

Story/Intro: Corruption of Champions is a free online interactive text roleplaying hentai game, created by Fenoxo. The player takes up the role of a villager sent through a mysterious portal to a demon-infested world as a "champion" to fight against the demons. Abandoned and alone, they must then try to survive in a world crawling with sex-crazed monsters. In your case this world is just another footnote in your no doubt already impressive and long tale. That said, take these 1,000CP (champion points) and watch your back. No, really. Buy a chastity belt and a helmet, or something…

Origins: Your history in this world upon your arrival and the basis of some of your new memories should you pick appropriately. You may expect as many years of new memories as you roll unless you pay 50CP to pick that for yourself.

Drop-In (Free) **Age:** Jumper's Choice	+ You've no false memories and are totally yourself. - This lands creatures are not so powerful as clever.
The apparent origin of a few strange beings like yourself. If you look hard enough you will be able to find some of these people and maybe even the portals that they came through. None who come to this land can ever go back through.	
Citizen of Mareth (Free) **Age:** 15+1d8	+ You're in the majority. Sort of… You're not sex-crazed! - You're the target of some things. Not good things.
Born and raised in this land of corruption you know it like the back of your hand. Well that's new… Oh, well. Lets just say you know your way around. If not corrupt or a demon you even know of a few places where the other sane people live.	
Champion (50CP) **Age:** 17+1d8	+ So righteous and just and cute are you to come here. - How hapless that YOU were picked to come HERE.
You grew up in the small village of Ingnam, a remote village with rich traditions, buried deep in the wilds. Every year for as long as you can remember, your village has chosen a champion to send to the cursed Demon Realm. Legend has it that in years Ingnam has failed to produce a champion, chaos has reigned over the countryside. Children disappear, crops wilt, and disease spreads like wildfire. This year, you have been selected to be the champion.	
Corrupted Champion (100CP) **Age:** 20+1d8	+ Very, very little is hidden from you in this land. - Don't expect to be welcomed in a few particular places.
However you fell you did. Succumbing to either the beasts of this land or some of its greater predators you just gave in. Whether you ever actually put up a fight is up to you. It's not so bad though. You enjoyed ever moment of it. You still do. You like making others enjoy it more too. Even if they REALLY don't seem to be at first. More inclined to the sensual.	

Gender: Sex and the usually strange gender of an individual is obviously a day-to-day thing here. Pick what you want unless you're of the Champion origin. Male or female for you, buddy. No more than six breasts, two vaginas, two anuses, or four penises. Limited to the standard of your race in size, however. Just before you make your choice know that some hermaphrodites get some hell in this world for being what they are.

Races/Your Race: Mareth is inhabited by a large number of intelligent species/races. All else besides those of the Champion origin, which continue being human or are changed to one if they're currently not one, must choose one race

to take on at least the barest features of. Those of the Drop-In origin can fuck off in either direction if it pleases them. Staying human or becoming something else. This could be something as simple as cat ears replacing your own or taking on the form of an anthropomorphized version of said cat.
https://corruptionofchampions.orain.org/wiki/Sentient_Species You may pay 100CP to mix any number of races. Want to have a corgi's tail and a husky's ears? That's all free. A cat's tail and a husky's ears? Got pay the price.

History: Everyone besides those of the Drop-In origin must pick one of these for free. This will allow you to influence your origin and history in this world even further.

Alchemist – Alchemical experience makes items more reactive to your body. Mostly magical, though.

Fighter – You spent much of your time fighting other children, and you had plans to find work as a guard when you grew up. Your past full of conflict increases physical damage dealt by 10%.

Healer – You often spent your free time with the village healer, learning how to tend to wounds. Your healing experience increases HP gains by 20%.

Religious – You spent a lot of time at the village temple, and learned how to meditate. This allows you to purge corruption from your body by meditating so long as you're not utterly corrupt.

Scholar – You spent much of your time in school, and even begged the richest man in town, Mr. Savin, to let you read some of his books. The time spent focusing your mind makes spellcasting 20% less fatiguing for you.

Slacker – You spent a lot of time slacking, avoiding work, and otherwise making a nuisance of yourself. Now, for better or worse, you can regenerate from being fatigued 20% faster.

Slut – You managed to spend most of your time having sex. Quite simply, when it came to sex, you were the village bicycle. Sexual experience has made you more able to handle large insertions and you find yourself more resistant to stretching.

Smith – You managed to get an apprenticeship with the local blacksmith. Because of your time spent at the blacksmith's side, you've learned how to fit armor for maximum protection. Knowledge of armor and fitting increases armor effectiveness by roughly 10%.

Whore – You managed to find work as a whore. Because of your time spent trading seduction for profit, you're more effective at teasing. Teasing is effectively flirting while using the barest hints of magic to seduce your target. You're teasing is 15% more effective. Your luck with money also gets the very barest boost.

Fortune – You were a fortunate one betting and gambling away money always winning more than you lost. Gambling for a living isn't out of the question with this but you'll only ever have so much and you won't win big with just this. You start with a small bag of gems.

Starting Locations: Roll 1d8 for this section. Awaking in whichever location you rolled you may find yourself in some rather dangerous or pleasant company. Aside from that, all your purchases or lack thereof can be found inside your own dimension. Wherever is most accommodating.

1. Campsite – The home base of sorts to all the champions sent from the village of Ingnam. A short distance away there is a portal all champions must travel through to get here. Set up close by is a lone tent. Maybe someone is inside. Surely it couldn't hurt to look…

2. Forest – A well off and somewhat vast thing. Home to a great deal of goblins and unrepeatable beasts of flesh and greens. Venturing in deeper might not be the best of ideas.

3. Lake – A lake of considerable size. Few small islands dot it but most look uninteresting. You're sure it's inhabited but by what you couldn't even begin to guess. Various odd plants seem to grow here. Maybe it wouldn't be so bad if you ate one, or two.

4. Desert – Many times over the size of the forest even on the tallest dune it appears to go on forever. Rather unremarkable in all respects. Hot all hell and just as cold at night.

5. Mountain – A mountain so big that the highest bits are obscured by clouds. Not a whole lot appears to be around. You are sure dangerous beasts lurk at the top. I mean, why wouldn't they?

6. Plains – Large, flat, and grassy just like plains are. The mountain, forest, and lake can all be viewed from here in the right spots. The most notable feature is that a fair amount of the grass around appears to be at least a dozen feet in height.

7. Swamp – As a swamp is. Occasionally you can see large spider webs hanging from trees or on the ground. Might be a good idea to avoid those or just get out of the swamp entirely. In certain bits you can see clearly how much more dense and darker some areas of this place appear to be. Could it be worth the venturing?

8. Jumper's Choice – Aren't you so lucky and cute. With the world in your sight you may walk in awake and aware of everything in your immediate area. Still limited to the above…

Perks: With more than a hundred in-game, it's better to outsource this bit. If not for any reason then it would create unneeded pages that already exist. Not to mention they're not all implemented and that more are sure to be add with time. If you are so incline, for the trouble of this mess, you may take a perk in the starter section for free and any other

one perk from any of the sections allowed for free. A bit of common sense, yes I know a rare thing, is required here. If a perk has a prerequisite unless it is specifically something you can purchase from the six categories allowed for our sake it doesn't have any prerequisites. http://wiki.smutosaur.us/Perk_(CoC)
Starter (50 CP), History (100 CP), Tier 0 (50CP), Tier 1 (100CP), Tier 2 (150CP), Unimplemented (150CP)

Jumper Boons: Boons a person like yourself could make use of.
Daring Dungeoneer (100CP) (Discounted: Drop-In) – Some may think that this land is fresh out of dungeons and caves to explore but you know they're just not looking hard enough. Besides a sixth sense for finding hidden locations you also get a sixth sense for not triggering any traps while exploring.
Lying Local (100CP) (Free: Citizen of Mareth) – Without really needing to be said the creatures of this land are clever. Some as powerful as they are clever but just mostly clever. This allows you to tell lies with the best this land has to offer.
Legendary Lover (100CP) (Free: Champion) – A paragon of pleasure you are sure to be called. A mere boy could please a woman or several and a man a dragon or more. Size will likely never be a problem for you and none can boast a better lay as if by magic. In a world such as this you could be a legend…
Corrupting Aura (100CP) (Free: Corrupted Champion) – With this poisons, potions, magics, and actions by your hand will have a greater chance at getting their desired effect if intended to corrupt a target. Corruption also seems to spring up around you infecting your general environment should you wish it.

Aura Aura (200CP) (Discounted: Drop-In) – Oh my! It appears that you have your own aura in mind, do you? So long as it's reasonable and stays in someway relevant to an emotion. Something like an angering aura or somewhat powerful heat aura. Perhaps you'd like to take a cleansing aura with your discount to save some points. It can be turned off should you wish.
Survivability (200CP) (Discounted: Citizen of Mareth) – More so a boost in common sense than anything else. You will no longer think it's a good idea to listen to that voice in the back of your head that tells you about how you can fly wherever you look over the side of a cliff. An eclectic sixth sense for things you might otherwise be unaware of.
Cleansing Aura (200CP) (Discounted: Champion) – With this poisons, potions, magics, and actions by your hand will have a greater chance at getting their desired effect if intended to cleanse a target. Areas you wish to cleanse that you are close to also seem to become more pure over time should you wish it.
Champion of Corruption (200CP) (Discounted: Corrupted Champion) – Upon taking this you will find that the passive form altering magics of this land no longer affect you. Who knows why? Maybe you've just worn them out. What you do know is that such magics are nothing you should be afraid of now and cannot affect you if you don't want them to.

Camp Followers (300CP) (Discounted: Drop-In) – With this you'll find your companions marked as a follower, a lover, or a slave depending on the relationship you have with them. A follower will find themselves learning nearly twice as fast if taught by you, a lover will find themselves completely infatuated with their other half, and a slave with find themselves almost inexhaustible and constantly ready to serve. You will always know what they are to you.
White Magic (300CP) (Discounted: Citizen of Mareth) – Taking this enhances and makes any white spells much easier to learn. Think of white magic as elemental manipulation with some healing and shield spells thrown in.
Libido Lacking (300CP) (Discounted: Champion) – As it is you simply find yourself immune to malicious mood alterations. Someone might still scrape your brain for thoughts but they'll not be able to get you to change your mood just because they can cast a spell or lift their skirt and blush.
Black Magic (300CP) (Discounted: Corrupted Champion) – Taking this enhances and makes any black spells much easier to learn. Think of black magic as corrupting, mind altering, and body altering spells.

Weapon Proficiency (600CP) (Discounted: Drop-In) – Pick any one type of weapon that could exist in this setting. This could be weapons bladed, blunt, or ranged. You are now the undisputed best in this world at wielding that weapon type.
Tel'Adre Barrier Spell (600CP) (Discounted: Citizen of Mareth) – The mage practitioners of Tel'Adre use a massive amount of energy and white magic to hide away what is seemingly the last bastion of purity this land has to offer. While this could in theory be learned and applied without this being purchased the chances of you being able to use this like the one that currently stands is very slim. This will effectively allow you to blanket an area equal to the size of Tel'Adre in a shroud that makes whatever inside invisible and undetectable to anything on the outside. Those that you deem righteous enough will be able to penetrate this barrier but those you don't will rarely ever even so much as sense anything wrong with the area should they walk straight up to the barrier. This isn't foolproof but slip-ups will happen very, very rarely if you maintain the barrier, train yourself further, or become more powerful over time.
Champion of Champions (600CP) (Discounted: Champion) – How could so many that call themselves champions be corrupted so easily? Champions they are not and never were you say! Besides an insurmountable

willpower and inhuman vitality you find yourself slowly becoming a beacon of righteousness the longer you follow the path of purity with no real upper limit. You find your attacks to almost always strike true, that your very presence unnerves the wicked, and that your true allies gain the same from this as you do.
Corruption of Champions (600CP) (Discounted: Corrupted Champion) – All heroes fancy themselves incorruptible right up until they've met you. With this you may corrupt any enemy you have defeated thoroughly enough to break their will. This could be achieved through torture, mental assaults, or more creative means. Once broken your newest friend will follow you silently and loyally. New melancholy and lifeless eyes they'll serve you until dead.

Items: Various items that could be a help to any adventurer.
Green Adventure's Clothes (50CP) (Free: Drop-In) – A familiar set of green clothes that you swear you've seen before. It's right on the tip of you tongue.
White Book (50CP) (Free: Citizen of Mareth) – A pristine white book capable of teaching the user one soul-based spell. Slight chance that they become slightly more intelligent as well.
Spear (50CP) (Free: Champion) – A large well-balanced spear. Its only remarkable feature being that even you have a hard time damaging this weapon.
Black Book (50CP) (Free: Corrupted Champion) – Totally unmarked, save for a blood red clasp that holds the covers closed. Capable of teaching the reader one lust-based spell. Slight chance that they become slightly more intelligent as well.

Leather Robe (100CP) (Discounted: Drop-In) – A suit of flexible leather armor with a voluminous set of concealing black robes.
Full Plate (100CP) (Discounted: Citizen of Mareth) – A highly protective suit of steel. It would be hard to find better physical protection than this.
Gems (100CP) (Discounted: Citizen of Mareth) – A thousand of the local currency. Enough for you to pay for a place to stay and buy food for quite some time.
Beautiful Sword (100CP) (Discounted: Champion) – A gorgeous shining sword that appears to eradiate purity. Those that are corrupt or evil cannot wield this weapon.

Hummus (200CP) (Discounted: Drop-In) – This pile of hummus doesn't look that clean. It looks bland. So bland that you feel blander looking at it. Think of this as an item that once consumed changes you back to human. Won't affect your abilities like in-game. Not so good of an idea to use this twice, so you feel at least.
Ballroom Dress (200CP) (Discounted: Citizen of Mareth) – A remarkable dress fit for the highest of nobility. As a gift this is sure to impress. As a dress worn it is just as likely.
Pure Pearl (200CP) (Discounted: Champion) – The purest of pearls that if consumed can rid the corruption of all but the most utterly corrupt.
Large Hammer (200CP) (Discounted: Corrupted Champion) – This two-handed Warhammer looks pretty devastating. Only the strongest of the strong can wield it effectively.

Golden Statue (300CP) (Discounted: Citizen of Mareth) – A statue that if meditated on allows for the person to cleanse themselves of corruption and impure thoughts. No, you don't actually sit on it.
Spider-Silk Armor (300CP) (Discounted: Corrupted Champion) – Armor as white as the driven snow. It's crafted out of thousands of strands of spider-silk into an impenetrable protective suit. The surface is slightly spongy, but so tough you wager most blows would bounce right off.
Inscribed Spellblade (600CP) (Discounted: Drop-In) – A fashionable sword inscribed with various runes. Allows you to channel your magic through it to increase your power by roughly half.
Eldritch Staff (600CP) (Discounted: Corrupted Champion) – A monstrous staff of vines and wood that stands roughly six feet tall. This staff allows for the user to channel their magic through it to increase their power by more than half.

Companions: Friends old and new. Both get any one 100CP for free upon being purchased or any one 200CP boon or another 100CP boon if you're willing to drop another 50CP on them. No more then that.

Insertion Option (50CP) – Thrust deeply into this world just the same one friend of yours gets to enter this world with you.

Bang Buddy (50CP) – This world is full of crazies but not all of them as crazy as the last. More or less the fated meeting option assuring that you will meet at least one person who you'd get along with and on agreeable terms. Can be someone specific.

Drawbacks: No more than 600CP can be gained here but all the drawbacks can be taken if that's your thing. All will be removed when you complete your early ending below or in ten years time.

Kitteh6660's Corruption of Champions Revamp Mod (+0CP) – It's not to say that the world is… unfinished, it's not! Though there are ways it could be improved. For our purposes this adds the Glacial Rift and Volcanic Crag areas to Mareth and the Valkyrie, Yeti, and Frost Giant races for those of the Citizen of Mareth and Corrupted Champion origins to pick from as well as many new enemies. Champions also get a few days in their own hometown before they come here. The world as a whole will feel more full but it will also be marginally more dangerous.

Gag Boobs/Gag Penis (+100CP) – For your duration of ten years here you'll be… endowed. Men will find themselves with unrealistically large members and females having gravity defying love pillows. Those will both suffer each while those without cannot take this. You'll find it very difficult to hide this should you try. Reveling themselves at just the right time to draw attention to you in a mixed light.
Gender Bender (+100CP) – Where you a boy? Now you're a girl! A girl? A boy! A herm? Now you have nothing! Nothing? Now you're a herm! A sexual tyrannosaurus? You win! To stop fuckery and scheming if you try to play the system with this you'll find yourself without your bits for ten years. It's a drawback, you know.
No Directional Sense (+100CP) – While you can find your way around with a map you'll be lost in the dark without one. Any natural sense of direction you posses is now completely gone making you rely completely on memory or just winging it. If you get knocked around underwater you may find yourself swimming to the bottom trying to get back to the surface.
Worm Parasites (+100CP) – Up in the mountains there is a frightening amount of wriggling white worms thrashing about and claiming victims. Not only do they now just love you they think it's fine to leave the mountains to get to you and other living things. Don't pick this.

Lewd Locked (+200CP) – That's something. No one appears to want to lewd with you. Not even the demons. Weird. If you press the matter you'll find that not only don't they want the lewd but that they'll become plenty strong enough to stop you should you force it.
Truly Innocent (+200CP) – As a male you become completely ignorant to all things romance and lewd and enjoy them much less then you recall. As a female you become shy, pure, and truly virgin wanting little do with the "sex". As a herm you become ashamed of your body constantly trying to hide your secret to the world and becoming deeply ashamed and depressed when others find out. Those without find themselves with the same hand of cards as the last mentioned.
Corruption Prone (+200CP) – You're more prone to corruption now. Vials of lust draft will leave you utterly drunk on lust and a single whisker fruit might damn near transform you into a cat-morph while numbing your mind quite a bit.
Corrupter (+200CP) – You are a conduit for all things declared bad by the few remaining sane people around. Simply put, you bring out the very worst in people by just being around though usually only applying to things of lewd nature and edging people towards being more demonic.

Love Locked (+300CP) – As if Lewd Locked wasn't enough… For your duration here no one will want to love you. While you couldn't do the lewd with that wonderful person you fell for you still got by with holding hands and hoping for better days. Now they don't so much as care for you let alone love you. But in the land of lust love is a fickle thing.
Monster Magnet (+300CP) – Goblins, imps, harpies and other beasts will now actively seek you out for rough lewd. May the gods have mercy on your soul.
Bad Bondage (+300CP) – Not a thing viewed in any sort of good light. You'll find your strength and power ebb away as you get tied up in a succubus whip or anything really with such intent. Leaving you to ride out the storm or struggle with everything you've got to get free though roughly for not.
Creature of This Land (+300CP) – You are now some unspeakable horror. Just kidding but some people might think so still. You must now take on the full form of any creature that roams this land. While getting a makeover you'll also find that you ping corrupted should anyone be able to detect such things. No, you're just as pure or corrupt as you were before taking this.

Early Win/Lose Conditions: While all origins can easily sit and let ten years go by so that they can leave not everyone will be content in such a world as this for that long. This is the other way out should you choose to gamble with your fate a bit. Taking this up is not required and doing so might very well result in you being sent home should you fail in your task. Those that triumph in their endeavor will be allowed to leave at any time during the duration of their stay in this world should they choose to.

Drop-In – Quite possibly the most straightforward and difficult of all the ways to leave this world early. You must now find the portal that links from this world to the nebulas in-between and find a way through it. Not only may this portal not be in this land but even if you find it you'll find that you can't just go through it to leave. Many have tried to leave this world through their own portals back home but none have ever succeeded. Will you?

Citizen of Mareth – A land broken and a people scattered it is clear what you must do. This land needs a leader and it might as well be you. You must untie at least 95% of all the sane people back into a functioning society.

This will require time, resources, and a whole lot of talking but it can be done. So long as the people of this land adhere to your law they will be considered united.

Champion – You were sent here on a mission to slay the demons so that your people might know peace back home and that's what you intend to do. You must slay Lethice and her minions all without succumbing to the corruption of this land. Having too many corrupting encounters will result in you becoming corrupted and you failing your task.

Corrupted Champion – Walking a different path you must slay Lethice and take her place. After usurping the most powerful demon around your must continue her mission but instead not only corrupting this land but any two others that exist beyond it. This is sure to take some time but the chances you'll triumph are fairly high as the demons already have their plan down to a science.

Endgame: The ending bits as they are expected.
Rest (Stay) – Maybe you're broken. Maybe you just like it here. Staying is what you're doing.
Portal (Go Home) – Either failing or choosing to leave your days of traveling are over.
Explore (Move On) – Whether through waiting or winning you've earned your right to leave and you do just that.

Ascension Perk: But wait, there's more! Before you move on or get too stuck in lazing about you're allowed a perk from this list below. Why? Because as unlikely as it is you've managed to keep your life and your mind in such a world bent on taking them both from you.
Corruption Tolerance – People are now more willing to give you a chance if you're ever so slightly corrupt. Even beings that might otherwise condemn you on sight.
Desires – The lust of this land has rubbed off on you and you find yourself nearly always ready for a roll in the preverbal hay.
Endurance – You've now noticeably more stamina than those around you. You can outlast most fighters in a fight.
Fertility – It's now much easier for you to make people bare your children and you theirs. Quite literal this.
Fortune – You find yourself with more money than you otherwise would. Your luck in money gets a small boost.
Moral Shifter – Simply put you find it much easier to corrupt yourself and others. Your will is paramount against their own.
Mysticality – Boosting your spell effects linearly by a small amount is what this useful perk does. Not much but helpful all the same.
Virility – Increases the shear amount of spunk you produce. Nothing crazy but it makes for a show and you can knock things up easier now.
Wisdom – Allowing you to learn things quicker from combat. Roughly a tenth faster than normal but it's better than nothing.

Notes: Things and pieces you might need to be aware of.

1. Tech in this world exists but it appears to be limited. Mostly things that would play around a fetish but there are examples otherwise. Still swords and arrows here for the most part.
2. Other lands exist in this world and they're not like this one that is beseeched by lusty demons.
3. The weather here is fairly nonexistent. A lot of things might change your appearance suddenly. Blame the demons for both it's their fault.
4. You'll find this land to take more than an hour to get around in unlike the game. To be expected as an entire people live on this land.
5. Wanking helps.