

Monster Girl Dreams 1.3 - The Pre-Capitol Update
By Orz

Lucidia, an entire continent of beautiful vistas, labyrinthe dungeons full of treasure, and monster girls chomping at the bit to get their hands on a man. You, a graduate from adventuring school, have arrived in this den of darkness to prove your worth, free yourself of debt, and *maybe* defeat the Demon Queen. There's only one problem: physical violence is impossible anywhere in Lucidia, meaning you must get 'physical' with the monster girls in a *different* way to defeat them.

…Or maybe you're one of these voracious Monmusu, perhaps even a former adventurer? In any case, there's plenty of ways for a monster girl to make a name for herself around here.

You have **1000 Choice Points**.

Races

Human (Free)
You probably already know what humans are. Humans come in both male and female. Most adventurers are male, but there are a few female ones here and there.

Monmusu (0/200/400)
The monster girls of Lucidia come in just about every shape and size imaginable from elves to minotaur to full-on succubi. For **0 CP**, you'll be one of the weaker monster girls, an elf or imp for example. For **200 CP**, you'll be a Monmusu of middling power such as a harpy or minotaur. And for **400 CP**, you're something *really* powerful like a hellhound or succubus. Note that just because your species is traditionally seen as weak, that doesn't mean *you* have to be a weakling. Just ask Vili.

All Momusu are women, and sexy ones at that.

Classes

Warrior
Focusing on Power, you manhandle your opponents with your strength and smoldering charisma.

Rogue
Focusing on Technique, you defeat your foes with speed, skill, and an assortment of tools in your arsenal.

Mage
Focusing on Intelligence, you bombard your enemies with an assortment of spells and curses until they fall at your feet in bliss.

Charmer
Focusing on Allure, you drown your foes in raw sex appeal, charming them into letting down their guard and then turning the tables on them when they least expect it.

Perks

General

Porn Logic (Free for this jump, 100 CP to keep): This perk entirely removes the chance of catching STDs or causing unwanted pregnancies, allowing you to fuck your way through every monster girl on the continent without worries.

Sexy Specialization (100/200/300 CP): Many humans and Monmusu alike specialize in a particular field when it comes to bedroom combat, from Mika and her amazing ass to Vili and her spellbinding tits. Choose your best asset. The more points you spend on this perk, the greater the skill you have with using both your opponents' and your own to conquer them sexually. For example, if you are a male and choose tits, that doesn't mean you have your own pair of knockers, just that you can make a girl squeal for you with a single grope.

Human

Adventurer's School Training (100 CP): You've been trained in all the basic skills you need to survive as an adventurer, from wilderness training and first aid to judging the value of the loot you brought home. You are also quite skilled in wielding the weapon of your choice, but that's not exactly going to be useful here on Lucidia.

Lady Luck's Favor (200 CP): It looks like you were born under a lucky star. You just seem to run into more lucky breaks then most, perhaps even literally stumbling on a secret passage in a

dungeon or a clue during an investigation. Be careful, however. Everyone's luck runs out eventually.

The Human Spirit (400 CP): Even in the face of the naturally more powerful Monmusu, humanity as a whole has yet to give in to admittedly pleasurable servitude, refusing to become cattle to feed their unending hunger for spirit energy. A spark of that inherent stubbornness lies in you, aiding you in your efforts to resist everything from seduction to aphrodisiac to actual charm spells.

Chosen One (600 CP): There are a great many beings in Lucidia that might grant their blessings to those they see as worthy, from powerful monster girls to actual divine beings. These blessings can come with their fair share of downsides, but thankfully your very being seems to be shockingly receptive of them. Not only will this mitigate the downsides of any given blessing, but it will allow synergy between them as well as increasing the chance of you receiving the blessings in the first place.

Monmusu

Zerg Rush (100 CP): Monster girls often hunt in packs when going after their 'prey', turning ambushes into reverse gangbangs. You are particularly skilled in such tactics, able to position yourself in such a way as to take advantage of your allies' efforts in battle and the bedroom.

Job Opportunities (200 CP): From maids and sweetmakers to teachers and bartenders, monster girls sure have a lot of potential career paths. And it isn't unusual for that career path to benefit them in the bedroom with the maid being able to 'service' someone into submission or the sweets maker mixing alchemical substances into her candies. Now, you also have an aptitude for your chosen job, as well as a knack for creating lewd tricks based on it.

Spirit Eater (400 CP): No, you don't eat actual souls. Instead, you feed on the spirit energy of others, most commonly found in sex fluids. Doing so restores your stamina and magical energy based on the quantity and 'quality' of the offering, and can even outright empower you with a good enough meal.

Demonic Delights (600 CP): Even if you're not a succubus outright, pretty much every monster girl has a little sex-demon blood in them, and in you that blood runs thick indeed. As long as it has something to do with sex, you'll find yourself naturally talented at it, from lewd spells and potions, to seduction, to the actual act itself. Even if you are completely inexperienced, you could give someone a night that they won't forget for a *long* time to come.

Warrior

Domineering (100 CP): There's something in you that yearns to dominate, enhancing your efforts to restrain others and increasing the amount of pleasure you inflict on your opponent when you treat them roughly. Try not to get carried away.

Bond Breaker (200 CP): You *can* break these cuffs! Your efforts to escape being physically restrained in any way are enhanced, be it through being pinned to the ground by a Minotaur or bound by an Imp's magic.

Enduring Body (400 CP): You have nerves of steel, allowing you to resist intense sensations far better than most. Be it pleasure or pain, your foes will have to bring out all the stops before you even consider giving in. This also gives you a great deal of stamina, something that I'm sure you will find quite useful.

Heroic Cumback (600 CP): When at the very last dregs of your stamina and willpower, instead of succumbing, there is a chance for you to gain a second wind of sorts, filling your mind and body with vigor and allowing you to strike back. Oddly enough, this chance scales with your fertility/virility, implying that it may be a gift from the Goddess.

Rogue

Evasive (100 CP): You are quite skilled at avoiding and dodging the attacks of others, be they physical or sexual, and are also good at escaping the grasp of foes when they *do* manage to catch you.

Tool Use (200 CP): You are skilled in the use of all manner of sexual tools, from dildos, to whips, to bondage nets. You might need a bit to familiarize yourself with a new tool, but as long as it was created as a sex toy, you can use it with ease.

Ecstatic Strike (400 CP): You're good at teasing your partners sweet spots for all they're worth. This perk both increases the chance to find weak points, be it sensitive areas of their body or chinks in their armor, and amplifies the effect when you take advantage of them.

Multi-Thrust (600 CP): You are so shockingly fast that you can make a number of moves in the same amount of time that your opponent makes one. This works better the faster you are compared to your opponent, but even if you're about the same speed you should be able to act twice for every time your counterpart acts once. As usual, this perk works both on the battlefield and in the bedroom.

Mage

Arcane Adept (100 CP): Yer a wizard/witch, Jumper. Or at least, you like to style yourself as one. You have a small handful of spells that allow you to use the energy of your mind and body to do things like analyze your opponent for vulnerabilities, restrain them with magical 'rope', or just bombard them with pleasure directly. That's said, there's always more to learn. Study hard!

Magician's Focus (200 CP): Most people can find it difficult to cast spells while a monster girl is bouncing on their cock. Thankfully, you don't have that problem. As long as your mouth is free to speak, you can cast without penalty, no matter the odd position you're in or the intensity of the sensations running through your body at the time.

Thoughtful Schemer (400 CP): Your well laid plans unfurl and your foes are left helpless! You have a knack for imparting what could be called 'status effects' on the enemy, whether you are dosing them with aphrodisiac mist, or trapping their mind in lewd fantasies, or even leaving them stunned with a bit of electrostimulation, you will find that your efforts go much more smoothly than expected. This perk also gives you a good bit of tactical knowledge. Knowing is half the battle!

Empowered Thrust (600 CP): Sometimes the enemy reaches a magic user despite their best efforts. During those times, don't despair, for you have a secret weapon. By channeling your magic through your body, you can enhance the effectiveness of all your physical abilities, making yourself stronger, faster, and tougher at the cost of a constant drain on your energy. The more energy you spend, the greater the effect.

Charmer

Alluring (100 CP): People can't help but find something about you attractive, maybe you're cute, maybe you're sexy, but whatever the case, you're going to turn some heads. This has obvious advantages when trying to defeat monster girls in sexual combat, but be careful that you don't bite off more than you can chew.

Pace Yourself (200 CP): When trying to drive monster girls to the heights of pleasure it's often important to avoid going over the edge yourself in the process. This perks provides you with a portion of much-needed self control, enough to prevent yourself from climaxing when balls deep in an Imp. At least, not until she climaxes *first*.

Pleasure For Pleasure (400 CP): Those who try to drown you in bliss will find themselves going under themselves. Whenever someone tries to cause you pleasure, you may choose to inflict a portion of that pleasure upon them. Note that this doesn't actually reduce the amount of pleasure *you're* feeling.

Unbridled Passion (600 CP): It takes incredible skill to defeat monster girls at their own sexual game, but you have it in spades! When inflicting pleasure on someone, be it on the battlefield or in the bedroom, there is a far greater chance for them to lose focus at a critical moment, allowing you to take advantage and conquer *them* for a change. The more pleasure they're feeling, the higher the chance for them to slip up.

Items

General

Recall Stone (Free for this jump, 100 CP to keep): These little rune-covered stones used by both adventurers and monster girls pull their wielder back to a safe location if they are defeated in battle. Note that there's sometimes a delay before activation, so you might end up being used as a sex toy for a bit before being whisked away to safety.

The Grimoire (Free for this jump, 200 CP to keep): A hefty tome that seems much lighter then it should be. Created by the magic user Elly, it allows adventurers to easily return to locations that they've already cleared and choose between it's foes, events and quests to experience at their leisure. Good for training…or for easily returning to a certain monster girl that's stricken your fancy. The Grimorie even works for 'encounters' in previous jumps, but you *will* return to your current one as soon as the encounter is over.

Human

Starting Gear (100 CP): The Adventurer's College wouldn't send you off empty handed with only the clothes on your back. Along with a set of basic armor, you also have a simple weapon of some kind, like a sword, axe or bow. Or perhaps a spear? In any case, it's made of high-quality if unimpressive material and is unlikely to break on you in all but the most egregious of cases.

Skill Tome Creation Kit (200 CP): This set of scribe's tools and magical implements has everything you need to create your very own skill tomes, books that allow the reader to quickly learn skills. Now before you get too excited, there's a few limitations. First, you, as the creator must know the given skill or technique inside and out. Secondly, that the reader has the full ability to learn it in the first place. And thirdly, the fact that the tome instills *knowledge*, not the direct skill itself. Still, it's certainly much better than self study and the tomes can be imbued with anything from combat techniques, crafting recipes to bedroom skills.

The Demon Layer (400 CP): A silver whip blessed by Venereae, Goddess of Light, Fertility, Sex, and Pleasure, to destroy True Succubi that have devoured souls. When used on others, however, it simply overwhelms them with divine pleasure. The amount of 'damage' it inflicts increases not only based on the wearer's strength, but their virility/fertility, with increased effect when used on those weak to holy power. Outside of this jump, it's true strength will awaken when fighting any soul-devouring creature, becoming capable of annihilating them utterly.

Goddess Statue (600 CP): This large marble statue decorated in precious metals is designed to act as a conduit for the Goddess Venereae's will. Making an offering of the local currency will allow you to restore your body and mind, both of things like injuries and diseases and of much more common things like increased sensitivity and unwanted fetishes. Pay enough and it can even allow you to contact an angel, willing to offer holy items and blessings for a much more

substantial cost in currency. Outside of this jump, the statue will accept any valid currency, from dollars to sci-fi credits.

Monmusu

Yummies For Hubby (100 CP): Want to make something tasty for your husband-to-be but worried about ingredients? Well, worry no more because I have something special for you. Contained in this box are all kinds of ingredients from Elven Herbs to Imp Juice. The one thing they have in common is that they taste amazing when properly made into food…and that they have an aphrodisiac effect when consumed. A nice bonus, right?

Maid To Order Catalog (200 CP): This booklet lists all manner of high-quality items, from weapons to clothing to baking supplies, complete with pictures and a reasonable price. Simply place the required amount of money onto the item you're interested in and you'll find that your cash has vanished and the item you wanted has appeared in its place (or off to the side for particularly large objects like furniture). The catalog takes gold or eros for now, but once you exit this jump you'll find that it takes any local currency.

Kunoichi Scrolls (400 CP): A chest containing a set of magically preserved scrolls. The techniques written on these scrolls have been passed down for generations in a certain secretive clan of succubi. They vary wildly, from mundane stealth and espionage, to the use and creation of ninja tools such as smoke and sleep bombs, to more supernatural abilities like flash-stepping and breathing out aphrodisiac mist. There's even one technique that allows you to create a temporary clone of yourselves from the ambient shadows, although you'll only be able to create one without intense training, if that. Going above your limit will cause certain clones to stop acting like you, as well as causing you to feel any orgasms they have as if they were your own.

Home Sweet Home (600 CP): Wow, it seems you have your very own Dungeon to call your own! You may freely choose the exact theme of your new lair, from a labyrinthe of twisting tunnels to an active volcano. It starts out with a single 'floor' (or the equivalent), with enough space for about three 'encounters', but with the investment of magical energy and reagents that space can be expanded, without any visible change to the outside of the complex. Over time, the Dungeon will also attract monster girls willing to move in and work for you, based on the theme of the dungeon of course, as well as attractive adventurers looking to plumb the depths of your cavern. While within your Dungeon, you will find all of your attributes gain a noticeable boost, as expected of a Dungeon Boss, from strength to intelligence to your magical power. This boost increases as your Dungeon grows in size and complexity.

Warrior

Power Belt (100 CP): This belt boosts the wearer's strength a bit as well as slightly enhancing their stamina, sexual or otherwise. Good for any aspiring warrior, but you'll likely find something better quite quickly.

Sinister Black Gloves (200 CP): Likely made by Dark Elves, the enchantment on these gloves seem perfectly designed for someone with more *dominant* tastes, amplifying the sensations you inflict on your victims while limiting the *damage* you cause. In a place like Lucidia, where deliberate damage is impossible anyway, they can be surprisingly effective weapons in the right hands.

Lion's Amulet (400 CP): This fancy ruby-encrusted amulet in the shape of a lion's head imbues you with the power and courage of a lion, increasing your strength while making it difficult to even fathom fleeing the enemy.

Ring of Kings/Queens (600 CP): An ornate golden ring with a gem-encrusted crown shaped sigil. It greatly increases your strength, stamina, and virility/fertility, but the regal pride it imbues you with makes you more vulnerable to flattery and seduction, as well as making you a bit more unlucky for your hubris.

Rogue

Gloves of Skill (100 CP): These gloves give a minor boost to the wearer's dexterity and even enhances their luck by a tiny bit. One of the more common magic items used by adventurers especially by the more stealthy types.

Armguards of Bind Breaking (200 CP): These patterned leather armguards increase your ability to escape from restraints, as well as your ability to avoid being caught in them in the first place. They'll never catch you alive!

Cloak of Shadows (400 CP): This pitch black coat supposedly allows you to move at the speed of darkness, whatever that means. What it actually does is amplify your attempts to dodge, break free of grapples and restraints, and flee from their enemies.

Lucky Pocket Watch (600 CP): This stylistically engraved pocket watch is imbued with incredible luck, aiding you greatly in your endeavors. In addition, winding the clock makes riches all but fall at your feet, increasing the chance of finding treasure, finding *rare* treasure, and the amount of money you obtain by 50%, at the cost of filling your mind with ruinous greed, all but crippling your willpower while the effect lasts.

Mage

Witch's Hat (100 CP): This black silk witch's hat slightly enhances the wearer's willpower. It's spellwoven material also allows the wearer to store a small amount of mana inside of it for future use, functionally increasing their reserves of available energy.

Collar of Kinky Education (200 CP): This tight leather collar increases your body's sensitivity to pleasure and leaves your mind thinking dirty thoughts all the time, but also *greatly* increases

your ability to memorize and understand information. But the question is, Are you a Teacher's Pet or a Teacher's *Pet*?

Magician's Orb (400 CP): A classic magician's focus, this faintly glowing sphere reduces the cost of your spells by 20%, and can be slotted into the head of a staff if you happen to have one.

Arch Magus Staff (600 CP): This fancy over-the-top magic focus is incredibly ostentatious and unwieldy, but increases the raw power of your spells by a stunning 50%! It can also act as a lightning rod for arcane energy, greatly bolstering your reserves at the cost of making you more vulnerable to magic yourself while the effect lasts.

Charmer

Ring of Allure (100 CP): This simple ring enhances the charisma of the wearer. Not by a *lot*, but every little bit helps. Some succubus workshop somewhere likely makes these things by the dozen.

Circlet of Seduction (200 CP): This golden circlet improves allure and seduction, improving your charisma while making your tongue as good as silver. Make sure that you have the skills to back up your words.

Blessed Cock Ring (400 CP): A cock ring (apparently) blessed by the Goddess of Fertility, it reduces your refractory period to the point of allowing you to fire your magnum at least five more times then normal as well as increasing your virility by 50%, but also makes your cock incredibly sensitive to pleasure. If you're a woman, it'll obviously take the form of a different piece of jewelry with comparable effects, perhaps a piercing somewhere?

Rune of Temptation (600 CP): This rune which acts similar to a stick-on tattoo is infused with seductive power, greatly boosting your charisma and attractiveness at the cost of making you eager for sexual pleasure and slightly increasing the sensitivity of your cock/pussy. It can be pulled off its wearer's body easily but never seems to lose adhesiveness or get removed on accident.

Companions

Import (100 CP): Have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items, and can take up to 300 CP worth of drawbacks. If you choose to make your own adventuring party and import at least four companions, they cost **50 CP** each. It's good to have friends to watch your back.

Canon Character (100 CP each): There are all sorts of interesting (not to mention incredibly sexy) people for you to meet on this continent. If you can convince them to come with you, you

can make them a companion for 100 CP each. Note that this might be very difficult for certain characters, especially for the more powerful ones.

Monmusu Waifu (200 CP): This monster girl of your choice appears to have taken a liking to you, deciding to follow you around on your adventurers and cheer you on from the sidelines. If you ask nicely she'll actually help you out directly, and is about middling in power for her species, but she might be a bit hesitant fighting her own kind. She is also, naturally, an incredible lay and is willing to make love to you anytime anywhere.

Your Harem (200 CP): There is a good chance that you'll have several monster girls of varying types hanging off of you by the end of your time here. For 200 CP, you may take with you any girls that have both fallen in love with you and aren't named in the source material. They share one 'slot' and split any perks given to them equally. For girls that *were* named in the source material, see Canon Character above.

Drawbacks

Modding Toggle (+0): There are several mods for Monster Girl Dreams that add new content to the game, from items, to skills, to monster girls, to even entirely new locations. If you so desire, you may choose to start the jump with one or more of these mods 'installed'.

Kinky (+100 CP each): It seems that there's something that just drives you *wild*, be it breasts, asses, legs, or even a monster girl's more monstrous features. Whatever it is, you'll find it much harder to resist the advances of anyone who takes advantage of your fetish. You may take this drawback **up to three times** for full points, to a maximum of **300 CP**. But with so many weaknesses, you'll likely be in for a very *fun* adventure indeed, and the Goddess Statue won't be able to help you with your drawback given kinks.

Sensitive (+100 CP each): Some part of your body is far more sensitive to pleasure than normal, be it your cock/pussy, nipples, asshole, or even your mouth. Whatever it is, you can expect your foes to gleefully take advantage of it when they find out. You may take this drawback **up to three times** for full points, to a maximum of **300 CP**, with the same warning as Kinky.

Lightweight (+100 CP): You just can't handle your alcohol. Even a single glass of elvish wine will have you slurring and swaying in your seat, and trying to drink something harder is liable to make you blackout, only to wake up in the aftermath of your drunken escapades. Better hope you aren't a mean drunk.

Open Mind (+200 CP): For some strange reason, you lack the passive defenses most people have in their minds. Anyone with a skill at hypnosis can just waltz right into your mind, able to change things as they wish. Thankfully, that sort of skillset is *very* rare, but you should probably stay clear of any suspicious kitsune during your time here.

Innocent Little Lamb (+200 CP): Oh? What a cute little virgin~. That's right, any sexual experience and skills that you've picked up before this point are now null and void. You'll regain your lost skills faster than someone who's a *true virgin*, especially if you have any sexual perks, but for now even an elf knows more about sex then you do. You're in for a real *fun* time.

Grimoire Malfunctions (+300 CP): It seems you were provided with a defective Grimoire. Any time you use it, there is a chance that your selected encounters will be randomized, sending you somewhere you weren't expecting, and possibly facing a monster girl you aren't prepared to fight. Getting your Grimoire replaced will simply cause the new one to malfunction instead. Even worse, you won't remember taking this drawback until it activates for the first time, all but ensuring a troublesome time for you at least once.

Ending

Stay Here

Go Home

Move On

Change Log

1.1: Expanded on the descriptions of certain items. Added Monmusu Waifu and Your Harem to Companions.
1.2: Added four more drawbacks (Lightweight, Open Mind, Innocent Little Lamb, and Grimoire Malfunctions) and a Modding Toggle, and cleared up some confusion with the Grimoire item.
1.3: Added racial options and moved Demon Layer to Human tree. Also added the ability for companions to take 300 CP worth of Drawbacks. You aren't the only one with kinks or sensitive spots after all. Thank you to A Guy That Is Random, and Kiland over on QQ for the help. (WIP)

Ideas For Future Jump Versions

-Drawback that ups the disorienting and dreamlike effect of the island, even with the Grimoire.
-Flash Bomb item
-Holy Headpat Skill? (Most minor of damage, but holy aligned. Causes soothing, calming effect in MC. Noncombat uses?)
-Drawback that penalizes for fighting alone (like an Imp)
-Favor's Misfortune Item (Reduce all enemy Luck)
-Drawback that makes debt actually important. (Academy Debt or something like Mika)
-Whatever the heck is going on with the cursed items. (Need more info)
-Rune of Enlightenment (Increase practical lesson effectiveness. Doesn't affect studying.)