Master of the Harem Guild

This world is similar to many fantasy worlds in a way. Monsters and magic exist and unfortunately you are caught right in the middle of a huge tide of monsters. Recently many powerful monsters have become aggressive, wiping out most middle powered monsters, overflowing the dungeons, and threatening everywhere in the kingdom. The recent aggression of course is the result of a powerful new Demon Lord coming into power possessing power beyond her predecessor, enough to finally conquer/destroy humanity if someone doesn't band together a group of heroes in order to stop her….or subdue her with 'other' means.

+1,000CP

Location

Knights of the Round Guild: One of the most famous guilds in the Kingdom, whose members play a key role in keeping back the hordes of demons and monsters under the demon king's thrall. They actually are recruiting new members right now and the four famous Guild Princesses are there right now. One of the potential recruits, a cowardly and lustful monster tamer named Daimon, is going to be rejected in such a manner that he will come back to seek revenge after being (sexually) empowered by the Demon Lord who planned on Daimon distracting and occupying the Princesses so that she can take on and destroy the kingdoms armies and guilds without any problems. Left alone he will conquer the hearts of the Princesses and (in a move she did not plan) eventually even the Demon Lord herself. Unless you would put a stop to that of course.

Origins

But before we begin your no doubt chaste and holy adventures we need to work out some details. Roll 1d8+14 for your age. You may spend 50CP to either determine your age or change your gender although you'll probably be safer if you stay male.

Drop-In: While as a newcomer you might not be as skilled or talented as long time adventurers, you still have a heart filled with ~~lust~~ justice. Luckily for you the most famous guild around the Knights of the Round is recruiting more members and I'm certain with little bit of 'charm' you could make a great impression! Or you could be called a worthless scumbag and get kicked out of recruitment.

Adventurer: Not just some street rat, you are a proud member of the Knights of the Round. With both experience and a close partnership with you comrades you are sure to have a great future together, unless some revenge seeking monster tamer destroys you're build by stealing the most important members. You might want to look out for any of your comrades acting strangely or be really on guard if you are female yourself.

Monster: It looks like you are not human at all, but one of the monsters in the Demon Lord's army. While your army is made up of creature driven mostly by pure instinct the current Demon Lord is one of the strongest there has been for quite some time, and barring extenuating circumstances (like some adventurer taking advantage of her masochistic tendencies) the victory of your kind is all but assured when she takes the field. As for you, the greatest threats you could face are the swarms of adventurers the kingdom has recruited and while you have enough strength to take on the average adventurer you might want to be cautious around people on the level of the Four Guild Princesses.

Perks

Drop-In

Girth Makes Even the Ugliest a Harem King (100 CP): Okay, so you might be utterly worthless in a fight, unskilled in everything but the most basic of manual labor, and look and act like an perverted creep… but hey, at least you have one positive! Your dick after all is pretty damn huge and somehow has the ability to fit and be pleasurable regardless of size. You also possess the sexual desire to go night after night with sex without stopping and getting bored by it, in addition to

the semen production that allows you to cum 3 times in a row and still being horny for more. Now, if only you had some way of actually getting girls to bed….

Getting Away with ~~Murder~~Fucking (200 CP): So fucking the girlfriend of a strong adventurer right in front of him…. not the smartest of plans when your only fighting skill is monster taming and thus he could probably crush you like a bug. Luckily you seem to have increased luck to be able to get away with it. Either the guy is so shocked he can't intervene or the girlfriend tells him to stop, either because she feels that she has to lose 'honorably' or she is so addicted to pleasure she insults him and demands he goes away. This even applies to after the sexing, the boyfriend (or the rest of the guild) won't hunt you down for fucking their star swordswomen into submission or stealing their greatest members to form your own harem.

Human Taming (400 CP): Monster taming is a very looked down upon profession, almost universally possessed by cowards who don't want to fight themselves. With this in mind, it is no surprise that almost no one knows that the higher tiers of monster taming skill allows you to tame humans as well. Those that 'submit' to you will find a mark (of your choosing) will appear on their bodies. This mark gives several benefits. First it restores the mind and sanity of those its bestowed to..so just in case you fucked someone until their mind turned white to use this perk on her, she will be back to 100% the next day. Second it gives them an almost unbreakable loyalty to you, as far as they are concerned their minds, bodies, and souls are your property and no matter what happens their first loyalty will always be to you. Finally it seems that they have an intrinsic sisterly or motherly bond with others who bear your mark, there will be no infighting or jealousy among them, but joy in each others happiness and the belief that "hoarding such a magnificent dick to themselves would be selfish".

You also can use the regular monster taming magic as well, but unless you're strong enough to actually defeat the monster (something that ordinarily is impossible as your class gives you no skills to defeat even lower level monsters) it will not work.

One Shot, One 'Kill' (600 CP): Jumper, it seems your body has obtained the 'blessings' of the Demon Lord, or more specifically your cock. By infusing her dark magic into it, your dick has become what those you fuck would call an unbeatable weapon. Your semen has been turned into an incredibly potent aphrodisiac, even just your precum will flood a women with arousal and leave even the strongest of adventurers meek and helpless (especially if you launched your semen all over her). Actually cumming inside of her would get the staunchest of warriors to surrender to you, the most pious of nuns to worship only your cock, and the most romantic of individuals to dump their boyfriend for you. Be careful with this as there is a very real chance that you can fuck someone until their brain can't handle it.

Adventurer

Adventuring Skills (100 CP): The kingdom automatically assigns the combat class that is most suited to you…. But I can help you cheat the system a bit. Choose one Fantasy RPG like class (Warrior, Priest, Mage, etc). You now have gained veteran skill and experience in the class. While you are not a prodigy you possess the necessary skills to be welcome in even the Guild. In addition to your talent in your chosen job you also are quite skilled in the small things that keep an adventure party going, such as weapon maintenance, setting up camp, and even identifying and cooking local wildlife.

Great Beauty (200 CP): If you're going to be an inspiring adventurer you would want to look the part right? Luckily you cut quite a good looking figure, with smooth flawless skin, silky hair, gorgeous face, and either a plump and mature body like Sonia's,a fit but curvy body like Tina's, or if you're male a handsome and dashing figure that would fit right in with the Knight's of the Round Guild. Even better it seems that the adventuring life seems to have a negligible effect on you, dirt flies off, your hair and body remains well kempt and sweet smelling even

if you just walked through a sewer, and you remain just as mobile regardless of how large your assets become.

Princess of the Guild (400 CP): You are quite the famous individual aren't you Jumper. It seems like word about your good deeds travel at a lightning fast pace, almost like you have a bard in every tavern. Accomplish literally anything noteworthy and you'll find every town in the kingdom singing your praises and the admiration of all your fellow adventurers. Of course this does require some noticeable skills in order to accomplish the deed in the first place, but even the greenest of adventurers will find themselves being noticed by by the populace and high ranking adventurers more than they should be.

Just be careful, you might attract some less than scrupulous attention as the current Demon Lord has taken 'precautions' to take people like you out of the fight.

Hero's Talent (600 CP): This is it Jumper, you have reached the pinnacle of humanity, equal to even the kingdom famous Princesses. Whatever class you have chosen you are likely one of the undisputed masters of it. A Nun could craft healing spells of such intensity and power that she could support a small force of adventurers against a vicious invasion force of monsters by herself, a swordswoman behind a sword and shield could have an (almost) unbeatable defense and hold her ground against the strongest monsters, a gunner could kill even dragons in a single shot, and a mage could come up with new powerful spells on the fly.

Monster

Monstrous Form (Free/200 CP Restricted Monster): Choose a standard Fantasy Monster, Slime, Demonic Boar, etc. You are now a proud member of that race. This of course grants you much greater strength then the average human and special abilities relating to your race (such as a slime ability to dissolve equipment and people like acid), which combined with your intelligence makes you more than a match for most adventurers.

Of course for an extra 200CP, you can disregard being just a standard creature and choose instead to become a high ranking monster such a incredibly strong minotaur

or a legendary dragon, or instead a powerful demon under the direct command of the Demon Lord herself. At this level of power you could take all but the most legendary of adventurers single handedly. You also are less likely to be killed and/or eaten by your fellow monsters as well.

Masochistic Demon Lord (200 CP): You are the terrifying demon lord! You are not lewd! Sure you may freeze when someone's undressed and focus too much on their hard, thick… Wait, what was I talking about again? Luckily, it seems that despite any inner lewdness that you have, those around you still perceive you to be fearsome and dangerous. This also makes you quite good at giving evil speeches and projecting a menacing aura.

Of course, the effects of this perk would fade if you were to broadcast your submission to a human's dick across the whole kingdom... But unless you make a big show across the kingdom then people will continue to treat you with fear and respect regardless of your perversions on the side.

Corruption of Heroines, Downfall of Heroes (400 CP): Do you know what sucks? When you carefully craft a plan to take over the world, have your monsters slaughter the normal soldiers, and then a band of Heroes and Heroines show up and send all your plans crashing down. Luckily you know just how to deal with all those pests... sexually. You seem to have great luck with finding random guys and gals to fuck your enemies and distract them from opposing you. And any hero/heroine who had their lover cucked also seems to lose the will to fight making them easy pickings.

If you have Demon Lord along with this perk then you also gain the ability to bestow One Shot, One 'Kill' to those you manipulate, greatly increasing their ability to get your enemies too addicted to pleasure that they won't be able to fight you. (No you can't use this as a roundabout way to get One Shot, One Kill for yourself)

Demon Lord (1000 CP): UNLIMITED POWAH…. Uhh what I mean, Jumper, is that you have reached what can be considered at the top tier of power in this world, the vaunted realm of the Demon Lord. The only one who can claim to be able to

match you in power would be the Demon Lord Nell herself. Wiping out a team of high level adventurers with a single powerful attack is well within the realm of possibility for you

As an added bonus demons who possess high amounts of power like you also gain (quite attractive) human bodies. So you can also take **Great Beauty** for free.

Items

The Bare Necessities (Free): A full set of clothes (both normal and skimpy) that seem to never wear and tear, fits you comfortably, and seem to protect more than they really should in battle. A money pouch that always seems to appear in your pocket or around you when you need it and starts out holding enough gold to last a prudent spender for a month. And weapons or items relating to your chosen skill that feels just right in your hands. Perfect tools for any adventurer.

Sleeping Drink (200CP): Made from the ingredients of an exceptionally powerful sleeping bullet. This drink guarantees a good night sleep to any who drink it. It also is near undetectable, can be disguised as a nice bar drink, (so that you can excuse the person who just fell asleep as being unable to hold her booze) and the person who you had drink it falls into a deep sleep at just the 'right' moment.

Jumper's Knights (400CP): A famous guild, like the Knights of the Round, whose members seem drawn to you. while you may not be the owner of the guild or even a member you will find the guild having been set up around your common location. Of course while the guild is famous and brings some life into the community around you, the real 'benefit' of the guild is its members. All the female members of the guild are either incredibly skilled with kindomwide renown, or have the potential to reach similar levels described in Supreme Talent. They also all range from incredibly cute to drop dead sexy. Of course the male members on the other hand are all noticeably inferior in the skill department as well as being both shit in bed and incredibly dense about it. The women (who for some reason always date within the guild) are very unsatisfied and although they may claim otherwise they secretly they all fantasize about a big dicked stranger 'conquering' them.

Theoretically you could turn the entire guild into your own personal harem... theoretically.

Companions

Import/Creation (50/200 CP): ….Wait, you want to bring friends? Well sure but I hope they don't judge, much. Anyway you can import or create one companion for 50CP or 8 for 300CP. Each get's 400CP to spend. You're relationship with created companions can be decided by you, perhaps they could be family, a monster you have tamed, or a comrade from the same guild.

Four Guild Princesses (200 CP): Have an eye for talent and beauty Jumper? Well with this option you can companion the renowned Guild Princesses. The fearsome paladin Alice**,** the kind but powerful priestess Sonia, the romantic and fun loving Gunner Tina who nevertheless can gun down even dragons with one well placed shot, and the smart and strong mage Sara. How exactly you are going to companion them depends on your origin but by taking this option the red string of fate has been strung to make it as easy as possible for you. Adventurers start out as good friends to each of them and could probably convince them with only a small amount of legwork. Drop-Ins and Monsters will have to use a more direct method (mindbreak) to 'convince' them, luckily by taking this option you will find many opportunities to do so, whether it be getting the naive Sonia to 'tend' to a poison in your crotch or getting to prideful Alice to challenge you to a duel where the winner (you) get to do what they want with the loser's (Alice's) body.

Demon Lord (200 CP): Nell, the current Demon Lord. She's one of the strongest Demon Lords so far, able to handle 4 Hero level adventurers at once and destroy the powerful holy sword that once slew a previous Demon Lord. Not to mention she's a great beauty and has a cunning mind. She just has two 'small' flaws, she is a huge pervert and perhaps one of the world's biggest masochists. This is something she doesn't even acknowledge herself of course but I'm certain that given an opportunity, something I'll arrange for you, even a weakling of a human could enslave her with the power of the D. Whether you choose to use her powers

to conquer the world or just for the glory of being the hero who ‘defeated’ the Demon King is your choice

Drawbacks

It’s A Dirty Job... (+0CP Drop In Only): … and now you have to do it. Perhaps you want to stop Daimon before he can make a move, or perhaps you just want to remove the competition. Regardless of your reasons You have taken the place of the Monster Tamer Daimon. You’re not exactly the most well liked or famous of individuals but (if you took **One Shot, One Kill**) you will soon have a chance meeting with Demon Lord Nell who grants you her power so that you can make all your (perverted) dreams come true. If you happen to take the The Unchosen drawback along with this then as an added bonus you get a discount on purchasing both the four Guild Princesses and the Demon Lord.

Terrible Looks (+100CP): With a scrawny body, face of a thug, and a perverted leer you look like the poster of a scummy gal/guy. Additionally all appearance perks or attraction perks you may possess are disabled you’re not going to be getting in any relationships based on looks any time soon.

Prepare To Be Bullied (Nerd) (+100CP): Well I hope you weren’t planning on earning little things like the respect of those around you. Because by taking this not only are you never going to gain any fame, but the people around you will actively go out of their way to insult you and ruin your reputation.

Weak to Goo (+100CP): Similar to the knight Alice you have had a traumatic experience with a slime in the past that nearly resulted in you suffocating to death. Your comrades pulled you out, but the mental trauma remains. You now have a horrible phobia against slimes. Fighting against slimes is going to be incredibly difficult and if you ever happen to be covered in a slime like substance, (like white goo) you’d freeze up regardless of how powerful you are.

Think with Your Lower Head (+200CP): When it comes to matters of sex you make the worst plans, the very worst. Seduce the Four most powerful adventurers

away from the guild? Great idea! … but you neglected to think about how such a gap in power would affect the guild's ability to repel monster and demon attacks. Give an adventurer a magic dick so that he can fuck your enemies into uselessness? Do we even *want* to know how this one is going to backfire?

Evil Aura (+200CP): Perhaps you possess a demon enhanced dick, perhaps you're just a monster disguised as a human, or maybe you're just a horrible person. Either way you possess a sinister aura that those in tune with magic or the supernatural can easily sense. Most religious people will naturally be wary of you and monsters seem to find something about you to be incredibly delicious (in the 'eat you' sense, not the sexual sense).

Monk (+200CP): Whether your a religious figure or simply chaste, You have decided to avoid all matters of sex. Unfortunately the world seems to not be a fan of that decision. If you're male then opportunities for sex will consistently fall into your lap, and if you're female expect copious amount of thugs to try to force themselves on you. Any sexual activity counts as a chain fail.

Demon Lord's Wrath (+300CP): Something you have done seems to have angered the Demon Lord but rather than attack you herself, she instead has empowered multiple resentful humans with One Shot One Kill against you. Any protections you or companions would have against being mindbroken or affected by One Shot One Kill are revoked. Killing or subduing the Demon Lord won't help as some creature somewhere will still empower people against you. Better keep a close eye on any companions or always travel in groups.

It goes without saying that being enslaved by one of these people counts as a chain end, luckily at the end of the jump (or if you fail) I'll offer a free memory/corruption wipe to any companions who got caught.

The Unchosen (+300CP): The jobs assigned to adventurers are what most suits their personality, even cowards get jobs like Monster Tamer. So what does it say about you that when the time had come for him to be assigned a job you received none. Additionally not even your out of jump powers remained with you, leaving

you here with nothing but any non combat related powers you have purchased in this jump. Hope you have some strong companions to hide behind.

Notes

By PucelleAnon with help from Ricrod and the wonderful grammar checkers at QQ.

If you are female and happen to take **Girth Makes Even the Ugliest a Harem King** the perk would instead grant you a incredibly pleasurable body, sex with you would feel better than sex with others. You still have the sexual desire granted by this perk as well.

One Shot One Kill would work similar where you your fluids are aphrodisiacs and you can mind break anyone who has sex with you (sort of like Kiara from Fate). You still have the limitless stamina granted by this perk as well.

You do not need to take **Adventuring Skills** in order to get **Hero's Talent,** but taking **Adventuring Skills** will grant you to necessary experience in your talent and in other miscellaneous parts of adventuring to really make your talent shine.

Ordinarly Monster cannot take a Job like Drop-Ins and Adventurers can as humans are the only people in the world who follow the job system, however if a monster where to purchase Hero's Talent then you can flub the system a bit and gain a job as well.

By default Drop-Ins get no job, but by purchasing Human Taming they immediately get access to the the mastery of the Monster Taming job which allows them to use their ability on people as well as monsters. ‘Tamed’ Monsters and People are both subservient and loyal to you.

Jobs are pretty vaguely explained in game, but they seem to grant abilities and skills relating to whatever they are selected for, Paladins get greater Physical strength and endurance, Wizards and priests getting the ability to use magic, etc. etc.