each side tried to repent (the Girtablilu tried to live with the desert, and the Khepri renounced their lust so they could better control their vices),

but they both ultimately forgot their past and what they were really seeking. They now beg for your forgiveness. Hulud is just happy that everyone is getting along, and her tears of joy will begin to heal the desert and turn it into an eternal oasis. You can now bring both the (former) desert and the cities in the desert, as well as both the Free Wanderers and the Gere Bese. Plus, now that Hulud has remembered her past, she knows how to produce a special "Water of Life" that, when you drink it, will give you higher state of awareness, one that transcends time and space (you'll need to wait until you get your Spark to reach your full potential in that regard, though).

The Unforgiven ~ Secrets of Zipangu (Zipangu Only)- The mikos have foreseen a great calamity approaching Zipangu. Although monster and humans mostly get along in Zipangu, even before the current demon lord, there has been one monster race that has been a bane to both groups. The dreaded Tsuchigumo, a spider warrior race of yokai, are returning to the surface. Little is known about these monsters, but the ancient records say that they were sealed away beneath the surface after a long war due to their misdeeds. A few plague the surface and cause trouble for both humans and yokai, even in the current age of Mamono, but now it looks like the entire horde is arming up for war. Mitsuyori – an esteemed Nurarihyon whose great ancestor defeated the Tsuchigumo originally – has sought you out for help, as she plans to make her descendants proud and stop the evil spiders, but the mikos have predicted that she will need your aid to find "success" (happiness) in the venture. Unfortunately, nobody, not even her, knows how to access the caves where the Tsuchigumo live anymore. Therefore, you will first need to seek the aid of three Great Yokai of Zipangu (all married). Throughout the quest, Mitsuyori will try to take the lead, as she is the most knowledgeable of Zipangese traditions and wants to focus on eliminating the threat and nothing else; getting her to be more flexible will be more important later on.

The first, Empress Tamamo, lives in the Imperial Court and is renowned for her great knowledge and wisdom. Unfortunately, a great curse has inflicted her with an illness, and has prevented her from telling who is responsible. She knows what is really going on and will try to help you, but only through a set of riddles that will slowly lead you to the answers. All the while, you will have to handle the complex intrigues of the court (Mitsuyori can help teach you some of the key protocols) and avoid getting poisoned and cursed yourself by the perpetrator. If you have able wits, you'll be able to determine that the servant who daily changes Tamamo's clothes is the culprit; the servant will transform into a Tsuchigumo and then vanish, revealing she was little more than an illusion. As thanks, Tamamo will give you the Stone of Life, which gives off an aura that negates evil curses and restores vitality to those close to it.

Next, travel to Mount Oe, home of the great Oni Shuten Doji, who is said to embody the combined powers of the Red and Blue Oni. She is a jolly fellow who loves to drink and fight, and she wants to test your mettle. You'll need to undergo a gauntlet of 4 anything-goes brawls against her Four Heavenly Kings – four exceptionally powerful Oni, with two Reds and two Blues – and then Shuten Doji herself. Each duel is preceded by a drinking match that you'll also need to pass, so hopefully you can drink your weight in sake (that said, Mitsuyori can help by secretly stealing and drinking some of the alcohol herself, as long as you can make sure she isn't caught in the act - and you'll need to convince her, a steadfast teetotaler, to drink the rich sake).

The Four Heavenly Kings, like Shuten Doji, are all married to great heroes whose quests to slay the Oni did not go as planned, so they will play fair and abstain from having their way with you; that said, there are plenty of other Oni in the bleachers who would love to have some fun with you, like it or not, if they found the right opportunity, so be careful. Succeed in the full gauntlet, and Shuten will give you the Mask of True Nature. The mask blesses or curses you with physical/magical powers that depend on your current mood and personality, and it lets you see the true "self" of people (a crooked politician would look like a slimy leech, for instance).

Finally, you will need to seek out Sutoku, a legendary Daitengu crow who meditates behind an isolated waterfall. She will give you a set of challenges that will test your courage and integrity as a warrior, as well as that of Mitsuyori. Pass her tests, and she will give you the Scroll of Forgiveness; the item allows you to cast curses through the sacrifice of your own blood and life force, but on the flipside, it heals you and gives you luck blessings whenever you give genuine aid to someone, with the level of the blessing increasing when it is for the sake of someone who committed a wrong against you.

Now you can find the Tsuchigumo. Once the twins guide you to the general location, wear the mask to find the right spot to place the stone like a key and then read the scroll aloud. This will open up the cave (you'll get the items back). But the adventure has only just started. Before you lies a foreboding web of underground passages that go further and further beneath the surface. You'll have to deal with subterranean monsters like the Oomukade, Ushi-Oni, and even Atlach-Nacha, but that's only the beginning. Soon you'll encounter the Tsuchigumo and be in for the fight of your life. Each Tsuchigumo is a trained warrior who rivals the skills of a samurai or Ochimusha, and she has the strength of an Oni. Furthermore, she is blessed with illusionary magic like the Inari. And most of all, they seem to be like the Dragons (or Ryu) in that they can turn back into fully monstrous spider forms and resist the urge to mate – in fact, they seem to be downright vicious and out for your heads. But stay strong – soon you will find the heart of their lair and be able to end their evil threat once and for all!

However, you may have noticed that all three of the Great Yokai seemed sad and regretful about the Tsuchigumo, and now you are going to learn the truth behind their tragedy. The Tsuchigumo once had a different name, and they had kingdoms all across the land of Zipangu – which, too, had another name back then. Until one day, when refugees from the demon wars sailed to the islands and claimed it for their own. Intense wars were fought, one after the other, but the Tsuchigumo refused to give up their home. In the final battle, the Tsuchigumo nearly won, but the invaders used powerful magic to curse the natives, turning them into monstrous spiders. The wars continued, but the Tsuchigumo were driven underground.

Much of Zipangu culture, from swordplay to art to how the Inari use their illusions, were learned from the Tsuchigumo, and even though the settlers gradually forgot about the true history of the spiders, they appropriated the culture for their own. But the Tsuchigumo did not forget. They used a special ritual to prevent more curses from being forced on them, and this has helped them resist the Demon Lord's corruption, which would have mellowed their hatred to some degree. Despite being forced into the worst dregs of the caves, they struggle to hold onto their pride and grace as the true heirs to the land above, and they dream of one day reclaiming the surface. Under their

great leader Aterui, they have been debating whether or not to launch an all-out attack on Zipangu, against both humans and yokai, for they see both as usurpers.

Your trespassing, however, has turned the tide in favor of war, once they deal with you, that is. After you and the twins prove yourself against the army of elite warriors, Aterui herself will call you out to single combat to determine the course of the war. The proud spider warrior will abstain from using her illusions, which were previously utilized to support her troops, during the duel, but she is nevertheless a dangerous opponent. She is a skilled fighter with multiple swords. Her body is incredibly strong and poisonous, and her true spider form is even worse. Moreover, Aterui refuses to give up, not after everything they've already lost; no matter how much you hurt her and tire her out, she'll keep forcing herself back up to continue the fight. If you cheat to win instead of fighting fairly, or if you give a finishing blow to Aterui when she is most vulnerable, the rest of the Tsuchigumo will carry her off into a deeper part of the cave and seal the door behind them, thus completing the mission of stopping the Tsuchigumo.

However, if you fight fair throughout the duel and show mercy to Aterui when she is at her weakest, she will see that perhaps the upper world has begun to see other ways for life other than pure dominance and might makes right. She will ask for the chance to bring her clan to the surface, so the world will know the truth and they can begin to rebuild bridges. Allow her to come up with you, and she will give you the Tsuchigumo Fang. You could also get this if the Tsuchigumo fled as well, and in that case, it will appear to be a giant stone spider fang that can be used as a weapon to leave cursed and poisoned wounds that do not easily heal. However, Aterui will show you that the true form of the "weapon", once you dispel the illusions surrounding it, is a humble spade that blesses even the most barren and cursed ground with vitality and life; it also serves as a weapon that grows stronger when the user embodies true honor as a warrior. Aterui will also ask to join you as a companion in this case, once she's gotten her people settled down. She will see you as a comrade in arms, but she may be open to romance in time.

However, you will also have to stop Mitsuyori from continuing the war. Deeply admiring her ancestors' valor, she refuses to believe that the Tsuschigumo were anything but the terrible monsters thought they were. During the fight, she will likely shout inciteful taunts at Aterui (making it harder to resolve things) and encourage you to finish her off. If you decide to let the spiders return to the surface, she will probably try to fight them herself, and you'll need to stop her. If, though, you have bonded with her and helped her become more flexible and open-minded during the quest, she is more likely now to have a change of heart and agree with you on making peace with the persecuted spiders. If you resolve things amiably with Mitsuyori, she will likewise come with you as a companion.

Imperial Legacy (Mist Continent Only)- With the cyclical pattern set by the Chief God, the world has layers upon layers of ancient civilizations waiting to be rediscovered, and now that the loop is out of sync, archaeology is becoming a popular phenomenon. A young Hakutaku scholar named Yindi "Anna" Qiongsi wants to become such an archaeologist, and she's convinced that she has found the location of the secret tomb made for the first emperor to unify the continent (even if said empire has long since fragmented). Anna is young and impetuous, but she knows that the Emperor

left many dangerous traps, so she is hoping that you can help her explore it. It's not going to be easy, though. To even reach it, you will need to navigate through a gauntlet of forests and mountains constantly clouded in mist. It doesn't help that the general area that the tomb is hidden in happens to be a contested zone claimed by the Lands of Four Gods, Fiends, and Souls, making the area a three-way warzone.

The tomb itself is like a palace and has a mix of traps and guardians protecting its emperor. To start things off, the whole complex is filled with a slightly poisonous mist that saps your health and stats (and said mist has also created a number of feral Jiangshi). Then there are the Terra Cotta Soldiers – individually-crafted Golems that function as an elite army to guard the tomb; there are even some Automatons acting as the officers for the battalions. Several of the constructs were even designed to be artificial copies of him to serve as decoys in trapped sections of the tomb. And as the emperor mastered the design of tunnels during his reign, the tunnels in the tomb are incredible (sometimes it seems as if you are walking through the sky) and confusing, such that you could get lost for months if not longer. The final stretch requires you to navigate across canals and a miniature sea of mercury.

When you finally reach the throne room, you will find Qin Shi Huang, Emperor of the Mist. He managed to find a way to live forever as an undead, but the Demon Lord's corruption and the pervading mist have turned him into a Jiangshi, albeit one a little more powerful than normal. Nevertheless, she is determined to reclaim her empire now that you've woken her up, and she plans to start by making you into her eternal servant. She knows some decent magic, but she was never a warrior, so if you can close the gap with her, she should go down with no problem.

Afterwards, the tomb's yours to loot! Aside from the acclaim of discovering this historical wonder, you will find and be able to claim the Sun Needle, a mystic treasure that Qin used to slow down/speed up the passing of day and night (time is not slowed down for people, but the sun could be made to take longer to set, for instance) so that incredible monuments could be completed "overnight." Furthermore, you can now recruit Anna as a companion – and you might be able to convince Qin to come along as well; if "Empress" Qin chooses to accompany you, she will bring along her Terra Cotta Soldiers as a private army, though only she can summon them.

The Stars on the Sea (Oceans Only)- A young Cancer crab girl named Yuna wants your help in fulfilling the ancient dream of the Cancer race. According to the legends, Mother Crab was the progenitor of the crabs as a whole, but she was grievously wounded while helping her best friend (a multi-headed dragon) fight off a hero. Taking pity on her, Poseidon and Eros delivered Mother Crab and her friend up to the stars to live eternally, though they could never return to the mortal world below. However, before she left, Mother Crab told her children that she had hidden a secret treasure just for them. To find it, they would need to look in the seas and up to the stars. Most have given up on that dream, but Yuna believes that she knows how to discover that secret.

If all of the oceans are comprehensively mapped out, and all of the stars are charted, they will provide the answer that she's looking for. It's not going to be easy, though. Every little part of the ocean will need to be properly mapped, and even though Poseidon has tempered down the

storms in her territories, the Mamono in the seas have other interests on their mind than mapmaking, and they'll do their best to divert you. Then there are the areas still under the control of the Chief God, which lack Mamono but have terrible storms. Plus, you'll sometimes need to skirt the coasts of landmasses, including some Order-affiliated kingdoms and the like that won't take your presence lightly. Luckily, Yuna is an expert sailor and mapmaker, and she will be of great assistance in making the sea and star maps.

Even after you've completed all of the maps, you're still just left with a bunch of various maps and no clue how the puzzle pieces fit together. Take a close enough look at it, though, and Yuna will realize that they are supposed to be the steps for a special dance. You'll need to work out the puzzle and then reenact the dance (paired with Yuna) to discover the secret dance that Mother Crab left for her children.

Upon completing the dance perfectly, you and Yuna will gain a special perk: the *Karkinos Quadrille*. By dancing the quadrille, you can generate mystical bubbles around you. And not just any ordinary bubbles. Each bubble has the "heart" of a star, and if you gaze at one it is as if a teensy little star is inside it. As a result, each bubble star contains the purifying and cleansing positive energy of the cosmos. Whenever the bubble impacts something and bursts, it will cleanse the target of all "filth" – anything from grime to diseases to even demon energy. Also, you can control the movement of your bubbles when dancing, such that you could have them home in on targets or cover you like a shield. While you are dancing the dance, you will also hear the faint whispers of Mother Crab, and she will occasionally slip in small, prophetic messages about your future. Plus, Yuna can now come with you as a companion/lover.

Cats and Dogs (Cat Kingdom Only)- You have been offered the honor of being part of a team of seven representatives for the annual Cat vs. Dog Competition, a "war" between the Cat Kingdom and the rival "Dog Kingdom." No matter where the Olympics-style competition has been held, whether in the Dog Kingdom, the Cat Kingdom, or a neutral setting, the dogs have always won. It's up to you to help your team win. Right away, you'll see the first big problem: lack of teamwork. A lot of the events are team-based, and while the dogs are used to working together as a pack, the cats are by the lot very individualistic, and your teammates are no exception; now you'll see just how hard it really is to herd a bunch of cats.

First is Tuesti, a Cait Sith; being one of Bastet's favored servants, she is especially haughty and believes herself to be the unmatched leader of the team (she will be particularly antagonistic toward you if you aren't a cat). Second is Marie, a purebred Werecat; she definitely has the highest talent for beauty and art challenges, but she's also very spoiled and delicate – and expects the rest of you to fulfill her every whim. Third is Lizzie, a Cheshire Cat who is especially sly and sneaky – traits that can be helpful or harmful depending on whether she's assisting the team or just playing a prank (plus, she runs on Wonderland logic, so she's not entirely there, if you get my drift).

Fourth is Giza, an especially powerful Sphinx who is an unmatched genius; unfortunately, she likes the challenge of puzzles a bit too much, always speaking in riddles and actually sabotaging her own side to make things more challenging if it's too easy to win. Fifth is Wong Fu, a Jinko

who has come all the way from the Mist Continent to participate; she is by far the strongest and most athletic in the team, but between her cultural differences and language barrier she has a lot of trouble connecting with the rest of the team. Finally, there's "Kitty-chan," an ordinary cat who serves as the team mascot; it is custom for the team to follow the mascot's wishes for good luck, and they will regularly "consult" Kitty-chan using various means, with them following whatever suggestions Kitty-chan makes.

Make no mistake, each one could outshine Earth champions at the Olympics, but getting them to work together and with you is going to be an Olympian challenge of its own. And since this year's contest is in the Dog Kingdom, the dogs get to choose the challenges, ones that favor their own kind. For instance, there's a maid contest just perfect for Kikimoras, and in the more physical brawls the dogs generally have an advantage over the cats. Oh, and you'll be disqualified if you use any powers that do not appear to embody "cat qualities," so most of the extra powers you bring to the table won't help. If you win and bring back the gold, you and all members of the team will receive a considerable and permanent luck boost to all athletic activities you engage in. Plus, your team can come with you as companion(s) – you can choose to either make each one a separate companion, or count them as a single companion slot.

Deepest Dungeon (Dungeon Only)- When you are exploring a dungeon, you run into a Gremlin named Musanara and a mysterious, golden and silvery Automaton who answers to the name "G.S." While initially dismissive of you, Musanara becomes very interested when G.S. suddenly becomes more active and identifies you as her "master". Musanara then explains that she has made it her lifelong work to be the first Gremlin to unravel the mystery of "the Depths". Deep beneath the surface of the world, there appears to be a megacity of a dungeon that is so expansive that practically any dungeon in the world has some small link of access to it. But no one has been able to venture deep enough into this deep dungeon.

For one, it seems to have separate, individual layers of dungeons stacked one by one on top of each other, each with its own tricks. Moreover, the Depths are infamous for their unique artifacts that defy all attempts to magically study them. Even the Gremlins, famous for repairing ancient technology and sabotaging it depending on their mood, have proved unable to manipulate the strange relics down there, much to their shame. And since the core of the dungeon is sealed behind a mysterious door, there's been no way to progress far enough to learn the truth of the dungeon.

During one of her adventures, though, Musa found G.S. and recognized that the symbols on her armor match symbols found in the Depths. Unfortunately, she's been unable to hack into G.S. either – not until you came along, that is. Musa wants you to come with her and G.S. to the Depths so that she can figure out what G.S.'s purpose is.

If you examine G.S. closely enough and have the right outsider know-how, you'll see why Musa can't manipulate the robot: her technology is entirely non-magical. And for some reason, she is equipped with more lethal weaponry than the usual Automaton, though she can shift her attacks to a less harmful mode if you order her to do so. As you will find out, the defense systems in the Depths, or at least the original elements and not the parts built later by other beings, are likewise

non-magical, albeit more akin to sci-fi with things like laser cannons and drone guardians. Since all major technology in MGE is magic-based to some degree and the Gremlins jinx/bless technology by messing with its magic, such a non-magical approach seems incomprehensible to them.

Those aren't the only defenses you'll find in the Depths, though, as it appears that a variety of different civilizations at least partially used the resources of the innermost dungeon to create their own dungeon cities atop it. And as lots of monsters still try to use the area as private fiefdoms, you'll have to handle a variety of different threats, from Goblin hideouts to Lich hermits to Echidnas posing as lost princesses to Devil Bug swarms vast enough to overrun entire cities. And all throughout the adventure, you will have to face a primary force of sci-fi robots and MGE monsters all serving an enigmatic overlord calling herself the "Eye of Vengeance." She seems to have a greater degree of control over the technology and will often taunt you as you progress using hidden speakers.

To make the door to the innermost dungeon open, you'll need to have G.S. activate switches in five extensions of the dungeon. The first is a large, hall-like area with very high ceilings and intricate carvings on the walls. It appears to be some sort of school or academy, but there are no books anywhere, just these strange disc-like things that are too fragile to work as weapons; in fact, these discs are an advanced form of recording, and if you can get them to fit into certain slots you can see small tutorials that, while in an indecipherable language, visually explain certain aspects of the dungeon.

The "lord" of this area of the dungeon is the Lich Biron, who claims to have created the whole school but seems to be trying to cover up her lack of knowledge of it. It turns out that the "Lich" is really a Doppelganger who took on her current form when an explorer traveled through the library. Biron took the form he expected of the "wise guardian" who surely must have created the dungeon. Tragically, Biron's lover died after venturing into another part of the dungeon, but Biron has stayed and looked after the academy. Feeling guilty that his faith in her knowledge of the dungeon was his undoing, Biron threw her life into protecting the area and truly becoming worthy of the title he bestowed on her: "The Wise Lich of Eternal Knowledge."

If you manage to defeat her and discover the truth about her, you can recruit Biron in exploring the dungeon further; while not a true Lich, Biron's passionate struggle to understand the dungeon makes her invaluable, and if you haven't already noticed she'll reveal to you that many of the features don't use magic at all. She'll also let you into a hidden passage behind one of the shelves, where you'll find the first switch.

The second zone is a "research/storage facility" that seems like you've walked into a blizzard. Bizarre, Chimaera-like creatures are kept frozen in stasis, but the gradual leaking of demon energy from the surface has corrupted them into monsters, and the shut-down of the enforced cold in some parts of the zone has allowed a number of the specimens to escape. Of particular note in the area is a tribe of Yetis who were apparently kidnapped by some of the robots and taken down here long ago; unfortunately for the robots, the Yetis weren't affected by the cold temperatures meant to freeze them like the other specimens.

You can fight the physically powerful tribe head-on, or you can challenge their leader Blizzard to a gauntlet of bonus sport challenges that take you through the whole zone, such as bobsledding, icicle throwing, and ski jumping. If you overcome the tribe's challenges, Blizzard will let you use their sacred "altar" (which is the switch you need to activate), and she can join you in your quest.

The third area in contrast is a dungeon filled with strange, unnatural lightning and fire (the power generator facility). The energy produced by the machines in the area is reacting poorly with the new magical energies leaking in, making some of the reactors volatile and prone to explode in response to sudden movements or hits, so you'll need to time your progress through and battles in the area accordingly.

The "boss" of this area is a high-level Raiju named Kipa, who has situated herself in the key power core (which also happens to be linked to the switch you're looking for) for the best orgasmic power overload she's ever had; she's therefore not too thrilled that you are messing up her little vacation. After you beat her, the main system for the area will overload, and you have the choice of either escaping in time or staying long enough to work with your partners to repair the energy flow. Either way, Kipa can now be recruited for your exploration team.

The fourth area is a strange mix of mine-like caves, out-of-control plants, and flooded passages. If you do enough research, you'll discover that this was the "extraction facility", with machines designed to break through the stone and convert it into various resources after transferring its moisture to a water storage tank; unfortunately, the breakdown of the systems has caused the water to overflow, which in turn has stimulated wild plant growth.

Due to the unusual circumstances, a number of the monsters have become semi-aquatic, including the boss of the area, Guroe the Werebat. She resides in a darkened part of the zone, but if you can reactivate some of the lighting you might have a fair chance. Afterwards, you can potentially recruit Guroe to your team, and it will turn out that her lair contains the fourth switch.

The fifth area, the "Cave of Winds" is a network of metallic tubes that run throughout the other areas of the dungeon (it appears to be both a ventilation and a transportation system for the entire facility). If you explore the maze enough, you will find the "trash vault", containing random junk that the mechanical systems could not identify/use – including one of the switches, which got dislodged and fell in with the garbage.

Here amidst the junk, you'll find a Mimic girl named Laura. Lonely and depressed after being trapped in here for so long without anyone else even visiting, Laura won't even try to capture you and won't attack unless provoked (don't underestimate her, though, as Laura is a particularly powerful monster for her kind). However, the barriers sealing the quarantine zone shut from the inside use particularly tricky dimensional-locking technology, so it will be difficult to get out unless you convince Laura to help, as she has begun to master her kind's spatial manipulating powers.

After you've activated all of the switches, you can enter the core of the dungeon. It's a massive factory that is constantly producing more robots and materials. There you can confront the overlord of the dungeon, the All-Seeing Eye. You do not fight her head on but rather a set of projected illusions and machines she controls. After all is said and done, you'll discover that the true "overlord" is actually a Gazer named Shion.

It turns out that Shion isn't actually the true master of the dungeon, and even she wasn't able to get past a final set of barriers. But due to a curse, Shion is unable to use her magic for anything other than regular sustenance, making her usual "wicked eye" powers useless. She got used to doing things without magic, so she managed to figure out how the systems work. Her hope has been to get into the core before anyone else and find a way to unseal the locks on her magic. And now you're about to find out what's at the core.

After the battle, G.S. starts reacting to the door and opens it. More than that, her original programming awakens. "G.S." does not stand for gold and silver, but rather "Guardian Seal". The original dungeon was actually an unmanned, dimension-traveling pod created by an advanced civilization. The pod uses the core of planets as a foci to travel between dimensions and secure itself within the world. It then gradually absorbs resources and releases robots to extract data/materials from the surface.

However, it didn't account for all the magic in the world, which sent the systems out of whack and prevented the pod from moving on to the next dimension. Furthermore, different groups, feeling threatened by the expanding dungeon from below, placed mystical seals to lock up the dungeon. As a final measure, the core A.I. programmed G.S., the first of her kind to be able to access "magic" even if her systems are entirely non-magical, to exit the dungeon and await the arrival of someone from the home dimension so they could unseal the dungeon. Nobody ever came to check on the operation, but since you're from outside this universe, it recognized you accordingly as a potential master.

Now, G.S. has reactivated the core and ordered it to prepare for evacuation – meaning that it is going to drain all resources (and beings) in the areas linked to the dungeon and use it for momentum to open a portal. Seeing as this will turn you all into recycled matter, you should probably stop this. You'll need to either fight the fused core/G.S. and destroy them or find a way to convince G.S. to choose her own path.

If you destroy the core and G.S., the facilities will finally shut down, and the remains of the core will form into a Zoch Crystal. This "philosopher's stone" can turn any substance/material it touches (even forms of energy) into any material it has previously absorbed; things that are living or have innate protections can resist the transformation, though.

If you save G.S., the core will no longer have its extraction/expansion abilities, much less its dimensional travel, but you still get the existing dungeon as a prize (complete with any damage you dealt to it, so hopefully you saved Zone 3). It attaches itself to your Warehouse and can be summoned to a location of your choice in each jump. You can also take, assuming that you bonded

with them, Musanara, Biron, Blizzard, Kipa, Guroe, Laura, and Shion as companions – and G.S. if you saved her.

Bridging the Abyss (Underground Only)- During your subterranean spelunking, you have stumbled upon the underground kingdom of Agartha. Lit by a smoky "sun" and glowing crystals endemic to the local caves, Agartha is the "darkest" of the bright green demon realms. Few from the surface ever seek out, let alone visit this country deep below, in part out of fear of the local ruler Khrevha – a fearsome and tyrannical Lilim who is part-Ushi-Oni, too. Many who have encountered her say that she has the demeanor of an evil overlord, embodying the untamed ferocity of an Ushi-Oni. As you wander the city, you will notice an ominously worded poster on a wall, with the following declaration:

"To a Brave and Foolish Hero Consumed by the Almighty Darkness Below Yet Retaining a Glimmer of Light from the Forsaken World Above:

"You are to come to our castle and swear yourself to us, for we are seeking someone with the fortitude to brave the abyssal nature of our realm and offer to it fragments of the light we have left behind on the surface. Thou must be ready to embrace the wild passions of the unknown chasms, yet thou must also have enough light to not succumb too quick, for I do not desire easily turned prey. Forsooth I beckon to the adventurous soul with enough courage and wisdom to satisfy my hunger and this kingdom's, so come at once. Beware, traveller, for if the seal binding me ever comes loose, I could very well give in to the untamed lusts of my other half and take you on the spot. Does thy have the guts it will take for this great ordeal? The kingdom has long awaited one to serve us in this manner.

"Signed, The Great, Fury-Maddened Lord of the Abyssal Darks, Khrevha the Abomination of Agartha."

If you dare to take on the challenge issued in the sign, head to Khrevha's castle. It is a dreary citadel of almost exaggerated décor, having the full feel of a fearsome tyrant's lair, putting even the Demon Lord's citadels to shame in its dark grandeur. Khrevha waits on a stalagmite throne, her one uncovered eye glowering at you as her fanged jaws snarl with hunger. She acts enigmatic and barely restrained during your audience with her, warning you that the Ushi-Oni seal barely holds back her spider instincts to conquer you on the spot, and to not linger in getting down to business. She will aggressively interrogate you about your character, your knowledge of the surface world, and your views on Agartha and the underground as a whole. Stand your ground, and answer her questions satisfactorily without upsetting her either, and she will tense for a final strike…

And suddenly she'll be all smiles and happy, saying you're hired. …What? As it turns out, Khrevha is a bit of a chuuni, and her whole dark lord demeanor was just an act she got carried away with (heck, this isn't her real castle, just one she uses when playing dark lord; her actual one is a lot humbler and comfortable, with the throne room filled with pillows). In fact, the dangerously worded "challenge" issued in that notice was really a help wanted ad, and your audience with her

was the interview for the job. Khrevha has been building a prosperous kingdom in the underground, but she is still having difficulty attracting visitors. She wants to make Agartha appealing to surface-dwellers, without upsetting the subterranean inhabitants either. By showing the patience and understanding to seek her out despite her apparently fearsome demeanor, Khrevha believes that you have the balanced perspective she needs for this job.

So basically, you need to collaborate with Khrevha and perform a lot of different tasks throughout Agartha to make it more appealing to visitors from the surface. However, the subterranean inhabitants are proud of their self-reliance and unique cultures, so you'll have to find ways that highlight and celebrate the beauty of underground civilization rather than alter it. For instance, you'll need to help the local chefs establish three-star restaurants for tourists, but since Agartha is so deep in the ground, you can't rely on normal crops/ingredients; instead, you'll need to rely on the locals' "cave cuisines" (mushrooms, moss, cave insects/fish, etc.). You'll need to work with Agartha's large Arachne population, who are second-to-none in weaving luxurious silks, to create high-quality clothing that can rival the top fashions of the surface world while still accounting for the unique light conditions found underground.

In addition, you will have to act as an ambassador of sorts between the native underground mamono and the "abyssal" mamono of the chaos gods, who have begun to migrate from distant planes into Agartha's cave due to a similar aesthetic. Other tasks will include (but are not limited to): encouraging local art for the Crystal Gallery art museum, promoting the hot springs alongside the Fire River (many visitors get scared away by the fiery crystals, not knowing they're perfectly safe), and creating water activities for the famous Crystal Falls without hindering the site's natural beauty and its appeal as a romantic hangout.

Finally, as the final step of this challenge, you must complete a "continental highway" – a continent-long tunnel/passage between Agartha and the surface. The physical obstacles will be colossal, as the path will cross vast gorges, water-filled reservoirs, fiery magma flows, and labyrinthine cave networks – sometimes the path will even need to be vertical. Moreover, you will need to account for the feelings of the many subterranean mamono that call these underground lands home. Not only will you need to gain their willing assistance for the considerable labor required, you will also need to design the tunnel so it does not damage the homes they have made in the caves.

If you are able to successfully complete the "road" between the surface and Agartha, you will complete the scenario. As a reward, you will be given a copy of the "Sun of Agartha" – a giant crystal that acts as a natural sun for Agartha. Despite being a little dimmer than normal sunlight, the crystal will light up the area you are in no matter the lack of other light, and it provides the same benefits as the sun (for instance, plants can photosynthesize with the crystal). The light also corrupts monsters exposed to it and helps them adapt to a subterranean lifestyle, and women exposed to it gain dark, possessive thoughts of a secluded, quiet life in the darkness with their lover. In contrast, men gain a strange calm and clarity of thought ideal for scholars and artists.

Furthermore, if you manage to fulfill the "golden end" of the scenario – successfully making Agartha popular on the surface while also satisfying everyone below – you will earn an extra

reward. After working alongside you and seeing your dedication towards helping the subterranean lands that most people fear and distrust, Khrevha will fall in love with you and offer to make you her co-ruler of Agartha. She will now be available as a companion, and she and you will have access to a portal leading to and from Agartha, allowing you to visit and rule the underground country even after leaving this jump; however, you cannot exit the boundaries of Agartha, though you can travel the "continental highway" as long as you do not exit to the surface.

Great Dragonian Tournament (Dragonia Only)- To complete this bonus scenario, you must enter and win the annual Great Dragonian Tournament twice in a row: once in the Singles Category and once in the Pairs category (please note that since the singles matches occur for the first three days before the doubles in the second half of the tournament, it's possible to win in both categories in the same year if you try really hard). This is a world-renowned fighting competition, attended not only by Dragonia's Queen Dionola but also rulers from across the lands and even the Demon Lord herself. Likewise, human and monster competitors alike come not just from Dragonia but from every land imaginable, with many skilled and powerful veterans each time as well as equally challenging newcomers.

The purpose of this event is to show the love of martial arts and embody the connection between people and mamono, demonstrate the current understanding that goes beyond races and tribes, and show the possibilities of the future. All fighting and magic must be non-lethal, and you will likewise be required to use safe Demonic Silver weapons unless you can otherwise prove that your other armaments meet the safety expectations. Each battle ends when one side has deprived the opponent of the opportunity to continue the battle.

You will first need to win the Singles competition, which consists of one-on-one battles. The participants can have their way with anyone they defeat in the tournament (in fact, it's encouraged, with spectators urging the victor of each match – including you if you win – to take your "rightful reward"). Also, your presence in the competition will sometimes attract rogue Zombie Dragons who will try to pounce on you when you are most vulnerable. Once you win the Singles competition, you will receive a gold trophy as well as a helpful book on exercise routines, using ancient dragon technqiues. The exercises, which are easily teachable, grant the user improved health and stamina, as well as greater sexual prowess.

The Pairs competition will be even harder, though, due to some extra complications. For the Pairs battle, you will be fighting alongside a partner. You can choose your partner from any companions you have, as well as from any of the opponents you faced in the Singles competition; if you choose a partner from your past Singles opponents and win the tournament, you can take that partner along as a new companion. You can also enter a lottery to be paired up with a random fighter also lacking a partner; likewise, you will gain the lottery partner as a companion upon completing the scenario.

While your partner will bring their own strengths to the fight, so will your opponents, and keep in mind that some of the strongest powers in this world come from bonds of love between people, meaning that your rivals will be all the stronger. To win this tournament, you need to demonstrate

your strength, which is proof of the bonds of love of a demonic couple that everyone recognizes. Please also note that the same fighting restrictions from the Singles rules apply to Pairs as well. You can also still expect rogue Zombie Dragons to crash some of your fights, only this time in larger numbers.

When the two of you win the Pairs competition, you will be recognized as having passed the same tests proving the bond between Dragon Knights and Dragon Riders. During an official knighting ceremony by Queen Dionola herself, you will each receive a mantle of fire (from the queen's own flames) that acts as a magical armor resistant to all types of heat, even magical and divine flames due to the Queen's own power.

Next, the two of you will be offered a knightly spear to be shared between the two of you. The lance is made from the legendary ore Dragonium, which has been enchanted by dragon's breath to dissipate magical energy around you while not preventing you from using your own magic – in fact, magic attacks channeled through the lance tend to spread more widely than usual. But more than that, the spear symbolizes the "tower" joining you and your partner together as one. The spear is bonded to both of you, and each of you can summon it at will (and anyone else trying to use it will be cursed). And if one of you is wielding it, the other can still channel their own magic and powers into the lance. No matter where your partner is, as long as you have the spear, it's like your partner is right there with you, and vice versa.

Finally, the two of you will make a sacred, knightly vow of eternal partnership, and with the blessings of the Queen, a shared bond will forever exist as a flame in your souls. Essentially, you'll find your synergy with your partner reaching its maximum potential and beyond, making the two of you almost unstoppable as long as you are working together.

Seven Festivals, Seven Nights (Sea of Asuramis Only)- Every year, the seven islands in the Sea of Asuramis hold the Court Alf National Memorial Festival to celebrate how they found love and harmony together, with each island holding its own unique celebrations. Usually even a single island is enough to occupy a traveler for the entire festival, but there's a rumor that if you can experience all seven islands' festivities to the fullest over the course of a week – no more, no less – you'll receive a special wish. So to complete this challenge, you must participate in all seven unique celebrations across the Sea of Asuramis within a week's time – starting at sunrise on the first day and ending at sunrise on the eighth day.

You must stay actively engaged in the celebration for all the days consecutively – no taking a break in between! Even one of the island celebrations can be overwhelming, can you handle all seven without stop? Moreover, token participation on each island is not enough – you must participate to the fullest and attain the fullest potential of each celebration. Furthermore, you must achieve some sort of rare feat on each island to reach the peak of the festivity and qualify.

Here are some (but not nearly all) of the things you must complete on the islands:

- Personally take part (as bride or groom) in a full-fledged wedding at Al-Mar's Cathedral of Blessing.
- Compete in Matori's Treasure Cruise and find one of the three legendary treasures that the great pirate Matori hid (much harder to find than the usual treasures discovered during the treasure hunt).
- Personally perform in the commemorative, day-long performance of "Nevia's Makai Rose" and receive a standing ovation.
- Win the intense R3 band rock concert danceathon on the Star Neon Stage (which also requires you to sing to some of the rock songs at specific intervals amidst the dancing – fail to sing at the right time or be unable to dance any longer, and you're out of the running).
- Assist in the planting of crops on Mira with the spirits' blessings, and afterwards fully soak in the island's Great Spirit Hot Spring.
- Watch the full Dé Ryúa Row Parade and take away the "parade queen" (the most beautiful and biggest tease of the float riders, who will only accept the lustiest of suitors for her hand) for a full night of "activities" at Hotel Dé Ryúa.
- Fully explore the Queen Diana's Witch's Hidden Treasures exhibit at the Museum Ship Majon, and decipher one of the yet-untranslated ancient tablets on display.
- Dine (and drink) on all the unique delicacies available on the islands during festival time.

It can be tricky, embracing each island's cultural celebration to the fullest yet also having the strength to move on to the next one, but don't give up! And then to top it all off, on the final hour of the festival, assuming you finished everything else in time and are still kicking, you must sing (and be heard) in the special choir that the Great Diva Difina with all the islands; for your voice to be heard in the chorus, you must be sincerely enthusiastic about celebrating the islands' continued happiness (just wanting to get the festival and challenge over isn't enough), so hopefully you won't be too worn out by then.

If you are unable to continue celebrating before you've gotten through all the islands, or you just weren't able to do everything in time, you'll have to start all over. The Court Alf National Memorial Festival happens annually, so you'll get plenty of chances to try, but you must complete this challenge before the end of the jump to reap the rewards.

If you can fulfill the challenge and demonstrate that you've fully embraced Court Alf's miraculous celebration, the Great Diva Difina herself and her Lord Poseidon will grant you a "love wish" – you may wish for any unclaimed person in this world or another you have been to in the past to become your lover and companion for all time, no matter how impossible it would be normally; be careful on who you select, as you only get to pick one person, and this wish will likewise bind you in love to the selected partner eternally. In addition, you may take any of the unnamed island guides from the World Guide book on Court Alf as companions (during the scenario challenge, they will be your tour guides for the islands).

Miss Undead (Noble Capital of Undying Only)- The capital of the undead kingdoms is renowned for its many artists, but now an innovative art is about to showcase itself to the world: beauty

pageants! And "lucky" you have been invited to attend as the honorary guest judge. It's a great honor, but it's going to be a lot of work.

First, you'll need to get people actually interested in participating, as many of them are rather skeptical of this new "art." A lot of the potential contestants, being undead, tend to live in out-of-the way places, so you'll have to venture to distant bogs and dismal mountain crags to deliver their invites. Then there is getting the mansion all set up for the extravagant beauty show, and ensuring that your guests don't trash it when they arrive; a number of them have rather fierce rivalries, so you'll have to keep them from starting a brawl. Not to mention that the judging will be…interesting, seeing as the undead, while having gained Mamono aesthetics, still have a different sense of beauty. And that's leaving aside the challenges you'll have handling both the contestants and judges.

The main host judge is Nurse Jekyll/Miss Hyde, a high-class Wight whose attempt to recreate the Lich's special phylactery for herself backfired and left her with a split personality. Both of them came up with the idea for the pageant together and hope that it will bring better unity for the undead, but they disagree on how to do it. Jekyll wants to focus the show on elegance and beauty while avoiding any conflict, whereas Hyde wants to just cut to the chase and have the contestants fight and let out the tension they conceal due to their pride as nobles. The Wight will switch between her Jekyll and Hyde personas without warning, and each personality will try to ensure that her own plan is carried out, even if that means sabotaging her other half. Jekyll/Hyde has gotten her friend Lagoona to assist her as a second judge (with you as the third). Having a melancholy demeanor, Lagoona is rather quiet and deadpan about the whole thing (why is she even here?, she sometimes asks, seeing as she isn't even an undead – she's a Sahuagin). Even so, she has a deep heart and wants to help her friend's dream succeed.

Then there are the contestants, who come from a variety of undead species. The great Vampire queen Dracula, a courtly gentlewoman of legendary renown and a great tactician to boot, has honored the contest with her presence. Likewise, the near-mythical Imhotep, a quite-intelligent Mummy who rivals the Pharaohs with her great charisma and architectural genius, has come to prove that she has more beauty than any god-child Pharaoh. Next is Christine, a Phantom who has earned the title, "Ghostly Angel of Music." She is a great fan of opera and insists on always singing, even when she is having regular conversation with people; in fact, Christine has immersed herself in her illusions for so long that she sees her fantasies as her true life, leading her to treat the whole contest as an epic, operatic quest for love.

Then there is Jill, a ghost whose exceptional skills in magic study before becoming an undead have allowed her to make herself truly invisible if she so wishes, such that even beings who could normally see her astral form couldn't see her; she can also pass on the invisibility to people she possesses. A selfish, greedy little girl, Jill uses her invisibility whenever possible to gain an edge in the competition, and she likes to cause mischief just to see how people react. Coming from Royal Makai is the esteemed Dullahan knight Katrina. Katrina has developed a unique exercise regimen that allows her to consume mass amounts of food yet have an exceptionally slim body. This regimen has affected her personality, though, as she is notably cowardly and sneaky for a

Dullahan; when her head comes off, though, she becomes intensely aggressive, more than a Dullahan normally would under the circumstances, and will go on a rampage.

Pulling up the rear, we have a couple non-undead contestants who somehow managed to slip into the competition. Chaney is a rather vain yet hotheaded Werewolf who has become a bit of a loner since no pack can put up with her overly aggressive and stubborn personality for long. Finally, Francine is a shy Homunculus construct; she loves the arts and nature, but she was created with a bit too much strength and has an unfortunate habit of sparking things with electricity. To make things even more complicated, the show will be crashed by a paladin. Well, former paladin. Van Helsing was a great fighter against the undead, but a mischievous Lilim recently turned her into a Will-o-the-Wisp. Struggling with her newfound Mamono feelings, she wants to "capture" all of the enemy undead in her cage (or maybe she can catch a man instead? It's so hard to decide anymore). Seeing as she is undead, the girls just view her as another contestant and will treat her as such, even as you try to keep her from attacking.

When it's finally time to judge, the results will vary depending on who you choose. In any case, you will get a "Miss Undead Judge" pin as a memento for your role as judge; whenever you wear the badge, undead will view you as someone who can help them with problems, and they will ask you for assistance (anything from running errands to solving disputes they have) and reward you accordingly. Whoever is crowned Miss Undead will be gifted with the *Monarch of the Undead* perk and be able to maintain a sense of beauty no matter her form, such that even as a horrific monster she could somehow come off as attractive. The specific monster girl you chose as Miss Undead can be recruited as a companion and lover.

Also, you may be able to recruit Jekyll/Hyde or Lagoona, if you choose one of the contestants that they favor. Jekyll/Hyde, having a taste for intellectual and noble undead, favors Dracula, Imhotep, Christine, and Katrina. Lagoona, preferring ones who are shy or on the wild side, favors Chaney, Francine, Jill, and Van Helsing. There's also the slight possibility that, if all of the contestants were found to tie for the challenge and mutually agreed on the verdict, everyone would be crowned Miss Undead, and all the different undead types would be satisfied; that said, it will be nigh impossible – it's going to be hard enough convincing all of the girls to accept a draw with their competitors, but when you add in that the other judges have their favorites and will be egging them on, it's going to a monumental feat.

Look Before You Jump (Village of the Matango Only)- As you are passing by a Matango-infected village (most likely in a hurry), you might see an especially beefy and ferocious Salamander burning the village to a crisp and threatening a certain Matango woman who has the bearing of a noble princess. You can choose to leave (thus not doing the scenario) or decide to intervene to help either side.

If you decide to save the mushroom "villagers", they'll all hug you in thanks, and things will get a little cloudy for a moment. When things clear up, you still seem to be your normal self, but the world's appearance seems…morphed, and more cartoony. The Matango praise you as their hero and say that while you managed to save them, the evil "king" Pooka kidnapped their beloved

Princess Amanita. So it's up to you to go and rescue her from the villain's evil army. As you progress closer and closer to Pooka's castle and save more of the Matango, they'll give you mushrooms that enhance your powers (and make the world around you seem ever more colorful). Face off against Pooka at last and defeat her, and Princess Amanita will happily thank you and give you a special mushroom that makes you immune to the negative effects of all mushrooms, albeit not to hallucinogenic effects. You can also bring Princess Amanita with you as a companion.

If, on the other hand, you help the Salamander Pooka, the true situation will become clear. Unlike many of her kin, Pooka decided to dedicate her fighting skills to making war on the contagious and parasitic Matango, as the insidious mushrooms transform whole villages into mycological colonies. "Princess" Amanita is not really a princess, but rather just an especially magically powerful Matango specimen that Pooka wants to use as the test subject for a spell she's devised to reverse the mushroom infection; if she can get it to work, there will finally be a cure to the plague-like spread of the mushrooms. But it's a rather complicated ritual, so Pooka needs to buy enough time for it to work. While her assistants prepare the spell, you and her will need to hold the truly horrifying Matango swarm at bay long enough.

If you succeed, Pooka will figure out a condensed version of the spell (and teach it to you) that can quickly and harmlessly purge any parasitic infection/possession from an individual (though it takes longer if the parasite resists a lot). Having disseminated the spell to the larger populace, Pooka is satisfied that she has made a dent in the mushroom villages and will honor you by making you a part of her army (meaning that she wants to come with you as a companion) and declaring you to be a "worthy partner" (she's rather arrogant and stubborn, so she's not going to say "lover" unless you push).

Where's the Queen? (Slime Kingdom Only)- The "mother" Queen Slimes are generally easy to identify compared to their offspring given their bloated appearance, but once every full moon the Queen Slime of the kingdom you're in becomes nearly identical to her copies. You must find the original Queen Slime under the light of the full moon before the dawn comes and she returns to her normal, bloated self. She's rather shy in this form, however, and there are a lot of similar-looking slimes for her to hide amongst.

If you manage to find the true Queen Slime before time runs out, she will excrete an especially rare substance called Orichalslime. Despite its rock-hard appearance, it is actually soft like a slime. By mixing the Orichalslime with other metals/items, the resulting product will now have selective malleability, such that you can make it exceptionally hard or surprisingly flexible as you like. For instance, a sword enhanced with Orichalslime could become harder than rock yet be able to twist its blade into different shapes when you want it to. And the Orichalslime gradually regenerates over time, so don't worry about running out.

Slimy Secrets of the Swamp (Wetlands Only)- A budding young heroine called Luciana has stumbled out of the bogs and is desperate for help. She says that she was sent by the Order to investigate rumors of a Queen Slime in the area. Her memories are hazy for some reason, but she

remembers finding a seemingly abandoned fort and finding the Queen Slime there. The Queen Slime is already very powerful, so she escaped and went to find more people to help her. If you agree, you will need to help escort her to the fort. The local Mamono in the area dislike Slimes to a degree when they get out of control, so they are willing to offer some tips, but they seem instinctively hostile toward Luciana, so you will need to protect her from their attacks. You'll especially need to watch out for a Dark Mage who seems to be out to get you.

As you enter the fort, you'll be able to confirm that a Queen Slime is certainly present, and she has established a "town" of various Slimes; strangely, though, they take no aggressive actions against you, and seem to be waiting for something. When you reach the "throne", the Queen Slime will thank you for bringing back her wayward daughter, and that your "reward" will be to join her kingdom. As it turns out, Luciana was infected by a Parasite Slime and was manipulated to return with more victims. In addition, it turns out that the leader is a *Dark* Queen Slime, making her especially formidable. With all of the Slimes surrounding you, you'll need to fight your way out of the trap. To buy you a little bit of time, Luciana will use the last of her existing willpower to hold off the Dark Queen Slime.

Once you've escaped the trap, you'll have a decision to make. It turns out that the Dark Queen Slime seized the fortress because she heard that in years past the fort stored a magic crystal that allowed mages to turn any sample of liquid into a Slime of that substance, and all such slimes would be loyal to the one using the crystal; the Dark Queen Slime hopes to use the crystal to establish a vibrant kingdom that includes other kinds of Slimes (instead of just made from her own slime) that are still obedient to her. Said crystal was stolen by the local Dark Mage Maple after the fort was abandoned, though, as she uses it to make potions. Therefore, you have several options.

You can side with the Slimes and help them take the crystal from the Dark Mage. Maple hates Slimes for being icky, and she won't give her treasure up without a fight. The Dark Queen Slime will grant you the honor of being the "king" of her domain, and the whole kingdom can follow you between jumps; the Dark Queen Slime and Parasite Slime heroine count as individual companions, but the kingdom as a whole is considered a single companion slot.

On the other hand, you can choose to fight against the Slimes and defeat the Dark Queen Slime. The Dark Queen Slime has become very powerful and near-impossible to slay, but the slime crystal (which Maple would be willing to share with you in this case) could be used against the slimes to nullify their magic and harden/crack their liquid bodies. For defeating the Dark Queen Slime, the Maple will take the remains of the Slimes and swill them together into a special, safe potion that grants the drinker a magical "core" in your body that grants you regenerative abilities, greater intelligence, and higher magic potential. Maple will be available as a companion and, assuming you freed her from the parasite, Luciana.

Or, you can try to find a middle ground with the Slimes and the Dark Mage. That's not going to be easy, though, as Slimes are notoriously stubborn and voracious in their objectives (grow, spread, and prosper). But if you somehow manage to work things out for everyone, you will get the benefits from each end of the scenario.

Paradise Recovered (Pandemonium Only)- It's interesting to note that the world-famous painting of Pandemonium is titled "Paradise ~ Fallen Garden." This is because this now-sealed dimension was once the world's Garden of Eden, where the original Chief God created the first humans and monsters before kicking them all out to start the cycle. The Fallen God later seized the garden and turned it into a debauched orgy party. Almost all of the terrain has been permanently altered, leaving no trace of the once perfect and innocent garden. However, one small sliver was protected from the Fallen God's take over.

To complete the mission, you must find and retrieve the last two fruits from the Tree of Life and Tree of Knowledge of Good and Evil, now turned to stone to protect them from the corruption. The one good thing is that everyone is too busy with the orgy to guard it, so while you'll need to fend off sex maniacs you won't have to worry about fighting them for the fruits. Even so, Pandemonium is big, and there's a lot of ground to cover. When you find the stone fruits and touch them, the seal will vanish, and they will become organic again. However, doing so exposes them to corruption, and you must safely get them out of the realm within one hour or they will rot. And now that you have the fruits, the many inhabitants of the realm will actively seek to stop you. This might even mean the Fallen God herself, though it's kind of a coin toss whether she takes the theft of one of the trophies from her takeover personally…or instead she's in the middle of an awesome orgy and has no time to spare.

If you can get out with the fruits, your prize will be those fruits. Each reappears in your Warehouse when used. Each can be planted in the ground to sprout a tree or eaten as is. The Fruit of Life gives you eternal youth when eaten, and it will also protect you from any temporal effects for the next day. The Fruit of Knowledge allows you to automatically know, for the next full day, whether any action you intend to take, or any action you witness, is good or evil (man and monster used this to learn of the Chief God's actions to keep things in the world "stable", which thus led to their banishment). In addition, if you plant the two trees in the same spot, they will encourage vibrant plant growth in a 50-meter diameter to create a mini-Eden. As long as you are within that sanctum, you are protected from all temporal effects, and it is impossible to think of an evil action while inside. However, just as with the original Eden, this sanctuary could be potentially destroyed or corrupted with strong enough evil power.

Bonus Scenarios (Affiliation)

As mentioned before, companions can take scenarios (see Introduction to Bonus Scenarios for more details); however, they can only take the ones for their respective affiliations.

Unless otherwise noted, all scenarios reward you with +300 CP upon completion.

Labors of a True Scholar (Unaffiliated Only, +100/+300/+500 CP)- Your goal is to surpass the Wandering Scholar and compile an "Encyclopedia Mamono" – a comprehensive study of all races on this planet and in connected planes – not only monsters, but other species such as humans, fairies, angels, elves, and gods. Each entry must be highly detailed and consistently accurate. Keep in mind that there are more monsters and the like than just the ones covered in the Wandering Scholar's works, so you'll need to go to the ends of the world to gather full data. Once you believe that you have completed the encyclopedia, you can submit the work to Jump-chan [or other Benefactor] for grading. If she judges that the encyclopedia is sufficiently thorough and accurate, you will succeed in the mission.

The reward for this bonus scenario is scaled to the level of effort you put into the encyclopedia. If you just observe each species a little bit (chat with them for a little bit about their husbands, then leave) and write up a book that's roughly equivalent to Monster Girl Encyclopedia, you get +100 CP. If you get up close and personal with the monsters you're observing – gathering firsthand, intimate knowledge about how each species' body work – you'll earn +300 CP. To get the full reward of +500 CP, you must get intimate knowledge about multiple members of each species – enough that you can understand the intimate details of each species' history and culture, and convey all that information and more into your encyclopedia.

As a reward for completing any tier of the scenario, at the beginning of each jump you will retroactively receive a similar encyclopedia that you would have personally made if you had to do the scenario in that setting. Additionally, by completing the +500 tier scenario, you will attract the attention of an Alp who was the pupil of the Wandering Scholar, and you can take her with you as a companion.

Devils at the Gates (Order Only)- You have been assigned to a low-ranked but highly respected position serving at one of the greatest kingdoms of the Order, a bulwark that many hope will hold and push back the rising tide of the Demon Lord Army. You, however, know that a Lilim is plotting to sabotage and invade the kingdom, and that if nothing is done the kingdom will fall in under ten years – and it is your duty to stop that from happening.

Unfortunately, you have a very tough job in front of you. The kingdom's aristocracy is highly prideful of its role in the Order's crusades, and it will dismiss your warnings at best and try you for heresy and "endangering the kingdom's national honor" at worst. The highest royals and nobles believe in straightforward, chivalrous tactics and will suppress attempts to reform the kingdom's government and military systems.

Plus, the Lilim has thought of everything for the invasion. Agents are all over the city to both gather intelligence and suborn citizens into her grand plan for the city. Even more are in the countryside, quietly taking out and converting villages into monster colonies. Not to mention Mamono agents and merchant collaborators smuggling in tainted goods for mass distribution amongst the citizens of the kingdom. And when the battle comes, the greatest and strongest soldiers will be at the vanguard, along with the Lilim herself.

However, is fighting the Lilim the only way to save the kingdom from falling? If you have made strides in fixing the kingdom's internal problems like its militancy and corrupt aristocracy, you will receive a letter from the Lilim on your nightstand one night. It's an invite to meet outside the city in secret for dinner and peace negotiations. If you refuse the offer, the war will continue and you will have to drive her off to win, but if you meet with her you'll discover that the offer is genuine. She's perfectly fine allowing you to be a neutral territory, as long as you secede from the Order and no longer fight monsters.

Of course, this brings its own challenges – making sure the kingdom accepts the peace treaty, and protecting the kingdom from the Order this time (though you'll get some support from the monsters now) – but once the peace is successful, it will count as a success for this scenario. Either way, the kingdom will become an attachment to your Warehouse and can be summoned into new worlds.

Black Butler(ess) (Demon Army Only)- You have been given an important assignment by your commanding officer, and the Demon Lord herself! You see, Sugoi Maria, one of the Demon Lord's Lilim daughters, has been featured in a prophecy. Within ten years, a terrible tragedy will take the Lilim's life, unless a hero/heroine from another world is there to save her. So you have been appointed as the lady's handmaiden/butler, officially to fulfill her every wish but unofficially to be ready to protect her when the time comes.

However, this is easier said than done. Sugoi Maria has always been extraordinarily lucky, and this has made her rather spoiled and careless. She's always testing her luck, and while things always seem to work out fine, you know that any of those catastrophes could potentially be the one to end her luck and life for good. Always used to having her way, she will treat you very poorly at first and expect you to be at her beck and call. If she gets fed up enough and fires you, you will still fail the mission just as you would if you failed to save her. To make things worse, she's decided to get some experience with the military and has joined up with the Demon Army; this has the benefit of letting you still stay close to your old mates in the army, but it also means that you have to keep her out of even more trouble, as she wants to charge headlong into each fight (and has nearly zero fighting skill).

If you manage to keep the Lilim alive until the end of the jump, the Demon Lord will reward you with a boon: now, much like how she used her title as the ruler of all monsters to insert Succubus traits in all monsters, you can share physical and spiritual qualities of your form with all of your followers, assuming that you have an appropriate position as leader of those people. You can also bring Sugoi Maria along with you as a companion, if she is willing (hopefully you finished off

your service on good terms with her); she is by far the weakest of the Lilim, but she still has her own inner strengths.

Mellis Maleficarum "My Darling Witches" (Sabbath Only)- "For a while now, Runya Runya – the Baphomet leading the "Library" Sabbath has been working on a Sabbath Directory compiling all the basic info on the different Sabbath groups – Baphomet representative, activities, history, etc. However, even now that a manuscript is drafted, she's still dissatisfied, and wants to go into more detail on each Sabbath, enough to write a full-fledged, page-heavy tome. To get that level of depth, just sending a survey to each chapter won't be enough – no, she'll need someone to personally attend each Sabbath and get close enough to their Baphomets to make a comprehensive report.

For one reason or another, Runya Runya has decided that you are going to be her agent for this cross-Sabbath mission. To make things easier for the first draft, she won't be sending you to every single Sabbath in the world, though. Instead, she'll assign you eight of the Sabbaths that have responded to her directory survey – the Demon Lord's Army Sabbath, Kuroferuru, Momonika, Shirokuto, Ropurotto, Marune, Greilia, and Runya Runya (hers) – in addition to your own Sabbath, if yours is a separate group from the ones listed above. In each group, you will personally intern under the chapter's respective Baphomet to learn all about their specialization and vision for the Sabbath, magic, and the world.

While each Baphomet will accept you as their intern thanks to Runya Runya's letter, you'll need to bond with each of them on a personal level to fully connect with them and get them to share their teams' secrets. This also means you can't just sit back and observe – you'll need to immerse yourself in the Sabbath activities, directly engaging in each Sabbath's work and play. Furthermore, before you can call your work done and move onto the next Sabbath on your list, you must personally provide a significant, pioneering contribution to their research, enough to prove that you fully understand and love their individual vision for the Sabbath.

Out of the various Sabbaths, the Demon Lord's Army Sabbath will likely be the hardest for your mission. Bapho-sama is preoccupied with an especially important and difficult military campaign at the moment, and she doesn't have a lot of time or patience to work with you. Although she is a steadfast proponent of the Sabbath's loli and sexual ideals, she's also a career woman through and through, dedicated to her military and magic duties, and you'll need to put in a lot of effort to earn your time with her.

Finally, after all the other Sabbaths are covered, you will return to Runya Runya's own Sabbath for the final stage of your mission. Now you'll intern directly under Runya Runya, both helping her write up the book with your findings while also studying and making a report on her Sabbath. For while Runya Runya certainly knows much about her precious Library Sabbath, it'll take someone with an outside perspective like you to give a full, unbiased account of her chapter.

Once the first draft of the Mellis Maleficarum (roughly translating to "My Darling Witches" or "The Honey of Witches") is complete and published, Runya Runya will give you a copy of your

own. Your book, specially made and personally signed by your co-writer Runya Runya, gives you full mastery of all the known magic schools in MGE aside from elemental magic (Archaeomancy, Nymphomancy, Hieromancy, Teletomancy, Necromancy, Theriomancy, and Pharmacomancy); you automatically gain the Magic Prodigy perk for free, and are reimbursed if you already bought it. Plus, you now have honorary membership in all Sabbath groups and can freely attend all of their special activities and events; you also know a magic spell to access the home bases of the Sabbaths you partnered with for the bonus scenario from anywhere, even outside this jump; however, if you try to leave their home base, the spell will end and you will teleport back to where you were before.

What's more, by helping her achieve her dream, Runya Runya has decided that you are the ideal "onii-chan" for her and will become your companion. Likewise, by proving your steadfast understanding of and support for each Sabbath group you worked with, you will win the hearts of those Baphomets, too, and they will become companions as well. This potentially includes Bapho-sama herself, but even if you were able to work with her for the report, that alone won't be enough to earn her as a waifu. An exceptionally powerful and intelligent being who was infamous before the current Demon Lord ever came to power, she has high expectations for her onii-chan-to-be, and it will take a lot of hard work and genuine love to earn her affection, though it will be well worth it.

Commerce Quest (Merchant's Guild Only)- You have been apprenticed to Danzaburou, one of the Guild's founders who is legendary for her brilliant money schemes and unmatched illusionary tricks. Unfortunately, ever since she lost a bet with an Inari and a Wererabbit of rivaling repute, her luck dried out, and she lives a destitute life on the road as an itinerant vendor/beggar. It is your mission to help the depressed Gyoubu Danuki get back on her feet and bring her business up to its long-lost pinnacle as the greatest business worldwide. It won't be easy, as not only will you have to compete against rival businesses and vendors who have lost their respect for Danza-chan, but Danza-chan really is unlucky, and you will need to deal with constant disasters and setbacks everywhere you turn. It doesn't help that she's a particularly miserly and harsh businesswoman who treats you like a menial servant at every opportunity (and refusing to admit when she's had a change of heart toward you). Even once you get her business up on top, her bad luck still hounds her, so you will have to break her curse with a rematch with the Inari and Wererabbit in a no-holes-barred gamble where fair play is only for losers. If you successfully complete the scenario, Danza-chan will promote you to an equal partner in the business, and she can come with you as a companion; your shared business outlets will also follow you between jumps.

Winter's Heart (Circle of the Night Only)- Hel is always out there sharing a smile with the living and the dead alike, but she slips away from her worshippers on full moons and stays at a particularly isolated and dismal lodge. She says that she's fine, but some of her closest worshippers note that she always seems a little depressed on those nights. For the first part of the mission, you will need to seek out her lodge on one of those nights and figure out what's going on. Her private lodge is in a dark and cold region caught in a perpetual blizzard, so it won't be easy. When you arrive, instead of finding Hel, who resembles a young and pretty girl, you will find a mature, scar-covered woman who treats you hospitably but tells you that Hel can't see anyone tonight. If you

pay attention, you'll be able to find out that this woman is in fact Hel in a separate form. If you call her out on this, Hel will be happy that you looked past her physical appearance to see the true her, and she will explain why she comes out here.

Several ages past, this was the only home allotted for her to house the dead. Hel tried her best to take care of the dead who lived there, but it was never enough, and the Chief God refused to provide more resources. Finally, her father Loki, knowing all sorts of stories about the gods, had enough and called out Heaven on its arrogant neglect. By humiliating the gods with his gossip and threatening to spill even more, Loki blackmailed the Chief God to give Hel more freedom and power to take care of the dead, thus allowing her to expand and make better homes that are not eternally cold and miserable. But Loki's defiance came at a price, and he was sealed away to be constantly tortured with poison for having slandered the gods. So every night of the full moon, Hel secludes herself back at her original home in her true form to light a candle for Loki. However, your presence has made her think of something. The Chief God made all the gods swear that they would never free Loki, nor command anyone to free him in their steed, but you never took such an oath. She can't make you do it, but she says that she would be very grateful if you did, and she'll "accidentally" drop a map to Loki's prison.

It will be a long and difficult journey through fire and ice, but the hardest challenge will be freeing Loki. The prison isn't guarded by anyone but a mechanical snake that is solely focused on dripping poison down on Loki, but freeing Loki (now a she due to demon energy) will be easier sung than done. The chains are strong enough to bind gods, so they won't easily bend. And while Loki is notorious for always having a trick up the sleeve, she has become gloomy and depressed over the years, so if you want her to cooperate, you'll need to cheer her up first with some good jokes and the like. The secret to the puzzle prison is the theme of rebirth. Loki is a master at transformations, after all, and while poison brings pain and death to mortals, perhaps with the right magic it can transform into something that gives life to what lacks life, and a chain can become a blessing instead of a curse.

Free Loki, and the snake golem will no longer have a mission to fulfill; as a result, it will imprint on you. The construct has the qualities of a Basilisk and a Golem and is steadfastly loyal to you. Return to Hel with Loki, and watch as the happy family reunion unfolds. As a reward, Hel will give you her special cooking dish and knife; any food that lays on the dish will remain eternally fresh, and any food cut with the knife will return to its freshest condition, even if it had been rotting just seconds before. Likewise, Loki will gift you with Gungnir, a spear that sows confusion in enemies within 20 feet of you and enhances your luck when wielded in battle. Furthermore, both mother and daughter goddesses are willing to accompany you as companions and lovers.

Let the Games Begin! (Queen of Hearts' Playmates Only)- Well, it's that time again for the Annual Wonderland Festival of Games, celebrating the Queen of Hearts' birthday! Well, it's really just whenever the Queen feels like it, but don't say that to her. Everyone in Wonderland is invited to participate in a set of games that the Queen herself takes part in. Of course, everyone knows that the Queen is supposed to win; it's a good thing she does, as she has a bad temper and a competitive streak that never accepts defeat. You, unfortunately, must win the games completely

to succeed in the mission. Since the Queen's style is kind of silly, things start off fairly easily, but once you start beating her she'll really do anything it takes to win, even making up arbitrary rules on the spot to handicap you.

The first game is the Caucus (Fucking) Race, in which everyone runs haphazardly this way and that around a large mound that is regularly flooded with water from the sea's tides (which has a fair amount of sexual fluids mixed in as well). Whenever people aren't running, they're screwing each other over (generally, if someone runs into you from the opposite direction you're running, expect to be pulled down for some sex play). No one but the Queen actually knows the rules for how you win the "race", but hopefully you can figure things out in time. The second game is the Tea Party, in which you need to sample every type of tea at the table to win. You keep being told to switch seats, though some people refuse to move (the accepted solution to that is to sit on and fuck them while having the tea). The tea keeps getting switched around, too. Add in that many of the teas have ingredients like semen and that even the teapots might try to have a go at you, and you're in for a crazy time.

Third is the Croquet Match, which requires you to "tame" the wild hedgehogs and flamingos (special Mamono the Queen keeps for the occasion) while trying to keep up with the hectic game. Fourth is the Chess Game, in which everyone is divided across two sides, Red and White – and the Queen insists on being on both sides at once, so she can give the other players any order she wishes. You must reach the other end of the giant chessboard first to win, and it's customary for players to "force their conquest" on anyone they capture. In addition, many of the players are literal chess pieces, with special abilities that might catch you off guard.

Fourth is the "Snipe Hunt" for the frumious, elusive Bandersnatch - a bizarre and sadistic beast combining the features of a Hellhound, Manticore and Kamaitachi. Being able to camouflage into Wonderland's wacky environments, and fueled by an indomitable rage, it will be hard to hunt. But you're not the hunter - they are, and you're the unlucky "snipe" to be hunted. The Queen does normal "fox" hunts for the Bandersnatch on her Unbirthday - nearly every single day of the year - so for the festival, she allows the Bandersnatch to instead hunt the participants. It's the one time of the year they get to turn the table on their hunters, so you can bet they'll be out in full force. Beware their hyena-like laughter as they prepare to strike.

Sixth is the Shanghai Triple – three games of Shanghai using the Queen's giant Trumpart monster girl cards as the playing cards. The Trumparts are loyal to the Queen and will do their best to throw the matches in her favor, whether it's telling the Queen your hand, swapping places with each other, or tempting you to forget all about the wager and just fuck them.

Finally, if you have won all the games, there is the Trial, in which you must defend your right to win and prove that the Queen actually lost. The petty and spoiled Queen is the judge and jury, so you'll really have to work at it to win the case. If you fulfill the mission, you will discover that by winning all the games, you have "courted" the Queen of Hearts, making you now the King of Hearts. The Queen will accompany you to other worlds, and her Wonderland will follow as a separate dimension you can access; Wonderland also remains linked to the MGE world. She'll also teach you how to manipulate Wonderland's magic so you can add new, fun things to the mix.

Return of the True Fae (Fae Court Only)- You might be wondering why all the fairies here seem to be the fun kind, rather than the dark sort from the grimmest of fairy tales. Well, that type of fairy also exists, but they abandoned the kingdoms long ago to find more interesting worlds, while leaving behind the current fairies, who they saw as pesky nuisances. However, now one of those High Faerie families is returning to the fairy kingdom you are a part of. They see their absence as having simply been on vacation for a while, and they have no respect or patience for the games of the local fairies. To complete the mission, you must save your precious kingdom from being corrupted by the true darkness of these elite fey who seek to enslave all of you. Well, the whole "darkness" and "enslave" aspects may be a bit of an embellishment, but your fairy friends are certainly upset about their playtime being disrupted! The "True Fae" are very powerful, perhaps more than you, but perhaps direct confrontation isn't the only solution. After all, those nobles left the first time because they got fed up with the silliness of the kingdom, so why not see how they handle a few pranks?

If you can get the nobles to leave once more, the Titania in charge of the realm will officially declare you to be her "twin" – seeing as Titanias generally present themselves as "big sisters," her calling you her twin is the closest she comes to making you her equal in the kingdom. Said Titania can now accompany you on further journeys as a companion. She is very loving and motherly, yet also with a childish innocence, loving to try new games and sulking if she doesn't get enough attention. And since the fairy kingdom is a pocket dimension, it will follow you on your adventures, allowing you to return there whenever you wish; the fairy kingdom also remains linked to the MGE world.

Saga of the Crystals (Elemental Faith Only)- An ancient curse of chaos has been unleashed on the elements. A powerful monster (girl) has been sent by the powers of chaos to seize control of and drain the life of the sacred Crystal that powers the element you have chosen to protect. The earth begins to rot, the fire that keeps life alive dwindles, the sea is wild, and the wind stops. You have been asked to venture across many lands to the Elemental Shrine of your Crystal and fight the Fiend. Once you have defeated the Fiend, the Crystal will give you skill boosts to certain "jobs" – Samurai, Dragoon, Dancer, Chemist, Cannoneer, and Necromancer for Earth; Ranger, Ninja, Beastmaster, Geomancer, Bard, and Oracle for Fire; Berserker, Mystic Knight, Red Mage, Time Mage, Summoner, and Mime for Water; and Monk, Knight, Thief, White Mage, Blue Mage, and Black Mage for Wind. The boosts do not make you a master in these jobs, but they at least give you a degree of affinity for those powers/skills.

In addition, the Fiend you defeated is grateful that you saved her from the chaotic madness that possessed her, and she will ask to come with you as a companion. The Fiend of Earth, Scarmiglione – the Blighted Despot – is a muscular yet gangly woman who has four great tusks jutting from her body and constantly reeks of rotten stenches. Ashamed at her hideousness, she prefers to hide herself under a cloak, but if you look deeper and see her inner beauty she will be grateful that you truly care about and love her. She likes to go mountain climbing, but for some

reason she is deathly afraid of crossing bridges. Scarmiglione specializes not only in Earth magic, but also poison – and can come back from death as an undead.

The Fiend of Fire, Marilis – Mother Warrior of the Flame – seems to be a giant Lamia, but with fiery skin like a Salamander and six arms – each wielding its own sword. For some reason, she also likes to be called "Kary." Like the fire she embodies, Kary is a hot-tempered warrior who loves to fight, yet she also has a gentle, motherly side to her that only comes to the fore when people wash away her hate with love. She naturally uses a variety of Fire magic, but she is also skilled in physical combat, seeming to almost dance as she strikes with all of her swords in a stunning combo.

The Fiend of Water, Cagnazzo – the Drowned Queen – is a giant blue turtle woman who tends to crawl on all four legs; however, she often uses magic to make herself appear as a regal, properly dressed human lady. She likes to take command as a ruler, but her style of leadership is a little too controlling, so it's best if you assert your own authority so she backs down at times. In truth, she is a lonely being who wants but does not know how to make friends – and love – with people. Cagnazzo loves high-class activities such as opera, but this is partially to conceal her vulgar inner nature, as she is quick to get into quarrels and throw a punch. In addition to Water magic, Cagnazzo can "curse" walls, making them move at her will.

Finally, the Fiend of Air, Tiamat – Hurricane of Chaos – is a bluish-green dragon Mamono who shifts between six personalities – proud, wrathful, scientific/intellectual, carefree, sneaky, and adventurous. Like other dragon Mamono she can change to and from her original form as an inhuman dragon, and in this form the reason behind her hexapolar personality becomes clear: she is a giant, six-headed dragon. Tiamat is sometimes embarrassed at how she changes personality at the drop of a hat, so she will be very happy if you can show that you value all six aspects of herself. She specializes in Wind magic (she can even use the wind to drain magic and strength from targets), but she can use other elemental magics linked to the sky such as thunder and ice.

If you purchased the perk *All are the Elements, Elements are All*, all four elemental crystals are under attack, and you will have to go to all of the shrines to succeed in your mission; on the other hand, you will be rewarded for the extra effort, as you get all of the boons that would normally be divided between the four Crystals, meaning that you would get all of the different elemental job blessings (plus the extra Gladiator job) and the companionships of all four Fiends.

Quest for Ophi (Snake God Cult Only)- Long ago, when the serpent civilizations were at the peak of their Golden Age, a combined effort by the Chief God and the Demon Lord of that time was initiated to wipe out all snakes from the earth like unwanted vermin. Most of the snakes scattered to the four winds, but those in the great capital of Ophi could not escape in time. To save them, the very first – and greatest of them all – Echidna sacrificed her powers to hide the city in an eternal seal, waiting for a day when a great hero dedicated to the love of snakes would be destined to come and free them.

Many have tried to restore the great city, but it is no easy task. To even reach the city's secret location, you must overcome every dungeon maintained by an Echidna, as each one holds a piece of the map. Each of the Echidnas, recognizing the holiness of your quest, will not harass you when you complete the dungeon, but that also means that she won't hold back on the challenges either. This also means that none of them will be able to help you like they usually help heroes. Only a single, exceptionally weak Echidna, Lady Aka, without a dungeon of her own, will offer to assist you, and while her advice is highly critical to your success, you'll also need to make sure she stays safe, as she insists on following you to each dungeon. She is very forgiving, but fail enough times and she will leave you be, having lost hope in your potential.

Beat all of the dungeons, and it will be time to follow the map to a distant jungle on the edge of the world. The Lost City of Ophi will be waiting for you there, along with a super-hard dungeon that you will have to beat to reach the seal. To make things even harder, Aka strangely goes missing when you reach Ophi. When you finally get to the sealing chamber, you discover that "Lady Aka" is in fact Queen Kaa Moura Coutl, the ancient Echidna who saved Ophi from destruction. The seal can only be broken with the combined power of her and whoever she marries, and with the traditions of the Echidnas she had to find the perfect hero to be her partner. Having seen your greatness, she will beg you to unite with her and awaken the great city.

After you restore Ophi, Kaa will step down from her regained title as queen (she's gotten used to living without the title) and join you on your further adventures, whether here or elsewhere. Ophi will remain in this world, but Kaa has installed a portal to and from Ophi linked to your Warehouse, so you can always drop in for visits, where you will be treated like royal guests; however, you can't leave Ophi, though, you can visit Echidna-run dungeons linked by other portals to Ophi. As the progenitor of Echidnas, Kaa has abilities that put her descendants to shame. Like a god, she can bless heroes such as yourself with enhanced fighting abilities and divine protection. Kaa can give birth to any monster in existence as well as entirely new monsters, but she also has the freedom to selectively determine the kind of monster that will be born each time. She is also a brilliant dungeon master, and the perfect "hero's wife."

Save the Shrine (Inari Faith Only)- The faith in your shrine's goddess has dwindled considerably, with only a tiny community and just a few followers still giving her even lip service. It is up to you to not only reverse that fate but bring the shrine and your god up to their greatest potential, such that they are worshipped all across Zipangu. It's going to be tough, though. For starters, your goddess is rather lazy and silly, and she has kind of given up on the whole god business, so you'll have to reignite her passion for the cause, while also helping her present herself in a better light to potential worshippers. As your shrine gains momentum, you will start to come into conflict with rival shrines. And when you get past those roadblocks, new gods from across the seas will start to proselytize in Zipangu, threatening to take away your worshippers. If you can make the shrine known all across Zipangu, will be given one last challenge. For the goddesses of Zipangu are not truly gods, but rather great monsters who gain power through worship and service. But your goddess has gained the interest of higher gods, and they will test both you and her to see if she is worthy to ascend to true godhood.

If your kami becomes an actual god, you will fulfill the mission and now be able to significantly strengthen any god you give worship or service to, such that even minor house gods you venerate could become big hitters in the larger pantheon. Your goddess will be most grateful for your aid, and she is willing to accompany you across worlds to spread her aid as a benevolent god and assist her beloved priest(ess). And if you've gotten to this point, she's far above what she was at the beginning, so don't underestimate her power.

Romance of the Three Kingdoms (Mist Civil Service)- The Lands of Four Gods, Fiends, and Souls are not making much headway against each other, but it is time for the continent to find unity under a single kingdom, and you are the one who shall bring forth that destiny. Your mission is to ensure that whatever specific land you are serving converts the entire Mist Continent to its ideology and control.

Each kingdom has its own strengths and weaknesses. With a well-rounded balance of human and monster defenders and a positive, inspiring ideal, the Land of Four Gods fields one of the best armies, but while the Four Gods sanctify defending the kingdom, their wish for peace means that they will not advocate taking the fight outside of their home; perhaps there are ways to spread their dream other than by war. The monsters in the Land of Four Fiends are incredibly powerful physically and magically, but their sex-obsessed and aggressive mindset makes it difficult for them to use anything more than brunt force attacks for "tactics", and they get too preoccupied with sex to bother with establishing control over the places they attack. The Land of Four Souls has a strong, professional army that is trained for conquest and supported by Mamono, but the relegation of monsters to servants that are kept from fighting weakens the true cohesion between the soldiers and their wives. Moreover, the terrain of the Mist Continent, with constant mist and towering mountains turning routes into mazes, makes taking control of the whole continent, much less keeping it, something that no one has been able to truly achieve.

Should you manage to make your chosen kingdom the ruler of the whole continent, you will be awarded the mythical Jade Seal, used by dynasties to recognize the rightful heir. By carrying this item, any organization/government that you have served and proven your loyalty to will recognize you as the rightful heir to the leadership should the position open up; however, this does not prevent rivals from emerging to challenge you. In the case that you purchased any of the Mist Civil Service perks or items that have their attributes split between the kingdoms, you will now receive the results for all of the kingdoms without having to pay extra.

Each kingdom will also give you a special prize as thanks. The Four Gods will give you the Peach Garden, a small peach grove that is attached to your Warehouse and can be summoned into a location of your choice in each jump. The grove is rather small and can only fit three people at a time, and the peaches don't have any special properties except being tasty and healthy. However, whenever three people stand in the growth and mutually affirm their friendship with each other (and they all must genuinely believe in their friendship), the three's bond of friendship between them will become nigh-unbreakable, and each partner will gain increase bonuses to various stats (accuracy, strength, luck, etc.), as long as he or she is close to or aiding one of the other two, with the bonuses stacking if all three of them are together. It is possible for the same person to make such an oath with different people, but each oath will only strengthen the bond between those three

people; if persons A, B, and C make an oath and then persons C, D, and E make a separate oath, C would gain bonuses with any of those people but A couldn't get a bonus for fighting alongside D.

The Four Fiends will give you the Dagger of Seven Fallen Stars. The dagger on its own is weak, but it can draw upon the spirits of seven holy spirits who were corrupted to darkness and depravity; each spirit boosts your magic and strength significantly, but in the process you expose yourself to the wicked thoughts of the spirit, making you more lecherous and aggressive. You can draw upon multiple spirits at once to make you even more powerful, but the more spirits you use at once and the longer you keep them active, the greater risk that the spirits will go out of control and flood your soul with corrupting darkness.

The Four Souls will give you the Iron Maidens: 100 Mist Continent Mamono servants who underwent a special training program to fully break their monstrous instincts. The maidens have lost all capacity for love and in fact have had their reproductive abilities neutered. They are steadfastly loyal to their master – you – and would kill any target (including themselves) at your command. And they retain thinking minds, allowing them to perform a variety of duties for you ranging from domestic to combat. However, they have difficulty functioning independently without your directives, and since Mamono gain most of their power from sex, their inability to love and have sex means that they are hardly stronger than an average human, with only very weak versions of any special powers their species have.

Five Sex-Star Resort (Ryugujo Only)- Each coral palace is ruled by an Otohime, a selfish sea dragon who resembles a mermaid and loves to dance hedonistically. However, your particular workplace is in fact commanded by THE Oto-Hime, the very first of her race and the one who is worshipped as the "Sea Goddess" across Zipangu and in all of the Ryugujo palaces. Well, used to be, that is. An old battle with Poseidon led to the rival sea god taking away almost all of Oto-Hime's power, such that her palace is ranked lowest of all the Ryugujo cities and few even remember that she is the Sea Goddess – most statues of the Sea Goddess now resemble Poseidon instead.

Your mission is to bring Oto-Hime back to her past glory, and there's only one way to do that: host the greatest Ryugujo pleasure island the world has ever seen! You must help your Ryugujo recover from its current squalid state and gradually rise in the rankings with guests. This won't be easy, as Oto-Hime is legendarily stubborn and selfish even for an Otohime. Lazily believing that any form of work that isn't first and foremost fun is a cardinal sin, she would rather just dance all day and night, and she knows very little about actually running a kingdom or resort; she purposefully avoids learning that kind of stuff, in fact – even childishly covering her ears so she won't hear any of it – since she doesn't want any "boring" junk to take up space in her head when she could have it filled with fun things instead. And her ego is big enough to fill a whole ocean, to the point that she always takes personal credit for any good fortune and refuses to accept responsibility for any problems. As a result, her Mamono servants and staff, even the gentle and loyal Umi Osho, while still adoring her, see her as kind of silly and tend to just ignore her commands and do as they please.

Fortunately, once the resort starts gaining popularity, Oto-Hime's power will start to return. This will allow you to expand the city further and further, to the maximum size of Honshu (Japan's largest island), and her renewed spirit infects guests and workers around her with an energetic passion. However, your troubles aren't over yet, as Poseidon is not happy that Oto-Hime is regaining her power. And even if you can successfully compete with Poseidon's own majestic sea palace, that won't be enough.

See, while Oto-Hime has the title of "Sea Goddess", she really only ever was the patron goddess of the seas around Zipangu – not in command of all the oceans like Poseidon. Oto-Hime let her ego get the best of her and started to claim sovereignty over all the seas, and her careless and selfish ways led to many disasters at sea. Upset at Oto-Hime's audacious claims, and her failure to live up to her responsibilities, Poseidon stripped her of her power and, in a stroke of poetic justice, usurped the title of Sea Goddess. You can only bring Oto-Hime back to her full power as a deity if Poseidon, the stronger sea god of the two, permits it, and she refuses to restore Oto-Hime to her rank as a lesser sea goddess unless she can demonstrate that she has truly become a good person worthy of that title. If you succeed in restoring Oto-Hime to her proper rank, she will declare you to be her royal consort, allowing her to accompany you to other jumps as a companion, while also bringing along her loyal staff and city. Ryugujo is attached to your Warehouse and can be summoned into any body of water in a jump; the resort also remains linked to the MGE world.

Buried Promises of Eternity (Kingdom of the Sun Only)- In the beginning, before gods or monsters, humans worshipped the all-mighty Sun, who channeled his powers into his chosen Pharaohs to bless the land and people. Then one day, a terrible snake blotted out the entire sky, crushing the great works of the Pharaohs and devouring the Sun. The monster killed pharaoh after pharaoh before mysteriously vanishing, but lesser Apophis snakes continued the job and brought an end to the age of Pharaohs. Few remember that ancient age, and nobody has discovered what happened to that first Apophis, until now.

The gods have told you that the first Apophis was sealed away in a curse when it tried to attack the great Pharaoh Atem, who held much of the remaining power of the Sun, trapping both of them beneath Atem's pyramid. It is your duty in the scenario to travel to the bottom of the pyramid and break the curse and save the Pharaoh from the Apophis. It won't be easy though. The "pyramid" is more akin to *Toriko's* Gourmet Pyramid – a giant castle beneath the sand where the giant "pyramid" on the surface is simply the peak of a spire attached to a grand castle. Moreover, the servants of both the Pharaoh and the Apophis (why are they working together?), from Anubises to Lamias, are out to bar your path. At the core of the tomb palace, you will find where the two are, and you can break the curse.

The gods urge you to prepare for battle, but hopefully by investigating the pyramid and its inhabitants you will have learned the truth: the Pharaoh Atem and the Apophis Apep were in fact lovers plotting against the gods, who were the ones who sought the destruction of the Sun Age to begin with. The new gods were envious of the Sun God and created Apep to destroy the Sun. Apep successfully killed the old Sun, but before it died, the Sun transferred most of its power to

Atem. The gods eventually found this out and ordered Apep to go after Atem, but by then Apep had realized that the gods had betrayed him as well. The gods did not want their weapon, capable of slaying gods, to survive in the end, so they made it so that Apep would weaken with each sun god and pharaoh he ate. By the time he reached Atem's palace, he had just enough strength to kill Atem before dying, but he decided to defy the gods and just die. Seeing this, Atem took mercy on him and saved him. The two came to love each other and refused the bidding of the gods, but the gods were furious and sealed them away.

Now that the seal has been weakening, the gods wanted you to ensure that they stay gone from history. The gods refuse to let both of the defiant lovers leave, so they tell you that you will need to sacrifice one of them; neither will resist, as she wants the other to survive. Whichever one you save will be grateful that you at least saved her and will join you as a companion, and the two/three of you will inherit the pyramid, which will be attached to your Warehouse and can be summoned in other jumps; the pyramid also remains linked to the MGE world. If you choose to save both and offer your own life as a substitute (you won't know what will happen), Atem and Apep will use their combined powers to bring you back from the brink of death, thus nullifying the curse; while they still love each other dearly, they are very grateful that you saved both them and their love, and they wish to make you an equal partner in their shared love.

Dude, Where's My Girl/Guy? (Bacchism Only)- You have been invited to be a part of the annual Bacchanal – a crazy party like none other that Bacchus himself/herself hosts every year for the whole world to come. While there, you try some of Bacchus' finest wine and things get a little hazy. All that you remember is having a wonderful, amazing time with the girl or guy of your dreams. When you wake up (naked and with a bucket on your head), you will be beside an equally naked man or woman (the opposite sex of the person you vaguely recall from your "dream"). Aside from a vague memory of that man or woman, you can remember nothing from last night, and your newfound "friend" claims that he or she doesn't remember anything as well.

Your friend, who introduces himself or herself as "Dino" or "Diana", suggests that the two of you should retrace your adventure last night, step by step, to figure out what happened and find the mysterious person you met that night. Every stop along the way seems to introduce new mysteries, like a Tentacle who claims that you married her, a Hinezumi tailor who insists that you stole her best dress, a Kobold drugged up on Alraune nectar, and even some Shoggoths who want back the puzzle they loaned to you. But as you progress, you will have flashbacks to getting into similar adventures with the guy/girl from last night. These aren't exactly flashbacks, though, as you are fully conscious and able to choose your actions during these jumps to the past – so make sure you make the right choices.

Eventually, you will have come full circle back to where you woke up and, assuming that you've paid attention enough, realized that the person you saw last night and the person you've been traveling with today are in fact the same person: Bacchus. Bacchus, you see, has been looking for a partner who is able to love both his male side and her female side. If you managed to hit all of the "flags" in Bacchus' books in both your present and past escapades, you will complete the bonus scenario and win Bacchus' full affection and right to marry. As a wedding toast, Bacchus will

share a glass of her very best wine with you. By drinking the chalice alongside Bacchus, you will feel your soul link to her. The two of you can share emotions and sense each other no matter how far away you are. This also means that she will transfer energy to you to heal your wounds – and since she is such a strong god, that can heal a lot. You will also gain a small degree of Bacchus' own powers over alcohol. In turn, Bacchus will gain access to 1 in every 13 powers that you have. After the wild wedding – which is even crazier than the party that got you into this scenario – Bacchus will be able to come with you as a companion and lover.

The Last Oracle (Eleusinian Mystery Only)- The oak tree Dryads of Dodona have been worshipped for ages on end for their visionary ability to manipulate luck and predict the future. Sadly, in one of the wars against a demon lord, the city was sacked, and the forest burned. Now only a single oak and its Dryad remain in the ruined and abandoned city. It's your mission to not only protect the tree and Dryad, but also help her regain enough magic so that more of her sisters can resprout to replenish the once-great forest in its entirety.

The last Dryad, Argo, is kind-hearted and motherly, but she is also cynical and depressed after the tragedy that engulfed her home. In fact, she has been so lonely and sad that she has forgotten how to speak; she can only communicate through the movements of her tree. She has remarkable foresight as a fortune teller, and she'll share her predictions to help you, but in her current state that's going to be hard to do. Furthermore, there are a lot of potential threats to her, from people wanting to raze the area for a mine, to a king who wants to use the last of the wood for a throne, to Order inquisitors wanting to do away with the last of the trees who purportedly prophesied the coming of the current Demon Lord.

Through careful affection and friendship, you can gradually get Argo to open up and find new strength. The longer you take care of her, the stronger she'll become, and eventually sister Dryads will start to sprout. Once the full forest has regrown, you will complete the mission. Having deep affection for you, Argo wishes to come with you – for she can make her tree "walk" with her full power back. She is a wise tree spirit who knows how to care for all kinds of plants, and her future-seeing powers make her into an invaluable oracle. In addition, you can now access the Dodona Grove from your Warehouse in any jump; the grove will be frozen outside of time except for the Dryads, who due to their all-seeing power are separate from the limits of time and space. When you are there, the Dryads will offer to heal you and to give you prophecies about what your future holds.

Hollow Heart (Bug Lovers Association Only)- **Warning- Scenario heavily based on video game Hollow Knight and contains spoilers for the game.**

There are rumors of a distant, ancient city that was a paradise for all bugs, where arthropods of all sorts – many of which have never been seen before – formed a diverse and vibrant utopia. But if that kingdom ever existed, it has long since vanished. What few, forgotten myths about it remain say that a terrible curse struck the city, and that the city's lights went dark forever. The few who say they returned from that place seem to fear some great power, which they will not even speak

the name of. But, a few people say, the hardy bugs living there refuse to die, and continue to fight on. And those tales have led you to the outskirts of this massive, dying yet wondrous kingdom, to discover what bugs live there and what could be done to save their home.

Just as you step into the furthest outskirts of the city, someone falls from a high height and crashes down in front of you. Once she pulls herself back up, you see that she is an unusually small yet powerful Soldier Beetle, with a bone-like mask with two horns over her face. She does not remember her name, or why she is here, but she senses that she needs to venture into the ancient kingdom to fulfill her destiny. She will be your guide and companion throughout this arduous adventure into the depths of the bug kingdom. Though small, she is a fierce warrior with her nail-like weapon, and it almost seems as if an inner darkness empowers her, allowing her to survive even grievous injuries like her initial fall.

And you'll definitely need her support, as the journey into the mystery kingdom will be long and hard. The entire city, which spirals down into an increasingly overwhelming abyss, is labyrinthian in design, with all sorts of passages – hidden and not – to navigate through and keep track of. Even if you manage to befriend a kindly Beelzebub mapmaker and her Vamp Mosquito shopkeeper partner, their tools will only tell you where you have been and where you are, not what might lie in the unknown ahead. From overgrown gardens tainted with acid, to blackened depths concealing spiders and traps, to murky and ever-raining sewers, to a massive and infested Honey Bee/Hornet hive, to abandoned mines lit up by wondrous crystals, to caves glowing with mushrooms, to colossal monuments built in the distant past, there's a lot of ground to cover, and many dangers to overcome.

That's not even getting into the actual enemies you'll face. While many of the locals are friendly, a large host of insects have been affected by a strange plague that possesses and mutates them like zombies (the unfun, non-monster girl kind). Even many of the non-infested bugs are hostile to outsiders, and they'll be incredibly challenging foes. Furthermore, this city is so distant and has been sealed away so long, it's only just starting to be influenced by demon energy – while some of the locals have become mamono and are friendly from the start, others are still just part-way through the transition, and have not yet adopted the monster girl practice of "no killing". Be especially wary of the Mantis clan, for while they show honor to the strong, they will not let you pass without a duel, and they are as skilled as Lizardmen.

In particular, you will eventually encounter a Hornet warrior of exceptional renown, whose face somewhat resembles your own Soldier Beetle companion. She will try to stop you from progressing, and her swift attacks with her needle-like lance will be hard to avoid. However, she will gradually warm up to you and reveal more about what has happened to the forsaken land.

Long ago, the original Chief God created and dispatched a mothlike god of light to the bugs, where it became their central deity. However, the radiant deity was uncaring and callous, for its true purpose was to cull the insects, infecting them with its light and demanding sacrifices to feed its glory. For the bugs were numerous, diverse, and ever growing in population, and the Creator felt that they needed something extra to keep them in line beyond the usual Demon Lord.

Then one of the nameless chaos gods, seeking a way around its banishment, came to the city, and the bugs found that they enjoyed this dark but somewhat caring being over their cold deity of light. So the king made a pact with the void god, and they launched a coup against the radiant light, sealing it away from memory so that it could never infect them with its all-consuming light.

But at some point, the radiant moth returned, slowly infecting the curious dreams of those who wondered what god they worshiped before, and the plague emerged. Desperate, the king birthed many children with a taint of the chaos god's dark void, hoping to seal the light within their soul and thus keep the radiance trapped. Sadly, the lack of love the king showed his children was his undoing, for with a hollow heart, the hallowed knight lacked the inner will to defy the light, and slowly the radiant infection started leaking out of the seal again.

Your Soldier Beetle is one of the discarded children, believed to not be "pure" enough to serve as a vessel to contain the light. But perhaps the experiences and bonds she has built with you and the world is a strength in itself. She realizes that her calling is to reach the god of light and save the kingdom and world from its terror.

To reach the corrupted warrior and deal with the radiant god, you must first find and defeat several guardians maintaining a second seal. With each defeated guardian, the infection rate will increase, but it's the only way to reach the final battle. Fortunately, the Hornet (who is also descended from the fallen king) will be there to help you, as well as a cheerful adventurer Soldier Beetle who sees wonder and beauty even in the dying kingdom.

In addition, there are many side quests you can participate in, from freeing trapped Greenworms, to investigating a mysterious troupe serving an unknown chaos god, to deciphering a hunter's notes, to delivering fragile flowers, to saving a happy mining bug from being consumed by the light. All of these quests will offer their own rewards – some large, some small, but all worthwhile in some way.

Eventually, you will confront the hallowed knight, and this scenario can end in several ways. If you just beat the hallowed knight, your Soldier Beetle will stay behind to seal the radiant infection once more, and unless you have some exceptionally powerful means at your disposal, you can't save her. However, all of the weapons, equipment, and other treasures she has gathered on the adventure will now belong to you.

If you have formed a strong bond with the Soldier Beetle, though, and love starts to blossom, you'll unlock an extra side quest to obtain a powerful, nail-like weapon that can pierce a gap into dreams. Now when you confront the hallowed knight, you and she can enter the hallowed knight's dreamscape – and face off against and destroy the vile light deity once and for all.

Should you destroy the light plague at its heart, you will not only gain your Soldier Beetle as a companion, but also the hallowed knight, who is now recovering from the infection/possession. Furthermore, you gain the entire kingdom and its inhabitants, which can come with you to other jumps. The state of the bug kingdom will vary depending on your actions throughout the challenge. Typically, the more side quests you successfully completed, the better state the city and its

inhabitants will be. Bugs you have befriended to a high degree (such as by finishing their personal sidequests) can also be taken as full-fledged companions.

If you finished every possible side quest, you will unlock the "golden ending", in which you and your Soldier Beetle will make love after killing the light god. Through the consummation of your love, you will fully awaken her mastery of the void, unleashing a miracle that will restore all the fallen to life and sanity, bringing the kingdom back to its full former glory.

Slime Quest (Slime Herd Only)- The wicked "Plob Gang" – the result of some ancient experiment that fused the qualities of Danukis and Harpies – has raided your kingdom following rumors of a forgotten Slime treasure. In hopes of unlocking the treasure, the Plob has kidnapped 100 of your Slime friends. Your mission is to follow the Plobs to the various corners of the world and rescue all of the Slimes one-by-one.

When you have safely returned all of the Slimes to the Slime Kingdom, they will, thanks to the excitement of the adventure, remember how to find the treasure. Using their combined powers, the very castle and surrounding area of the kingdom will transform into the Rock of Schleiman – a giant, mountain-sized tank. Not only is it heavily armed, but it can also transform into an airship or pirate ship at your command. But your troubles aren't over yet: the Plob will send out their own flying fortress to capture the tank, so you'll need to defeat the Plob once and for all. Once you have saved the day, the tank – and the Slime Kingdom/Slime community that comes with it – can come with you on your travels. Whenever you play a magic flute that was gifted to you by the Slimes, the fortress will be summoned to your location. And when you don't need the tank, it can revert to its original state as a peaceful home for Slimes.

Tournament of Heroes (Equites Only)- You have been granted the rare invitation of participating in the Equites' annual Tournament of Heroes, in which great Centaur champions gather from around the world for a set of challenges to prove their grace and strength as warriors. It's up to you to become the champion of the tournament by winning all the games: Racing, Archery, Fencing, Storytelling, Boxing, Weaving, Jousting, Falconry, Star Reading, Wrestling, Javelin Throwing, Long Jump, and Drinking. Many of your competitors are legendary in their own right, so it's not going to be easy. And the Centaurs greatly value honor, so no cheating with extra powers and the like! Should you succeed against all odds, you will be crowned champion with a laurel wreath. Your ownership of the laurel wreath symbolizes your might in the competition, and as such you will be treated very hospitably by people who value martial skills, sometimes even being allowed to have all meals you eat be paid for by the public. In addition, you will be allowed to drink the wine from three sacred vases; drinking them will significantly strengthen your spiritual courage, your mental wisdom, and your physical power.

Champion of Beauty (Pedigree Patrol Only)- The dog lover's association annually hosts an international dog show in which the "owners" of Mamono dogs display their favorite canines and compete for champion titles. You're free to enter the competitions using any dog you have, but to fulfill the mission you'll need to succeed with a very specific dog: Cerberus, the untamed

progenitor of the Hellhounds. She resides in a forgotten, dark and fiery part of the underworld, and refuses to call anyone master – and with a fierce will that defied the gods who created her, you'll have a lot of trouble getting her to obey you. Perhaps you should not go with the intent of taming, but rather befriending?

In any case, even if you somehow convince Cerberus to participate in the show as "your" dog, the challenge has only begun. You must outcompete every other dog in the show and master all of the different challenges, from agility to beauty to obedience. And given Cerberus's independent streak, she tends to do what she wants, even if you want her to do something else. If the two of you manage to work together and get to the top of the top, the two of you will be awarded the "World Champion of Beauty" Award, which gives both of you V.I.P. status and access to all canine-themed organizations. If you have managed to get this far, you must have also certainly formed a great bond with Cerberus, and she will choose on her own to go in the same direction that you're headed (meaning that she can become a companion); she is a mythical monster of a dog, with flames that could burn even gods.

Route to the Roc (Bird Watchers Institute Only)- The Institute wants you to investigate rumors of a legendary Roc in the mountains adjacent to Royal Makai. Hardly anyone goes there anymore, as there is a particularly nasty choke point of the Tentacle Forest around it now. And the mountain itself is the highest in the entire world, making for a very treacherous and risky climb. And the crags of the mountain are popular nests for all sorts of bird Mamono; hopefully you can use what you learned while birdwatching to handle these birds and get to the real prize.

You'll find the "Roc" at the very peak of the mountain, but it's not quite what you were expecting. It turns out that the "Roc" is in fact an exceptionally powerful Griffon with feathers of pure gold and the power to grow to the size of a small mountain if she so wishes. The Institute is going to want some physical proof for your discovery, so you'll need to bring back some tangible evidence that the Roc is really a Griffon, like plucking some feathers from her. And remember, Griffons are very hostile toward "thieves" after their treasures, and even more possessive of their captives than dragons – and this particular Griffon is strong enough to rival a Dragon! So it's going to be a harrowing escape even after you grab your prize, as the Griffon will not cease pursuit until you are all the way off the mountain.

Return with your findings/evidence to the institute's headquarters, and you will be given the Golden Ornament of Ornithology, which grants you V.I.P status and access to all bird-themed organizations. In addition, the Roc's Feather has several abilities. It can unleash powerful winds – enough to send mountains flying – and can summon all birds from within a 5-mile radius to give you aid. Plus, if you tickle a living thing with the feather long enough, the subject will gradually grow feathers and become more birdlike. In addition, if you somehow managed to tame the heart of that proud Griffon, she is willing to accompany her precious treasure as a companion/lover.

A Close Shave (Furry Friends Lodge Only)- Some terrible villain is sneaking up on innocent, fuzzy beastmen Mamono and stealing all their softy, woolly hair away! Whoever it is, they are

stalking furry Mamono worldwide, sneaking in at the dead of night and shaving off every last hair without being caught. It's up to you to track down this mastermind and retrieve all of the stolen fluff. Whether you plan to catch the culprit in the act or track them down to their lair, it will be tricky. It will eventually turn out that the perpetrator is a Kejourou: she has always been jealous of how her hair, however ethereally silky and fine it may be, lacks the comfy, boofy warmth that these crass, wild Mamono have, so she has decided to make a wig for herself. Don't let your guard down, as she has some skill in the Zipangu martial arts; moreover, she can enchant any severed hair from victims to obey her every command as if it were her own hair.

If you stop her vile scheme, you will be allowed to take her Golden Fleece Wig for your own. This remarkable wig contains the fur of every type of Mamono, and if you pluck hair from any other creatures in this world or others, that fur will be added to the mix. You can expand and control the hair much like the Kejourou could, and any special features that the hairs would normally have can be activated at will via the wig (for instance, the wig can induce the same sleepy effects as a Weresheep, one of the many targets for the original wig). Also, the wig naturally regenerates if damaged. If you want, you can take the Kejourou as a companion, too.

Saga of the Forgotten Army (Horde Only)**-** Long ago, there was a famed army of that served a past Demon Lord – some say that the Demon Lord was even the army's former captain, having strengthened his band across numerous campaigns before challenging the world itself. Though not by far the largest army the world has known, the horde included many different kinds of monsters – demihumans like Ogres, Goblins, Hobgoblins, and Trolls; Orcs and High Orcs; even lycanthropes like Werebats and Werewolves; and still other races – cooperating as a fluid, unbreakable unit. The army never lost even a single battle, and they were poised to take the whole world, but on the very eve that they prepared to march out, that Demon Lord was assassinated. Caught off guard upon losing their leader, and ashamed that they failed to protect their captain, the regiment dissolved and scattered to the four winds.

Since then, many leaders of bandit teams, mercenary companies, and war hordes have claimed lineage from the soldiers of that lost army, but none have every succeeded in reviving the fabled army. Not until the soldiers in your own horde stumbled upon the flag of the forgotten dark kingdom. Many of your comrades in the horde have been told for generations about how they were descended from soldiers in that army (even if the details on their ancestors' ranks are a bit murky), so they want your help in making your common horde into the revived grand army.

It's not going to be easy, though. To be recognized as the next coming of the grand army, your ragtag horde must assemble the army's legendary regalia – you already have the flag, but there's still the standard spear (to put the flag on), the sword, the shield, and the helmet-crown – and then venture to the lost capitol of the dark kingdom to initiate the inaugural ceremony. All of which is very hard to accomplish when your horde is dead-broke. With only a small handful of rowdy soldiers and often-ramshackle equipment, you're going to need to bolster your army's strength and funds somehow. You could resort to more high-stakes banditry and raids, offering lots of loot at the risk of making many enemies. Or you could take up some mercenary contracts as soldiers for

hire – for instance, Druella and the Radicals will pay well if you pull off some daring and dangerous as sieges on certain, seemingly inconsequential targets; your funders may not always disclose the full details when you sign on, though, so don't be surprised if some of your missions turn out to have unexpected challenges.

You can always try recruiting more troops, of course, but given how your horde is average at best, recruits will need some incentives. And managing a warband isn't easy, especially as it starts to grow. You'll need to find a way to please all your soldiers, many of whom are from disparate races, so that they stick with you in the long haul, rather than trying to launch a mutiny or desert once they bag a lover. So it might be a better idea to not expand your army too much; besides, it is said that the ancient army you're trying to emulate was able to defeat much larger and stronger armies through their tactics and camaraderie, so maybe teamwork is what will really prove useful in the end?

Once your horde has enough funding and strength to push forward, you'll need to collect the regalia, but they have all been found and claimed already by others. The crown-like helmet that the former Demon Lord wore as the army's captain is currently worn by a High Orc queen, whose odor is potent enough to invigorate any species of mamono; as a result, she leads a strong and dangerous mercenary band of her own (see *Horde Hunt* drawback). The army's famous shield now serves as the throne for an excessively endowed Hobgoblin; her boobs are so busty that she cannot move on her own, but to her loyal Goblins, she is a genius goddess, and they zealously carry her into battle on her shield. A tremendously large Ogre, strong enough that she regularly bullies other Ogres for fun, wields the regiment's sword. And an absent-minded Troll owns the spear that's supposed to be the standard to hold your flag, but she has planted it somewhere in her labyrinthine garden as a trellis and can't remember quite where; it'll be difficult finding the spear in her immense garden, not to mention getting back out again, especially when she is constantly making adjustments to her garden (changing the paths in the process). Will you try to take them by force, or will you attempt to negotiate for the treasures, or even try to recruit and/or seduce the owners? But one way or another, you'll need those regalia to succeed in the challenge.

Once you have assembled the full regalia, you must complete the traditional inauguration ceremony, but there's a hitch. By tradition, the grand army always held its ceremonies in their Demon Lord's hometown, which became the capital of their dark kingdom. However, after that Demon Lord was defeated and the army broke, the Order erased all record of the city. But the various marching songs and tall tales told orally passed down to your troops contain clues on how to reach the lost city. It will be a long and treacherous journey, hopefully your finances and soldiers are good enough to last the trip! Persevere, and you'll reach the horde's ancestral home...only to discover that the Order has taken it over and turned it into one of their strongest military bases.

Succeed against all odds in breaching the city and performing your inauguration at its heart, and your triumphant horde will declare you their king-captain, allowing you to bring the full army with you to following jumps. In addition, completing the army's ceremony will reignite the powers that the fallen Demon Lord had blessed his army's regalia with. The Captain-Crown of Mambrino, despite resembling a wash-basin, funnels the winds of strong emotions such as lust from those around you into the helmet to shield the wearer from harm; enough lust blowing through the helmet

makes you nigh-invulnerable. The tattered shield is really the Orthian Plate of Jade, which was traditionally used every night to magically prepare a full feast for the army, having enough food to fill everyone who fought in the past day; as the troops dine beside the campfire, the shield also retells a random story (unique each time) from soldiers of long ago, giving the listeners a slight morale boost and increase in some sort of military skill. The Sword of Calipoor only ever deals the minimal amount of damage possible – it would take the strength of a goliath to deal meaningful damage – but every time the sword deals damage to an opponent, the wielder gains a slight yet permanent boost to their strength. As for the flag and its spear standard – called the Field of Golden Shadow – the flag can generate a map showing your full army, and as long as the standard is planted in the ground with the flag, you and all allied troops nearby gain a luck boost; the boost ends as soon as the spear is lifted.

Gotta Rape 'Em All (Orgy of the Fallen God Only)- The Fallen God has offered an extra special reward to whoever can consecutively have sex with every single individual in Pandemonium; to prove that you did the deed, you must give an exact count when you are finished. Everyone's eager to participate, of course, but it's harder than it sounds. For starters, it's kind of hard to stay concentrated while having all the wild sex, so be careful not to lose count. Second, after a while, all the couples seem to blend together, making it hard to remember which ones you already did. Third, given how more people are always joining the orgy, the number for the challenge is constantly rising. If you succeed, the Fallen God will give you the permanently corrupted "Key to Eden." By thrusting it into the heart of a target, you "seal" the lock such that the person will never lose any corruption and darkness within them. Furthermore, the key allows you to access Pandemonium from anywhere, even other jumps. Servants of the Fallen God, even those who have neglected their service in favor of sex with their husband will obey your command and call as long as you wield the key.

Grand Voyage (Poseidon's Domain Only)- Poseidon envies her many children as they find love, and she wishes for a lover of her own, but the lucky man (or woman) will need to prove worthy of marrying a god of her rank. Every year without fail, Poseidon hosts a sailing (and swimming) race that circumnavigates all the world's oceans. The race follows a specific web of routes, and if you go out of bounds, you'll be disqualified. It's a difficult race that challenges a sailor's navigation skills, endurance in even the harshest of storms, and overall bond with the boundless waters of the sea; even for someone of Poseidon's skills, you're looking at a full week minimum of racing before you'll even come close to reaching the finish line.

Poseidon has promised to marry whoever comes in first place, but that's not going to be easy – especially when Poseidon herself always enters the competition. She limits her powers and plays fair, but even then she's an unmatched champion at sailing, fishing, and all other aquatic activities. And her "ship" the S.S. Atlantis – more of a city like a ryugujo, but more streamlined for sailing rather than entertainment – is a mighty vessel unlike no other. Fortunately, Poseidon still gives good rewards to whoever comes in second, but to complete the bonus scenario you'll need to go all the way and win. A lot of the racers tend to enter the competition just so they can snag a lover and then drop out (literally into the sea) of the race, so watch out. To complicate matters, the Order

wants to crack down on the race and is planning to launch a raid at one of the key passages during the race.

If you manage against all odds to beat Poseidon to the finish line, she will happily marry you. As an engagement dowry, Poseidon will gift you the S.S. Atlantis. It is like a cruise liner, only as large as a city yet as fast and agile as any fish in the sea. The ship can submerge at will, and like the ryugujo palaces, Atlantis' enchantments ensure that even land-dwellers can safely live on the ship even when underwater. And now Poseidon can accompany you as a companion and lover. As the "Consort of the Seas", you embody a sense of royal privilege over oceans, and aquatic beings are struck with a compulsion to treat you like royalty. If you can convert and claim a large water body as a domain faithful to Poseidon, she can now teleport to and from that domain, as it is now considered a part of her blessed oceans.

Dream-Quest to the Deep Darkness of Unknown Desire (Chaos Cults Only)- Thrice you have dreamed of a marvelous city – with silver fountains of prismatic spray, perfumed gardens and age-old trees lining the streets, and arched bridges and pillars of marble that stretch up to the clouds – and thrice have you been snatched back into the world of waking. You can no longer access that dream, but the image is still clear to you. Occasionally, you'll see a faint, warped vision of it at the border of your vision, and hear a strange, vaguely female voice calling out to you. Your cultist colleagues advise you that this is a city of your personal dreams, born from your fantastic imagination and yearning as a child. For you to be locked out of it is quite strange, so you'll need to travel there and find out the secrets of the city and the mysterious woman. But since you can't directly access the city, you'll need to go to the realm of dreams and find another way to that unknown Kadath.

While your friends warn you about the dangers, they will teach you a special ritual that can cast you into an indefinite sleep and allow you to awaken with full consciousness in the Dreamlands. This dream world is in fact an entire world – just as expansive and complex as the MGE world. Many creatures such as Night Gaunts, Werecats, and Ghouls have counterparts in the dream world, but twisted and different, and there are many other unique and bizarre species and cultures there as dark, unearthly parallels to the world of the waking. As the dream world parallels the real world, its environments now reflect mamono influences to a degree, but it is still an unpredictable and treacherous land where nothing is certain, so be on guard.

Furthermore, the spell only works on your body for twelve hours in the real world before you will be forced to awaken; you can repeat the spell to try again, but you can only perform the ritual once every nine months. As no two dreams are ever quite the same, the set-up of the Dreamlands will be entirely different and mixed up each time you enter, though the actions you did in past dreams may have influences on the new setting. Fortunately, one hour in the real world equals one day in the dream realm, essentially giving you twelve days to reach Kadath.

And you'll need every second of that time, for your quest to reach the city will require you to explore every inch of this world, from the cold and twilight wastes of Leng to the fiery and sinister mountain of Ngranek to the forgotten jungle palaces of Kled. To access Kadath, you will have to

perform a whimsical array of side quests, from playing hide-and-seek mini-games with the cats of Ulthar to delving into lost subterranean cities to having tickle contests with Night Gaunts to helping Ghouls with their artistic endeavors.

Once you finally reach your dream city – so high above all else in the world of dreams that it seems to be in a void of deep, dark space of eternal night – you will automatically arrive in Kadath whenever you sleep, no longer needing to quest to find it. But don't rest easy, for your challenge is just beginning. When you arrive, you will see that your once beautiful city has…changed. The white marble lining the temples and bridges are now like desiccated bones and fleshy tissues, seeming to vibrate at random. The silver-basined fountains that once shed prismatic gold now ooze black blood that burbles unsettlingly. The fanfare of supernal trumpets and cymbals now echoes like a distorted, agonizing screech, with a scratched chalkboard sounding infinitely more pleasant. The once-pristine streets are also now dirty and unkempt, with the fragrance of flowers replaced by the stench of rotting trash. And something is watching you.

Your dream city is now the abode and fortress of an ancient "Deep One" – one of the eldritch, Supreme Beings sealed away by Poseidon due to the threat they pose on the fabric of reality itself. Dïvï'œ Kushii-do Thylad Aneicerrne Nalh Rïn Gai-Oon Dmnagnok Psaïeelch Bhtoha Aa'Ysanhnagth... (the name goes on, but you can call her "Divie" for short) was trapped like the rest of her chaos god kin, but one day she dreamed of your city, and she felt a new, unknown emotion of desire and something else rush through her. That city, she decided, was her destiny, and her escape from her prison. Purposefully weakening her true power and letting demon energy start to corrupt her, she was able to subvert Poseidon's seal by moving to your dream city, as the chaos gods have always had a stronger sway over the chaotic Dreamlands. While still trapped in the world of dreams, she made the city her home base and has drawn in, trapped, and corrupted numerous dreamers to expand her power, so that eventually her kingdom can manifest itself into the waking world.

However, Divie has also been ever watching for the person she saw in the dream city in her vision long ago – you. She doesn't really know who exactly you are, but she recognizes that like her, you're a being from beyond the time and space of this reality. Because of this and your shared bond with the city, she has decided that you are her destined partner. That is true, but even with her starting to become more mamono-like, she retains the dangerous desires of the chaos gods, and she doesn't simply want to return to reality, but to destroy it in the process; breaking reality and forging it anew with her lover sounds like the perfect display of affection to her. So she wants to borrow the Demon Lord's tactic and seal herself away with you for an eternity of sex to gather enough power to break the seal and the world itself.

Now that you're in the city after your long journey (which was so difficult in part because she expects her lover to be worthy and wanted to test your will), you have to avoid being captured by her. Having never had peers, nor had to truly work, Divie is lazy and relies on her servants to catch you, but don't underestimate them. From Shoggoths to Mindflayers – even a rogue Atlach-Nacha that she swiped from a rival Supreme Being – her monsters are incredibly powerful and relentless, prowling the oozing, fleshy metropolis for their mistress's target. And if you evade her for enough nights, she'll finally get impatient and go after you herself. Divie may be corrupted by

lust, but she is still an eldritch chaos god capable of matching the Demon Lord and Fallen Hero alike at her full power, and even when weakened now she is still far beyond your scope to fight.

To complete the bonus scenario challenge, you will need to persuade Divie to let go of her primordial-old ways of treating reality like a toy to freely break and reshape at will, and to instead give true love a chance. The city around you, even with tentacle buildings and abyssal blood now corrupting it, is the key to saving her from her darkness, as your Kadath embodies the purehearted wonder and joy you felt as a child. Over and over, even as you flee from her might, you must speak to her of home and youth, finding ways to empathize and connect your stories to her own troubled heart. With enough effort, your feelings will break through to her heart, as she starts to see the world around her not as something ugly to "fix" but rather a place to call home, with little yet wonderful sparks of light shining amidst the seemingly endless black of oblivion.

When Divie finally weeps and begs you to show her a new way of life, you will complete the scenario. As a reward, you will gain Divie as a companion and get to keep your dream city as well. The city is vast and filled to the brim with grand monuments and sights, but both you and Divie have control over your home's set-up, and she prefers the dark, strange aesthetics of flesh and blood; hopefully you and her can find a compromise balancing the original splendor of the city with the corruption she has brought to the city – which in its own way can be beautiful, just like Divie herself. The city is also situated on rich veins of precious minerals of all sorts, perfect if you want to start up a mining business; some of said minerals may even have supernatural properties. All in all, it's a great place to relax and explore to your heart's content. The city can be accessed by your silver key and via your Warehouse. In addition, the city exists in a "dream pocket", so it therefore acts as a nexus point for you to travel to any dream dimensions that exist in whatever setting you are currently in.

The Two Faces of a Goddess (Kitty Cat Club Only)- Bastet has been acting rather erratically of late, lashing out in anger at almost anyone – even her fellow cats – while on the other hand seeming very shy and reclusive. You need to get to the bottom of this mystery and help Bastet, but that's not going to be easy, as the proud goddess disdains accepting help from anyone. You're going to need to work very delicately to not offend Bastet (which is a crime in the Cat Kingdom) while also fending off her random berserk rages.

If you make enough progress, you'll learn what is really going on. Bastet used to be an infamous goddess of war and violence, and her rampages turned whole lands into barren deserts. Through a combination of wine and dances, the other gods manage to seal away Bastet's violent side, leaving instead a mischievous and fun-loving goddess who wants to protect all cats. Now, though, the seal is fading, and Bastet is afraid that she is going to hurt her subjects. Given how the state of Heaven has changed a lot since that earlier time, the gods aren't going to be able to reinforce the seal, but it's feasible that a mortal could perform a similar ritual to help "balance" the two personas.

However, doing so would require the willing cooperation of Bastet, and the cat goddess doesn't work well with others at a level of equals – she always wants to be the boss, as is her right as a cat.

You will need to work really hard to prove that you care about Bastet and get her to swallow her pride and accept your help. It will be difficult to tame this mighty cat, as on the one hand you'll need to actually fight her to a standstill if you want her to listen to you but on the other hand you'll need to continually show compassion and love so that she does not become depressed and bitter.

If you manage to complete the ritual, which culminates with a dance with Bastet, the goddess will recognize you as an equal partner. As a reward, Bastet will grant you the title of "prince(ss) of cats", thus giving you the right to command any cat so long as you are not overruled by Bastet or another equivalent cat deity. Furthermore, Bastet can now accompany you as a companion and lover.

For the Love of War (Army of Ares Only)- You wish to wed Lady War herself? To do so will be quite a battle – and not just one! To win Ares' hand, you must fight 100 consecutive duels personally refereed by her. Your opponents will consist of Ares' greatest followers and champions, as well as manifested projections of opponents you fought in previous jumps. When selecting foes from your past fights to project Mamono equivalents of, Ares determines by how "interesting" she finds the battles, meaning that they might not necessarily be the most dangerous opponents you've faced, but that won't matter, because Ares will also give each and every one of them her personal blessings, making them much stronger than they were in your original fight.

All fighting and magic must be non-lethal, and you will likewise be required to use safe Demonic Silver weapons unless you can otherwise prove that your other armaments meet the safety expectations. Ares expects you to fight honorably, and resorting to violence or trickery can upset her and make her disqualify you, forcing you to start over from the beginning. While you are given a "rest period" in between duels, you won't have much time to actually kick back. That's 'cause Ares insists that for her to recognize your victory in each duel, you must afterwards "conquer" your opponent in the bed as well to prove your right of victory (all the while she watches your exploits with voyeuristic delight). Although her blessings will ensure you do not tire (physically, at least) from this extra effort, the mental pressure of the constant exercise both in and out of battle can be stressful for your mind, so hopefully you can stay concentrated and avoid slipping up in the gauntlet.

Finally, if you make it all the way through the first 99 duels and make-out sessions, you will face off against Ares herself. On the one hand, Ares will restrain her full powers as a deity to even the playing field for a relatively fair fight. But on the other hand, Ares has carefully watched all your battles, and being the God of Fighting, she has adapted your fighting techniques to become her own. She will only gain whatever abilities you showed in the previous fights, and she might not necessarily gain all of your powers (she tends to prefer martial skills over magic, for instance), but she's a quick learner and might even figure out a new trick or two with them. If you win the final fight, Ares will marry you and accompany you on your adventures. She will also teach you how to call any of the 99 foes you fought anytime to either have another spar against you or assist you in battle.

Trials of Eros (Erotism Only)- Oh? You must really love Eros, giving her a Valentine's Day card like that! But Eros remains single, as no one, even the most devoted Erotist, has succeeded in overcoming her challenge to suitors. To win Eros' heart, you must first prove your dedication to her cause of love. She will give you twelve missions to pair up different couples around the world. All of these significant couples, whose love could change the world, have formidable obstacles in the way of their love, and you cannot use any special powers or items to bring them together.

After uniting the twelfth couple, Eros shall honor you with a date. You must give her the time of her life, and show that you truly care about her. If you win her over, she shall marry you and join you on your journey here and into other worlds as your companion and wife. In addition, she will gift you with her precious treasure, the Pyxis [Psyche] Box. It contains an enchanted, living embodiment of loving sleep that, when released from the container, draws people into enchanted slumber until it returns to the box. While asleep, those affected will dream of nothing but those of love, and any lingering nightmares will be corrupted and turned into lewd scenes of romance instead. Psyche is her dearest friend, and she will instruct Psyche to give the two of you gentle dreams to accompany your love each night.

Dragon's Roar of Tourist Revival (Dragonia Immigration Bureau Only)- The country's proud immigration board has suddenly run into a startling problem: the number of tourists (specifically men) coming to Dragonia is drying up! And to think that the agency had been so successful just a few years earlier; then again, given how all the easy men have already been lured in, married, and settled, it's not surprising that no one else is coming these days.

Your job is to coordinate with the nation's top travel guides, and even Empress Dionola, to restore the flow of tourists to Dragonia. It's not going to be easy, as most people have noticed that the single men who leave on the "tours" never leave the country afterwards. You're going to have to revamp the entire approach of the tour agency and make it into a true tourist destination. Bonding with all the tour guides, and getting them to reach their full potential as ambassadors for Dragonia's marvels, is critical, and while some of the guides are easy to work with, others will be harder to work with. At the very least (leaving aside other challenges), to reach optimum partnership with each guide, you'll need to ascend the challenging Sky Pillar (something even experienced Dragon Knights have trouble with) multiple times with each guide to solidify each bond. You'll also need to investigate and uncover many of the mysteries and rumors about different legends throughout Dragonia, like the secrets of the underground channel behind the Great Dragon Waterfall and the abandoned Dragolinde Castle.

And if you manage to showcase the beauty of Dragonia and help true tourism thrive, you'll still have one last test. A group of distinguished critics from real Earth, specializing in everything from cuisine to hotels to travel, will be invited to tour the entirety of Dragonia. After the vacation, they will give you their impressions and ratings, and you must have at least an average of five stars to succeed in the mission; also, if any of the judges' judgement is permanently tainted by mind control, corruption, and the like, you will be automatically disqualified. You can attempt this final test multiple times, but you must have a successful final tour by the time the jump ends.

If you succeed in saving Dragonia's tourist/immigration industry, you will receive the Eternal Dragon Scale Pass, a multi-lifetime pass that gives you VIP access and treatment for all places that could qualify as tourist attractions in a sense and have a connection to dragons, even if the dragons would normally be hostile to outsider "tourists". This also gives you similar access to all attractions in Dragonia, and you can even continue to visit Dragonia (but only that country) for vacations after leaving the jump. Also, you can take all the tour guides (except the already married Bureau Chief Udephilis, unless you somehow convince her and her husband to a ménage à trois, of sorts), and even mighty Queen Dionola herself, as companions.

Forgotten Song of the Banished Abyss (Song Maidens Only)- A strange and dangerous spell is affecting all of Court Alf, making people forget memories of the past. The stories of the great pirate Matori have vanished, no one on Nevia remembers the inspirational play *Nevia's Makai Rose*, etc. Even worse, this memory loss is also hurting the island songstresses, with each diva forgetting the special things that empowered her to pursue a dream in song; none of them can even remember the special songs they sing on their respective islands. And the Sea of Asuramis itself seems to be shriveling as the water slowly drains away.

You were first thrust into this adventure when the seventh Diva, the ancient Kraken sorceress and songstress Asura Mythra of Queen Diana, personally sought you out. She tells you about the full scale of the crisis facing Court Alf, and that the Great Diva Difina told her that you are the one destined to save Court Alf from the curse afflicting it. Asura is a little unsure of your capability but trusts her old friend, adding that she "thinks" her fortunetelling powers agree with Difina's prediction. She'll be your assistant throughout the quest, but you'll need to help in turn, as she sometimes seems a little lost for some reason; fortunately, she seems to get some of her spirit and drive back the more time she spends with you. It's only together that you can save Court Alf. Though you seem to be having some trouble focusing on things, too; at seemingly random points in the journey, you'll get headaches, or feel all hot inside, or have erections, but you can never figure out the source, and this will make you irritable (but fortunately, the effects seem to diminish if you spend quality time with Asura).

You must travel to each island one-by-one and fix the problems afflicting each island by helping everyone remember the things they have forgotten. To successfully save each island, you must at the very least rediscover the lost song belonging to the island's Diva and help her regain the spirit to sing it to the island. It won't be easy, though, as you'll have to hunt far and low for the clues while also helping the Diva with her personal problems. Asura will be instrumental on each island, especially since her own skill with songs will be essential in reconstructing the songs. (Note- The Divas' versions of the songs are slightly different in design than the ones you can get in the respective perk, so knowing those songs already won't help).

On Al-Mar, for instance, where the "White City of Weddings" has ceased its regular weddings and honeymoons due to Arial's melancholy, you and Asura Mythra will need to persuade Arial to marry the two of you in a "mock" wedding and honeymoon, with both of you presenting enough sincerity to touch her heart and reignite her own dreams of love. You'll also need to track down

the original set of seven Marian cups made by the famous artist Vincent himself, as their art designs combined are key to deciphering the Song of Blessing.

On Matori, where the pirates have forgotten the examples that the founder Matori gave them for their ideals (not being overly greedy, helping others, defying the concept of loneliness, etc.) and become more violent and ambitious, you will need to go on a treasure hunt for Matori's lost treasures to uncover the pirate's history, while also handling a "pirate war" between the numerous pirate factions on the island. As for the Diva Lilinana, you'll need to restore her confidence as Matori's #1 idol, while also helping her relearn the full Song of Joy (each pirate on the island carries a fragment of the song, so you'll need to help all of them first to gather the puzzle pieces together).

On Nevia, people have forgotten the play *Nevia's Black Rose* – and the history behind it, with the island's first Diva performing it along with the infamous Viscount – and in the process, they have lost the play's lesson about appreciating inner beauty rather than simply appearance alone. In addition, the current Diva Eustine, who gained much of her skills as a playwright and actress by observing and learning from others' performances, has forgotten all about her experiences and has given up on performing and managing plays. You and Asura Mythra will need to get her to reenact *Nevia's Black Rose*, with the two of you taking on the star roles – but it won't be easy! The Viscount's original notes on the play are coded, and you'll need to decipher them (hint- the Viscount took inspiration from the beauty of Nevia, and many historic paintings and landmarks in the city are clues to his code). Then, so that the play is accompanied by the Song of Passion, you'll need to observe other plays to help Eustine relearn what she's forgotten, as she modeled the song after her personal experiences in the theater world. Finally, you must perform the romantic play with such vigor and passion to match the original performance that it will melt Eustine and the island's hearts.

These are but a few examples of the many challenges you'll face across the different islands. You can tackle the islands in any order you want, but Asura Mythra pointedly avoids any suggestion of going to her own city of Queen Diana, claiming that it's not so bad down there, and everything's taken care of (actually, it seems like she is very reluctant to return home for some reason she won't say).

After you save the first six islands, Asura will try to dismiss you, saying that she can handle her own island's problems on her own and that the crisis is pretty much solved already. By now, you will have hopefully bonded with her through your shared trials, and you can see that she's hiding pain in her own heart. Confront her, and she will confess that despite her apparent fortitude, she too has forgotten things precious to her. She no longer remembers the face of the one she saw in a mirror shard eons ago, the one destined to become her lover for all time. Having spent her entire life preparing for that fateful day – from sinking ships for their treasures as presents for her destined lover, to creating a whole city for the two of them to call home – losing that memory broke her, and she no longer sees any point to her work. So she abandoned her city – which, despite her earlier claims, is in fact suffering the most from the curse.

The underwater city of Queen Diana is built from the sunken ships from Diana's naval fleet, which Asura herself sunk at the height of the war. The trauma of sinking together, coupled with Asura's Song of Serenity, calmed the once paranoid and distrusting soldiers aboard the ships, and helped them all find empathy with each other and come together into a loving community beneath the sea. Now, those memories of the fateful sinking have all vanished, and with it that feeling of empathy. The lazy son of a rich man once more looks down on the fisherman from a poor family, and the fisherman once more hates the rich bastard. Neighbors once more distrust each other and are quick to envy and betray one another. And with the city's leader gone, the city has erupted into violence, with some even trying to restore the buildings into warships to take back to the surface and resume the war.

Only Asura's Song of Serenity and her power to sink ships can stop the looming catastrophe and bring everyone back to their senses. But the curse seems to be especially harsh on the ancient sorceress, and part of the reason she stayed away from the city is because the curse seems especially malicious in targeting her. She feels pain rush into her head whenever she tries to remember her song, and it'll be up to you to repay all her past assistance and help her in turn. To rediscover the song, you'll need to help her remember her future lover that she forgot. The very design of the city and the many treasures she collected all tie back to what she saw in her destined one, and if you help piece all the clues together, she'll be almost on the verge of remembering. Then, you'll need to help her remember the fortunetelling ritual she did back then; the steps to the soothsaying ritual are hidden throughout the many ancient spellbooks she has collected over the centuries. Succeed, and she'll remember who she saw – and realize that it was you all along. In this wonderful, shared epiphany, she'll wrap herself around you, and the two of you will sing the Song of Serenity together. And as you sing, you'll remember something important, too: you had these dreams of your future with your beloved "Asuri", and that was the source of your feelings of hotness and erections, as the curse had sealed away those visions from your mind, but the feelings remained in you.

But the quest isn't over yet: you still need to solve the root of the crisis. Asura will be reluctant to stop the fervent love-making she has with you now that fate has at last brought you together, but with enough convincing from you, she'll agree that the curse isn't finished. She will faintly recall that before she lived in the Sea of Asuramis, she lived in an ocean that was far deeper, in a crevasse leading to a dark abyss. However, a mysterious force prevents her from remembering more, and she can't pin down where the pit is, suspecting that it's also hidden by illusions. Many of the oldest treasures in Queen Diana's museums are from an unknown, long-lost kingdom, and you can use them to create a map leading to the hidden crevasse.

Venture into that abyss, and you will find yourself seemingly on dry land in a black-and-white realm that seems frozen in time. Here, an unknown kingdom desires to take away all memories of happiness from Court Alf, and eventually the world. At the head, a melancholy king leads an army of powerful humans and monsters alike (though strangely, the monsters don't look like mamono), wielding weapons and magic unlike any seen on the surface. They seem to especially hate Asura, saying that she reminds them of their "descent", and even with her powerful magic, it will be a difficult fight. While beating the king of this land will save the sea, to successfully complete the challenge, you must discover and resolve the cause of this conflict.

As it turns out, all of the Sea of Asuramis was once a great continent ruled by the kingdom of Panthalassa. Feeling that the harmonious kingdom was growing too prosperous, the original Chief God forced Poseidon to sink the entire continent, with only the very highest peaks surviving as the seven islands. However, Panthalassa's capital survived using a spell that stopped time around the city, intending to last long enough to find a way to make contact with the surviving islands. But just when they were getting close to renewing contact with the islanders, who remained loyal to their lost homeland, the Chief God twisted the spell to consign Panthalassa to oblivion, sealing it away in the abyss and making everyone forget about the continent's existence; tragically, the loss of memory about their shared history contributed to the islands' conflict with each other. Bitter at being forgotten for so long, Panthalassa now desires to force that lonely oblivion on everyone else. The reason Asura faced the harshest brunt of the curse was because her sinking of ships reminded them of how Poseidon sank the land (and because her home was closest to the kingdom's location).

Therefore, you and Asura must forge a new Song of Memory, to help the world remember Panthalassa and to help Panthalassa remember the happy feelings that they long forgot. Such a song has never existed before, but together you can make it possible, if you take inspiration from all the experiences you've had across the seven islands of Court-Alf. Your entire journey has been one to reclaim stolen memories and restore everyone's connection to the past, and now it's time for you to turn that journey into a song to match the Divas' songs.

If you and Asura Mythra succeed, singing together even as you fend off the King of Panthalassa's fierce attacks, the curse on Panthalassa will vanish, and the kingdom will now be able to coexist in harmony with the rest of Court Alf. As a reward, you will be declared the Diva of Panthalassa, with the city now welcoming you. You will be able to access Panthalassa from any sea you visit in other worlds, and you can also travel from Panthalassa to the other Song Islands (though never beyond the Sea of Asuramis. Furthermore, since you and Asura Mythra are now destined lovers, she will join you as a companion and open her own city of Queen Diana to you, letting you freely access that city from any other sea you visit; now married to her, you have command over the city just as you do in Panthalassa. Plus, since you also helped the other Divas, you can now take any and all of the six other canonical divas/songstresses as companions and lovers.

Nightmare Mode Gauntlet: The Forsaken Demon Lord

You were told you were entering the world of Monster Girl Encyclopedia – full of beautiful and loving monster girls. This, on the other hand, is a nightmare…

Warning: Taking this extra gauntlet challenge will throw you into this separate scenario before actually entering the true jump. Your time in this challenge will not count towards your allotted jump time, and the only ways to exit are to complete the challenge or die (and therefore fail the gauntlet). You will keep perks and items you purchased for the jump, but your Warehouse and similar cross-dimensional bases are locked out, and you will have no access to purchased/imported companions.

Successfully completing this gauntlet will earn you +1300 CP, but beware: this is an especially hard challenge – possibly the hardest in the jump. Die, and you will not fail the jump, but rather be sent back to the start of the main MGE jump, with no more access to the alternate world from this gauntlet; you will survive, but you will have to live with the guilt of failing to save a world and your love. Anything gained during the gauntlet will be left behind if you fail and die.

Just as you were about to enter Monster Girl Encyclopedia, you felt a strange, powerful presence of light sweep over you and pull you away. Welcome to another world, one where the Chief God's cycle of culling never ended.

Most parallel worlds in the MGE setting are relatively optimistic and happy, as they are all born from the Demon Lord's earnest wish for everyone to find their true love and blessed/tainted accordingly. The alternate timeline you are now in was no exception. Under normal circumstances it would have been a minor divergence in which the Fallen Hero would have received his blessings as the chosen Hero to slay the Demon Lord ten years earlier than in canon, with the turning point being a dangerous situation that awakened his calling ahead of schedule. Even with that change, the fated romance would remain true, so he and the Demon Lord would have fallen in love and reshaped the world.

But the Chief God, unaware that their timeline is but a mirrored copy and would not change the main timeline, sensed your presence on the periphery and decided to use you in a gambit to rebalance the playing field. The powers of the chosen hero, meant to empower the Fallen Hero, were transferred to you instead. Without his powers awakening, the boy who would have become the Fallen Hero died ignominiously. Lilith the Succubus still became the Demon Lord, but in the process, she gave up on her idealism for love, and gave into bitterness. And the world went to hell.

You arrive in the present day of a world far different from canon. All monsters are the old, pre-Mamono variants, who are still programmed to hate and kill humans. Lilith reigns as a powerful and terrifying Demon Lord who follows in the path of past Demon Lords, as the cycle of death engineered by the original Chief God continues unimpeded. Likewise, other powerful entities remain in their original, violent, monstrous forms – from the Red Dragon Queen Dionola, who casts shadows over whole mountain ranges when she soars above them and roasts villages and kingdoms to cinders; to the precursor Sabbath organization, led by the goat-footed and goat-faced

Baphomets, whose ghastly rituals flay the flesh and soul; to the abominable spawn of the chaos gods, who bring nothing but madness and doom to all who encounter them. And without a chosen hero, the world seems to be at its twilight.

That is, until you arrive. The Chief God is expecting you to kill the Demon Lord and continue the cycle, but when the powers of the Fallen Hero were transferred to you, right as the boy-who-would-be-hero died, the Fallen Hero reincarnated into you. And with the power of destined love from the true timeline now on your side, it's time to set this world right to what it was supposed to be: a story of love overcoming all challenges. To complete this challenge, you must fulfill the Hero's destiny: fight your way to the heart of Makai and save Lilith from the darkness and hate she has succumbed to.

It will be a long and hard journey to Makai. Powerful, bloodthirsty monsters roam the land and will show no mercy. Many powerful beings and organizations, from the Sabbath to the Dragons, will oppose you every step of the way. To make matters worse, some drawbacks will still be in place if they can still apply to the altered setting, and may be more dangerous than before. For instance, monsters pursuing you in drawbacks won't mind if they take you dead rather than alive; on the other hand, some drawbacks like *Lilim's Lust* won't apply here (since Lilith remains single).

Furthermore, you will be locked in this alternate dimension until you finish the challenge. This means that the Warehouse and other cross-dimensional bases are inaccessible, and no companions will be with you. And no items/equipment from outside MGE. Perks from outside MGE are likewise locked out, but you keep your Body Mod. On the bright side, the might of the Fallen Hero, the only one who could be an equal match to the Demon Lord, is at your disposal. That said, like the Fallen Hero's own journey, the true extent of your heroic powers will only come to fruition with time and practice.

Perks and items purchased for the MGE jump are allowed in the gauntlet, though companions are still excluded. However, since Lilith has not created love-filled Demon Energy in this alternate timeline, any perks/items that rely on Demon Energy may function differently than normal (or not at all). Furthermore, *Romance of Fate* – something that was born from Lilith's desire for everyone to experience love and happiness – does not function in the gauntlet; at best, if you paid for the 100 CP version, it might give you a *slight* boost of luck in saving Lilith, but don't count on it.

Finally, after you overcome the ordeals of Makai, you will face off with the Demon Lord herself. Embittered by years of nothing but war and loneliness, Lilith will seek to enslave or kill you, but in the back of her heart, some of her initial dreams as a Succubus for a world with love and happiness instead of hate and death still lives, and the longer the fight draws on, the more those feelings will creep back to the surface. In addition, your actions in your quest to Makai will influence the outcome: Lilith has been keenly watching your progress the whole time, and if you found ways to resolve conflicts without resorting to bloodshed and death (however hard that may be when faced with non-mamono monsters), she'll see in you the same idealism that led to her falling in love with the Fallen Hero in the prime timeline, slowing cracking her heart back open.

Even after you and Lilith come together as partners and lovers, the fight isn't over yet. The Chief God won't be pleased that you messed up the plan to fix the cycle and keep the humans and monsters in line, and the Chief God will attack you on the spot, along with a whole heavenly army of Angels, Valkyries, and the like. So now it's time for the Jumper Hero and the Demon Lord to, like their canon counterparts, defeat the Chief God so the age of Mamono can begin. Even though this is not the all-powerful Chief God who first created the world and put its systems into place, the Chief God is still very powerful, but now that you and Lilith are together, surely you can triumph.

Please note that you do not need to kill or completely defeat the Chief God to win the challenge. Wounding and forcing the Chief God to retreat to Heaven, thus returning the setting to the status quo of canon, is enough to successfully complete the gauntlet.

Once you complete the challenge, you can now return to the main timeline and your regularly scheduled jump. The actual jump will officially start at that point accordingly, and all restrictions on Warehouse, companions, etc. will be removed. As a reward for completing this exceptionally hard challenge, you will inherit the formidable powers of the Fallen Hero, and gain the Demon Lord/Maou Lilith herself as a companion. And even after leaving, you can still freely access the alternate timeline – after all, you and your love have a lot of "work" ahead of you to make that world into paradise…

Bonus Ending (Requires Makai March)

A letter flutters through the air before landing in front of you.

To the great Hero who helped me bring eternal love to this universe,

Thank you so much for all of your help! You have proved to have the valor and love worthy of a true Demon Lord. In fact, seeing as you have done the job so well, I decided that I may as well pass my title over to you. My dearest husband and I will be taking a long-overdue honeymoon to new parts. We might be back…someday, maybe.

Until then, we're leaving you in charge of the worldwide Demon Realm and all the Mamono. I've set things up so you'll be honor-bound to uphold the general ideals I have set up, and I have no doubt you won't disappoint. Thank you so much for agreeing to all this. Ta-ta ~!

~~Bad~~ ♥ *GOOD End ~ Eternal* ~~Chore~~ *Happily Ever After Of The* ~~Fallen~~ *Demon Lord Jumper-sama* ♥

Notes

These notes only cover things related to the bonus scenarios, the couple of extra drawbacks, and the bonus ending. For notes on everything else, please refer to the Monster Girl Encyclopedia jump's Notes section.

Companions Taking Scenarios- Companions may take any scenario they like with no limit to the number of potential points. However, with just a few exceptions, only one person, whether it's you or a companion, can complete each individual scenario, so companions cannot take scenarios that you or another companion have taken. Since it's your companion taking the scenario and not you, he or she will be the one to directly receive any rewards offered for completing the scenario, such as items and companions. Any new companion earned in that fashion will feel primarily interested in and loyal to the companion who completed that scenario, rather than directly to you – though things can certainly change over time with enough work.

Bonus Scenario Knowledge- While you are free to read over the full details of the scenarios when selecting missions here, please note that once you begin the jump you will only know the minimal information about the bonus scenario(s) you are involved in. Basically, "spoilers" such as the true face of Hel and the history of the Tsuchigumo will remain blank from your memories, and you'll have to discover those secrets on your own.

Canonicity- Most of the bonus scenarios are original creations by myself (Cataquack Warrior) and Frosty Shoggoth, featuring original characters and items that we invented. This is not meant to detract from the setting of Monster Girl Encyclopedia but rather add to it. MGE offers a rich sandbox for people to imagine all kinds of adventures and romances with monster girls. Many fans have created their original fan content for MGE, staying true to the overall themes, aesthetics, and ideals of the setting while adding new ideas to the mix. Therefore, we hope that you will enjoy these not-necessarily canonical scenarios as a heartfelt homage to and demonstration of MGE's endless possibilities.

Please note, however, that some of the characters mentioned are canonical, even if their scenarios sometimes take a few liberties: Miss Rubiana, Mari (fan character from Japanese fandom), Saphirette Spherica, Ilassa (fan character from Japanese fandom), Fallen Maidens, Dark Knights, Druella, Khrevha (fan character from Japanese fandom), Court-Alf tour guides, Baphomets, Hel, the Queen of Hearts, Bacchus, Poseidon, Bastet, Ares, Eros, Dragonia tour guides, Court Alf divas, the Fallen Hero, and Lilith.

Balrog- While the Balrog does not yet have an official encyclopedia entry, she is mentioned in the Monster Girl Encyclopedia Volume 2 book. Balrogs have the power to keep volcanoes under control so that non-fire beings can live in the vicinity, and they are often sent by the Demon Lord to watch over volcanoes when Dwarves and others move into the Fire Lands.

Water of Life (Wanderer of the Dunes)- When obtained, the Water of Life will in general give you the power of prescience, which lets you on the one hand access the memories of your deceased

ancestors but on the other hand reach into the future to foresee potential future events. However, you can only access the memories of people directly related to you by blood, and your future sight is unable to account for certain people and things that do not fit with the regular flow of foreseen events; this sometimes may lead to blind spots in your visions. However, after you obtain a Spark, these limits will disappear: you can now access the memories of any deceased person you had a strong bond with, and you can fully see the future, even areas that would normally block your prescience. And don't worry; either way, your prescience adjusts with the flow of time, meaning that you can change the future after you've seen it rather than being locked in place.

Tsuchigumo (The Unforgiven)- I actually first created this original monster girl many years ago – years before I even first started writing this jump in 2017). Way back when, I wrote a number of fan designs for mamono on the now-defunct forum Monster Girl Unlimited. It was one of the first designs I made, and I came up with it due to how Tsuchigumo are notorious as dangerous monsters in Japanese folklore, yet their name also seems to be one given to the original natives of Japan, who were hunted down as savages by the Yamato people who came to dominate Japan and make it their own. Then when I started writing bonus scenario challenges for this jump, I remembered about the backstory I made for them, and I thought that the Tsuchigumo could make for an interesting, sympathetic adversary in this adventure.

I lost most of my fan designs when MGU shut down, but I still have a copy of the original entry I made for the Tsuchigumo. Here it is, for reference:

Tsuchigumo

Family: Arachnid
Type: Bug, Warrior
Habitat: Underground (Zipangu)
Disposition: Proud, Homely, Tenacious

These fierce spiderwomen, dwelling in dark crevices and tunnels that would frighten even an Ushi Oni, are said to be the oldest and greatest of all Zipangu Mamono, possessing the illusory magic of a Kitsune, the fighting prowess of a Tengu, and the raw power of an Oni. However, that statement is not entirely accurate, for they were once human, even before the Demon Lord's corruption.

Although few remember the ancient history, long before the current Demon Lord was even born, the Tsuchigumo were the original inhabitants of Zipangu, then under a different name, and lived in prosperous kingdoms until new arrivals invaded the land and slowly but surely conquered and claimed the region for themselves. In the final battle, the Tsuchigumo nearly won, but the invaders used powerful magic to curse the natives, turning them into monstrous spiders. The wars continued, but the Tsuchigumo were driven underground. The new kingdom of Zipangu worked to forget that unpleasant portion of their history, and today only a few scholars know the full truth. However, the Tsuchigumo have never forgotten their proud heritage, and train themselves in traditional arts from painting to swordplay.

Despite their enmity for the surface-dwelling conquerors of Zipangu, Tsuchigumo largely prefer to keep to themselves, valuing peace and quiet instead of risking what they have left in another futile battle. In turn, very few humans and monsters on the surface ever encounter one of the near-mythical monsters unless they really search for one. Even so, some clans and individuals continue to advocate reclaiming Zipangu, and will occasionally launch raids on the surface. Tsuchigumo have ambivalent relations with other Zipangu Mamono, on the one hand finding solidarity with them as monsters but on the other hand resenting their embracing of the conquerors' culture - some even immigrated with the invaders.

Tsuchigumo are proud warriors, but are also very down to earth, being used to living with only basic amenities. They have a defiant spirit that refuses to surrender, and they will endure anything to prove to themselves and the world that they are still free. Warriors like to test their strength, and will only marry men who prove to have the strength to defeat them in combat. However, unlike Lizardmen, to defeat a Tsuchigumo in combat is not enough. Men who force themselves on a defeated Tsuchigumo are seen as no different from the callous invaders of long ago, and she will resist him at every opportunity. For a Tsuchigumo to recognize the victor as her husband, he must first demonstrate humility in some manner, from forfeiting the match to ritually breaking his weapon to smearing himself in mud. Only then, by recognizing the Tsuchigumo as an equal and acknowledging that might does not equal right, will he prove himself to be better than the ancient conquerors who came before him.

Demon Lord Jumper- To clarify on what just happened, as soon as you defeated the Chief God with help from the Demon Lord and Fallen Hero, before you could do anything else, the old Demon Lord/Maou immediately ditched all her responsibilities onto you and absconded with her husband to parts unknown, so you can't drag her back to do her job.

You are now the Demon Lord of all the Mamono indefinitely. You won't be able to escape the responsibilities even if you continue jumping, and you must follow the general set of ideals the previous Demon Lord established. On the plus side, you will have the Maou's full capabilities, not just the downgraded version you would have received with *Makai March* alone.

If you somehow managed to make both her and her husband to your lovers – which will be very difficult, given their steadfast monogamous nature – she and her husband might stay around, but she's still become quite lazy since she finally achieved her goal.

To reiterate, you must successfully complete the *Makai March* scenario to earn the bonus ending. Also, since *Ashes of Victory* excludes you from taking *Makai March*, you can't receive the bonus ending if you took that drawback. After all, you'll definitely need help from the Demon Lord and Fallen Hero to truly defeat the Chief God for good, and you can't do that if they're dead.

Once you complete *Makai March*, you get to choose whether to take this bonus ending or just take the normal reward for that challenge.

Special Companion Characters

Due to the vagueness of the setting, I had to take some liberties in expanding and sometimes outright creating from scratch the different potential companions in the Bonus Scenarios. I tried to explain their overall personalities and some of their powers in the actual bonuses, and I want to leave things open for you to creatively expand on if you want to further develop the characters, but if you want more specifics regarding their powers, see the list below. Just remember that when I equate their powers to certain perks, I am not necessarily saying that they actually have those jump-fiat perks, but rather that their abilities are relatively similar to those perks.

In general, while the affection they may have for you at the start of the scenarios is variable, by the end of the scenario, by virtue of needing to really understand and work with and prove yourself to them to succeed in the missions, they will likely be closer to the level of true loves, having found a strong, genuine bond with you. That said, a lot of these ladies are pretty strong-willed, so the balance in the relationship might vary some depending on the personality.

Please also keep in mind that they often have certain biases and viewpoints on life, though they can change over time. For instance, Sugoi Maria wholeheartedly believes in her mother's dream to share the succubus vision of love with everyone, while your teammates for the Cat Team for the most part follow the cultural norms of the Cat Kingdom and think that cats are superior creatures that should have their every wish granted by other beings.

Please note that this section is only covering details on bonus companions who have names; some drawbacks also offer special waifus as rewards if you survive, but their info will not be covered here and will be left up to the jumper's discretion.

Also, I'm aware that for some canonical mamono characters, it is left vague whether or not they have a husband (for instance, while the Sabbath book didn't confirm that the Baphomets have husbands, there were several hints implying that they're already married). Let's just say that in the case of an apparently unmarried canon character already being spoken for, that detail is just handwaved (either that husband doesn't exist in this jump, or you're their reincarnation).

Note- Since pretty much all of the characters below are mamono, please assume that they all embody the *Wonderful Waifus* perk, even when not listed.

Miss Rubiana (Tattoo Troubles)- The owner of Femme Rouge Insignia Parlor, Miss Rubiana (presumably a Succubus?) is an exceptionally talented insignia artist, capable of creating nearly any insignia and planting them anywhere on a target. She enjoys testing out "trial insignias" on human assassins/soldiers sent by the Order. She can be considered to have mastered the *Pleasure Rune Basics* and *Beast Insignias* perks to the fullest, while also knowing many others (and being able to make entirely new ones from scratch, too). See main MGE jump for more details on her associated drawback.

Mari (Mari's Mischief)- Mari is an artistic-minded Lilim who typically wears a wide-brimmed hat lined with roses in the middle. She prefers to travel rather than stay at home, for the open road and call to adventure hold more appeal to her than a stagnant throne. She's always on the move, in search of new and exciting things, whether it's saving someone in distress (or bringing them distress), exploring ancient ruins, or challenging a band of Oni. And she always carries her artbook to sketch landscapes, architectures, and people as she fancies. She specializes in dark elemental magic (demon energy radiates around her like a dark mist, making her both beautiful and terrifying), and, like her sisters, can turn human women into other forms; she seems to view this like making art, especially enjoying when she can corrupt unique individuals and give them fantastic forms that complement or contrast their personalities.

Mari enjoys wild, lascivious intercourse, sometimes even with multiple partners. Her hotheaded nature makes it hard for her to get on good terms with everyone, but she nonetheless tries to make sure that her companions are never without mirth and merriment, even if her idea of "fun" can be hard to handle. Though normally affable and pleasant, she nonetheless leaves demon realms in her wake inevitably. Mari has the *Lilim's Beauty, Demon Energy Outlet, Wonderful Waifus, I Need a Vacation, Dungeon Delver*, and *Dark Power* perks. In addition, Mari has an unnamed, purple-haired Werecat familiar that will come along with her; nothing is known about her, but she likely shares her mistress's wild and whimsical love for the thrill of adventure and mischief. See main MGE jump for more details on her associated drawback.

Band (Live Love!)- Honoka, the lead singer, is a very optimistic and cheerful Siren who loves to sing and is always coming up with fun new ideas for her and her friends. However, she's also somewhat absent-minded, so she tends to fly head-on into new things without considering the challenges. Hanon, a Mermaid, is the back-up singer for the group and has a tendency to get caught up in romantic daydreams. Brillig, the lyricist, is a Jubjub who loves the concept of love and likes peppy pop songs about love; she also has a rather mixed-up concept of lyrics and likes to make nonsensical ones that would only make sense to a Wonderland audience.

Ila and Zeni are twin sisters – a Harpy and Black Harpy respectively. Ila is carefree but stubborn when push comes to shove, and she does the band's choreography; she favors slow, soothing dances. Zeni in contrast is a brash and rough tomboy who likes "metal/rock/punk" music and composes the team's songs accordingly. Ritsu – also called "Animal" – is a Kakuen drummer who goes bonkers whenever she gets her hands on some drums. Ritsu's best friend is Mio, a quiet and reserved Soldier Beetle who nonetheless produces powerful melodies on her violin when she puts her full emotions into the work.

Meer is a talented Gandharva guitarist but remains dedicated to Eros' teachings and likes to try to hook people up with lovers. Megumi the Fairy is a pianist and childishly treats everything like a game. Napari is an Arachne seamstress who is able to make remarkable costumes for performers. You could say that she's "married" to the concept of sewing, so she tends to get very particular and stubborn about her designs. Ikiban is a typical Gyoubu Danuki and is always looking for a cheap buck for herself even when helping the band out with its finances. Cleo the Anubis is the official manager for the music club, but she insists that the band meet her excessively high

expectations, not helped by the fact that she's used to more traditional kinds of music; however, when you get past her strict exterior, you'll see that she admires the band's free spirit, even if she doesn't really understand that vibe.

Finally, there is Nozomi, a calm and collected Crow Tengu who helps you counsel the band and bring out their full potential. She is a great fortune teller, but she also has a mischievous side at times. None of the band members have any particular "special powers", but they are still very nice girls and can produce wonderful music. As a whole, the team can be considered to have the *Melody of the Gandharva* and *Dance From the Heart* perks when they perform together.

Saphirette Spherica (School of Hard Knocks)- Saphirette was considered a genius even when she was restricting her research to the limits set by the Order, and she has gained even more knowledge since she has gained access to demon realm information. Saphirette is a skilled elementalist who can manipulate water, fire, earth, and wind to incredible effects, as demonstrated in how she used them in conjunction with demon energy to fully restore and revitalize Polove's barren environment, such that it now has flourishing (demonic) ecosystems and large reservoirs of magic empowering the land. As she has changed into a Dark Matter, she has strong corruptive capabilities, and if she releases enough of her magic energy she can empower all monsters in the vicinity and fill them with wild lust like a "dark sun." Being an embodiment of the element of "darkness", Saphirette is able to therefore enrich and be enriched by darkness and corruption and demon energy around her. In addition to being an especially talented mage and elementalist, she prides in being a scholar (though she tends to be rather biased in her views) and can quickly study, learn, and teach new ideas and discoveries.

Much to her embarrassment, Saphirette was never in a romantic relationship before she became a mamono, and she had trouble finding a lover before choosing you, since she was too preoccupied with research and restoration efforts in Polove to go searching. Though verbose in writing, she is actually quite taciturn and gets nervous when meeting someone face-to-face. Perhaps due to being a Dark Matter, she has a bad habit: she constantly seeks pleasure and goes wild with lust, losing her concentration; therefore, she keeps her tentacles hard at work when conducting research. She prefers a lover who will "gently pat my head, hug me, kiss me, and then push me over, and make me feel really good if I affectionately lean close to you without saying a word. I'd be even more pleased if you would tease my body while gently hugging me from behind, or thrust from below in the woman-on-top-position and become like my chair when I'm reading books and doing research."

Overall, Saphirette can be considered to have all five of the Elemental Faith perks, with the last one, *All are the Elements*, granting her control over water, fire, wind, earth, and darkness (she has yet to apply her talents to further elements, though it is certainly within her capabilities). She can also be considered to have the *Why Don't You Write About It?* and *Wandering Scholar* perks. Her four (dark) elementals – Undine (water), Ignis (fire), Sylph (wind), and Gnome (earth) – can all be considered to have the *Spreading Nature's Heart* and *Dark Power* perks for their respective elements; also, their power level in comparison to normal elementals is a similar ratio to how Arch Imps stand in compare to lesser Imps (meaning they are very strong, much stronger than a regular

elemental). Assuming you have the right abilities, you can make covenants with the four elementals – and with Dr. Spherica, seeing as she is a sort of elemental herself – but they will retain the separate covenants they have with Saphirette.

Acererak (Tomb of Horrors)- Seeing as her persona is based off an infamous character from *Dungeons and Dragons*, it might be useful to refer to the official *Tomb of Horrors* campaigns. As a Mamono undead, Acererak's body regenerates from damage taken (see *Regeneration*), and her phylactery lets her store her soul (though it's mostly just so she can continue writing notes in the middle of sex these days); her regenerative powers mean that she does not suffer the decay that D&D demi-lichs face. Due to her high status, she is considered undead nobility and therefore has access to the *Monarch of the Undead* perk. Lichs are mages who became undead after extensive research, so she has a vast knowledge and affinity for various spells from all sorts of schools; this means that she also has the *Magi Prodigy* perk. She is skilled in astral projection and can find ways to project herself with full physical/magical power to nearby planes. Not to mention that she was able to construct a complex and well-defended dungeon.

Johrani and Denise (Primordial Park)- Johrani Mac Atten is a self-made merchant billionaire who, despite not having much magical power himself, has pioneered innovative uses for magic and technology. In fact, he should have the appearance of an aged man by now, but he's figured out a way to keep himself youthful without becoming an Incubus. Johrani has nostalgia for the primal power that monsters had in the past, as he believes that such wild beauty was a priceless treasure for the world, and he mourns that such instincts have been lost and subverted by the Mamono versions of wildlife. He founded Primordial Park as a way to forcefully recreate the hostile environments of the past eras while nonetheless using the Mamono aesthetic of tourism to showcase it in a way that is safe for the visitors. After the breakdown of his park, Johrani has revised his view of things and seen that it was wrong of him to force those instincts back on the Mamono. Johrani can be considered to have the *Magic Prodigy*, *Vegetal Shepherd*, and *Concentration is Key* perks.

Denise, called "Nerdy Denise" when she infiltrated the park's staff as part of the repair crew, is a radical Gremlin who greatly values the concept of freedom and wanted to free all the exhibits at the park. She has a habit of taking action without thinking of the consequences, but after her experience in the park she's learned to take a more moderate approach and handle things carefully so she doesn't make things worse. Denise can be considered to have the *Gremlin Glitches*, *Perfectly Normal*, and *Magic Prodigy* perks.

Yandere Schoolgirls (Lucky School Days)- Should you be able to satisfy all four of the yandere schoolgirl heroines in the scenario, they will decide that their friendship matters just as much as their love. So they have altered their outlook so that rather than concentrating on a single person's love at the exclusion of all others, they instead consider you and them to be a close group of "friends" who do everything together. They view you as a close friend, and they view others you love, assuming the sisters get along with them, as friends as well. That said, they remain somewhat yanderes, so while they enjoy just doing normal things as friends, they think that love and

friendship are identical, so it's perfectly normal for best friends to show how much they love each other in more physical ways, ne~? And they will apply their possessive instincts to all of their friends. Any "outsider" who becomes friends with any of the people they consider friends will either be brought into the circle and thus smothered by the possessive "friendship", or else be treated as wicked thieves trying to steal away the sisters' friends. All four of them (even though only two are actually Shirohebi) can access the Shirohebi flames, which are more potent in combination with each other's. Also, all of them have *the Mana Strengthening, Luck of Cats*, and *Wonderful Waifus* perks.

Kagami and Tsukasa are Shirohebi twins who are well-trained in the spiritual arts of Zipangese mikos. Kagami is the more intelligent and serious of the two. She also has a bit of a tsundere personality and an explosive temper, though it doesn't prevent her from being possessive of her "friends." Kagami has the *Concentration is Key* and *Keeper of the Ancient Ways* perks. Tsukasa in contrast is rather carefree and silly, as well as being a lazy sleepyhead; she also likes to cook in her spare time (and Kagami likes to eat her food). Tsukasa has the *Door Between Sleep and Waking* and *Trippy Tricks* perks. They share the Serpentine Flexibility perk and jointly own the Inari Kitsune's Cooking Class Master Book item.

Miyuki is a Jorou-Gumo who has exploited her poor eyesight to somewhat manage her species' typical schizo personalities (meek and obedient in the day, dominant and sadistic at night). As long as her eyes can't recognize the time of day (such as when her glasses are off), she can fool herself into thinking that the time of day is constant and not shift between personalities. However, while this could let her remain gentle even at night, on the flipside it could make her sadistic even during the day. She is quite intelligent albeit clumsy, and her day personality has a sweet and somewhat oblivious nature to it. Even during the day, she does sometimes show a bit of a dark side, so you can imagine how worse her nighttime persona will be in comparison to others of her kind. She's a pro athlete, so you can't run from her. Miyuki can be considered to have the *Concentration is Key, Cry of the Helpless*, and *Touch of Knowledge* perks.

Konata is a natural-born Kitsune-tsuki who is quite mischievous and obsessed with the new comic and performance styles sweeping modern Zipangu. She acts teasing toward her friends, but in a playful manner, and will sometimes even push them towards romantic scenarios – only to jump in at the last moment herself if she feels left out. As someone who likes to play matchmaking-style games (though for mamono, they're more like "matchtaking"), she considers herself an expert in "love routes" and will find great ways to drop flags. She is surprisingly short and flat-chested for a fox spirit, and she is often mistaken as a member of the Sabbath (though she sometimes dresses as a witch, it's only for fun on occasion). Konata can be considered to have the *Ghostly Haunter, Guided "Tour"*, and *(Im)Mature Magic* perks.

Misao and Ayano, like the others below, are optional characters to potentially gain during this scenario; all of these optional heroines likewise have the Mana Strengthening, Luck of Cats, and Wonderful Waifus perks. Miaso is a tomboyish, simple-minded Kakuen who is cheerful and just likes to have fun, whether she wins or loses; she especially enjoys all sports, as she's a pro at them. Ayano the Nureonago is Misao's best friend and is a modest young lady, while still being blunt in her speech (you don't want to get on her bad side); she just enjoys spending time with her friends

no matter what they do, and she is an excellent waifu. Misao has the *Trippy Tricks* and *Born to be Wild* perks, while Ayano has the *Slime Coat* and *Amorphous Body* perks.

Hiyori is a Crow Tengu who, like Konata, is interested in the new comic art styles of Zipangu and wants to be such an artist/writer herself. She tends to get caught up in daydreaming about others' potential romantic encounters and turning them into illustrated stories. Yutaka is a Zipangese-style Living Doll made of porcelain, though she's quite fragile and has to be careful for the sake of her health; however, she retains a positive attitude towards life and has a kind heart. Minami is a Yuki-Onna (or rather, a still-young albeit tall Yuki-warashi) whose stoic demeanor conceals a gentle and loving heart; she likes to volunteer as a school nurse aide. "Patty" is a Gargoyle exchange student who loves the new arts of Zipangu; she often models in "cosplay" as characters of the new comic/performance styles, freezing into enthusiastic poses during the day. These four schoolgirls are all close friends. Hiyori has the *Why Don't You Write About It?* and *Watch the Sky* perks, Yutaka has the *Cry of the Helpless* and *Artistic Muse* perks, Minami has the *Covenanter (Ice)* and *Concentration is Key* perks, and Patty has the *Watch the Sky* and *I Need a Vacation* perks.

Kuroi is the mighty Ryu who teaches at the school as the headmistress (and main teacher – the school is still relatively new, after all). Despite taking pleasure in applying corporal punishment, she is friendly to her students and likes to have fun. In particular, she enjoys a foreign sport involving bats, as well as some roleplaying games that she and Konata participate in (as in RPGs, not that other kind, though she'll be happy for that, too). However, she has a bit of a lonely side, as she has yet to find a romantic partner and thinks she is passing the prime of her life. Kuroi has the *Prideful Power, True to Form*, and *Form of a God* perks.

Briar and Typhon (The Demon Who Would Be Lord)- Briar is a Hecatoncheir, an ancient breed of hundred-armed monster who swore an old oath to serve the Chief God. Seeing as she failed quite miserably in her assignment due to the lack of support, though, Briar is no longer bound to that oath and is free to do as she wishes. Briar presents herself as a proud and strong warrior who helps to uphold the laws of the worlds. However, on the inside she is actually quite insecure and curious. Having spent so many years in the prison keeping watch, Briar does not have much experience interacting with people or the outside world, and she is counting on you to help her with those issues and her developing sexual tastes as a monster woman. Briar can be considered to have the *Chimaeric Fusion*, *Monster Slayers*, *Trainer of Heroes*, *Two Parts*, and *Honor Duel* perks.

Typhon is a chimeric nightmare of different monsters, with the tail of a Lamia in place of feet, the wings and body of a Dragon, and the face of a Demon – and the respective powers of each species, to boot; she also used to have multiple heads, but like the Chimaera, her Mamono body has them fused together. Plus, she can turn back into her original, monstrous form, though she's struggling with her newfound preference for her Mamono body. Typhon seems to be the epitome of a wicked demon lord, with a vicious temper and cruel harshness toward all. However, her heart is in fact kind and loving toward all people. She adopts the manners of what a traditional demon lord is because that is what her creator desired her to be, and she believes that the only way to save the world from its endless violence is to strike them with the fear of the very embodiment of all that

hate. If you manage to calm her down, she'll gradually drop the nastier elements of her behavior, but she will still be fiercely defensive of the values she upholds and will want to take direct action to support her ideals; in particular, she dislikes violence and efforts to maintain a "status quo." Typhon can be considered to have the *Chimaeric Fusion*, *Rebel Against the Gods*, *Demon Energy Outlet*, *Dark Power*, *Slithering in the Soul*, and *Predatory Gaze* perks.

The Dragon, Eagle, and Squirrel (Saga of the World Tree)- Nidhogr is a gargantuan Wurm who is surprisingly enough a vegetarian. She has a fierce temper and is single-minded in her goals and beliefs. She relishes in her wild, unrestrained nature and doesn't care if she gets dirty with mud or other things. Nidhogr can be considered to have the *Prideful Power, Draconic Breath, True to Form, Artistic Muse, Staring Into the Abyss, Troll Garden*, and *Keeper of the Ancient Ways* perks.

Turul is a special type of Harpy that has eagle and hawk-like characteristics. She has long been the trainer of the Valkyrie squadrons up in Heaven and is a fierce warrior in combat. In contrast to Nidhogr, she prides herself in her elegance and grace as a warrior and lady. Yet she is equally stubborn and single-minded like her "rival". Turul can be considered to have the *Trainer of Heroes, Keeper of the Ancient Ways, Artistic Muse, Watch the Skies, Shinzuuriki*, and *Thunder of the Heart* perks.

Both Nidhogr and Turul are masters of the bardic skald trade and prefer to speak in verse form. The two used to be fierce rivals who refused to admit their feelings toward each other, but now that you've helped them open up they are more forward with their true feelings – sometimes a little *too* upfront, in fact.

Bragi Gunsnor is a talented Ratatoskr who, after you win her heart, will restrain her love for false gossip and only give you real information – though she still likes feeding false rumors to other people as tricks. She is a skilled climber and explorer from her experiences in traversing the World Tree. Plus, like Nidhogr and Turul, Bragi is a master at skaldic poetry. Bragi can be considered to have the *Artistic Muse, Wandering Scholar, Keeper of the Ancient Ways*, and *Vegetal Shepherd* perks.

Bodyguards (Journey to the West)- "Monkey" is considered an epic-level Kakuen. She has access to many of the powers and treasures that the classical Monkey King had, such as the ability to transform and create copies of herself from her individual hairs and a pole that changes size as she wishes, but keep in mind she prefers sensual forms (she likes to use her rod for sexual foreplay, she will only transform into women, etc.). "Pig" is an epic-level Orc who has enhanced strength and owns the legendary "Nine-Toothed Rake" that can make nine deadly strikes at once (though she's tempered it with demon realm silver so it only leaves non-lethal wounds). Sandy is an epic-level Sahuagin, meaning that she is skilled at fighting in the water as well as on land, and she owns a magic wooden staff. White Dragon Horse is a cross between a Hakutaku and a Ryu, and she inherits abilities from both of her parents; this means that she can transform into a large dragon at will and make rain come, while she can on the flipside gain knowledge through touch like the

Touch of Knowledge perk. All of your bodyguards are trained in the martial arts and can be considered masters of the *Mana Strengthening* and *Martial of the Mists* perks.

Genbei and Sato (The Eel and the Centipede)- As an "Unagi Hime" (non-canon), Genbei is to regular Unagi Joro monsters as how Arch Imps are to simple Imps. She can be considered to have the *Land of Grace and Honor*, *Courtesy of an Invitation*, *Slippery Touch*, and *Magi Prodigy* perks. She also has a little bit of "dragon" blood in her, which lets her turn into an "eel dragon" from (it's basically just a slimy, freshwater Wurm that's more delicate than a true Wurm). She is a kind and gentle wife who always acts with the utmost grace, but she is rather pretentious and likes to show off her status and wealth as a "princess" – even if her little house in the pond is nothing in comparison to the holdings of true royalty. Sato is a tomboyish, especially strong Oomukade who has all of her kind's ferocity but none of the gloom. When she wants something, she takes it, and she doesn't let anything get in her way. She can be considered to have the *Bountiful Harvest*, *Poisonous Pest*, *Size Change*, and *I Want to be Left Alone* perks. She also has incredibly strong natural armor that resists almost all attacks.

Ilassa (Trading Places)- Ilassa is a Lilim clad in blue with white wings, and she is the 13th daughter of the Demon Lord. Withdrawn and scholarly by nature, she is less radical than some of her sisters, and believes in promoting the exchange of cultures and ideas without corruption tainting everything. She often hosts educational seminars, ranging from monsterization and relationship help to BDSM topics. She prefers to see people willingly accept corruption/transformation without being forced into it, and she'll conduct thorough research (even down to breakfast choices) to help them fully enjoy their new forms and reach their full potential and talents; she has a knack for recognizing hidden talent and helping people realize their talents.

Despite her nurturing nature, Ilassa can be exceptionally stubborn – arguing with her is like talking to an immovable mountain. She's also surprisingly secretive – though she is willing to share her secrets with you, her one and only lover and partner. Also, while she takes a seemingly gentle approach towards corruption rather than resorting to seduction or force, she nonetheless ends up corrupting anyone she meets, however indirectly planting the first seed of corruption in their hearts. After all, she is still a Lilim, and through all her efforts, her bright-green demon realm of Arum Sedis continues to expand across the desert and beyond.

Ilassa can be considered to have the *Lilim's Beauty, Demon Energy Outlet, Wonderful Waifus, Please Listen to Me, Wandering Scholar, Downfall of King and Kingdom*, and *The King is the Land* perks.

Aurora (Art's Blinding Vision)- Aurora is a stubborn, temperamental Medusa who aspires to be a great, world-renowned artist, but got in over her head when she boasted that she could sculpt a masterpiece of the royal family blindfolded. A tsundere of sharp temperament, she can be hard to handle sometimes, but deep down, she's really a sweet girl who felt overwhelmed by looming pressures and lashed out in frustration and fear. By the time you've completed her scenario, she has probably overcome most of her insecurities and become a more confident and honest person – as well as a truly exceptional artist. Also, depending on the way you've resolved her dilemma, she

may have especially dexterous control of her snake hairs (which usually only listen to a Medusa's unconscious feelings). Aurora can be considered to have *the Artistic Muse, Serpentine Flexibility, Predatory Gaze*, and *Love Supports All* perks.

Inn's Residents (Nine Tales at the Inn)- Suika is a powerful, ancient Youko who earned her full nine tales long before the current Demon Lord. She is very obsessive over her human husband, who committed suicide long ago, and is set on recreating the happy future she envisioned for the two of them. Assuming you succeed in the scenario, you've probably convinced her to let go of her fixation on the past, and her belief in erasing memories of sadness, but she may still be possessive and manipulative. But with the one she loves, she is a most devoted and caring wife, a (fox) Yamato Nadeshiko. Suika can be considered to have equivalents of the *Land of Grace and Honor, Martial Arts of the Mist (Five Animals: Leopard), Courtesy of an Invitation, World Without Time, Mental Tentacles, and Melody of the Gandharva perks*.

Ogasa is a Karakasa-Obake tsukumogami possessing an umbrella belonging to Suika's long-dead husband. She's very possessive and wants to shield you from anything that could make you sad, but hopefully you've resolved some of her hang-ups by the time you finish the scenario. Ogasa can be considered to have the *S.S. (Dark Armor), Cage of Will, Inviter of Happiness*, and *Secret of the Mist* perks.

Shiro is a Chochin-Obake tsukumogami lantern, likewise very possessive towards whomever she believes is her reborn owner (the dead husband of Suika). However, unlike most of the others at the inn, she doesn't necessarily seek a romantic relationship with the jumper, being content watching vicariously their love with her friends such as Suika. She can ignite the fires of will in people's hearts but then siphon those flames into her own lantern, preventing them from sparking up again in the target's heart. Shiro can be considered to have the *Cage of Will, Dark Power (Fire), Flaming Passion*, and *Guided "Tour"* perks.

Ichi-ko and Ni-ko are a pair of Ittan-momen tsukumogami sisters inhabiting the matching kimonos that Suika made for herself and her husband. They are really a single being much like a Liliraune. Loyal to Lady Suika first and foremost, they want to fulfill their purpose by ensuring that the two of you become a happy couple. As long as both you and Suika are wearing the matching kimonos, Ichi and Ni will make it so that it is as if the two of you are in direct physical contact with each other, which may come in handy for spells to support each other. Together, Ichi and Ni can be considered to have rough equivalents of the *Inviter of Happiness, Mood Monitor of Maids, Flexible*, and *Body of a Servant* perks.

Kawa is an ancient Kappa who was promised Lady Suika's never-born child as a playmate and marriage partner, and in the course of the scenario may have fixated on you as a potential candidate for that role. Hopefully you've helped her move on from that obsession, though she might still be interested in such a relationship. Kawa can be considered to have rough equivalents of the *Childish Games, Fairy Circle, Slippery Touch*, and *Grace of the Ocean* perks.

Almathea/Red Bull/Yukishiro (A Horny Dilemma)- Your dearest childhood friend, Almathea is the epitome of a sweet, chaste Unicorn, acting all pure in demeanor, and though she has lusty thoughts, she wants to hold her lewd desires until she can have a special moment with her partner, the purity making their lovemaking all the more precious. In the course of her bonus scenario, however, she started to transform into an obscenely debauched Bicorn. If her Unicorn side prevails, Almathea will retain her original personality and form as a Unicorn, but now she will be fully immune to corruption and temptations of open lechery. The healing powers of her horn have become more potent than ever, and her horn is pure enough that foreign energies will not dampen her healing powers; it's possible that her horn may even "purify" the foreign influences. Almathea can be considered to roughly have the *Corruption Resistance, Horn of Purity*, and *Eternal Virgin at Heart* perks.

On the other hand, if you allow her new Bicorn personality to dominate, she will become a fully debauched Bicorn named Red Bull. Open about her lechery, no amount of purity or holy power can harm Red Bull or temper her obscene nature; plus, she can potentially transfer that protection against purity to others exposed to her horn's energy. Normally, the mana of Bicorns weakens with the size of her lover's harem, but Red Bull's mana grows in strength whenever she participates in or observes lewd behavior, allowing for a much larger harem than normal. Red Bull can be considered to have the *Bi-Harem, Every Inch of Passion*, and *Fallen Eclipse* perks.

However, in the rare case that you demonstrate full love and devotion towards both sides of your friend, without being wishy-washy or neglectful, the two sides will merge into a Unicorn-Bicorn hybrid named Yukishiro, though she can split back into her two counterparts when she wishes. She has the special abilities of both Almathea and Yukishiro, and their associated perks.

Aeris and Gondul (Fading Light)- Aeris is a kindly Angel who wholeheartedly believes in selflessly serving Heaven. She sees you as her chosen partner and wants to do her best to make you happy. She dislikes fighting but knows some good defensive and healing spells. However, she is uncertain about her duties and questions if she herself has the right to be happy. If she becomes a Dark Angel, she becomes completely selfish and obsessed with sexual activities. If you help her realize that she can find her own, balanced happiness while still caring about others, though, she will find a more healthy self-awareness while maintaining her dedication to the light. As an Angel, Aeris has the *Bulwark of Humanity*, *Blessings of Light*, and *Anti-Corruption* perks; as a Dark Angel, she instead has the *Every Inch of Passion*, *Promotion for Misconduct*, and *Fallen Eclipse* perks.

Gondul is a brave and valiant Valkyrie who wants to make you into the best hero she can. Being guided by Heaven's voice, she is fearless and dedicated to her destiny as a warrior of the gods. However, she is increasingly confused about the strange directions of her inner voice, and if she were to know that the voice now comes from the darkness in her heart, it would break her, causing her to instead become a Dark Valkyrie. If you can instead convince Gondul to trust in you as her light and to believe that she can determine her own voice of light within her heart, she will find new resolve, as the voice is now one that reflects her holy ideals yet is true to who she is. As a Valkyrie, Gondul has the *Monster Slayers*, *Voice of God*, and *Trainer of Heroes* perks; as a Dark

Valkyrie, she instead has the *Every Inch of Passion*, *Promotion for Misconduct*, and *Fallen Eclipse* perks.

Pensdia (Quest of the White [Haired] Knight)- Pensida is a young but idealistic Lilim who, most of all, looks up to her father and his ideals as a hero. She, too, wants to be a knight and champion for justice and love, following in her father's footsteps. With your help during the scenario, she will become a heroic knight. Gifted with the Fallen Hero's sword and armor, she is ready to help those in need and be a source of hope and inspiration to others. She tends to "court" you in a classical knight's style, with ballads, gifts, and other such deeds to demonstrate her unending love for you. Pensdia can be considered to have the *Lilim's Beauty, Chosen Hero, Demon Energy Outlet, Blessing of Light, Oath of the Demonic Knight, S.S.*, and *Honor Duel* perks. Also, she will gradually develop her own unique twist on the Lilim ability to transform people into any kind of monster, such that she can give people and monsters unique "knight" forms after she trains and knights them.

Alternate Fallen Maidens (Fallen Salvation)- All of the Fallen Maidens can be considered to have the *Demon Energy Outlet, Wonderful Waifus*, and *Linked by Lust* perks.

Wilmarina Noscrim, in the original timeline, is a brave and compassionate heroine who passionately believes in fighting for justice and saving the world, but initially questions her destiny after seeing how her duties inhibit her own happiness and hurt those she cares about. Her monster form is a Succubus, albeit an exceptionally strong one enhanced both by her might as a hero and by Druella's magic. After she became a succubus, her character became more loving and relaxed. Despite the fact that she calls herself the Fallen Hero, which protects only her husband's obscene and voluptuous world, Wilmarina loves the world of succubi, filled with words of love and pleasure. When there is something near her that looks like sadness and suffering, it seems to her that something is dissecting the flow of her own happy world. If there is an enemy that harms Lescatie, which has become filled with immorality and love as a magical city, then Wilmarina will try to eliminate it. Her sympathy and antipathy towards the enemy are equally strong, and if her opponent also demonstrates a good attitude towards people, she will remain friendly, but if the enemy shows hostility towards them or her husband, then with a frightfully cold face she will mercilessly take care of them, turning her blade towards the enemy, to which she has no interest, and forget about its existence. Her hobbies are traveling with her husband and collecting souvenirs in the places where they went. Often on a journey, she worries like a child, considering new interesting and beautiful landscapes - all because of the curiosity that has only become stronger than before. At the destination, she finds places where she can appreciate the local atmosphere with her husband, and she seems to enjoy having sex with her significant other in local outfits.

Wilmarina has the *S.S.*, *Breaking in the "Recruits", Trainer of Heroes, Downfall of King and Kingdom, Gentle Strength*, and *Honor Duel* perks; she also retains and has strengthened the sword and sorcery skills she honed as a hero for the Order. In addition, she wields the legendary sword "All For You", which has been transformed into a demonic sword made of the highest quality demonic ore. It constantly emits tremendous magical power, and when Wilmarina releases the

full power of the sword, its blows are as strong as Druella herself. To recruits, she says, "I, the Dark Hero Wilmarina, appoint thee as a Dark Knight. Welcome, to the Order of the Ice Flower… ♪ Ahaa! ♥ With this, yet another sweet voice is added." To you, she says, "Although this poses a threat to our honeymoon, I really do not want to leave the room outside and I want to lock myself here with you! Moreover...♥ You are my most precious treasure, what else can I do if you are being harassed by other girls? ♥"

Mimil Miltie is a young prodigy who has proven herself to be a genius and powerful mage like no other. Despite her great intellect, she really wants to just enjoy the simple, childish things in life with someone who accepts her silly side and cares for her out of sincere love. Her monster form is an extra-strong Witch. Mimil has the Sabbath perks as well as *Gremlin Glitches, Magic Prodigy*, and *Childish Games*. She says, "Why don't you play with me? I've been touching myself a lot to get ready for big brother. Touch me a lot. Give me a lot. ♥"

Sasha Fullmoon is a kind priestess who loves everyone and wants to bring smiles to everyone as a heroes, yet is starting to see that it is harder to bring smiles to people without hurting others in the process. Being a Dark Priest monster, she has converted to being a devotee of the Fallen God/Fallen One, and believes that it's wrong to deny yourself of your desires. She likes looking after children, and depending on whether or not the orphans in her care (all now monsters) have mates or not, she might invite some of them to come along with her as she accompanies you between jumps. Due to her passion for helping others, she is quite diligent for a Dark Priest. Her perks are *Childish Games, Breaking in the "Recruits", Every Inch of Passion*, *Dark Power*, *Fallen Eclipse,* and *Voice of God* (linked to the Fallen One). She prays, "God, please let people live pleasurable, sensual lives. Aah...today, too, the children and I can get stained pure white in your desire-packed sticky liquid. ♥"

Mersé Dascaros is a tomboyish soldier who became well-respected by the common troops for her battle skills and understanding of war tactics, so much that she particularly excels at training new soldiers in the army. Despite making it seem like she is a carefree, rough individual who is just "one of the guys", she was in fact fearful of her inner femininity and worries that she will one day become like her abusive and neglectful mother. After turning into an Echidna, she realized that her mother's flaw was being a human woman, and her own heart is filled to the brim with joy of being a woman and becoming a mother of monsters. As a human, Mersé can be considered to have the *Bulwark of Humanity*, *Trainer of Heroes*, *Monster Slayers*, and *Flaming Passion* perks. Mersé instead has the *S.S*, *Breaking in the "Recruits", Flaming Passion, Serpentine Flexibility*, *Snake God Ritual*, and *Mother of Monsters* perks. She says, "How do you like it…? My body after becoming a monster. ♥ I'll take you by the hand and teach you all there is to know about this body, so brace yourself. ♥"

Primera Concerto is a Half-Elf whose struggles to overcome prejudice for her mixed race made her prideful and moody to push back her gentler side. Having become a monster who is a hunter, whenever she spots races such as humans and elves, etc. that haven't become monsters, she will aggressively aim to pierce them with her bow and arrows. She dreams of a pleasurable, happy, and wonderful world where humans, elves and werewolves can intermingle with their beloved 'guy,' the way she has herself and all the races could become just male and female, mixing together as

one with their loved ones Her monster form, interestingly, is a fusion of Elf and Werewolf, due to the Werewolf curse infecting her human side. As a result, her Elven magical abilities and archery skills remain intact in her monster form, and she can corrupt her arrows with Werewolf-enhanced demon energy that turns targets into Werewolves.

Furthermore, when you are restoring Primera to her original self, alternate Druella can tamper with Primera's still-human side and turn that part of you into a mamono of your choice – essentially making Primera into a three-species hybrid that is 1/3 Elf, 1/3 Werewolf, and 1/3 the new species; this may give her additional, unique abilities depending on which type of monster you choose. Primera can be considered to have the *S.S, Arrows of Cupid*, *Alpha of the Pack*, *Concentration is Key, Born to be Wild*, and *Howling Force* perks. She says, "Hey, in truth, I liked you a lot. But I thought it was impossible for you and a half-elf to be together, so... But it was actually this easy! Look... You and I are already wild with lust...WAFUU-wonderful! ♥"

Francisca Mistel Lescatie was the neglected and abused princess of Lescatie's royal family (though in this alternate timeline, she became queen), despised for her lack of physical and magical power since the kingdom values strength in the war against monsters above all other qualities. Her monster form is a Queen Roper. She likes to sit on her lover as her "throne", rarely ever moving from it since her tentacles can stretch through an entire castle. Francisca can be considered to have the *Parasite's Compromise*, *Amorphous Body*, *Royal Power, Dark Power,* and *Mental Tentacles* perks. She also possesses a magic goblet that, when someone drinks from the cup, turns their mana into tentacles that pleasure the whole body. She says, "Ufufu, my cute, adorable servants... Let me give you plenty of rewards today too. How about I pour the pleasure that my tentacles are experiencing into you as well through my body? There's no need to even answer, since you're pouring cum inside me once for every time one of them reaches climax...Again...ahn. ♥"

Amanomiya Koyoi (Koyoi being her personal name) initially had the apparent demeanor of a stoic and emotionless demon hunter, but this was a façade she has forced on herself due to having to detach herself from those she loves and cares for. By transforming into a monster, she was freed from all those obligations that were like a prison to her. She enjoys the corrupted, pleasure-filled version of Lescatie and likes spreading corruption with her mana manipulation further. Her monster form is an Inari. With the help of the other waifus gained in this scenario, you can find and spirit away her precious sisters from Zipangu to alternate Lescatie before you move mirror Lescatie into its separate dimension. Koyoi can be considered to have the *Land of Grace and Honor, Honor Duel, Manga Strengthening, Shinzuuriki*, *Red Cap* (substitute the cap with her tails), and *Secret of the Mist* perks. She says, "Please, master... leave everything to me, your loyal vixen... Pour more and more spirit energy into me... I'll make this paradise for you more and more wonderful, master... more and more into a lewd kingdom of your liking... ♥"

Alternate Dark Knights (Fallen Salvation)- All of the Dark Knights can be considered to have the *S.S., Oath of the Demonic Knights*, and *Wonderful Waifus* perks.

Lucienne Southray (also translated as Luciana Sausay) was the daughter of a humble rabbit farmer, but due to her crush on your past incarnation, she sought to become the country's greatest knight

to have the chance to be loved by you. She eventually became Wilmarina's second-in-command but felt frustrated that she couldn't push any higher. After Wilmarina personally corrupted her into a Succubus, Lucienne realized that her goal of becoming the greatest knight didn't matter, and that what she really wanted was your love. Becoming a succubus, Lucienne eventually began to worship Wilmarina as a girl who taught her love for "you", trusting her as the "older sister" that does not pretend to you. Now she serves alongside the "older sister", not with the goal of surpassing her, but as a friend and an obscene demoness with her husband. She says, "From now on, I will always be on your side… Whatever you desire, I will give You Everything. ♥"

Vermouth Rosenell (also translated as Vermut Rosnair) was Wilmarina's personal bodyguard. The daughter of the head of the Holy Knights, she grew up valuing the family motto, "To give his blade to the lord is the highest honor for a knight." She focused all her attention on becoming a knight as a child, but as she grew up, she felt alienated by society, which did not care about her swordplay. She also felt distressed that she could not soothe the hidden pain in Wilmarina's heart. Her monster form is a Succubus. After realizing that Wilmarina was genuinely happy for the first time as a monster, Vermouth felt useless as a knight, and as she transformed, her images of the "ideal master" and the "ideal knight" became more and more obscene and lustful.

Vermouth still strives to be a worthy knight serving her master Wilmarina, but now she realizes that she must seek pleasure, and she masturbates each night to "punish" herself for not being a worthy knight. She wants to meet a man who will satisfy all her dark desires. A man who will carefully punish her for becoming an unhelpful knight, and corrupting her from the ideal knight to a simple woman. She dreams of a husband who will embody this particular fantasy in reality and make every effort to be the perfect dark knight, so that the taste of the fall would be even more complete. She says, "Ah, no... ♥ Do not look at me like that... I, I'm a proud dark knight and different from others... ♥ But if you insist, then... take me by force and let me love you. ♥"

Parché Rufalché (also translated as Parshe Lufarshe) was a magical fencer and hailed since childhood as a genius. Looking at her, you might think that she is the embodiment of selfishness, as she is exceptionally sassy and stubborn, refusing the advice of knights to improve her behavior because she thought she was better than them. However, she got uneasy as her own rise to fame was eclipsed by Mimil. Her monster form is an Arch Devil. She realized that fame as a hero didn't matter as long as she had you [your past incarnation] as her older brother. Still not wanting to lose to her rival Mimil, she strives to become the best little sister in Lescatie. She would like to cook for you, so that you will call her dishes delicious. Only she can touch clothes that smell like you, and only she can breathe in your scent before she's washed them. If you don't feel happy, then she can't be happy. Definitely can't be happier and satisfied than anyone else. Because Parché, who became a Devil, selfishly spends more time on you than on anything else. In addition to the other perks the Dark Knights get, Parché has the *Magic Prodigy* perk. She says, "A genius? A hero? I do not need this anymore. I'm not going to lose Mimiru! I will become the best sister in Lescatia! ♥"

Kirsch was born in the slums but was then captured and trained by Priest Noscrim as an assassin, and she hunted down and killed heroes' loves when the heroes' loves were "beneath" their station. However, as it turned out, she was in fact using a Cursed Sword the whole time, which saved her

targets and corrupted her. (In the scenario, when possessed by the Grail, Kirsch used a different weapon, but she'll regain her true form as a Cursed Sword after you defeat and free her). She wants to do the same thing as those whom she has cut, imagining how happy and pleasant it will be to melt together with her love, merging together. As an instrument, she used to be only a sword, but with someone who just looks only at her, she will bind herself forever. She is looking for a meeting with such a real owner. And she will not forgive anyone who will disturb them. She says, "...I found my only connection... ♥ I'm a sword, and only you are my swordsman... ♥ Connect with me... fill my heart... ♥"

Eva Mystia (also translated as Eva Mistiv) was originally a boy in a noble house, but because he was sickly, he could not become a knight. However, he had great magical skills and applied his mind to tactics, becoming a tactical officer in the army. He was harassed by knights, who were jealous of his rank and mocked his frailty, but he found comfort in you (your past incarnation), with his desires for you continuing to grow. After becoming a she, her monster form is an Alp. She has let go of the fact that she was a man before, and desires to be loved and treated like a princess. She even created a special type of pendulum that will identify men who secretly have the aptitude to become female Alps, and guide them to become Alps. She says, "You can use me as you want, at any time, whenever you like, and maybe you want to ruin me, until you feel better? I will allow this to you, because from now on I became a new servant for you... ♥"

Alameria Crescentoria (also translated as Alameria Crescentria) was one of the "Three Musketeers of Lescatie" and was supposedly rescued after her home village was destroyed by monster. But as it turned out, she is actually a Dhampir, and her parents were Vampires. If you work with the rest of the waifus in the Fallen Salvation scenario, you can find her parents and get them to come along with mirror Lescatie before the timeline resets. She always shows great manners and friendliness, without discriminating against anyone. She takes the sword in her hands only to protect her loved ones. She says, "It's morning already? Haha, when I spend time with you, even a long night flies by in the blink of an eye... ♥ Perhaps, I do not want to leave the bed yet... the goddess will certainly forgive me for this... ♥"

Paula Tronmail was one of the Three Musketeers of Lescatie, and the best sharpshooter among the heroes of Lescatie. Although she did not understand the relationships between people, she had good command of her body, was quick and had strong hands. This led to Wilmarina promoting Paula, to which Paula is very grateful. However, her naivete prevented her from understanding the complexity of the backstabbing politics around her, and she was horrified when her best friend Alameria was framed and put on trial, and she got arrested herself. Paula's monster form is a Holstaur. When she enters the battle, she demonstrates her courageous but rude character. However, when she meets a serious man, Paula's body and mind no longer move as freely as before: bashfully looking at the opponent, she can only playfully stroke her breasts. Because of her essence, she was reborn as a monster-cowboy, a Holstaur, because even though she was famous for her heroic courage from the group of the Three Musketeers, she remained in the depths of her soul an ordinary girl dreaming of a cozy home. And together with the friends who support her, she is looking for her beloved [you]. She says, "Ah, you look good, if you look closely. ♥ Hey, hey, I'm sick of ... Umm ... it's so embarrassing! Damn ... why, why, why ... my breasts become so hot… ♥"

Olivier Amaretia (also translated as Olivie Amaltia) was the squad leader of the Three Musketeers of Lescatie. She was brokenhearted as a child when the servant she loved and wanted to run away with from her father was paid to leave her, but she tried to nevertheless take comfort in being with her hero friends, until Alameria's trial turned her against Lescatie's corrupt politics. Her monster form is a Demon. Now having the values of a radical monster, she wants to overturn the human laws and order of the world, so that the happy vows of love are never violated again. She says, "Let's make an oath, this time for eternity? Nothing more will disturb us... ♥ Because the world will be filled with only love. ♥"

Druella (Fallen Salvation)- This section in fact refers to two separate versions of Druella, both of whom can be taken as companions: canon's Druella, and the Druella from the alternate timeline in the scenario where Lescatie was destroyed. Both versions are the fourth Lilim daughter of the Demon Lord.

Canon Druella leads the Radicals, who on the one hand are extremists who feel that initiative should be taken to turn humans into "superior" monsters, but on the other hand are compassionate and concerned with providing aid to those who are oppressed, impoverished, or suffering. Whenever she sees human women, she turns them into monsters without exception. Likewise, she turns any land she visits into a demon realm, with the intent of making the whole world fit for mamono. She especially prefers wild, licentious intercourse, more than most Succubi and Lilims, even. Even after transforming women, she continues to infuse them with her demon energy afterwards, filling their heads with pleasure while also making them much stronger than normal. Her subordinates show fierce loyalty and devotion to her, even after marrying, partially since her intense corruption skews their mindset to match hers, but also because she is a genuinely competent leader. She can calmly observe enemy movements and give flexible, decisive instructions, and she proves to be an effective governor. When speaking to a new victim/beneficiary, she might say something along these lines: "It's okay… Soon it'll feel good. ♥ See, now that's a good face, isn't it? A wonderful expression of a head full of thoughts of pleasure, befitting of a succubus. ♥"

The alternate Druella, on the other hand, is much less confident and assertive, due to the despair of failing to save Lescatie and seeing all her friends die in front of her. However, by befriending you and working with you to save Lescatie in the alternate timeline, she has started to regain her spirit and drive, though still not as strongly as her canon counterpart.

They are both Lilims, infamous even among the highest mamono for their exceptional strength and beauty, as well as being able to turn targets into any kind of existing mamono. At the very least, both Druellas can be considered to have the *Lilim's Beauty, S.S., Downfall of King and Kingdom, Breaking in the "Recruits", Linked by Lust, Demon Energy Outlet, Wonderful Waifus,* and *Fallen Eclipse* perks. When the two Druellas are in close proximity to each other, they can sync with and enhance each other's powers, potentially even performing dark, wondrous miracles that could otherwise only be achieved by their mother (maybe even creating new kinds of mamono, something that only their mother and the Queen of Hearts can do).

Hina and Kokoro (Oh My Onsen!)- Hina is a determined, fun-loving Scylla who seizes anything that interests her, whether it's a strange item that catches her eye or a crazy new idea for an adventure, with all eight (ten with her two human ones) arms and her whole heart. She's also always eager to drag both you and her best friend Kokoro into whatever's her newest idea, no time for questions or consideration. Hina can be considered to have the *Flexible* and *I Need a Vacation* perks.

Kokoro is a Charybdis who does her best to temper Hina's wild side with caution, and she's often a little peeved at getting yanked into Hina's plans, like it or not. On the other hand, she has a creative side to her, and many of Hina's own crazy schemes originated from wistful dreams that Kokoro quietly shared with her friend; Kokoro's always a little hesitant to take the first step, so Hina takes it upon herself to make it for her. Kokoro can be considered to have the *Nesting Hole* and *Silent Clues* perks.

Barghest (The Ghost Dog)- Barghest is a strange fusion of a Hellhound with the otherworldly nature of Ghosts. She lacks the violent, stubborn nature of a Hellhound and is instead rather quiet and self-reserved. This is because her reputation as a harbinger of disaster has made it difficult for her to make friends. However, once you befriend her, you could not ask for a more loving and loyal companion. She can generate powerful flames like a Hellhound, but she can also make herself turn intangible like a Ghost. She can also sense coming danger, and with enough work she might be able to figure out the exact source of the looming threat. Barghest can be considered to have the *Ghostly Haunter*, *Run With Your Cock*, *Rebel Against the Gods*, and *Sixth Sense of the Sith* perks.

Gorogoth and Ungoliant (Elemental Mystery)- Gorogoth is a notably powerful Dorome elemental, and she is able to easily merge with and control the earth around her. She is strong enough to absorb the earthen materials of an entire mountain, such that she can either become giant-sized or split herself into dozens of dozens of copies. She can also use her connection to the earth like a compass to detect power sources and other things within the ground. Plus, unlike most Doromes, she is able to harden her typically mud-based body at will so that it is as hard as stone. Even so, she retains the sluggish, simple-minded nature of a Dorome. Gorogoth can be considered to have the *Spreading Nature's Heart* (Earth), *Dark Power* (Earth), *Vegetal Shepherd*, and *Silent Clues* perks.

Ungoliant used to be a perpetually starved and crazed, spider-like monstrosity who constantly raged against her creator for abandoning her and locking her away where she can hardly eat anything. Since her transformation into a Mamono (somewhat like an Ushi-Oni or Atlach-Nacha, only much more frightening), she has gained sapience and better control over herself, such that she does not need to constantly eat to stay alive. Even so, she has a great hunger for spirit energy, and she is a voracious partner in bed, if you catch my drift. She was a powerful monster created to eat almost anything, and her power rivals that of a lower-leveled demon lord. Ungoliant can be considered to have the *Atlached to the Nacha*, *Rebel Against the Gods*, *Poisonous Pest*, *Dark Power*, and *Darkness of the Deep* perks.

Nicole, Krumpie, and the Grench (Merry Kissmas!)- Assuming you finished their quest, both of them will be in love with you, and, as fitting with their warm hearts, they are perfectly willing to share the love. Nicole is a kind-hearted White Horn who is the "big sister" of the two. She has a warm, motherly nature and loves to see people smile. Nicole can be considered to have the *Inviter of Happiness* and *Eternal Virgin at Heart* perks. Krumpie is a shy, loveable Nightmare who only gives nightmares to help people learn from their mistakes; in fact, she often messes up her nightmare attempts, either by getting scared herself or by being too sweet to make the nightmare scary. Krumpie can be considered to have the *Nightmare Rider* and *All the World's a Stage* perks. In addition, both siblings have the *I Need a Vacation* perk.

The Grench is a Krampus with a unique green coloration to her shaggy fur. Desperate to find a mate, she followed a prophecy and stole presents as a wedding gift for her lover-to-be, inadvertently interfering with Nicole and Krumpie's mission. After you settled things with her and she recognized you as her love, she became a lot more loving towards you, even helping with the present delivery. That said, she becomes ferocious when she perceives some threat to you. Being a Krampus, the Grench has great raw strength and endurance in the cold, but she has also taken an interest in the spells of Baphomets, who are a distant relation to her species. She knows enough rudimentary spells to make herself invisible or change size, and she can store a chaotic brew of demon energy in a "paraphernalia bag" to unleash on targets and fill them with lust and fear. The Grench also specializes in jerry-rigged, Rube Goldberg-style magitech inventions. The Grench can be considered to have the *Gremlin Glitches, Born to be Wild*, and *Trippy Tricks* perks.

Burning Trio (Volcanic Panic)- Durina is a Balrog Mamono who has the power to awaken or calm down volcanoes. She also has great power over fire in general. She's a rather carefree and kindhearted person who likes to go off and have fun (and sometimes neglects important things in the process) but deeply cares about the welfare of everyone and gives it her all when people are in distress. Durina can be considered to have the *Covenanter (Fire and Earth), Spreading Nature's Heart (Fire and Earth), Master of the Forge*, and *Blessings of the Kami* (only blessings related to her links to fire and the earth, though) perks.

Enta is Durina's Pyrow aide, and though she is eager to hit the town for sex, she steadfastly works to help her precious mistress and friend. Like other Pyrows, Enta is lascivious and aggressively sexual in such a way that she puts even Succubi to shame. Her flirting may seem casual, but anyone who hits it off with her will soon have an ever-burning flame of love lit up inside them. Enta can be considered to have the *Covenanter (Fire), Spreading Nature's Heart (Fire), Flaming Passion*, and *Every Inch of Passion* perks.

Pe-Le is a hotheaded, especially powerful Ignis who tends to jump to conclusions easily. She's certainly knowledgeable about fire magic and can even do complex fire-based rituals, but otherwise she's a bit dumb and easily confused, as seen in how she jumped to grievously wrong conclusions about Durina's message. And once she gets set on something, it takes Hell(fire) to get her to stop. That said, she would never do anything to hurt her friends, and she can be gentle

once she gets to know you. Pe-Le can be considered to have the *Spreading Nature's Heart (Fire), Elements Taking Shape (Fire), Cage of Will*, and *Flaming Passion* perks.

Furita is a Lava Golem that has become exceptionally strong and durable after spending many eons with her friends. She's actually very smart (probably the wisest of the trio), but she's rather shy and quiet, so sometimes there's a failure to communicate. She sees herself as someone whose nature is to protect/support others, so she always strives to keep her friends happy and guard those in danger. Furita can be considered to have the *Elements Taking Shape (Fire), Silent Clues*, *Concentration is Key*, and *Mood Monitor of Maids* perks.

Gandy and Smug (Far Beneath the Misty Mountains)- Gandy is a Witch who adheres to the teachings of the Sabbath but has an independent side, hence why she orchestrated this risky plan without orders from her superiors. She is rather sneaky, willing to take upon herself guises that degrade on her pride as a Witch if it suits her ultimate goals. She's brilliant with magic and not to be underestimated. She treats you as her "familiar" and her precious "big brother/sister". Gandy can be considered to have the *Perfectly Normal, Magic Prodigy, Dungeon Delver*, and *Trainer of Heroes* perks. Smug is a proud and arrogant Wyvern who is a little smarter and stronger than most of her kind. As a result, she constantly chafed at getting only the scraps of glory and jumped at the chance to seize a whole kingdom like a true dragon, though it kind of came back to bite her in the ass. After completing the scenario allied with her, she gains the power to become a true Dragon, though she can still take the form of a Wyvern, too. Because of her mixed origin, Smug's personality is a strange mix of Wyvern and Dragon. She can be very prideful and possessive, but also humble and generous, such that she is perfectly willing to give away whole mountains of gold yet lash out if someone takes a small treasure from her without asking first. She's especially eager to fight, given how she's been pent up without anyone to brawl against for a long time. Smug can be considered to have the *Prideful Power, Draconic Breath, True to Form*, and *Trippy Tricks* perks.

Audrey (Little Shop of Tentacles)- Audrey is a particularly virulent and powerful breed of Tentacles whose worst attribute may be her cunning ability to think and plan. She is a brilliant alchemist and uses her understanding of plant properties to grow ever-stronger tentacle plants under her control. While you can get her to work with you to a degree, she's always hungry for power and eager to expand tentacles with no limits, so you'll need to keep a close eye on her. Audrey can be considered to have the *Mental Tentacles*, *Magic Prodigy*, *Plant Puppeteer*, *Trees of Life* (with tentacle "trees"), and *Parasite's Compromise*.

Tucker and Ogelvie (The Apple Dumpling Gang)- The Goblin and Hobgoblin duo making up the Apple Dumpling Gang are, well…idiots. They have the stupidest ideas that always end up in silly failure, and they are too cheerful and enthusiastic to revise their plans at all. Each thinks that she is the brains of the operation, leading to many arguments on what they should do, but really in either case it's one fool leading the other fool into folly. They pride themselves as robbers, though they have never had a single successful robbery. Both of them have the *Bountiful Catches* and *Trippy Tricks* perks – and they both have exceptionally bad luck.

Melk (Forge of Legends)- Melk is a shy and insecure Cyclops who nonetheless is a prodigy at crafting all sorts of wondrous items, from simple tools to mighty weapons to even whole cities if she has the time and resources. She also has tremendous physical strength, but she is unused to combat. If you can help her overcome her sense of inferiority and take pride in her appearance and abilities, she is capable of many great things. Melk can be considered to have the *Master of the Forge*, *Concentration is Key*, and *Artistic Muse* perks. She also has the level of cooking skill normally instilled by the *Inari Kitsune's Cooking Class Master Book* item.

Miss Cheshire (Cheshire's Adventures in (Lands Beyond) Wonderland)- Miss Cheshire is an impossibly mischievous and smug little cat, and she's proud of it. As an off-and-on playmate of the Queen of Hearts, she knows all sorts of tricks and games to play with her victims. When she acts as a guide, you can be assured that you will get to see the very best spots of the tour for a top-class experience. However, she also acts very mysterious and enigmatic to confuse you, and she believes that the best experience is getting into mischief, so she'll help you experience the sights by getting headlong into trouble in the process. When she's not being the tour guide, though, she is in fact rather uncertain about herself. If you get past her bravado, she's willing just playing whatever part she needs filling. As a result, if she is the "visitor" being guided, she will be exaggeratedly curious and naïve, constantly getting lost and "innocently" stumbling into trouble. By the end of her scenario she will enjoy being both your tour guide and a tourist guided by you, and she likes to switch the roles with chaotic whimsy. Miss Cheshire can be considered to have the *I Need a Vacation*, *Making Sense of the Nonsense*, *We're All Mad Here*, and *Cute and Coy as a Kitten* perks.

Hulud (Wanderer of the Dunes)- Hulud is an ancient, giant Sandworm who has a rather simple but kindhearted mind, at least toward you. She can be very aggressive against enemies and people who invade her territory, but she views you as her other half, a sort of soul mate that she is bonded with. Her full size is large enough for the interior to be a vast cave, and she is long enough to wrap around a full city. However, she can temporarily shrink and morph herself to give herself the appearance of a Lamia. The inside of her shell is large enough for 50 or more people to live comfortably inside. She also naturally produces "spice" that has enhancing properties on whoever consumes it (and don't worry, it's not addictive, at least not in a deadly way). You can also merge your body and consciousness with Hulud to become a singular being that contains both sides' powers and thoughts; you also know how to separate again, of course.

Hulud can be considered to have the *Size Change*, *Spreading Nature's Heart*, *Serpentine Flexibility*, *The King is the Land*, and *Slippery Touch* perks. Moreover, she has sand equivalents of the *Domain of the Sea*, *Grace of the Ocean*, and *Marriage to the Sea* perks, meaning that the powers they normally grant over water and oceans are instead applied to sand and deserts; *Marriage of the Sea*, for instance, would allow her to give people the ability to swim and "breathe" in the sand, and be seen as an ally of the desert by local species.

The Unforgiven- Mitsuyori is a proud Nurarihyon whose family boasts of being the key warriors in the ancient fight against the Tsuchigumo. She is highly focused on her family's honor and upholding Zipangese traditions, and she dislikes things she considers vulgar or improper. However,

by the end of the scenario, you can hopefully convince her to be more open to and accepting of others who are different from her (which will also be important for resolving the scenario). Unlike other Nurarihyon, Mitsuyori has also trained herself heavily as a warrior, though she is still skilled in leadership and intrigue like others of her kind. Mitsuyori can be considered to have the *Keeper of the Ancient Ways, Perfectly Normal, Land of Grace and Honor, Courtesy of an Invitation, Monster Slayers*, and *Trainer of Heroes* perks.

Aterui is a Tsuchigumo, an unorthodox (non-canon) spider warrior; in essence, her kind can be said to have the body of an Ushi-Oni, the physical strength of an Oni, the fighting skills of an Ochimusha, and the illusionary powers of an Inari or a Gyoubu Danuki. And as their unmatched leader, Aterui's a step above the usual spider samurai. She can be considered to have the *Rebel Against the Gods*, *Corruption Resistance*, *Keeper of the Ancient Ways*, *Honor Duel*, *All the World's a Stage*, *Poisonous Pest*, and *True to Form* perks. She is a determined warrior who was shaped by her people's struggle underground. As a result, she is on the one hand willing to humble herself and do common/yucky tasks without worry about it staining her sense of honor and grace, yet on the other hand she hates people who abuse or throw away their honor, like those who cursed her family so long ago. She starts out seeing you as a close friend and companion, but she may be open to romance in time.

Archaeologist and Emperor (Imperial Legacy)- Yindi "Anna" Qiongsi is a great Hakutaku scholar but also a budding archaeologist. She's relatively young and still learning the basics (and tends to be rather reckless and constantly gets herself and others into trouble), but she has an inquisitive mind and loves exploring new places especially alongside her lover. She can be considered to have the *Touch of Knowledge*, *Wandering Scholar*, *Dungeon Delver*, *Keeper of the Ancient Ways*, and *Why Don't You Write About It?* perks. Qin Shi Huang was the proud emperor of the Mist Continent, but on seeing that nobody wants her back – and they're prepared to fight if necessary – she's willing to concede to giving you the "honor" of escorting her as she comes with you. She is very haughty and egotistical, and prone to sudden rages and paranoia, but she has an insecure, gentler side brought up from her Mamono transformation into a Jiangshi. Therefore, while she treats you like a servant at first, she'll gradually warm up to you (in more ways than one, if you catch my drift). In addition, it must be conceded that her ego in part comes because she is a genius, who is capable of coming up with incredible innovations (as seen with her mausoleum, which she personally designed. "Emperor" Qin can be considered to have the *Gremlin Glitches*, *Jiangshi Master*, *Secret of the Mist*, *Regeneration*, and *Monarch of the Undead* perks.

Yuna (The Stars on the Sea)- Yuna is a bright young Cancer crabgirl who has always loved to map out the seas and the stars. She loves sharing what she's learned about the ocean depths and the beautiful stars, but like most Cancers she has trouble expressing her emotions, at least at first. She likes to make sure that you stay completely clean, and she'll fastidiously cleanse you with her bubbles. By the end of the bonus scenario, Yuna can be considered to have the *Silent Clues*, *Grace of the Ocean*, *Dance from the Heart*, and *Karkinos Quadrille* perks.

Cat Team (Cats and Dogs)- All of the cats in the team (with the exception of Kitty-chan) can be considered epic-level versions of their respective species. They all also have the *Cute and Coy as*

a Kitten and *Feline Grace* skills. Tuesti (a Cait Sith) has the *Voice of God* (set to hear Bastet), *Cat Curse*, and *Blessing of Bastet* powers. Marie (a Werecat) has the *Why Don't You Write About It?*, *Artistic Muse*, and *Dance from the Heart* perks. Lizzie (a Cheshire Cat) has access to the *Making Sense of the Nonsense, We're All Mad Here*, and *Door Between Sleep and Waking* perks.

Giza (a Sphinx) can be considered to have the *Touch of Knowledge, Riddle Me This*, and *Royal Power* perks. Wong Fu (a Jinko) can be considered to have the *Mana Strengthening, Martial Arts of the Mists*, and *Honor Duel* powers. "Kitty-chan" only has the *Luck of Cats* perk; it turns out, if you look into things enough, that the unfortunate mascot was a human who personally defied Bastet and was turned into a cat until she could "redeem herself" in Bastet's eyes (not that Bastet would reverse the transformation, as the "redemption" would require the subject to embrace being a cat permanently).

Dungeoneering Team (Deepest Dungeon)- Musanara is a highly skilled Gremlin who prides herself as a researcher of ancient technologies. Due to the dangers of her profession, she isn't as mischievous/reckless as her species usually is, and she knows how to fight in combat; even so, she has a sardonic sense of humor that emerges time to time. She's even made a non-sapient yet organic personal armor that is based roughly on the Living Armor design, with tons of cool upgrades. "Musa" can be considered to have the *Gremlin Glitches*, *Magic Prodigy*, *Dungeon Delver*, *Master of the Forge*, and *Concentration is Key* perks.

G.S. appears to be a strange Automaton, but more likely she was the original prototype that inspired other cultures to create the Automaton with a magical basis; she herself was made scientifically, but she was designed to be able to use magic in spite of this. She has a simplistic and obedient personality at first glance, generally remaining silent unless asked to do something by you. However, with enough work you can help her develop her own identity and drives – and you'll need to do that if you want to keep her with you in the end. G.S. can be considered to have the *Corruption Resistance*, *Monster Slayers*, *Sixth Sense of the Sith*, *Silent Clues*, and *Environmentally Adaptive* perks; she also has a highly sophisticated weapons system that rivals Musa's own power suit.

Biron is a Doppelganger who tragically lost her husband-to-be long ago and has since worked to become the wise Lich librarian/teacher that she pretended to be for him. Her demeanor as "Lord Biron" is that of a scholarly and courtly Lich, but in her heart she is still shy and lacks confidence in herself; however, she has worked hard and would make her husband proud if he were still here. She won't forget her past love, but perhaps she can forge a new family of sorts with you and others (who knows, it might turn out that you're really the reincarnation of her lost love). Biron can be considered to have the *Regeneration*, *All the World's a Stage*, *Wandering Scholar*, and *Concentration is Key* perks.

Blizzard is the tribal princess of a band of Yeti who have made a home in their frozen prison within the dungeon complex for ages. She has always been curious about the world after seeing the different exhibits within the dungeon, and she would love to explore new places with you, even the hottest of deserts. She also loves to play games, though her favorite is the "hugging/cuddling

game". Blizzard can be considered to have the *Trippy Tricks*, *Alpha of the Pack*, *Great Catch*, and *Spreading Nature's Heart (Ice)* perks.

Guroe is a special variant of Werebat who can still fly and see in the dark like the rest of her kind but can also swim in the water like a Mershark. She's very aggressive and forceful but shows a gentler side when exposed to light. Guroe can be considered to have the *Slippery Touch*, *Staring into the Abyss*, *Flexible*, and *Watch the Sky* perks. Kipa is a Raiju who loves to experience lightning and intense energies as an orgasmic, hedonistic pleasure. She's happy to share the fun, but she gets moody if anyone interrupts her sessions. Kipa can be considered to have the *Thunder of the Heart*, *Mana Strengthening*, *Every Inch of Passion,* and *Drunk in Heart* perks.

Laura is a Mimic who, unlike many of her kind, has lost her innate sense of hopeful energy due to being trapped in the garbage chamber for so long. Help her get her smile back on her face, and you'll have a dear friend/lover for life. Since she's had a lot of time to think about things on her own, Laura has a greater mastery of the spatial and pocket dimension powers than Mimics normally learn. Laura can be considered to have the *Perfectly Normal*, *All the World's a Stage*, *World Without Time*, and *Dungeon Delver* perks.

Shion is a rather unusual Gazer who, due to the curse sealing her, has had to get along without magical powers to help her. She's learned to be a whiz with technology, but her lack of magic makes her rather insecure, so while she might take a dramatic and dominating persona from a distance she becomes very flustered and shy when confronted directly. After you complete the scenario, Shion will use some of the energy from the core to break free of the seal on her magic, thus allowing her to use her "wicked eye" magic – though she still needs to get used to using it again. Shion can be considered to have the *Predatory Gaze*, *I Want to Be Left Alone*, *Gremlin Glitches*, *Dungeon Delver*, and *All the World's a Stage* perks.

Khrevha (Bridging the Abyss)- Khrevha (a fan-designed Lilim by ELHmk1) is a unique hybrid between a Lilim and an Ushi-Oni. She seems to have the lower body of an arachnid Ushi-Oni and the upper half of a Lilim (complete with white hair, wings, and spaded tail), though she also has the horns of an Ushi-Oni and the eyepatch seal over one eye. She likes to pretend that the seal is barely holding back her bestial instincts as an Ushi-Oni, but she actually has her temperament completely under control, and the seal is completely unnecessary. In fact, she is a bit of a chuuni, and she likes to pretend to be a crazed dark lord just to be dramatic. When you get to know her, she is quite personable, and knowledgeable and passionate about many topics. She regrets how her chuuni acting and fierce appearance drive others away sometimes, so she is happy that you're here for her. Khrevha can be considered to have the *Lilim's Beauty, Dungeon Delver, S.S., Concentration is Key, Poisonous Pest*, and *Staring into the Abyss* perks; in addition, she knows how to produce and weave Arachne silk clothes of the finest quality, and she'll weave extra special gifts to show her affection for you.

Court-Alf Tour Guides (Seven Festivals, One Night)- These are the unnamed tour guides who serve as the narrators for the Court Alf world guide. In general, they all deeply admire their islands'

respective divas. All of them can be considered to have the *Song of the Gandharva*, *I Need a Vacation*, and *Mood Monitor of Maids*.

Al-Mar's singing maiden is a Mermaid (or maybe Sea Bishop) gondolier and is very romantic. She is a devout worshiper of the sea goddess Poseidon. Sometimes she gets distracted and rambles a bit when giving her tours. When confessing her love, she says, "I think I was dizzy with excitement. If the client wishes, I will do my best to be more like Miss Arial next time! So... if this doesn't annoy you, will you give me another chance? One more, and the next, and then another, for the rest of your life... ♥ ...No, I want you to hold my hand, only you, while I drive the gondola myself!"

Matori's tour guide is a Harpy, who wears an outfit made by her Diva Lilinana. She is a bit of a tsundere, and gets flustered when called cute. She is actually a little envious of her Diva, feeling that she herself is defective and cannot beat her. She has lost some of her confidence in singing, but after finding love, her passion for song will reignite. She says, "You know, for the first time in a long time I enjoyed singing, thanks to you! Fu-fu, I should have been your guide and let it go, but thanks to you I had confidence ♪ By the way, can you allow me one last selfish act? In fact, I'm still nervous and shaking, so tonight, until the shivers subside, stay by my side the whole time... ♥"

Nevia's tour guide is a Merrow carrying an umbrella. She believes that you don't need to sacrifice things for love or vice versa, feeling that everything in her life – her birth on the island, her acting, etc. – has all led her to finding her love. Like all actors in Nevia, she has mastered the Anthropomorphosis Spell to gain legs and thus perform on stage. She says, "Fufu! ♥ That expression is cute, but don't be jealous. ♥ My love as a woman is just for you. My whole life so far, being born in Nevia, my efforts on the stage, all of these have been paths leading me here and now... ♥♥ Ufufu! ♥ I am a greedy Nevian woman... ♥ I am going to become the diva. ♥ So please, ravish me to exhaustion... ♥♥♥"

Saida's song maiden is a Black Harpy. She speaks in a very crude and aggressive way. Contrary to her rough appearance, she seems calm and composed when not performing. She dreams of one day singing on the Star Neon Stage, Saida's largest live stage, but she hasn't gotten there at all yet. She admires the diva Levin, who she calls "Big Sis", as the Song of Courage helps her whenever she gets stage fright and wonders if she's not cute or talented enough to sing. Right now, she can only sing one verse of the diva's song. Sometimes she gets a little tongue-tied, but she'll rack up the courage to push forward with her love. She says, "Is it alright if I sing a song? It's okay. If you get turned on, I'll pull it out… ♥ I said it earlier but, we basically have claws hidden in our wings... I mean, we have hands. So uh, could we... try to hold hands a little? So, uh. That time I was holding hands with you. I got wet. You get it? A monster's body is very honest and easy to understand. I was surprised myself. Hey, do you... want to do it with me? ♥"

Mira's guide is an Unagi Joro barmaid. Like many other song maidens on Mira, she runs a shop, and she gained the necessary management skills by studying at a Spirit House. Back when she first arrived at a Spirit House, she most enjoyed hearing her seniors' nighttime stories of their partners and experiences, but she feels ashamed that she has yet to gain a partner or have any major

experiences to share with the young students. As like other singing maidens on Mira, she has good relations with the local elemental spirits. She says, "Ufufu. ♪ I think it's about time I washed your back! ♪ Fufu. ♥ Ahh... you're so burly down there... it's getting harder. ♥ Don't worry, I'm with you now, so relax and leave it to me... ♥ I'll give it to you properly, so until you've let it all out, all you have to do is get comfortable and feel good... ♥"

De Ryua's singing maiden is an especially young Nereid. As with others in the city, she is especially laviscious, lewdly teasing and calling you a pervert for choosing someone with such a young figure when there are so many older sister types available. She studies by herself a lot each day to become lewder, as that's her job. She loves humans and likes the Chief God's church (where she prays to meet a lewd and lecherous person), though she doesn't really understand who's superior, who's inferior, or who's bad in human society. But in De Ryua fashion, she prefers to focus on feeling good rather than thinking of difficult things. She tends to refer to people in sibling terms like "big sister" or "big brother". She deeply admires the diva, calling her "Onee-sama". Like other Nereids in the city, she knows a special pole-dancing technique that makes it look like she's swimming through the air. She's fine spending all day doing nothing but lewd things with you, but she also likes people who work, since she can swoon over you working hard and comfort you after the work is done. She says, "Nbu♥♥♥... Slurp, chu, slurp... gulp! ♥ Haa... ♥ I love it so much when you stroke my head while sucking you off, onii-san. ♥ It's like you're praising the way I use my mouth, it makes me feel so happy... ♥ Don't be shy onii-san, do me more! ♥ Faster! Faster~! ♥ If you want to feel even better, just push me against the floor or a wall like this... Waa! ♥ You did it so quickly! ♥"

Queen Diana's song maiden is a Scylla dressed in sorceress attire. Like other singing maidens in Queen Diana, she is a deep-sea witch apprentice to her Diva Asura Mythra. In addition to tour duties, she and her fellow apprentices also handle some of the city management for their lord, who is a bit hands-off toward actual rulership. She is pretty honest about her lord's issues and eccentricities but still respects her. She says, "Fufufu... If it's alright with you, I'll offer my unworthy body and heart to you... So far, I've been the one talking... My carelessness has caused my dear customer to unpleasantly apologize... I must apologize with my body... Fufu♥ Fufufufu...♥ Now then, let's begin...♥"

Undead Beauties (Miss Undead)- Nurse Jekyll/Miss Hyde, a Wight undead has a split personality. Jekyll is a distinguished intellectual and comports herself as a well-bred lady. Hyde, in contrast, is aggressive and hot-headed, having no time for playing the gentlewoman. Both sides, however, strongly believe in the ideal of unity and peace among the undead, and they enjoy coming up with new artistic ideas to shake their fellow undead out of their complacency – hence their idea for a beauty pageant. Jekyll/Hyde can be considered to have the *Regeneration*, *Courtesy of an Invitation*, and *Gremlin Glitches* perks.

Lagoona is a Sahuagin who has a quiet, serious personality but is very passionate once you get her to open up. She's an excellent stalker and is great at catching people by surprise; she also likes to

do it for fun to see how scared they become. Lagoona can be considered to have the *Silent Clues*, *I Want to Be Left Alone*, and *Environmentally Adaptive* perks.

Dracula is a high-bred Vampire who is to Vampires what an Arch Imp is to standard Imps. She is quite haughty and condescending to her inferiors (anyone who is not her), but she also believe in noblesse oblige and takes good care of those she has feelings for. Dracula can be considered to have the *Monarch of the Undead*, *The King is the Land*, and *Land of Grace and Honor* perks.

Imhotep is a Mummy who is a genius as an architect and has designed many wondrous pyramids, cities, and hidden tombs for the Pharaohs. However, she chafes at serving under them, and she wishes to be recognized as a great mind equal to – no, greater than – the Pharaohs. Imhotep can be considered to have the *Monarch of the Undead*, *Riddle Me This*, and *Dungeon Delver* perks.

Christine the Phantom, called the "Ghostly Angel of Music", is an opera diva who has let the performance go a little too much to her head. She constantly believes that she is living out a mythical opera in real life and insists on always singing and gesturing dramatically. She is good at her art, though, you have to admit that. Christine can be considered to have the *Artistic Muse*, *All the World's a Stage*, and *We're All Mad Here* perks.

Jill was a genius mage even before becoming a Ghost, and her mastery of invisibility showcases her great potential. That said, she mostly uses her magic and invisibility for selfish things like stealing food or starting trouble for people who annoy her. Jill can be considered to have the *Magi Prodigy*, *Ghostly Haunter*, and *Darkness of the Deep* perks.

Katrina is a Dullahan who stands out from her fellow knights both in appearance (being incredibly skinny) and in personality (she's a greedy coward who loves to filch away food whenever she has the opportunity and is highly superstitious and panics at a moment's notice). When her head comes off, in contrast, she is like a deranged "headless horseman", running about madly and attacking at random until she gets her head back on. Katrina can be considered to have the *Bountiful Harvest*, *Run With Your Cock*, and *Bountiful Catches* perks.

Chaney is a Werewolf who is currently without a pack to call her own. This is because she's rather vain and aggressive, leading her to getting into fierce fights with her companions over the smallest slights, such that any pack she's joined up with hasn't been able to tolerate her for more than a week. However, she doesn't like being a loner, and wants to find someone who treats her like a beautiful, perfect lady. Chaney can be considered to have the *Alpha of the Pack*, *Trippy Tricks*, and *Sixth Sense of the Sith* perks.

Francine is a Homunculus, a mysterious "flesh golem" construct that is manmade but has natural flesh. She is constantly filled with the lightning from her creation and sometimes accidentally jolts people with stray sparks. Francine is a quiet, shy individual who has great interest in philosophy and arts. She can be considered to have the *Thunder of the Heart*, *Artistic Muse*, and *Mood Monitor of Maids* perks.

Finally, Van Helsing used to be a fearless lady paladin of the Order, but she has been turned into a Will-o-the-Wisp. She was an expert slayer of the undead and knows all sorts of ways to fight them, though she's less certain in her convictions now that she's a ghost herself. If you could help her get used to her new life as an undead and recognize the great beauty she has, I'm sure she would be most grateful. Van Helsing can be considered to have the *Monster Slayers*, *Cage of Will*, and *Chosen Hero* perks.

"Princess" Amanita and "King" Pooka (Look Before You Jump)- Amanita, while in the delirious state induced by mushroom spores, appears to be a beautiful princess, she is actually just a rather strong Matango specimen, albeit one with more magical power and a little more autonomy. She believes like a regal leader and enjoys spreading her "Mushroom Kingdom" wherever she goes. Yeah, you're really gonna have some issues with this woman. Amanita can be considered to have the *Parasite's Compromise*, *Lovely Fragrance* and *Plant Puppeteer* (for mushrooms); she can also be considered to have the Royal Power perk, but only when the targeted people are already dazed by her spores.

Pooka is a headstrong and fiery Salamander who has pushed herself to new levels in her fight against the Matango outbreak. Using her flames to protect her body from infection, she disdains wielding a sword and instead fights with her fists and claws. Furthermore, she's taught herself to expel fire from her breath much like a Dragon can. She also had a friend craft her a spiky, turtle shell armor that helps her both defensively and offensively. Due to focusing more on fighting the Matango than fighting for a husband, Pooka will treat you at first more as a comrade in arms (or a vassal) than a lover to duel, but if you push hard enough she will embrace her fiery passion for you. Pooka can be considered to have the *Flaming Passion*, *Monster Slayers* (only applies to mushrooms and parasitic organisms), *Rebel Against the Gods*, and *Colors of an Oni* perks.

Luciana, Maple, and Dark Queen Slime (Slimy Secrets of the Swamp)- Luciana starts out as a brave heroine of the Order who believes in always taking a stand against monsters and evil. She's rather headstrong and gets into trouble, so it's best to be there to watch her back. However, after she succumbs to the Parasite Slime, she becomes loyal to the mission of the Dark Queen Slime and cares only about having sex with you while her slime half helps the other slimes in their growth. If you manage to restore her to her normal self, though, she will revert to her original persona as a strong heroine, but she will be a little more willing to accept help rather than charge into danger without asking questions first. Luciana can be considered to have the *Monster Slayers* and *Bulwark of Humanity* perks as a human, and the *Amorphous Body* and *Parasite's Compromise* as a Parasite Slime. Maple is a reclusive Dark Mage who is surprisingly fastidious and obsessed with staying clean, so she dislikes slimes and yucky goop in general (which makes one wonder why she stays in a swamp). She is a skilled mage, and her specialty is making and mixing potions for magical effects. Maple can be considered to have the *Magic Prodigy*, *Familiar Contract*, and *I Want to Be Left Alone* perks. The Dark Queen Slime embodies the powers of both a Dark Slime and a Queen Slime, meaning that she can turn victims into more slimes while also controlling slimes as a hive mind. She starts out with the goal of absorbing everything into her kingdom so everyone can be happy as slimes (which she views as the best possible way to live), but depending on how you

handle her she might eventually moderate her objectives a little. The Dark Queen Slime can be considered to have the *Queen of the Hive* and *Amorphous Body* perks, and she essentially has the powers of the *Slime Mold* item.

Student of the Wandering Scholar *(Labors of a True Scholar)*- This Alp was a student of the Wandering Scholar (the author of Monster Girl Encyclopedia's entries in-setting). She has been searching for him for a while but hasn't caught up to him. Though she has a crush on him, it seems to be unrequited (plus, he already has the attention of a Leanan Sidhe who is quite possessive of him). She was initially wary of Lescatie but came to love the monsterized city after visiting, and she wrote the Fallen Knights world guide. While there, she befriended Eva (a fellow Alp), who helped her acquire a magic book and became her best friend. She also wrote the world guide on Dragonia, which she visited before Lescatie. She wants to use her writings to get rid of prejudices keeping humans and monsters apart. She can be considered to have the *Demon Energy Outlet, Why Don't You Write About It?*, and *Wandering Scholar* perks.

Sugoi Maria (Black Butler(ess))- Sugoi Maria may be the weakest of the Lilim, but that isn't much of a power reduction when you consider that the Lilim, the daughters of the greatest Demon Lord and greatest Hero of this age, are essentially what a Succubus would be like when advanced by D&D scales to epic tier (probably level 21 for Sugoi Maria). While she has no experience as a fighter (at the beginning, at least), she is a pro at both the *S.S.* and *Breaking in the "Recruits"* perks, such that any captive she has in her grasp for more than five minutes tops will likely fully and eagerly converted and loyal to her will. She has the unfathomable, overpowering beauty of a Lilim (essentially the *Lilim's Beauty* perk), and she also has the other innate ability of the Lilim: to turn any human woman (or other being) into any monster girl of her choice. On a more personal level, Sugoi Maria has incredible luck to the level of comedic proportions, such that any danger to her life will likely be "outlucked" and by strange coincidences be neutralized and maybe even help her (a sniper bullet will just happen to hit her tooth at just the right angle so that it doesn't injure her but rather gets out something stuck in the tooth, a building will fall right on her but simply by standing in one place she'll pass through the one tiny safe gap in the collapse, etc.); that said, every now and then her luck will fail, so watch out. Her luck also helps with monsterization by instilling a luck curse on anyone who successfully saves against a monsterization attempt by her; the curse makes it likely that they will turn into monsters due to some strange set of events without her even lifting a finger. A common tactic of hers is to let enemies escape only to watch from a distance as in the process they stumble headlong into an imminent transformation. She also has the *Linked by Lust* ability to a degree in that her followers seem to gradually pick up her impossible good fortune to a degree while also making them more careless and carefree.

Baphomets (Mellis Maleficarum)- All of the Baphomets below (and whoever your own Sabbath's Baphomet is, as long as it isn't the already married Baphomet-sama from the Demon Lord's Army) can be considered to have the Sabbath-related perks as well as Magic Prodigy, though they each have their own magic specialties (Kuroferuru specializes in nymphomancy, Greilia specializes in pharmacomany, etc.).

Bapho-sama (she'll only share her true name with you, her precious onii-chan) is the very original Baphomet. She mostly has the appearance of the generic Baphomet shown in the encyclopedia

entry: brown horns, brown hair, brown fur by her paws and hooves, and scantily clad – albeit with a few extra tufts of white around her wrists and ankles. Being a powerful monster who existed even before the era of the present Demon Lord, Bapho-sama is without question the strongest of all Baphomets. She founded the very first Sabbath, and she is representative of the overall Sabbath principles spread around the world, from the passion to pursue and study magic to the creed of "know the depravity and charm of little girls." If anyone truly exemplifies the Sabbath in its principles and practices to the fullest, it's her without question. Her Sabbath also serves as a branch for the Demon Lord's Army, and she has spearheaded numerous magical advancements to make mamono warfare safer and more effective. Although she is a professional leader for the magic corps, she is also selfish and childish.

Bapho-sama tends to test out different spells and potions on her underlings, though success sometimes varies. Her pride and joy in her Sabbath is the Spell of Pedomorphosis to change any woman into an adorable, childish form. She sometimes gets huffy when she has problems, like when she tried to cast a spell to turn a Holstaurus into a flat-chested form but ended up with a big-breasted loli, much to her disgust; she also gets testy when people rub in her lack of a partner. She likes cuteness, and she was the one to make the Shirokuto Sabbath change its uniform from junk robes and weird magic artifacts, saying, "Tis not cute." Bapho-sama greets you with, "Wilcume to my Sabbath! I welcome you! Schal I directly teach you the irresistible pleasure and depravity induced by this very yonge bodi?♥" In Japanese dialogue, she uses "waga" (an alternate form of the archaic/formal word "ware") 1st-person pronoun for herself, but she also uses the 1st-person pronoun "washi", which is typically associated with elderly people. She also tends to have a "Kukuku..." style of laughter.

Runya Runya, the "Sleepy Magical Archive", is the Baphomet representative/leader of the Library Sabbath, which gathers knowledge to write and publish books on magic. She has blondish, slightly-tanned hair and fur, and could almost be mistaken for a Weresheep; her uniform has a tidy and composed design and doubles as a librarian outfit. Interestingly, Runya Runya cannot use magic; whenever she tries to cast spells, she inexplicably falls asleep. For that reason, as well as because she's lazy and selfish, she sleeps most of the time. Still, she has never given up on using magic, and thanks to continuously gathering knowledge regarding various systems of magic, she is one of the most knowledgeable of all Baphomets. As she says, "I cannot use magic. That is precisely why it looks so luminous and wonderful to me." Her Sabbath (and presumably her) seeks out onii-chans interested in writing or gathering information as investigators. In Japanese dialogue, she frequently uses the "wagahai" 1st-person pronoun for herself, which is formal and arrogant.

Kuroferuru, the "Black Goat of Dark Sludge", is the Baphomet of the Black Goat Sabbath, an extremist branch that does in-depth study into nymphomancy through hands-on experiments in pleasure and monsterization. Darkened, corrupt purple coats her entire being – her hair, her horns, her paws; her uniform boasts the top class of exposure among the many Sabbaths, with dubious glossy black leather material. She is such an outstanding expert in nymphomancy that she has been granted the title of "black goat" by Bapho-sama. She and her twin (Shirokuto the "white goat") are the greatest two Sabbath leaders under Bapho-sama. The ideal of her Sabbath is to

become “a being who is full of only pure pleasure and ecstasy due to her innocence and childishness”. She says, “Go on, my biloved minion. Entrust thy flesh to the devilish urges... Satisfy that bodi of thine with pleasure, and drown in the magic... ♥” In Japanese dialogue, she frequently uses the “ware” 1st-person pronoun for herself, which is archaic and formal.

Momonika, the “Lovely Goat of the Playground”, is the Baphomet of the Playground Sabbath, which just cares about having fun and playing games (both innocent and sexual). She has tannish-blonde hair/fur, and she designed the uniform herself: the “Teen’s Charm” brand is arranged with plenty of heart marks on the leggings and belt that delight mamono children, while emphasizing childlike cuteness. Her Sabbath is one of the newest groups but is rapidly growing in part thanks to her considerable magic talents, such that she is considered a talented prodigy. She and her followers are all nearly as young as they look. Though she is a sorcerous prodigy, her personality is childish and selfish in an age-appropriate manner, and in fact, her group originated as a “make-believe Sabbath” that she started with her friends. Careless and clueless about grown-up things like management, she’ll be counting on you, her precious onii-chan, to run things for her. As she says, “We love good feeling things.♥ We haaate difficult things.” Unlike other Sabbaths, she doesn’t seem to use any particular Japanese pronouns.

Shirokuto, the “White Goat of Wisdom”, is the Baphomet of the Sorcerous Sabbath, which is earnestly focused on the research and pursuit of sorcery. She has long, shiny-white hair and fur; she wears a stereotypical, green-colored witch’s hat, and her uniform that expands from the chest to the skirt hem to create a lovely silhouette. In a group famed for its legendary feats, where each member is a more powerful spellcaster than the average Baphomet, Shirokuto is particularly impressive, and was even given the title of “white goat” by Bapho-sama herself. She is the twin sister of Kuroferuru, and she is one of the two great Sabbath leaders under Bapho-sama. Like the others in her group, she has no childish bearing and acts like an older woman, though she still keeps a childish form since it makes magic easier. She says, “We are those who seken to uncoveren the trewthe of sorcery and comprehend its fundamental laws. Know that there ne is a place for the yonge or the insolent. Hou-ever, the wicches... may nede the helpe of men...” In Japanese dialogue, she frequently uses the “ware” 1st-person pronoun for herself, which is archaic and formal.

Ropurotto, the “Sorcerous Beast”, is the Baphomet of the Beast Sabbath, where members spend their daily lives as wild beasts. She has pinkish hair (darkish on the top, lighter toward the bottom), a mix of whitish and pinkish fur, and dark-brown paws and tail; her “uniform” is fur clothing with fluff adorned everywhere. She created the theriomancy style of magic, which imbues oneself with the power of a beast, but it is said that she doesn't remember whether she learned theriomancy by living as a beast, or whether she lived as a beast to learn theriomancy. She acts as the “pack leader” for her group, whose members behave more like a pack of wild animals than those in a typical Sabbath’s organization. Ropurotto is a figure shrouded in mysteries. She cannot recall her birthplace or any of her personal history, but for some reason, Kuroferuru and Shirokuto both appeared shaken when they met her face-to-face; just what secrets does her lost past hold? Ropurotto says, “Wau, my entire pack wants males! If you'll come to my pack... uhm~, WE CAN HAVE LOTS OF YOUR CHILDREN!♥” In Japanese dialogue, she frequently uses the “wachi” 1st-person pronoun for herself, which is a variant dialect of the normal pronoun “watashi”.

Marune, the "Goat-Horned Village Girl", is the Baphomet of the Farming Sabbath, which cultivates the land to raise crops and livestock with magic. She has greenish/silverish hair, and like other members of her Sabbath, she has large breasts instead of a flat chest like most Baphomets; she wears a normal village girl's outfit. She grew up as an ordinary village girl in a human farming village. Her mother was a baphomet who chose to hand her Sabbath over to someone else to go and live in the home village of the man she fell in love with. Despite the village being in a land that worshiped the Chief God, the family was welcome and accepted for who they were. When the kingdom became monster friendly, Marune decided to repay the village for its kindness by founding a Sabbath that could support the community's livelihood. She has a carefree smile, such that she was able to convince Baphomets to tolerate her group's large udders. She says, "I love this village and everyone in it ♪ I hope you'll love it here too, nii-san...♥" In Japanese dialogue, she frequently uses the "uchi" 1st-person pronoun for herself, which is a dialect used by kansai girls.

Greilia, also called "Dr. Little", is the Baphomet of the Medical Sabbath, which devotes its efforts to treating and preventing illnesses. She has long, black hair and light-purplish fur; she wears a doctor's white lab coat. She created the magic art of pharmacomancy, and she founded her group to help heal others and develop ways to cure/prevent ailments with magic. Despite being a Sabbath, her group is interested in non-magic medical techniques as well, and they also work on helping patients with psychological issues in addition to physical problems. She runs a tight ship, and she only allows in members who are passionate about helping others, rather than being more interested in magic or sex. She says, "Does it hurt somewhere? Then I'll fix you up. Or do you aspire towards this path? Then, I'll welcome you. What? You like little girls...? I.. I'm sorry, but discuss that sort of thing with the witches...!" In Japanese dialogue, she uses the normal "watashi" 1st-person pronoun for herself rather than a dialect/offshoot like the others.

Danzaburou (Commerce Quest)- The "merchant queen" Gyoubu Danuki has a lot of bad luck at first, but this is assuming you finished the scenario and she has overcome her luck curse. By D&D scales, she would be considered an epic tier Gyoubu Danuki (the local term for Tanuki), meaning that her transformation and illusion powers are practically past the point of perfection; she would probably also be considered an epic level Rogue. Embodying the Guild affiliation, she has access to the skills *Ambassador of Chaos*, *Tainted Goods*, and *Ultimate Usurer*.

Hel and Loki (Winter's Heart)- Hel is the goddess of life and death, but she sees herself more as a goddess of rebirth, and she helps people see that death is only the beginning of the adventure (and given how she can give the undead forms that rival that of the living, she's right). Her standard form is that of a petite and young girl on the verge of greeting death, but this is not her true form; her true form is that of a mature but brutally scarred woman, and if you can show that you still like her even in that form, she will deeply appreciate it.

Hel blesses her undead followers with healthy bodies that do not deteriorate, as well as protection against even the holiest of spells that would normally be like poison to the undead. She can also change the living into undead and the undead back into living. She likes trying and experiencing new things, and she especially enjoys the creative arts. Hel can be considered to have all five of

the Circle of the Night perks as well as *The King is the Land*. As your chosen deity, Hel has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant wolf/hound.

Loki is a very mischievous trickster who deeply values chaos and freedom in life. She was turned into a female form due to the demon energy, but she was already a master at transformation and will sometimes turn into a male or animal to make foreplay more interesting; she might also transform you, if you're willing to pamper that kink of hers. She grew rather dour after her mistreatment by the gods, but if you can bring back her lively side you'll see that she always has a joke slipping off her tongue. Loki can be considered to have the *Riddle Me This*, *Mother of Monsters*, *Wandering Scholar*, *Size Change*, *Trippy Tricks*, and *Rebel Against the Gods* perks. As your chosen deity, Loki has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant snake that is somehow immune to the cold.

Queen of Hearts (Let the Games Begin!)- The petite, Alice-like Queen of Hearts is another Lilim (the elder sister of Druella, actually), so she naturally has the impossible charm of a Lilim (so even if you find the idea of a lolicon complex disgusting, you wouldn't be able to resist the idea of ravaging her or letting her sit on you like a throne), as well as the ability to monsterize anyone in her clutches into nearly anything she wishes. However, the Queen's whimsical nature has led to her enhancing her abilities in chaotic ways. The *Wonders of the Heart* perk is based on her own unique power to forcibly transform Mamono into completely new species of monsters that suit her personal desires; in fact, her own version of the perk is able to overcome willpower much easier.

Wonderland is her personal dream space/pocket plane that she controls at will, even who can enter/leave, and she can pull anyone she wants into Wonderland (though good luck getting her to only bring in specific people *you* want). She can therefore be considered to have the *Making Sense of the Nonsense* and *We're All Mad Here* perks as well as the *Card Bridge* perk, but since the *Card Bridge* perk is based on the Trumparts she created from captured heroines, she has the ability to grant similar card symbol powers to other people (though she will almost always insist on turning them into a live playing card and that they must first prove themselves "worthy" of such an honor). She can also be considered to have the *Cute and Coy as a Kitten, Trippy Tricks,* and *World Without Time* perks.

The Queen of Hearts is a spoiled and childish tyrant who thinks that everything should center around her – and what she wants most is fun. She tends to see people as simply toys to play with – and break, if they're not fun enough for her – and even you, who she calls the "King of Hearts", she just considers an extra-special toy. She especially enjoys breaking people into strange parodies of what they once were, both in body and in mind, and she becomes more interested in "playing" with people the more novel and interesting they are to her.

That said, the Queen believes that she is actually helping people in this way – to her, everyone should be happy playing her games (after all, it's fun for her), and if they don't, well, they just need a little attitude adjustment. And in a way, she's sort of right, in that she strangely has a sort of unintentional charisma that encourages her subjects to stop worrying about things and just have

fun playing new games. Also, her childish personality, while unpredictable, makes her easy to manipulate; as long as you play along with her, pretend like she's the greatest person ever, and give her lots of toys and candy, she can be easily persuaded and tempered. The Queen loves to design clothes, and she insists that you wear special clothes she makes for you – generally ones chaotically decorated with many spades, diamonds, clubs, and lots and lots of hearts.

Maeve (Return of the True Fae)- The Titania of the fairy kingdom you save will be a fairly strong Titania-type fairy. This means that she has overall command over the fairy kingdom pocket realm, though she has a laissez-faire approach to governance. She can be considered to have the *Childish Games, Artistic Muse*, and *Away With the Fairies* perks. In addition, she has the ability to visit people in their dreams and give them blessings or curses (though, seeing as she is an innocent and sweet fairy, she hardly ever deals out the latter).

Elemental Fiends (Saga of the Crystals)- In general, each Fiend can be considered to have the *Spreading Nature's Heart* and *Dark Power* perks for her respective element (Earth, Fire, Water, or Wind). Scarmiglione has poison/undead powers, and can be considered to have the *Regeneration, Monarch of the Undead*, and *Poisonous Pest* perks. Marilis/Kary can be considered to have the *Serpentine Flexibility, Predatory Gaze*, and *Flaming Passion* perks. Cagnazzo can be considered to have the *All the World's a Stage, Domain of the Sea*, and *Grace of the Ocean* perks; she can also curse walls in various ways. Tiamat can be considered to have the *Chimaeric Fusion, Gremlin Glitches*, and *Shinzuuriki* perks, and she can use a variety of different magics linked to the sky.

Kaa Moura Coutl (Quest for Ophi)- As the progenitor of the Echnidas and snake-type monsters in general, Kaa can be considered the epitome of their potential. She can be considered to have the *Serpentine Flexibility* and *Ritual of the Snake God* abilities. As the "mother of monsters", she can give birth to any existing or even a new race of monster, and selectively choose what species to have. Due to her great experience with dungeons, she has the *Dungeon Delver* perk and is good at designing them as well. Plus, she is a great DM in roleplaying campaigns and is the perfect "hero's wife" who supports and guides her lover on adventures. In fact, she has the *Trainer of Heroes* perk and can bless heroes such as yourself with enhanced fighting power and luck. She also has the *Keeper of the Ancient Ways* skill.

Oto-Hime (Five Sex-Star Resort)- Oto-Hime, at her full potential, would be considered at the very least a minor-rank goddess of the sea, albeit one more interested in parties than making storms. And she's a dragon to boot, meaning that she could potentially transform into a sea dragon form if she wished (meaning that she has the *Prideful Power* and *True to Form* perks). She can be considered to have the *Domain of the Sea* perk, though she is not as limited in its powers as you are and has no limit on how many people she can bless at one time.

Oto-Hime also has the perk *Dance from the Heart* perk in a way, though for her it's less about spreading love and more about getting people to pay attention to her and bend to her whims via dancing; if she were to start dancing, she could probably make the whole capital of a highly-

repressed society break out into dancing and orgies on the streets. Furthermore, reflecting her Zipangu ancestry, she has the *Land of Grace and Honor* perk.

As your chosen deity, Oto-Hime has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant, royal (male) seahorse of pure gold with protective and luck blessings (though you might want to be careful if she decides to experiment and bang *you* up when you're in that form). Oto-Hime tends to be lazy and self-centered, but as a big part of the scenario involves proving to Poseidon that Oto-Hime has improved her conduct, she will likely have become a better, more responsible and caring person by the time you complete the mission and can recruit her.

Atem and Apep (Buried Promises of Eternity)- Both Atem and Apep can be considered to have the *The King is the Land* perk. Atem, as the epitome of a Pharaoh, has the *Royal Power* perk (all of the conditions can be assumed to always be fulfilled/active) and the *Long Rest* perk (without the once-per-jump limit). She also has the *Riddle Me This* perk. Furthermore, Apep granted Atem immunity to most poisons and liquid-based corruptions.

Atem specializes in sun-based magic and takes power from the sun. In spite of her seemingly serene demeanor, Atem is very tricky; she is open to new ideas and loves puzzles and adventure. As your partner/god, Atem insists that you wear a ceremonial outfit she made for you, a royal garment of pure, sun-kissed gold.

Apep is likewise the epitome of an Apophis. Her venom is so potent that it can potentially (though it can be resisted) corrupt/enslave gods. She also has an equivalent of the *Dark Power* perk. Plus, as a serpentine ruler of the dead, she has a couple more powers. In addition to the *Predatory Gaze* power, she has a unique form of the *Slithering in My Soul/Ritual of the Snake God* combo power: she can claim the souls of the dead, assuming they fail to make a very difficult will save, and turn them into snakes; these ghostly serpents can then either serve her as minions or be absorbed into her body and function as retractable extensions.

Apep specializes in moon-based magic and takes power from the moon. In contrast to Atem, Apep is bold and does as she pleases, consequences be damned. That said, her rebellious streak made her defy the gods' orders, so she is in fact less lecherous and corrupt than some of her fellow snakes. As your god/partner, Apep will insist that you wear a ceremonial outfit she made for you, a royal garment of pure, moon-kissed silver.

If you serve/are partners with both Atem and Apep, they will collaboratively make a single outfit for you of gold and silver. The two of them are strongest when fighting together as lovers, and they know how to craft unique and powerful combos with their individual powers combined.

It's also important to know that Atem, as the primary conduit for the Sun god, is considered part-god, and Apep, created for the sole purpose of killing the Sun and the Pharaohs, has some divine blood in her, too. This means that each of them has the authority to speak to you as your chosen deity through the *Voice of God* perk, and via the *Form of a God* perk can grant you the power to

turn into a sacred guardian: Atem will let you turn into a giant, golden, regal-looking cobra (albeit one with cow horns, one hawk wing and one vulture wing) that has support-oriented magical powers and affinity with the sun (see *Messenger of the Sun*), while Apep lets you become a silver, gargantuan horned viper (one with a crocodile's head) that has the corruptive venom of a high-level Apophis and affinity with the moon and shadows.

If you serve both Atem and Apep, they will let you shift into either form or transform into a fused version of the two snakes, thus channeling both sets of powers. Atem and Atep try to be conscientious about using their powers of royal charisma and corruptive venom against others' wills, so they will not use said powers against you except temporarily at your own volition (they've sometimes consensually used their powers on each other as a form of foreplay every now and then).

Bacchus (Dude, Where's My Guy/Girl?)- Bacchus is a mid-level god(dess) in the MGE's pantheon and has power over drunkenness and festivities. Bacchus actually has two separate forms that he/she can change between at the drop of a bottle. He can take the form of a raucous man with a mature frame and a stout heart, or she can take the form of a well-endowed woman who seems weary and very drunk but is in fact quite loquacious and a good listener when you get to know her. It's probably good to keep in mind that Bacchus considers both of her halves equally a part of herself, so she'll expect her lover to appreciate both of her forms; on the flipside, though, this makes Bacchus rather open to whatever forms or genders you assume.

Bacchus believes that the concept of self-sacrifice is flawed and invites negative emotions. Instead, she wants people to be "cheerfully selfish" – helping others because they want to share the happiness rather than feel obligated to just give it away, and encouraging everyone to live in hedonistic pleasure. As alcohol is able to help people reach such a state, she believes that such liquids are a sacred drink that can enlighten people to true joy for all. She encourages the sharing of wine and happiness, but as a mutual exchange that pleases everyone rather than one-way charity. In contrast, she hates it when people abuse alcohol to control or hurt other people, as she feels that alcohol is meant to make everyone happy, and nobody should be hurt by it. Bacchus also believes that everyone, whether human or monster, deserves happiness. Whether male or female, Bacchus loves to travel and experience new things – and try new wines.

Bacchus can be considered to have the *Drunk in Heart*, *Embodiment of Drunkenness*, *Bacchus' Blessing*, *Bacchus' Party*, *I Need a Vacation*, and *Paradise of Pleasure* perks. As your chosen deity, Bacchus has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a holy beast with the skin of a leopard, the body of a female donkey, the head of a goat, and a single horn like a unicorn – only the "horn" is twisted into a corkscrew and looks like a penis (and functions like one).

Argo (The Last Oracle)- Argo was always the strongest of her sisters in the Dodona Grove, and she is very powerful once she regains her sense of vitality. She has the usual powers of a Dryad but can also manipulate all sorts of plants around her and make them grow better. Her tree is exceptionally durable both physically and magically, and she can even get it to walk around. Plus,

by focusing enough magic, she can enchant various plants and give birth to sapient plant spirits. And that's leaving aside her gift of prophecy.

Argo's visions come and go as they please, but you can be certain that they will all have important ramifications, so heed them wisely; if you have a specific thing you need advice about, she can also perform a special ritual for insight on that individual matter. Argo can be considered to have the *Vegetal Shepherd*, *Plant Puppeteer*, and *Trees of Life* perks, as well as the *Voice of God* perk. She also has essentially the *Silent Clues*, *Troll Garden*, and *Spreading Nature's Heart* perks.

Bugs (Hollow Heart)- If you haven't figured it out already, this scenario drew heavily from the game Hollow Knight for inspiration, and many of the potential companions are based on existing characters from the game. You can befriend many different companions in the quest, but I am just listing a few big ones. Their true names are left vague for you to decide on yourself. Be warned: there are spoilers for the game below.

Soldier Beetle Knight- Basically an expy for the Knight, the playable character for the game. She is most silent and seemingly emotionless, but your bonding with her will gradually fill her heart with emotion and love. The Soldier Beetle knight wears a bone-white mask and has two horns on her head. She is empowered by the darkness of the void to increase her durability, and she is an agile and fierce warrior. By the end of the quest, she will be equipped with many weapons, charms, gear, and other tools that let her overcome almost any obstacle. Can be considered to have the *Silent Clues, Regeneration, Dungeon Delver*, and *Monster Slayers* perks.

Hallowed Knight- The previous vessel meant to seal the light god's essence, only to be corrupted by it instead. Like the Soldier Beetle Knight, she is a fierce and powerful warrior, and she also has control over the dark powers of the abyss (dreamwalking, dark energy blasts, etc.). Unsure of how to handle emotion or true thought she looks to jumper as partner and teacher, an easily molded mind. Can be considered to have the *Silent Clues, Regeneration, Staring into the Abyss*, and *Chosen Hero* perks.

The Hornet- An expy for the character Hornet. She tried to make you and your Soldier Beetle companion give up on the quest, but after you demonstrate your strength and compassion, she sides with you, urging you to either seal the corruptive light or vanquish it once and for all. Wearing a red cloak and having horns on her head, this Hornet uses a (sewing) needle-like harpoon for her weapon, and she is exceptionally agile. Can be considered to have the *Dungeon Delver* and *Monster Slayers* perks.

The Cheerful Soldier Beetle Wanderer- An expy for Quirrel. She explores the kingdom on her own and is amazed by its mysterious wonders even amidst its fallen state. She enjoys discovering the myths and secrets of the places she travels to. Can be considered to have the *Wandering Scholar* and *Dungeon Delver* perks.

The Cartographers- A married couple of a Beelzebub and Vamp Mosquito who specialize in mapmaking and compasses, they are expies for Cornifer and Iselda. Can be considered to have the *Dungeon Delver* and *Ambassador of Commerce* perks respectively.

"Grubmother"- A gargantuan, elderly Greenworm. She is available as a companion if you save all her precious Greenworms, who have been kidnapped and hidden. She wants to be your "sugar momma". Can be considered to have the *Dungeon Delver* and *Master of the Forge* perks.

Mining Pillbug- An expy of Myla, who is infected by the plague in the game but can be saved in this challenge if you try hard enough. She is a cheerful miner who likes to sing and has a crush on you and your Soldier Beetle knight.

The Grim Nightmare- An enigmatic chaos god (separate from the one worshiped in the bug kingdom) who managed to maintain its existence without being banished by regularly reincarnating itself and splitting its soul across two hosts. Half of its soul possesses a matured host, who leads a troupe of performers. The other half of its soul incarnates into a juvenile form that gradually absorbs the "flames of destiny" (essentially the energy ignited at key moments in dreams, whether from nightmares, happy dreams, or burning ambitions/desires). Once the younger incarnation has absorbed enough new "songs" from the flames, it absorbs the previous troupe leader to add a new tempo to the ongoing symphony, with a new "offspring" splitting off with part of the soul to mature once more.

Due to the Grim Nightmare's particular interest in the "climax" of dreams – the moment when the dream dies at the point of awakening – the troupe often visits kingdoms that have recently fallen or that they sense will fall very soon. The troupe is a happy, content family, but they are all bound to the Grim Nightmare for better or worse, forever trapped in the endless song of the ritual.

However, since the troupe has traveled the outside world beyond the bug kingdom, they have had more exposure to demon energy, and that includes the now-female troupe leader. The chaos god has gradually been shifting more and more towards mamono form and viewpoints, and her troupe's arrival at the fallen bug kingdom sets the stage for her own "fall".

If you take the troupe's side quest in the course of the Hollow Heart scenario, the ringmaster (and by extension the Grim Nightmare) will recruit you in helping the child host absorb more flamesongs to prepare the stage for the ritual. You can help a defector troupe member in stopping the ritual, or go along with it to the end, but either way, the child incarnate has grown attached to you, and by the end, the Grim Nightmare herself wants to absorb you into her never-ending symphony. After a harrowing fight against her – which will eventually devolve from an actual fight against an unearthly nightmare abomination to more of a romantic courtship – you can convince her to offer freedom to troupe members willing to accept a destiny outside the ritual, and to be your lover and companion (any remaining troupe members will naturally accompany her).

The Grim Nightmare still has an inhuman outlook on things, finding beauty in tragedy and destruction and believing that by capturing the flames of dreams, she can keep those fading remnants alive and celebrated in song forever. Likewise, she doesn't really see anything wrong in

possessing her hosts and enslaving the troupe because she views it as making them part of her dreams and in turn embracing their dreams (sort of like how an Atlach-nacha or Nightgaunt fuses with her husband to become one). Due to splitting her soul in half between two mortal hosts, the Grim Nightmare's incarnates are much weaker than a chaos god would be normally. The Grim Nightmare can be considered to have the *Staring Into the Abyss, Maddening Allure, Atlached to the Nacha*, and *From Parts of Bodies* perks.

Cerberus (Champion of Beauty)- As the original Hellhound, Cerberus can be considered a divine-level Hellhound – basically a god's pet, but still more than just an infernal dog. She can be considered to have not only the *Rebel Against the Gods* perk but also the *Chimaeric Fusion* perk, as she was originally a three-headed mutt. Technically, as a dog, Cerberus has access to the *Man's Best Friend* and *Sixth Sense of the Sith* skills, but seeing as she is a (literally) fiery tomboy, she strongly dislikes the idea of being a helpful, obedient little doggie, so she's unlikely to draw on those abilities. Her flames are strong enough to potentially damage (though not necessarily kill) gods.

Roc (Route to the Roc)- Actually an oversized Griffon who was mistaken for a mythical Roc due to her golden feathers and her ability to change size. She is a hallmark to her species' pride and stubbornness, and once she decides that something is under her "protection" she'll never let it out of her sight, fending off all perceived threats to her precious "treasure". Roc can be considered to have the *Size Change*, *Watch the Sky*, and *Egg Laying* perks.

Poseidon (Grand Voyage)- As the primary goddess of the ocean, Poseidon can be considered to have all of the perks for the Poseidon's Domain affiliation, albeit enhanced significantly to a level fit for a god. Generally, she can "bless" (by magically violating their entire bodies with her water) anyone who drowns in water under her control to either turn them into a monster (if a woman) or enable them to breathe underwater (and quickly set up said men with waiting sea monster girl wives).

As Poseidon loves all who call the sea home, those in her claimed territories all care for each other and will not harm each other, such that sharks and other aquatic predators would not attack someone under Poseidon's protection. She also has the *Bi-Harem* and *Horn of Purity* perks. As your chosen deity, Poseidon has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant and holy sea creature of her choice.

Divie (Dream-Quest to the Deep Darkness of Unknown Desire)- Dïvï'œ Kushii-do Thylad Aneicerrne Nalh Rïn Gai-Oon Dmnagnok Psaïeelch Bhtoha Aa'Ysanhnagth... (her name goes on, but she prefers to be called "Divie" for short) is a "Deep One" – one of the Supreme Beings, the primordial chaos gods sealed away by Poseidon. Divie has become corrupted by demon energy and is more mamono-like now, embracing the ideal of love/lust for her precious partner, but she still has the eldritch nature and truly alien mind of the Deep Ones, and even though she decided against destroying reality, you might still need to temper some of her crazier ambitions (for

instance, she might try to get you to help her free and corrupt the other chaos gods), or just "shake" reality rather than break it entirely).

Reality itself seems to warp around Divie, chaotically transmuting her form ever so slightly without stop. Overall, she has a squid-like form suitable for the likely ancestor of Mindflayers, but the gooey composition of parts of her body, the dark shaggy fur concealed beneath her outer layer, her spiderlike fangs and abdomen, and the tentacled wings she sometimes sprouts all suggest her relation to a plethora of different abyssal beings, some of which may not even be known to man or monster. She gave up most of her true power to be with you, but by making love to you enough, she can start to ascend slowly but surely back towards her original might. Divie can be considered to have all of the perks for Chaos Cults, and she can fuse with you at will.

Bastet (The Two Faces of a Goddess)- The cat goddess Bastet is a "cat-taur" – she has the lower torso of a four-legged cat, and the upper torso of a two-armed woman. Bastet embodies the prideful arrogance and mischievousness of a cat, and she is extremely biased in favor of cats, taking their side in almost all circumstances. Yet she is a kindly goddess and loves to spoil her devotees like precious pets. Her other side, though, which was awakened in her respective scenario, is that of a wrath-filled hunter who attacks belligerently and without mercy. On the other hand, this side of her is in some ways fairer than her usual self; she understands that everyone fights to survive, so she has no particular favorites or enemies, just predators and prey.

By the time you've finished the scenario, Bastet will have optimally found a balance between her two sides. She will still be capricious and focused on protecting cats, but she will have also started to recognize that there's more than one side to each story and that she should be more considerate when enacting justice. Bastet can be considered to have the *Cute and Coy as a Kitten*, *Feline Grace*, *Cat Curse*, *Blessing of Bastet*, *Honor Duel*, and *Two Parts* perks. As your chosen deity, Bastet has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant cat (leopard, tiger, cougar, etc.).

Ares (War of the Worlds)- Ares is a god of war, and she is able to bless her followers and you with enhanced combat abilities. However, she values preventing loss of life, so she works to prevent deaths in battle, essentially through an enhanced version of *Is It Right to Kill?* Her status as a god also means that she can scry on her worshippers as she wishes. If she were to enter combat herself, Ares would have the *Gentle Strength*, *Honor Duel*, and *Flaming Passion* skills, albeit at the hands of a deity rather than a normal combatant.

In regard to the *Divine Voyeur* perk, Ares gains strength from her followers having sex in such a manner, and she can move more quickly and strongly grant her blessings accordingly. She can also be considered to have the *Trainer of Heroes* skill. As your chosen deity, Ares has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant elephant with pure demon realm silver tusks among other enhancements (she might also be interested in "riding you" one way or another when you're in this form).

Eros (Trials of Eros)- The love deity Eros takes the form of a pink-haired, tawny-skinned woman with plump breasts and hips that seems to inspire love with every wiggle; her eyes glow with the light of love, and if you look close enough you'll see that her very pupil are in the classical shape of hearts that throb with lust. She values love above all other things and wishes for everyone to find happiness through love. She enjoys observing all expression of love, whether dates or outright sex, and she's excited about the chance to experience such things firsthand herself with you.

As her servants' powers are blessings from her, all of their powers can also be found in Eros. Therefore, she has all five of the Erotism-discounted perks at her disposal. She could also make as much Amrita as she wishes, though she prefers to only use the milky elixir for extra-special occasions to celebrate notable victories for the cause of love. She can also be considered to have the *I Need a Vacation* perk, but she will only ever use it to increase romantic themes when going on holiday. She can also bless people with the *Great Catch* perk to give them better luck with love. As your chosen deity, Eros has authority to speak to you through the *Voice of God* perk, and via the *Form of a God* perk she will grant you the power to turn into a giant pink dove blessed with love powers.

Dragon Guides (Dragon's Roar of Tourist Revival)- All of these Dragon-type tour guides embody the proud nature of dragons, but they all have soft hearts beneath the surface. In addition to their individual attributes, all of these companions can be considered to have the *True to Form*, *I Need a Vacation*, *Courtesy of an Invitation*, *Bond of Champions*, *Bacchus' Party*, and *Mood Monitor of Maids* perks collectively, though their aptitude in those areas might vary on an individual basis.

Alto-Eris ("Alti" for short), the Commander of the Knights of Dragonia, is a Dragon and certainly has the pride of one, thought she becomes calm and considerate with her partner. She trained hard to be able to protect Dragonia from threats, and she sees her service as a guide as but one more way to give back to her beloved homeland – in fact, she is one of the most experienced guides in the tourism/immigration bureau. She knows a lot about the other tour guides and will share information about them to help you get closer with them. Alti has blonde hair and black scales, and she wears knightly armor. She says, "We still have a long night ahead. It's going to be a problem if you don't become an exemplary dragon knight."

Sarona and Luna are "twin" Wurm sisters who in fact used to be one of the dreaded "double-headed dragons" in the old era; now each head is its separate individual, and they cooperatively run a popular tavern called Moonlight. The two are good friends who share alike, and this means that they want one lover between the two of them. While Wurms are often considered wild beasts, the sisters are quite civilized and sophisticated. That said, they practice a "hard love", and it's said that if you hesitated to embrace their affections, they would wrap around you all day and night until they have you trained into their ideal lover; they also get easily jealous. The older sister, Sana, is calm and purposeful, but lustful and stubborn in certain situations. The younger sister,

Luna, is irritable and passionate, but lustful and obedient in certain conditions. They say, "Welcome, Guest! ♥" "Please enjoy our service! ♥"

Shiltia (or Shirtiya) the Wyvern is a newbie guide (and Dragon Knight) still learning the ropes, but she is eager to be the best partner possible. While normally cold, harsh, and prickly due to her time as a soldier, Shirtiya is sensual and submissive toward you, though she in turn expects your cooperation in bed come nightfall. As it is difficult for Wyverns to normally socialize, she does not communicate well with people. Among the Dragon Knights, she excels above all others in solo flights. Shiltia has silverish hair, blackish scales, and yellow eyes. She says, "Look here! I will take you along on a special route, part of which you will pass on my back. Climb faster!"

Litia the Wyvern is an overly cheerful, newbie Dragon Knight. She is obedient and loyal, but also stubborn and malleable depending on circumstances. She communicates well with men and likes to be treated like a human woman. Although she is a good, active-minded girl, she is still a Wyvern, so if she gets excited and can't restrain her disposition towards you, her true, stormy temperament will manifest itself. She is considered a quite admirable knight-dragon to emulate. Litia has blonde hair, green scales, and blue eyes. She says, "This is a new bazaar! I recommend this place if you want to buy delicious local wines. In this area, you can see the flight performance training of dragons. And this night...of course, you will spend it in my room!"

Leia the Dragon has lived alone for most of her life and therefore has had little experience interacting with other people, especially humans, making her by far the wildest dragon knight. She views humans as precious, fragile treasures to be cherished and protected like gold or silver. Her shy demeanor is quite cute. Leia has silverish hair and green scales. She says, "Why I like it so much... But... it's all for my future husband..."

Lyra (or Lira/Ria), another newbie guide is called the "Wanderer Dragon" due to her love for exploration and travel, particularly with dungeons. She has black hair and blue scales, as well as golden, bell-like accessories by her horns and waist. New to Dragonia after arriving from another land, the Dragon Lyra brings with her youthful optimism and curiosity, and she is always excited to discover new things, especially with a partner alongside her. She is obedient and cheerful, but also lustful in certain conditions. She says, "Good to see you, friend! If we join forces, we will crush any obstacles! Let's try taking on the tournament!"

Marietta is technically a member of the tour agency but is more involved in the land's battle tournaments. She is a rare type of Dragon called a "cursed dragon", in that, due to past persecution and heartbreak from humans, has closed her heart to love. Marietta wants to be able to love, but she cannot bring herself to love a human, and she only seems to find pleasure in the heat of battle. For her, emotions are but tumultuous yet fragile fires that suddenly burst like a volcano for but an instant before fading away; her wish is for those lovely emotions to stay in her heart forever. She knows many ancient secrets of Dragonia that could help the tours, but to do that, you'll need to open her heart through literal "love and war". She'll be tough to crack, but if you do, you'll find a very strong and loyal companion. She has the nickname of "Scythe of Woe" for how she wields her detachable tail like a weapon in battle. She says, "Look at me, feel me, because everything we do is only temporary, let me hear more, imprinted me in your eyes...♥"

Lilifrau (or Liliafrau), the Champion "Blue Flame", is a mighty, blue-flamed swordswoman who takes on the appearance of a Salamander, admiring their zeal in battle. Many believe her to be the reincarnation of the great Lizardman warrior Dolandina who rebuilt Dragonia Stadium, but Lilifrau is currently troubled by the lack of an opponent strong enough to truly challenge her. With her flame still seeking a worthy groom, she travels between bars and arenas, looking for fights. If she were convinced (through battle, naturally), she could bring the Stadium to new glory and offer new insights for the Immigration Bureau. She says, "The body ... The body is burning ... Hey, are you a warrior or not?"

Queen Dionola (or Deonora) is a legend in her own right – a golden dragon of great might who may very well be considered a unique variant of dragon (she hails from the Red Dragons, but she has become something even greater). In fact, her name was given to her by the Demon Lord herself following a battle they had, and though the Demon Lord was the clear victor, she also clearly recognized the dragon's power and idealism, essentially recognizing Dionola as one of her own daughters. As Empress of Dragonia and dragonkind, Queen Dionola tries to be benevolent and helpful to her proud but lonely subjects. She is proud but also stubborn, especially regarding her honor and duty to others, and she insists on taking responsibility for matters personally. Actually, losing the battle against the Demon Lord forced her to acknowledge her own weaknesses, thus tempering her pride and making her more determined to be a worthy ruler for her kingdom.

In many ways, Dionola is a seemingly arrogant but caring tsundere, who behind her regal demeanor wishes for the same love that her subjects have found. In fact, the kind of person she respects the most is someone who is not afraid of her and can see her for who she truly is, though she is afraid to outright show that fragile side of her, so it will take a lot of work and love to open her heart. She has been working undercover (or trying to) in the tourist agency so she can better help others embrace the wonders of her home. As a worthy challenger to the Demon Lord, Dionola is by far the strongest of all Dragons and one of the most powerful Mamono in existence, even if a few others beat her out for top place. She says, "I was expecting you... ♥ If you will be brave, young man, and take an oath to be my ally, then you can rule this world with me... ♥"

You might also be able to win the heart of the queen's sister, Dracolinde. Not much is known about her, other than that she is a Dragon who runs the Cemetery of Dragons (though she rarely appears there).

Court Alf Divas/Songstresses (Forgotten Song of the Banished Abyss)- Please note that while you can take the seven islands' Diva Songstresses as companions after completing the respective scenario, you cannot take the Great Diva/Songstress Difina, as she is already happily married. All of the Divas can be considered to have *Seven Songs of the Divas* perk, albeit only the one for their respective home islands, as well as the *Guided "Tour" [Date], Love Supports All, Mood Monitor of Maids, Melody of the Gandharva*, and *Grace of the Ocean* perks.

Arial (or Ariel), the Diva of Al-Mar, is a green-haired Sea Bishop. In addition to being Al-Mar's Diva, she also serves as the main priestess to the Great Diva. Her favorite color is white, and she

likes to spend her vacation dropping into gondolas. She prefers a man who is strong and slightly assertive. Even when she was just a Singing Maiden, Arial already had a beautiful voice and grace, for which she was already called Al-Mar's Masterpiece; these days, she's also called the "Goddess of Al-Mar". In the past, she was often so fond of showing the city to tourists that she forgot about time and was often late for her prayer dedicated to the Sea Goddess. She is always calm, educated, and very dedicated to her work.

Arial drives the gondola so beautifully that it seems as if not her fins move the water, but she commands the surrounding water. It's been a long time since she's been on excursions for single clients, so she enjoys those opportunities. From the bottom of her heart, she wishes other couples to be inextricably linked by bonds of love like happened with the Great Diva, and she blesses them so that one day she can meet her life partner in the same way. When she marries you, she'll say, "In the name of Lord Poseidon, in the name of the Great Songstress, let us form an eternal vow on the sea of seven islands. ♥ Let's sing a song of blessing for you who are bound this day. ♪"

Lilinana (or Lilynanna), the Diva of Matori, is a purple-haired, reddish/pinkish-feathered Siren. Her favorite color is pink, and she prefers to spend her free time reading literature such as fashion magazines and romance novels. Confident, funny, hyperactive, and impulsive, she has yet to settle down on a lover, believing she has a responsibility first to her singing maidens. She considers herself Matori's idol number one, but if she found a lover, she would consider the lucky groom her number one. Lilinana is a genius gushing with ideas, with flexible thinking unconstrained by existing dogmas. She is a girl with a very freedom-loving character and, as the pirates say, she is like the spirit of the wind flying in the sky of Matori.

Despite her high pride and selfishness, Lilinana is honest and decent in everything and can be a surprisingly pleasant person for everyone around. She helped countless couples meet. However, since many of Lilinana's actions involve the surrounding in a showy manner and she does not take into account the time, place, or whether the couple will be comfortable for it, she received the nicknames "Pink Storm" and "Typhoon Matori", as well as "Princess of Tempest". She tends to stretch out words and sing them in normal conversation. She really admires how so many people were inspired by Matori's dream to come together and form a new country. She says, "I want to express it, this unconveyable feeling! My feelings ride the wind, delivered to you! ♪ Hey, where are you looking? Don't look at anything but me! Make sure to hold my hand, it's out of the question to let go! Get a hold of yourself, you are my prince. ♥"

Eustine, the Diva of Nevia, is a Merrow actress known for dressing as a boy (as a dashing pirate or prince, for instance). Her favorite color is red. Never resting on her laurels, she spends her off days visiting stages across Nevia to study how the operas and theaters are ever advancing and changing. In addition to her beautiful songs and acting, she also manages wonderful screenplays. Some call her "Seven Colors Eustine". She is always greedy for beauty, and for the sake of preserving passion, setting aside her pride in her current position, she frequently visits the other islands, spying on love affairs – or rather, it seems she goes out collecting information by gathering news of romantic stories.

Eustine has a strong passion regarding the stage, and does not compromise at all. On the one hand, she's attracted to show-off people, but she also likes the shyness of someone who isn't good at expressing themselves. She considers patience a virtue; it's essential to express one's originality, but the largest flowers only bloom when the soil has been carefully and precisely laid layer by layer. She says, "Crimson roses colour the stage, the blue moon floats on the water! ♪ What's wrong? Take my hand without hesitation, and I shall guide you as a diva. Improvisation is fine, now let us bloom a flower of passion together! ♥"

Levin Dil, the Diva of Said, is a Thunderbird sporting a mix of punklike green and purple hair and feathers. Her favorite color is blue. She doesn't really like taking days off, so she'd probably spend a vacation doing a small band gig or touring an instrument store. Leader and base vocalist for Saida's most popular band R3 (Rights Rights Rights), she's known as "Big Sis" by her followers. When she sings, the place trembles, and although it's a very beautiful voice, it cleaves through the air, and it's like the place becomes totally different, it really is a thunderous song. She doesn't like thinking much about Saida's past, though she does her duty as a tour guide. She wandered into Saida one day, and not much is known about her past.

Levin tends to use a lot of masculine and slang speech. Unnecessary reason and boring common sense are both meaningless to her, and she feels that stuff like determined fate can eat shit. She wants a strong-spirited guy who can keep up with her beat. She says, "Resound, thunder of Saida! Together with my voice, shake the heavens! This thunder roars with passion, completely blowing away anything that gets in the way! ♪ Alright let's go, are you ready? My love and thunder, thoroughly taste it with your body! ♥"

Fulafel, the Diva of Mira, is a young Flow Kelp girl. Her favorite color is that of twilight and Mira's sunsets. She's been helping out at her parents' restaurant since she was little, and the locals treat her like a daughter or little sister. After opening her own restaurant on the island, she was unanimously chosen as the island's Diva. Feeling that she was only good for singing and that her seniors were cuter, she initially declined but was convinced to grow and become a worthy diva. Fulafel's songs are beautiful and mysterious, yet soothing to the heart.

Fulafel is a little slow-paced, going about things absentmindedly, staring at the surface of the water, and she's also a bit elusive at times, but when she sings, all of that completely changes, and it's like she becomes clad in a very dignified and mysterious atmosphere. However, she's not talented with domestic skills like cooking or cleaning. She is looking for someone who will quietly stay with her, cuddle with her, and occasionally let her lean on them. Fulafel dearly loves her island and its tranquil nature as a place for everyone, and she spends a lot of time just relaxing and losing track of time. She says, "And yet I was always alone in this eternal land where the songs and sea intersect… ♪ Hey, why did you come here again? This hand I held softly… I hope it doesn't let go. I will dream only of you. Today I will dedicate a song that believes in you whom I love. ♥"

Meivia, the Diva of Dé Ryúa, is a blackish/purplish-haired Nereid. Her favorite color is crimson, and she likes to spend her holidays watching people get hot and bothered at the casino. She originally came from the neighboring island city Queen Diana and was one of the human slave

girls when the ship sank. She became the backup dancer to that island's diva Asura Mythra, who loved her dearly like a daughter. Meivia adores Asura Mythra for saving her and used to constantly follow her around, getting her to teach her things like magic, singing, and dancing. Meiva came to De Ryua at Asura Mythra's suggestion to train, and she worked to make the city lewder, becoming the island's diva in the process.

Meivia is also the leader of the Court Alf branch of the Extremist/Radical faction of the Demon Lord Army. She makes her surroundings have a lascivious mood just from being there. She also looks at women with very lewd eyes, thinking a lot about how to make the girls even dirtier. She wants a lover who will direct all of their desires at her. She calls herself a mere servant that affirms all love and communion. She says, "Do you regret it? Can you feel it? I wonder if you can bear that? As soon as I traced you with my fingertip, you were my adorable prey. ♥ Did you notice? This is a never-ending dream. An endlessly enclosing darkness. I'll completely satisfy you in a prison of love deeper than the sea. ♪"

Asura Mythra, the Diva of Queen Diana and the "Witch of the Depths", is an ancient, silver-haired, Kraken sorceress who was in fact the one who sank Diana's fleet and founded the current underwater city. She originally grew up in a sea even deeper than the one she currently lives in and she took her name from human myths about an "Asuramythra" monster that sank ships. She is especially skilled at sinking ships, having both the raw strength to rip them apart and the delicate finesse to carry fragile wooden boats and the humans aboard to the seafloor without a scratch. She is a longtime friend of the Great Songstress Difina, and when Difina's husband went to war, Asura intervened to sink Diana's fleet, with the sailors becoming the first citizens of her city.

Asura is a kind lady with a hobby of granting people's wishes, but she always requests compensation, like giving a man medicine to save his wife only to turn said wife into a Scylla, or healing a girl's throat in return for a pledge to drink her beloved's semen once a week. While she teaches apprentices, she doesn't really rule the city, despite being deeply respected by her followers; she leaves most of the actual administration to everyone else.

This is because pretty much everything Asura does centers around a vision she had long ago of her destined lover. Long ago, when she lived in a dark sea further down than even the deepest point of the Sea of Asuramis, she picked up a broken piece of glass from a mirror that sank with a ship, and in it, she espied the image of someone she didn't recognize. It was her very first divination, and it was love at first sight. Since then, her goal has been preparing for the destined reunion with her future partner. She created the city of Queen Diana so that she and her lover can have the best "love nest" to call home. Likewise, she sinks ships and picks pretty things off the ocean floor to collect gifts for her partner. However, she tends to grow tired of the trinkets quickly, and many rooms are littered with her discarded treasures (much to the annoyance of the song maidens working for her).

Though Asura calls singing "just a hobby", she almost likes singing too much; you can often catch her singing on a daily basis, and she also often talks while singing. Calling beings like herself "the darkness lurking in the sea," which humans can never escape from, she desires nothing more but to be forever wrapped around you, calling such eternal conjoinment the "proper state". She's the

kind of person whose mind goes blank with pure pleasure at just being near you, and she insists that you call her "Asuri". Her favorite color is black.

Please also note that while the other Divas are optional companions for this scenario, due to you discovering that you are Asura Mythra's destined lover during the course of the adventure, Asuri will automatically become a companion after you complete the scenario. She says, "Even if you say you want to pull out, my body is already obeying my womb, and I can't pull it out willingly. ♥ Besides, where I'm from, a man has not once been seen pulling out...♥ Ahaan! ♥ When you say something like that, my womb goes all kyun kyun! ♥ As I expected, that destiny I felt when I was young was such a wonderful thing! ♥"

Lilith the Demon Lord (The Forsaken Demon Lord)- This alternate version of the present Maou (Demon Lord], who with the help of the Fallen Hero sent the Chief God into hiding and remade monsterkind into mamonos, is a rather mysterious figure whose character isn't directly explored much in the lore (since she spends most of her time making love to her husband – a great responsibility, in fact, as it helps empower her demon energy). From what we do know, she is idealistic about love and creating a world where everyone can find happiness in love and no one has to get hurt or die. She is also fairly laidback in rulership, letting her subjects pursue their own dreams without her forcing them to follow her directives. Surprisingly, though, she is also pretty aggressive and violent, at least when it comes to potential threats to her lover. In canon, she disintegrated 1/3 of the Tentacle Forest in a frothing rage simply because a tentacle attempted to harm her husband (despite knowing full well that nothing they could do could leave even a scratch on him). So never underestimate the almighty strength of the Lord of Mamono – or her willingness to use it.

Don't forget, Lilith overcame and killed her predecessor to claim the title of Demon Lord, and she is willing to resort to extreme force when pushed. Power-wise, while we don't know the full extent of her power, it would be wise to rank her as stronger than every other powerful monster in the setting – including her daughters, the Lilims. Please also note that children born from her will be Lilims, each of them incredibly powerful in her own right and able to turn targets into whatever monster girl she pleases. At the very least, Lilith can be considered to have the *Romance of Fate, Lilim's Beauty, Demon Energy Outlet, Wonderful Waifus, Downfall of King and Kingdom, S.S. Seductive Succubi, Linked By Lust, The King is the Land, Every Inch of Passion, Fallen Eclipse*, and *Usurper of the True Divine* perks – and likely others, too.

*IMPORTANT NOTE! – Lilith is ONLY ever available as a lover if you completed the Nightmare Gauntlet. She is already happily married in the main timeline, and given her sheer power, it is unlikely that any sort of charm or seduction power would work on her. At the very least, since all demon energy/mamono powers in the jump are an extension of her own influence to some degree, no perk available in the MGE jump can charm/seduce her.

Credits

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Change Log

1.0 – Created separate supplement doc for bonus scenarios, moved True Corruption/White Inma drawbacks to supplement, moved True Corruption drawback to supplement, added White Inma drawback to supplement, edited Those Who Hunt Mamono scenario, added Lucky School Days (and moved the Shirohebi twins to this scenario), added Sting Like a Mantis, added , added Trading Places, edited Makai March, replaced Royal Makai scenario, replaced Lescatie scenario, added Pyrow companion to Volcanic Panic, switched The Unforgiven with The Eel and the Centipede as the Zipangu-only scenario, edited The Unforgiven, renamed Miss Universe to Miss Undead, edited Labors of a True Scholar and made it the Unaffiliated scenario (removed Make Your Own Happy Ending), edited Devils at the Gates, edited Let the Games Begin!, edited A Close Shave, replaced War of the Worlds with For the Love of War, added extra reward to Trials of Eros, replaced Sabbath scenario, replaced Bug Lovers scenario, replaced Chaos Cults scenario, renamed Aria of Tourist Revival to Dragon's Roar of Tourist Revival, added Nightmare Mode Gauntlet, edited bonus ending, added note about Tsuchigumo, gave bonus companion bios their own separate section

1.1 – Added A True Hero scenario, added Cleopatra the Anubis to Live Love, edited Sting Like a Mantis (made it clear that her beating the Fallen Hero, though very hard to accomplish, also counts as finishing the challenge), added Art's Blinding Vision, added Nine Tales at the Inn, added A Horny Dilemma, added Getting Antsy rewrote Horde scenario, removed Drawbacks section (True Corruption removed entirely, White Inma drawback moved to main MGE doc).