ARCHANGEL OF LOVE, LOVE MARY ~MALIGNANT CONCEPTION~

AISEI TENSHI LOVE MARY ~AKUSEI JUTAI~



Jump by dragonjek
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Earth did not always belong to men. Once, long ages ago, it belonged to the demon god Elysium, a terrible monster of sex, violence, and sexual violence. His armies of monstrosities were sufficient to keep humanity in check… save for one girl, known as Love Mary Primera. This girl possessed immense power and will, enough so that even the fully unleashed corruption of Elysium was unable to sway her. She led the way for humanity to push back the evils of Elysium by creating the

Archangels of Love, and finally sealed away the dark god for good… or so she thought.

Even as he was sealed, his power reached out and corrupted numerous humans, twisting them into evil and loyal monsters. They raped and murdered without remorse, and so Primera acted to protect humanity once again; although she eventually died of old age, her power would live on, continuing to create new Archangels to wield the magic of hope and love against demonkind.

But even as millennia passed, the demon god's evil power still escaped to bend people to his will. In the modern age, Primera's power has fully reincarnated into the girl known as Akari Asahina, granting her the ability to transform into the Archangel of Love, Love Mary P! Using the magic gifted to her by her predecessor, she'll fight back against the wicked tide of monsters!

Just like Elysium intended. For not all of his monsters acted openly, and while the Archangels purified the openly malicious, his general, the demoness Ravana, schemes to finally free her father and master.

Take **+1000 Corruption Points** to prepare yourself for your time here. Maybe you'll even manage to avoid a Bad End.

Location, Age, and Gender

There aren't many locations to choose from, so you can freely pick anywhere on the planet—even if you aren't sure of the precise location, you can also select places based on vague descriptions, such as "someplace interesting", "the same town as Akari Asahina", or something along those lines. You arrive about a week before Akari awakens to her power as Love Mary P.

You may freely select your age, but Archangels are typically those who still retain the passions of youth. Demons, on the other hand, can range in age from being mere days old like the newly transformed, to thousands of years in age such as those directly born of Elysium's flesh, such as his daughter Ravana, the General of his armies, which are known as "The Apocalypse".

You may pick your own sex and gender; despite Archangels having the typical paraphernalia of magical girls, there are no rules against males becoming one. Just so long as you can stomach running around in a magical dress.

Origins

This section determines your background in this world, and decides what perks you receive a 50% discount on (although discounted 100 CP options are instead free). At your discretion, you may simply be a drop-in, benefitting from the discounts but without having any pre-existing history or connections.

Archangel of Love (+100 CP):
By briefly sharing some of her own power with another person, Primera was able to awaken their own latent magical potential, allowing them to transform into an Archangel of Love! By saying the magic words, you too can temporarily transform into a magical girl, giving you amazing powers! It's your duty to fight to defend justice, and to protect the innocent from the depredations of demonkind. When transformed, you are known as "Love Mary [Pseudonym]", such as Love Mary Jumper or Love Mary Ruby. The names Primera, P, Lapis, and Stella are all taken, though.

Demon of Elysium:
Once, your kind ruled the world. Humanity is but a usurper, a weak slave race that only rose to prominence on the backs of Primera and the Love Marys. Both physical and magical might are the divine right of your kind, a gift from your father, the almighty demon god Elysium. Your kind comes in a multitude of shapes, from a tentacle monster, to a blob of goo, to a horned humanoid, and many other forms, besides.

Perks

Archangel of Love

"Love Miracle Link Connection" (Free, Exclusive to Archangel of Love):
Those are the magic words that allow you to transform from your ordinary, weak human form into an Archangel of Love, a Love Mary! It's only a temporary

transformation, but while it lasts your body will be enhanced to be far superior to what the greatest Olympic athletes could hope to achieve—to the point that you could easily hurl a demon many times your size straight through a brick wall and into the street. It will be easy for you to take out the rank and file of Elysium's monsters, but one of his more powerful servants will be a greater challenge.

When transforming, your magic changes your clothes into a beautiful but combat-ready dress, resembling a sailor uniform with a frilly skirt. And yes, whatever underwear you wear will be replaced with cute panties. Your hair will also change color and grow in length, and a heart-shaped hairpin will appear on your head. You do get short heels, but they are guaranteed to never interfere with your movements or balance, so don't worry about tripping in them.

Never Give Up (-100 CP):
Your willpower is incredible, and more than a little magical. Your mind will instinctively fight back against hypnosis, corruption, and other effects that would twist how you think and perceive the world. It won't give you immunity, but eventually you'll be able to fight your way out of even the most powerful mind-affecting effects.

Anyone seeking to keep you under mind control against your will is going to find that they need to re-cast the spells needed in order to do so. And then, as you get better at fighting against it, they'll need to cast them again, more quickly. And again, and again, until eventually you'll fight off the spell almost as soon as it is cast.

However, this protection is dependent upon returning you to the state desired by your uncorrupted self; it what you seek is to fall to depravity, it won't protect you. Likewise, if you only seek to dabble in being controlled, it will refrain from freeing you until you've had your fill (or rather, what an unhypnotized you would consider to be enough, rather than what you in your hypnotized state would desire, which would probably be to remain under hypnosis).

Friends Forever (-100 CP):
The friendships that you make are deep and lasting, and will endure at full strength even if you've gone ages without seeing one another. This is the sort of friendship that drives people to overcome seemingly-impossible hardship for the

sake of their companions, and which can endure even the most sinister attempts to sabotage it. Indeed, even if your friends are mind-controlled or are lost to corruption, they'll still hold your safety in high esteem, even if they're more interested in converting you than helping you.

The Power of Teamwork (-200 CP):
Teamwork makes the dream work, and everyone knows that magical girls are powered by hope and dreams! When you're working together with someone else, you will get to know them much faster than normal, and will easily be able to develop close emotional bonds with them. Your partner shares in this ability; if either of you already held some sort of affection for the other, it would be easy for this to bloom into romantic attraction, if you cared to allow it to.

But this is more than just a social perk. When you're working on a task alongside someone you know well—be the task a class project, a battle against a demon, or a double paizuri—your effectiveness skyrockets. You will intuitively understand what your partner intends to do, and your mind will instantly be able to provide you with the knowledge as to what actions on your part would synergize with their actions to be most effective. This also allows for perfect and instantaneous coordination—you could fight while holding hands with someone, and neither of you would lose so much as a scrap of effectiveness over what would for anyone else be a serious handicap.

Forewarned is Forearmed (-200 CP):
A town is big; a city is bigger, and that's a lot of people to protect. If you had to rely on just stumbling upon a monster attack—or even if you actively patrolled for them—the chances of you ever arriving on time to save anyone are almost nonexistent. Fortunately, you have this; a combination of precognition and a sense for the demonic. Not only do you detect the presence of demonic or heavily corrupted creatures, but you also sense them roughly 10 minutes in advance of when they would actually appear. This sense is vast, too, reaching about half the length of a city.

But be careful, as some particularly stealthy demons focused on deception may be able to trick your sensory abilities. In future jumps, this applies to any sort of evil, mystical being, from demons and devils to eldritch creatures and undead.

Snap Out of It (-200 CP):
It can be terrifying to see a close friend fall victim to mind control. Seeing someone you know and care about acting in strange ways, or even striking out against you, can induce a sense of helplessness and hopelessness that few other acts can. But as a magical girl, hope is never far away! By calling out to your friends, you can loosen the hold of any sort of mental control or programmed hypnosis on their minds. Now, this doesn't free them entirely—but it does ensure that they'll have a fighting chance, and will allow them to put their willpower to use even if it was a form of mind control that otherwise bypasses their mental resistance.

Of course, this will do nothing to help if what your friend really wants is to be controlled, or if they are already doing what they wanted to do, with the mind control just being the push they needed to get them to do it.

Miraculous Purification (-400 CP):
One of the most important powers an Archangel has is to purify corruption. Although it won't work on a demon who is at full power, if it's only a part of a demon, or one who has been badly beaten, they will be vulnerable to your powers of purification.

On a pure demon, this might completely destroy them—or for a particularly mighty one, severely weaken them and cripple their powers. For a monster that was changed from their previous state, this could instead serve to reverse their transformation. For someone who suffers corruption or some sort of mental degradation, this would instead restore them to who they are supposed to be, without malign outside influences changing them.

This power can be pulled forth to use on others, but is especially potent in your own body, serving to automatically purify you and safeguard you from corruption. If a demon were to fuck you, the moment they came would be an incredible vulnerability, and they'd be instantly and automatically purified even if they were otherwise in peak condition.

But beware… if corruption and purity were to be somehow mixed, or corruption was hidden with a veil of pure energies, you could still succumb to corruption. And if you thusly became infected by an outside source of corruption, your powers of

purification would dwindle until they disappeared entirely. If this happens, you may recharge your powers at the beginning of a new jump, or once every ten years, whichever comes first.

You can toggle this ability off, if for some reason you would want to.

The Magic of Love (-400 CP):
You've grown as an Archangel, and have developed some sort of magic of your very own! You might be able to boost one of your physical attributes even further beyond its already potent level, or you could be able to fire magical beams. Perhaps you could generate and control one of the elements, or empower technology with your magic. It could be that you can fly, heal, create weapons out of light, or even cast illusions—anything that could help you fight against the demonic threat. What they share in common is that all of them become more powerful when you are fighting for someone that you love.

This perk may be taken multiple times, and such purchases are still discounted for an Archangel. If purchased by a Demon of Elysium, then rather than improving with love, your magic will be boosted when fighting for your own selfish desires.

Pet Project (-400 CP):
For one reason or another your enemies just… don't particularly want to kill you. Maybe they want to corrupt you into their subordinate. Maybe they want to take advantage of your presence. Maybe it's all part of their scheme. But whatever the reason, those who oppose you don't really want to see you dead. Oh, if you get in the way enough and pose enough problems, they'll do their best to kill you anyways… but as long as they see a chance to sway you to their side, or get some sort of benefit out of keeping you alive, they're unlikely to try to kill you.

This all but ensures that being captured by your enemies will never be your death, as your inability to fight back means that they never have a good reason to kill you.

Love Mary J (-600 CP):
It seems like, much like Akari, you are also a recipient of the full power of Love Mary Primera!

… Somehow. Maybe you're simply as strong as she was?

Regardless of the details, you are now one of the most powerful people in the world from your sheer, raw potential. Your magic has an incredible ability to grow seemingly without limit, and all of your other perks in the Archangel of Love perkline are increased in effectiveness. The more you love others and hold hope close to your heart, the stronger your magic becomes. Although right now you aren't even a match for Ravana, you have the ability to grow until you could overcome even the fully unleashed Elysium himself.

Primera's Blessing (-600 CP):
When Primera saw that she alone was not enough to protect humanity, she saw fit to empower others to fight alongside her—and, as she grew to old age, to fight in her stead. You too possess the ability to bless others with power—specifically, with a magical girl-esque transformation. Although you can decide the details of this transformation—you aren't restricted to it being similar to that of the Archangels of Love.

When gifting others with this transformation, you can select a number of your own perks and powers. While transformed, the subject has access to these perks at a lower level of power. If you want something more constant than a transformation, you can instead permanently empower them with the physical enhancement from **Love Miracle Link Connection**, but the subject does not receive any perks or powers.

Sealing Away Your Problems (-600 CP):
Although Love Mary Primera was mighty, Elysium was beyond her power to destroy. Instead, she placed him under a seal, meant to contain him for all of time, although Elysium eventually was able to work some of his power past the seal… something you, at least, don't have to worry about.

While it's quite expensive in terms of magical energy, you are able to lock away your enemies into seals, binding them away from the rest of the world until you see fit to release them. How you seal someone away can vary; you might simply seal them into an object such as a gemstone, keeping them contained until the gem breaks; you might seal them into a location, binding them to stay there until the world falls apart (or they die); you could even seal something into a separate

dimension, with some sort of ritual or natural feature serving as an entrance to and exit from this dimension… one the sealed subject themselves is entirely incapable of leaving through.

Your sealed enemies cannot affect the seal itself, and if they would escape, it would only be through the assistance of outside forces—but even that would be a challenge, as your seals can't simply be dispelled. It would take special rituals to achieve—for instance, for Elysium to escape from his seal, it required him (through his servants) to sufficiently corrupt the reincarnation of Love Mary Primera. Similar tactics targeting you would be required to rescue those you have sealed.

You aren't restricted to just sealing away living beings, though. You can use the same techniques to store objects inside of other objects, seal away an attack that was heading towards you, or use it on less tangible things, such as memories or emotions.

Demon of Elysium

Demonic Might (Free, Exclusive to Demon of Elysium):
As a child of Elysium, you have been blessed with great physical power; regardless of the details of your appearance, you are far superior to a human, able to outrun, outfight, outlast, and outfuck even the greatest of human athletes. While it's true that a transformed Archangel is mightier than you, you also don't have to worry about transforming to use your full power, or fear your transformation running out of time.

In addition to your powerful form, your genitalia are also something to behold. Not only is it glorious in size, but also in potency; it can bring pleasures in excess of what a human lover could, and should you have a penis, your cum will spurt forth in more copious quantities than an entire group of men could hope to produce. Your staying power is likewise superhuman, and you could keep fucking someone for days at a time without stopping.

Finally, you have access to magical power… although this doesn't also come with magical knowledge or skill. Still, with effort on your part, you will be able to learn various spells.

Human Guise (-100 CP):
While the Archangels cavort about, hunting down those monsters who venture into the open, the *true* servants of Elysium sneak about as just another member of the faceless masses. You have the ability to take on the appearance of an average person—that is, someone who looks completely ordinary for the region you are in. While in this disguise, you simply look so bland and unassuming that it's hard to draw attention to yourself without actively misbehaving. More impressively, while disguised it is impossible for your demonic power to be detected. Discarding and reassuming this appearance is pathetically easy.

However, while in human form you are no stronger than an average human, and your sexual potency is reduced to the maximum a human could achieve.

Victory of the Flesh (-100 CP):
It's true, the Archangels are stronger than you. This doesn't mean that winning is impossible, however… it just means you need to fight dirty. "Dirty", in this case, meaning lewdly. The targets of your "affections" don't need to already be aroused for your touch to excite them; groping them, stroking them, thrusting into them—all of it causes just as much pleasure as if they were already deeply aroused, and you'll find your enemies trembling at your touch. It's hard to fight when your crotch throbs with desire, and hard to keep your mind focused on fighting when it's been set aflame with pleasure.

God's Body (-200 CP):
Elysium has seen fit to grant you permission to control a small portion of his mighty flesh; you are capable of summoning some small parts of his body, such as tentacles to bind an enemy, or one of his mighty tentacle-cocks to impale your enemy upon—the pleasure brought about by the demon god's appendages are beyond this world. Even an experienced whore could be brought low by such ecstasy, so say nothing of a naïve schoolgirl acting the part of an Archangel.

Should you possess the perk **Demon God Jumper**, then you are instead able to gift other people spells that allow them to summon, shape, and control a portion of your flesh, although it's more like they tell you what they want you to do, and you either do it or ignore them.

Cursed Seal of Engagement (-200 CP):

There are other uses for seals than just imprisoning things. With a small application of magic, you are able to painlessly brand a magical seal onto someone's abdomen—right where the womb would be on a woman. This tattoo is invisible until you activate it, which causes it to release a pleasing warmth. But that's just a side effect; the true purpose of his cursed seal is to bypass someone's willpower, making them supremely vulnerable to hypnosis, illusion, and memory alteration. While this seal is applied to someone, no degree of mental strength is enough for them to break free from such mind-affecting effects. They can only escape your control if an outside force frees them, or if you allow them some degree of temporary freedom.

Delicate Manipulations (-200 CP):
It's no simple thing, to corrupt an outstanding member of society into a depraved fucktoy eager to drag down the rest of humanity. It requires fine precision, delicate control, and the ability to realize when you're pushing too far. Fortunately, you are a deft hand when it comes to manipulating other people, and you find it easy to twist others to your whim. Perhaps Ravana required demonic essence and mind control to drag down her pet project into depravity, but you're even better than her; with words alone, you could despoil the heart and mind of even the purest and most determined. Oh, it would take you time—a long time, longer than Ravana's method—but a mere resistance to mind control would never be sufficient to stop you from poisoning someone's soul with your words.

If you were to bolster your influence through mind magic, illusions, and other such tricks, well… the world would be your oyster, wouldn't it?

Demonic Essence (-400 CP):
You are able to summon and channel the tainted divinity from which sprung Lord Elysium, and form him, all of demonkind. Using this power, you can corrupt and pervert the minds of others, using pleasure as a vector to slowly whittle down their morals and bring them into depravity. Well, "slowly" only applies to someone as strong as Love Mary P… for an ordinary human, only a few minutes of exposure to demonic essence would be enough to indelibly twist their mind into… well, whatever you want them to be, really. Nothing says that corruption needs to only have one end result.

But this corruption affects more than the mind. It can twist into the core of a being and start to affect their powers and purity; if someone was as pure as Primera, it would take a long time of frequent injections of demonic essence to establish a true seed of corruption, and they'd no doubt fight back all the time. But once it takes root, it will twist "pure" and "good" powers into something lewd and evil, such as turning a transformation into a magical girl into a transformation into a succubus. After falling to corruption, any power that would be dependent upon love, would now be dependent upon lust.

You may freely corrupt any of your own "pure" or "good" abilities into corrupted and evil alternates, if you so desire.

If you possess the perk **Demon God Jumper**, then you may choose to have sprung from a different (but still corrupted) type of energy, and you can decide how it corrupts things; perhaps you'd prefer to give things an elemental twist rather simply turning them evil, or maybe your corruption slowly turns things mechanical? The precise details of how your own demonic essence functions are up to you, but you have to decide the details now; no changing your mind later!

Mindfucking (-400 CP):
Truly, what is the body save for a container that allows the brain to observe and interact with the world? By casting spells on this container, you can deceive and manipulate the very thoughts of your target, until they are utterly helpless before you. Firstly, you gain the power of hypnosis, allowing you to put people into an agreeable, almost mindless state, and then give them orders, which they will subconsciously attempt to fulfill when they return to a conscious state. Secondly, you can create illusions, deceiving the senses by delivering false input. Thirdly, you can erase, suppress, and re-awaken memories—although someone won't consciously remember the events that have been suppressed, their body and soul will remember. Someone could be fucking strangers every day, forget it all happened… but their desires would be just as awoken as if they remembered all the depravities they performed.

If combined with the perk **God's Body**, then you can do even more by using thin tentacles to enter the brain through the target's ear, a disgusting and exquisitely pleasurable experience as they can experience their brain being fucked directly. Like this, you could temporarily give someone new memories, put someone's

mind in a shared mental dimension with other consciousnesses, or give someone sensations that are impossible for their body, such as making a man feel the pleasures of being a woman.

Contagious Corruption (-400 CP):
With your Lord Elysium having been sealed for so long, there was no way he could directly replenish the number of demons serving him. Instead, demons were forced to do it themselves—and not by any method as slow as mating and bearing children. No, what they did was rape and violate. By giving pleasure to someone—even forced pleasure—they could awaken the corruption in the hearts of the deeply impure, and cause it to erupt and overwhelm the flesh, which would turn the subject into another demon. Becoming a demon in this manner also makes them fully loyal to Elysium—or to you, if you possess the perk **Demon God Jumper**.

Malleability of the Flesh (-600 CP):
The body falls under your control, and you have the power to mold your own body as you see fit. You could create tentacles, grow more cocks, or even reshape your limbs into weapons; as long as it has an organic basis, your body is yours to reshape as you desire.

But you aren't limited to your own body; at your touch, even the flesh of others will bend to your will. The more they resist, the harder it is to work their bodies and the more likely that all you'll get is a mangled lump of flesh as a result. But if you could get someone to submit to you, such as after raping a boy for days until he agreed to become a girl, you could make fine and precise changes to someone's body, to the point that you could switch someone's sex without causing any other physical complications.

This gives you an excellent and intuitive understanding of biology, and allows you to sense the biological makeup of everything in contact with you. You could make changes on the microscopic scale with ease and precision.

Demon God Jumper (-600 CP):
It looks like you are no child or servant of Elysium, but a being of the same make as him. Indeed, you are a mighty being, possessed of immense magical and

physical power to the point that short of an ICBM, only someone wielding spiritual power of the likes of Primera herself could pose a genuine threat to you.

Beyond the vast increase to your power and magic, you will find that all of your Demon of Elysium perks are improved in potency—but especially Demonic Might's ability to give sexual pleasure, to the point that after being raped by you, it isn't inconceivable that a heroine might betray all of humanity simply to experience the pleasure you gave her once again.

Furthermore, your body grows in size and dimensionality; although your appearance doesn't change, you are capable of summoning more of your mass to this dimension, in the form of tentacles, cocks, and cock-tentacles. If combined with **Malleability of the Flesh**, you might be able to summon so much of yourself that your biomass covers all the surfaces of a room, and tentacles emerge from your mass to violate those within.

If you take this perk as an Archangel of Love then you'd just become a regular god, with the same degree of power… although the parts of your extended body that you manifest may appear different and be less lewd. Unless you have the **"Succubus Nightmare Love Corruption"** item, in which case you're back to being a demon god.

If you have companions who have taken perks such as **God's Body** that would allow them to draw upon the power or flesh of Elysium, then at your discretion you may instead redirect their perks to draw upon your own body and power. Additionally, if you have both this perk and **Demonic Essence**, then you may opt to replace Elysium entirely as the source of the corruption that affects your companions (if they take Demon perks, at least).

What it Means to Love (-600 CP):
Your touch is marvelous, and to most humans would definitely be the most pleasurable thing they've ever experienced. And wouldn't anyone who experienced something wonderful want to share it with those they care for? People who you corrupt will start to focus on the idea of sharing this corruption and sexual pleasure with people they care for. They will work to expose people to you, to give them to you, to make them experience the amazing pleasures you shared with them.

But this works the other way around, too. When someone that a person cares about falls to corruption, the more appealing corruption seems to that individual. Turn everyone that somebody knows to your side, and that person is almost guaranteed to willingly give themselves over to you.

This doesn't only work with corruption, but with more mundane forms of persuasion, too, in a somewhat twisted form of peer pressure.

General

Beauteous (-50 CP):
It would be a shame for you to be lackluster in a world of so many beautiful characters, wouldn't it? This perk ensures that you're a true beauty with the type of face and body that wouldn't be out of place in a movie star… particularly of the pornographic type.

Time for Homework (-50 CP):
If you are attending school, but also have additional responsibilities—such as fighting a demonic invasion—it can be a little hard to keep up with your schooling. Fortunately, you don't have to worry about that. As long as you have teacher-assigned homework to do, you'll find that the time you spend working on your homework doesn't actually pass for the rest of the world. Do note that this doesn't work if you try to exploit it; it exists purely to give you the time you need to get your homework done, and exclusively functions for work assigned by school or a tutor.

Mother of Corruption (-200 CP):
A Succubus Mary's most important duty is to give birth to Elysium's offspring; now, the entire process is made much more convenient—and enjoyable—for you (or those you've sired children upon), regardless of if you've been corrupted or not. Not only does this make the process of pregnancy easier and quicker—reducing the time to only a few months—but it makes the sensations of the unborn child moving with the mother to be highly pleasurable, such that birth is simply a parade of orgasms as the child emerges. You are also capable of reproducing with any species that you can fuck, producing viable hybrids.

However, if you (or the mother) are a genuine Succubus Mary and possess the **"Succubus Nightmare Love Corruption"** item, then this perk is improved. Not only will your child grow to full physical/mental/spiritual maturity in a ludicrously short time, but they will also be superbly powerful, to the point that even the weakest of your offspring will become as mighty as Ravana. And instead of being restricted to hybrids, you can control what degree of each parent's species is present in the child, so you could either birth more humans to make more Succubus Marys, or create a proper legion of demonic soldiers.

Items

There are no discounts here; instead, you receive a +300 CP stipend of points to be spent on items alone.

Lewd Underwear (-50 CP):
A set of particularly naughty underwear, the kind that anyone would rather be caught dead than be seen wearing outside the bedroom. And yet, when you wear this clothing, you'll find lewd occurrences to be more common, both for yourself and for other people; the wind might blow a girl's skirt up, you might trip and land face-first on someone's crotch, or you might accidentally spill your drink on your chest to make your shirt see-through.

Magical Girl Paraphernalia (-50 CP):
This is like a treasure chest of magical girl goodies, except instead of a box, it's an entire specialized storage attachment to your Warehouse. You've got one of every piece of official magical girl merchandise that's ever been produced. Every manga, anime, OVA, game, light novel, visual novel, live-action adaptation, every body pillow, every figurine, every poster, every toy, every bit of cosplay… all of it. In addition to the official stuff, you also have a copy of every magical girl doujin ever written.

Convenient Classroom (-50 CP):
There is an extra classroom added to every school you go to. This room is always curiously abandoned, making it a great place to get away with having sex in school, or any other illicit activities you may get up to.

Archangel Uniform (-100 CP):

This is the uniform of an Archangel—if you're already an Archangel, then it's a copy of your own. For normal people, it's a remarkably strong set of clothing, but if you're an Archangel, wearing this set will allow you to access your physical enhancements from being an Archangel even when you aren't transformed. Should you ever be corrupted into an Archdemoness, then you will gain a second uniform, a copy of your dark and corrupted outfit.

Hideout (-100 CP):
Somehow, this place is always present in any town or city you go to—a little hiding place, just for you. It might appear to be an abandoned warehouse, or a cave located just outside of town, or it might be located in the abnormally spacious sewers. It seems to take on a different appearance in every location, where it always fits in naturally. You always know where this hideout is, even in a town you've never been to. It's guaranteed to have at least enough room for you, your companions, and a handful of guests, although it may get crowded with that many.

Gem of Hypnosis (-200 CP):
Taking the form of a red octahedron on a chain, this gemstone possesses potent powers of hypnotism. It allows you to place someone under a trance, and give them orders—however, with the Gem of Hypnosis, they will only obey orders while under the trance. It alone is insufficient to give post-hypnotic suggestions. However, you can mandate how they behave while under a trance, and they will return to that behavior any time you put them under.

After you've used it to hypnotize someone, you can place them back in a trance simply by showing off the gem, without needing to go through the whole process of hypnotism again.

Depraved Clothing (-200 CP):
This set of clothing is entirely inappropriate for any occasion… and yet, as far as anyone else is concerned, it looks completely normal and appropriate to the situation. The only people able to see this outfit for what it really is are those who are themselves depraved. Not merely the sort of person who would be up to fuck a random stranger, or a normal pervert, but people who are into sick stuff. What's more, while wearing this you are able to detect what someone's deepest and strongest kink is.

What's more, when you give this clothing to someone else, it humiliates and shames them, regardless of their normal feelings about their body and their self-image. If you could force someone else to wear it, it will also decrease their ability to resist corruption. They do not receive the benefits you receive while wearing it, just as you don't suffer from the downsides that it gives other people.

Kinky School (-300 CP):
Well, it isn't the school that's kinky, per se. Rather, it's your ability to impose rules on it that allows for the possibility of kinks. You have access to a high school where you are in ultimate command of all the rules; you can make things as perverted or as strict as you like, and nobody will raise a fuss. It is particularly common for people going to this school to wind up in lewd situations or performing lewd actions, and just about everyone has one kink or another that they'd love to fulfill if they only had the opportunity.

Demonic Gemstone (-300 CP):
Almost identical to the **Gem of Hypnosis**, save for the appearance of an eye in the middle of the gemstone. This stone can be placed on the penis, right where the balls connect to the shaft, and will fuse onto it. This will transform even the most pathetic dick into a mighty monster cock worthy of Lord Elysium, because it *is* Elysium's; the magic in the gemstone converting the regular dick into that of the demon god, full of corrupt demonic semen and possessing a mighty power to bring pleasure. Lord Elysium feels everything this cock does, as does the owner of the original dick, because for the time being, it is both of theirs. The person imbued with the gemstones power will have increased sexual appetite and stamina, and will find it easier to use magic of all sorts. And as it is simultaneously the original person's dick and that of Elysium, it is capable of veiling its own corruption behind whatever pure energies the original owner of the prick may have possessed, such as if they were an Archangel; this could allow you to bypass protections against corruption. When you want it back, you can simply pluck it from the penis, which will return to its previous appearance.

With time, research, and magical power, you should be able to learn how to reproduce this gemstone yourself, something that would be significantly shorter if you possessed the perk **Demon God Jumper**.

Speaking of which, if you possess that perk, then it could function as your own cock, instead of Elysium's.

Love Hotel (-300 CP):
A discreet love hotel. You don't actually have this building; instead, it just sort of shows up whenever you need a place to stay (particularly if you're wanting a place to have some fun with a partner… or victim). The people working in this hotel will never ask questions, never respond to calls for help, and will allow you to stay for free for some reason. If you're bringing someone into the hotel, no one watching you will ever notice, or make the connection as to why you're bringing them into a place like that.

"Succubus Nightmare Love Corruption" (-300 CP):
What? How did you get this? This isn't supposed to even exist yet! Well, somehow you have acquired this ring, originally gifted by Elysium to Love Mary P in order to finalize her transformation into Succubus Mary Primera.

By wearing this ring and saying the magic words, a magical girl—including Archangels of Love—will instead transform into an Archdemoness of Corruption, Succubus Mary. Archdemonesses possess all the abilities they possessed beforehand, but are now powered by lust and despair rather than love and hope. While the ring is worn, it is only possible to turn into a Succubus Mary and back to normal, and until it is removed previous magical girl transformation is unavailable. The Archangel's magical girl uniform transforms to be more dark, skintight, and lewd, possessing a demonic appearance. They also gain the ability to use demonic magic, and any abilities they have that could be considered "dark", "evil", "lewd", or "corruptive" all receive a boost in power while wearing the ring.

That said, if you possess the perks **Demon God Jumper** and **Demonic Essence**, then you can customize this corruption instead of defaulting to the fleshy and evil aesthetic of Elysium. This would also affect what sorts of abilities receive the power boost. You can use this ring yourself if you are a magical girl, or perhaps you might instead give it to someone else.

To assist you in corrupting your friends, you will receive one of these rings for every companion or follower you possess who is a magical girl.

As an Archangel of Love, you may opt to, rather than beginning play with the ring, "earn" it during the jump. Once Elysium puts the ring on your finger and you say the words, the ring will receive its fiat backing and it will be the same as if you had purchased it here. If you manage to go through the whole jump without Elysium gifting you the ring, then you will receive it by default at the end of the jump.

Demon Servants (-400 CP):
You never know when you might need the aid of a minion. This is a group of a dozen monsters who will loyally and faithfully obey you in all things. They don't really have a gender identity, as they are capable of shapeshifting to resemble just about anything. Despite being demons, they will place your orders on a higher priority than Elysium's. They function as followers, but can be imported as a group companion if you so desire.

Angelic Troops (-400 CP):
The power of friendship always pulls through in the end! Five Archangels have joined you on your mission through the multiverse, ready to fight the good fight and save everybody they can. They're individually more powerful than the **Demon Servants**, but in exchange you have fewer of them to work with. They are completely loyal to you, but still yearn to help spread hope and justice through the world, and will do so unless you command otherwise. Although normally followers, you may opt to import them as a group companion if that's what you'd prefer.

Companions

Magical Girl Menagerie (-100 CP):
Wouldn't it be a shame to come to this world, only for things to go terribly wrong because you were on your own? Fortunately, you don't need to go at it solo. For **-100 CP**, you can purchase a single companion, allowing you to import a pre-existing companion into this world or create a whole new one. Such companions receive 1000 CP to spend on perks and items. If you'd like more than one companion, you can purchase more, but if you spend **-300 CP** on companions, then you may freely import a full set of 8.

Canon Recruitment (Free):

Is there anyone from this world you'd like to bring with you? Maybe you'd like to spare Love Mary P from her humiliation, or perhaps you're attracted to the likes of Ravana? Or maybe you just want to bring along all the magical girls you'll corrupt. As long as you can convince them to come with you, you can bring any local character with you that you like as a companion.

Love Mary Apricot (-50 CP):
Apricot is an experienced Archangel who has been fighting against the forces of Elysium for quite some time. She's seen people die, and seen people saved; she's even fought Ravana a couple of times, and lived to tell the tale. She has the special ability to gather light to form magical cannons, and can make entire rows of them to fire volleys of explosive energy. To be honest, she's actually gotten rather tired of this whole "magical girl" thing, but she can't bear not to help someone in need, leading her to always transform whenever she feels someone in danger.

Love Mary Christmas (-50 CP):
This girl had the misfortune to be one of Ravana's "test runs" of corruption, as practice before she worked her wiles on Akari Asahina. In hypnotic dazes, she fucked countless people, until the giving and taking of pleasure was etched into every last cell on her body, and even lifting the hypnosis wasn't enough to stop the burning lust that had been awakened in her. In search of the pleasure only Ravana and her summoning of Elysium's cock could give her, Christmas gave up her comrades to demons, corrupted her own father into a monster, and prostituted off her mother… only for Ravana to abandon her in the end. She spends her days in a haze, trying to get pleasure from ordinary people when her loins desperately desire the depths of pleasure that only the supernatural can give her. The only reason she's not an Archdemoness of Corruption is because Elysium isn't around to create the succubus rings… but even if she can still transform, she can hardly be called a "magical girl" anymore. She's just a human-shaped mass of lust.

Love Mary Phoenix (-50 CP):
A male Archangel of Love, Phoenix comes from the future; near the tail-end of Elysium's conquering of the Earth. Phoenix was one of the last resistance fighters, and had the power of time manipulation, able to spend stored-up time to slow or hasten time, or even turn the clock backwards out of proportion to how much time was saved up. The goal was for him to save up enough time to go back and

stop Elysium from getting free in the first place. But then he was captured, and pleasured endlessly by the demon god's cock and tentacles, and his mind was twisted to bestow upon him the pleasure his comrades felt as their pussies were ravaged by the demon god, and he slowly fell closer and closer to corruption. When he realized this, he activated his time travel power even though he didn't have enough time saved up, and has only barely arrived before the beginning of the end. However, he is physically in no shape to do anything to stop it. He'll be relying on you… and to be honest, if he was given the opportunity to feel the pleasures that only a woman knows again, he doesn't know if he'll be able to decline, and fears that facing Ravana—or worse, Elysium—would awaken something in him.

Azhi Dahaka (-50 CP):
A younger sister to Ravana, Azhi Dahaka has spent long millennia working to free her father. But, now? Seeing what humanity has developed in the last century? She's quietly starting to have second thoughts. Honestly, she's… sort of become an otaku. She loves television, particularly animation, and spends long hours watching shows and playing videogames. If humanity could make something like Animal Crossing, maybe it deserves to be free for at least a little longer, right? If her sister actually cared about her, Ravana might have noticed Azhi Dahaka slacking off, but neither of them has given a damn about the other in centuries.

Vritra (-50 CP):
As far as things go, he's a pretty simple monster. Large enough that he can't fit through a doorway without transforming into a human, reptilian in features, with slits along his arms and chest from which tentacles emerge. Vritra isn't too smart, either. What he is, however, is tough. Despite not having the subtlety of most longer-lived demons, Vritra has an incredible resistance to damage and a potent regeneration factor that has allowed him to survive being reduced to $1/20^{th}$ his body mass, and regenerate within only a day. He's outlasted all of his enemies, and defeated more than his fair share with his sheer brute strength. Vritra doesn't have particularly advanced goals—sure, he'd like Elysium to be free, but he knows he isn't the smartest and probably won't contribute much to that, so he spends his time hiding, eating, and finding pretty girls to break into his loyal fuckholes. If he could be given some sort of greater cause to contribute to, he'd doubtlessly be very grateful.

Succubus Mary Electra (-50 CP):
Your child from the future, they have been quite thoroughly despoiled and corrupted, but possess a complete and undying loyalty towards you… even if they evince it in ways that are definitely unhealthy for someone's offspring to possess for their parent. They come from a future where you submitted to Elysium, but they know in their heart that you can do, and can be, better than Elysium ever was. They want to see you conquer the world crotch-first, and possess an unwholesome eagerness to see you sexually dominate your enemies, and will work their clever wiles to bring almost anyone into the fold to loyally serve you, no matter how devoted they may have been to their previous loves, masters, or way of life.

If you inserted as Elysium himself, then they were sent back in time due to an accident, but as loyal to you as ever.

Primera Reborn (-50 CP):
Feeling the approach of Elysium's victory, the original magical girl, Love Mary Primera, has reincarnated on Earth! Except… her power has already separately reincarnated into Akari, and although Primera retains her memories and willpower enough to fight against even Elysium, her holy powers are all but gone. She's still an Archangel of Love, but only the barest shade of one, so weak that she can't fight back against demons. She's been trying to store up her power to manage a single powerful spell in hopes that it could turn the tides of someone else's battle, but that has required her to avoid coming into contact with demons, which has made her feel weak, cowardly, and ashamed.

Drawbacks

If the corruption points provided were insufficient, you may gain more by taking on drawbacks. Just be careful not to take on more than you can handle… unless that's the sort of play you're into?

Character Insertion Toggle (0 CP):
Is there anyone in this story you would like to take the place of? So long as you are of the correct origin, you can replace any character in the story with yourself, gaining their memories and inserting into their life, but as yourself. If you are Akari/Love Mary P, you need to take **Primera's Blessing**. You will require **Demon**

God Jumper if you wish to insert as Elysium, and will be sealed away until you are released (which, as you are already sealed away, is guaranteed to happen as canon continues as planned).

Heroine's Journey (+100 CP): [Requires at least one purchase from the perkline opposed to your origin]
When a Love Mary falls to corruption and becomes a Succubus Mary, they begin to gain demonic powers. It wouldn't make sense for you to start off with them now, would it? Regardless of which origin you chose, you do not start off with the abilities from the perks you purchased belonging to the opposing origin. Instead, you need to "earn" them in-jump. As an Archangel, this would involve succumbing to demons and growing corrupted. As a Demon, this could involve overcoming your base nature, fighting against Demonkind, and becoming more pure. Regardless, it will take at least a year before you gain access to any of the perks from the opposing perkline. If there are any perks you have not "unlocked" by the end of the jump, they are given to you automatically.

If this drawback is taken with **"Succubus Nightmare Love Corruption"**, you are obligated to take the option to "earn" your succubus ring in-jump, and cannot start off the jump with that item.

Slut Training (+100 CP):
Maybe you've been subjected to Ravana's training, or maybe you're just naturally lewd; the fact remains that you're horny just about all the time. Having an orgasm will give you a clear head for a while, and you can function well enough on low-level horniness, but more than half a day goes by without an orgasm, you're going to start losing efficiency and intelligence as the blood drains from your brain to your groin. Having actual sex is more effective, and can keep you thinking clearly for a full day.

Sure, you could find a tight squeeze to hit up for sex, but how likely is it that their schedule will be open enough for you? Wouldn't it be easier to just slut it up and sleep with whoever's available?

Once a Week (+100 CP):
No matter what you do, you are guaranteed to run into an enemy at least once a week. And don't think you can avoid the problem by hiding or fleeing; events will

always transpire such as to force a fight between you and your opponent. Archangels will encounter demons, while demons and Archdemonesses will run into Archangels.

Dysphoria (+100 CP):
Not necessarily *gender* dysphoria, but dysphoria nonetheless… there's a lot of shapechanging in this manga. Archangels change appearance when they transform, demons assume the appearance of humans, and some people even get gender-swapped. Unfortunately, you will never feel truly comfortable in any appearance other than that which you started this world in. Even an ordinary disguise will start to make you feel uncomfortable in your own skin, and being actually transformed will be a truly horrid experience.

Chain Mary Jumper (+100 CP):
You don't have access to your powers at all times anymore, even those from other worlds. Instead, you need to initiate a special transformation in order to use them (if you are a Love Mary or Succubus Mary, then this is integrated into your normal transformation). This transformation is limited in duration and can't be repeatedly used in a short period of time, so you won't be able to maintain constant perk effects.

Sneak Attack! (+200 CP):
If you're an Archangel, then you become especially vulnerable to trickery; perhaps you're naïve, or perhaps you just lack a sense of tactics, but you'll never suspect ambushes or treachery.

If you're a Demon, then you are forced to rely on ambushes and sneaky strategies if you want to succeed; any fair fight between you and an Archangel will always result in you losing, no matter how powerful you are.

Tough as Nails (+200 CP):
It seems that whatever force stands in opposition to you has become a lot more effective. Archangels of Love will find that Elysium's demons are stronger, with even normal monsters posing a serious threat to a Love Mary, while monsters and Succubus Marys will instead find the Archangels to be empowered and unusually resistant to mind control and corruption.

What Close Friends You Have (+200 CP):
Oh dear. It looks like Ravana's been targeting people close to you. The people that you know and care about in this world, or that you come to know and care about, will be targeted by monsters and demons—not to kill them, but to corrupt them, and twist them into serving Elysium.

If you already serve Elysium, then the people close to you who also serve Elysium will be targeted and freed from corruption and mind control by unusually skilled and dedicated Archangels, and strangely effective speeches of friendship and kindness will sway even those who serve Elysium of their own accord.

Neither version would affect your Companions… unless you accept another **+100 CP**, in which case all of your companions have already been either corrupted or swayed to stand in opposition to Elysium.

Another Whore (+200 CP):
You've been subjected to some of Ravana's hypnosis. It isn't enough to turn you on your allies, but you've had some post-hypnotic suggestions built into you now. When someone approaches you with a Gem of Hypnosis—and quite a few people seem to have them now—you will proceed to pleasure them with sluttish glee. If someone offers to buy sex from you, you'll agree happily. If someone rapes you, you won't fight back against it.

Memories of Servitude (+200 CP):
It looks like Ravana got to you. You've been stuffed full of false memories of serving Elysium, and were subjected to the pleasure of his tentacles while thus indoctrinated. Your body yearns for the touch of Elysium, and although you can fight against the memories and aren't obligated to follow them… why would you? After all, you already know that you submitted to and served Elysium. Why would you oppose that which you have already decided to follow? If you do manage to fight against Elysium, expect to feel extreme guilt and mixed, painful feelings over your seeming "betrayal". This is incompatible with **Character Insertion Toggle** if you've replaced Elysium.

Just a Normal Person (+300 CP):

Something went wrong with your introduction into this world, and all of your perks and powers have been left behind. You'll get them back after the jump is over, but for the time being you are restricted to your purchases in this document.

No Weapons (+300 CP):
Archangels of Love don't need special tools or weapons, and neither do you! You cannot bring any items with you into this jump, and do not have access to your Cosmic Warehouse or equivalent.

Lord Jumper (+300 CP):
Did you have plans to do much during this jump? I hope not, because you've become quite passive. You don't really do much yourself. You might have minions who carry out plans on your behalf, but regardless of how much power you have, you yourself aren't going to be doing any fighting this jump. This applies to less violent forms of conflict, too; you aren't going to be performing any corporate takeovers, you aren't going to be making any diplomatic coups, and you'll overall not get very much done. You *can* still fuck, though, and corrupt people if you have the capacity to do so.

Doomsday (+300 CP):
This drawback comes in two different forms, depending on where you stand. If you are opposed to the idea of Elysium conquering the world, then the time at which you arrive is shifted to after the manga is complete; Elysium is free, and Love Mary P, Love Mary Stella, and Love Mary Lapis have all be converted into Succubus Marys. The world is doomed to fall unless you do something about it. And you'll have to do something about it, because you'll fail the jump if they rule the whole world by the time you leave.

If you support Elysium, then now you are required to help Elysium achieve world domination before you leave. And this will be significantly harder than it was in canon, because Love Mary P just defeated and purified Ravana into oblivion, and she has significantly greater control over the power of Primera. Although it isn't required that you succeed in freeing Elysium, you do need to at least conquer the world in his name. If any nation still resists the demon god's rule by the time your time here is up, then you have failed the jump.

Failing the jump, in this case, will not fail your chain; instead, you simply move on to your next world, and leave behind all of your purchases and fiat backing from this jump.

Final Words

So, it's been ten years. Did you have fun, or were you the one people had fun with? It doesn't matter, I suppose. Well, here you go—all drawbacks are removed, and any mind-affecting influences you may be under are also cleansed away. If you were subject to some sort of more-than-brainwashing training that would condition you to the point that you couldn't be considered to make the following choice of your own free will, then that too is removed. Now, tell me; what do you choose?

Stay Here:
Sex. So much sex. You want more sex. This place has sex. Stay for sex. Sex.

Go Home:
Too much horny for you? Or maybe you want to bring this world's lewdity with you?

Continue On:
This was just one link of a much larger chain. Now it's time to move on to the next one.

Notes

Thanks to QQ for their advice on improving this. The items section in particular was pretty lackluster.

I'm sorry to say I had to take a few liberties in developing the setting, as the hentai was almost completely focused on a small handful of characters and gave only cursory attention to the rest of the world. We don't even have any examples of a Love Mary actually using their power, for goodness's sake! I had to invent something, because we don't even know what Love Marys can do, apart from purifying things and sealing away demon gods for longer than human history.

Oh, and in case you're wondering where the permanent physical enhancement from **Primera's Blessing** comes from, I based it off of the Succubus Marys empowerment of demons that Ravana referenced when "fighting" Love Mary Stella.

Just to clarify, if you take **Chain Mary Jumper** and **Just a Normal Person** together, then your transformation will be the only way you have access to your perks from this jump, but your out-of-jump perks will be completely unavailable to you. Someone wanted clarification on that, but I didn't see a good way to insert that into the jump text, my bad.

Should you be an Archangel, take the **Heroine's Journey** drawback, and possess the perks **Demon God Jumper** and **Demonic Essence** to have your own unique form of corruption, then you will still need to "earn" those perks by performing acts that lean more and more into the concept behind your corruption. You could also allow yourself to be corrupted by demons normally, except you would wind up awakening to your own type of corruption instead of the type the demons intended to create in you.

Changelog:

- Version 1.4
    - **Succubus Mary Electra** now mentions what happens if you chose to insert as Elysium.
    - **Demonic Gemstone** now allows you to replicate the stone.
    - **"Succubus Nightmare Love Corruption"** will give you additional rings to gift to your companions, and now works on any magical girl transformation, as well.
    - **Primera Reborn** companion created
- Version 1.3
    - **Mother of Corruption** now works for fathering children, as well.
    - **"Succubus Nightmare Love Corruption"** will now give you the ring by default you manage not to earn it.
    - **Character Insert Toggle** as Elysium is now incompatible with **Memories of Servitude**.

    - **Heroine's Journey** states that if you have the succubus ring, you are required to "earn" it in-jump, so as to prevent you from instantly corrupting and bypassing the drawback.
    - **Demon God Jumper** now lets you be the origin of any corruption- or Elysium-based abilities your companions have.
    - Clarified in the notes what happens if you're an Archangel with Heroic Journey, **Demon God Jumper**, and **Demonic Essence**.
- Version 1.2
    - Rephrased **Never Give Up** (again) so as to be more friendly to people who want to be corrupted, even if only temporarily
- Version 1.1
    - Moved around some stuff that got misplaced
    - Grammar and spelling corrections
    - **Never Give Up** is now clearer about it not having an effect if you *want* to be corrupted/mind-controlled
    - **"Succubus Nightmare Love Corruption"** no longer provides discounts, and only corrupts your transformation while worn. It is also available to both Archangels of Love and Demons of Elysium, although only Archangels can personally transform with it. It also comes with an option to let you "earn" the ring in-jump. Its price has also been reduced to 300 CP.
    - Created a **Character Insertion Toggle**
    - Made the **Lord Jumper** drawback
    - Added the **Sneak Attack!** drawback
    - Rephrased **Miraculous Purification** to be more specific about how you could be corrupted, and also made it so that only external sources of corruption would negate your purification powers, so if you had any corrupt abilities already (or gained them in the future), they wouldn't interfere with each other
    - The **Demonic Gemstones** now lets you sneak corruption into other people if it is attached to someone sufficiently pure
    - Rephrased some of **Demonic Essence** and **Demon God Jumper** to correct a mistake on my part; Elysium comes from demonic essence, not the reverse.
    - **Demon God Jumper**'s defenses are downgraded from "nuke" level defenses to "ICBM".
- Version 1.0

    - Grammar and spelling corrections
    - Created **Magical Girl Paraphernalia** item
    - Added some lines to the **Depraved Clothing** item and reduced cost to 200 CP
    - Added the ability to get a lewd outfit to the **Archangel Uniform** item.
    - **"Succubus Nightmare Love Corruption"** now allows you to customize your corruption, like **Demonic Essence** does if you also **have Demon God Jumper**. Removed the discount to all Demon of Elysium perks; now, discounts are instead split between Archangel of Love and Demon of Elysium perklines
    - Mentioned what happens if an Archangel of Love takes **Demon God Jumper**.
    - **Miraculous Purification** now has a toggle
    - Created **Convenient Classroom** item
    - Created **Hideout** item
    - Created **Angelic Troops** item
    - Clarified that the **Demonic Essence** perk (with Demon God) requires you to choose how you corrupt things at purchase, you can't just change it however you like
    - Created the **Time for Homework** perk
    - Modified **Mother of Corruption** so that it is boosted by **"Succubus Nightmare Love Corruption"** instead of requires it
    - Reduced the price of **Love Hotel**
- Version 0.5
    - Created jump