Tentacle and Witches Jumpchain
Version 1.01



Welcome to the next stop on your journey.

The quiet village of Nanso Town looks like any other Japanese resort town at first glance. It has a healthy tourist scene, some nice high schools, and a strange old western-style mansion which local legends claim is home to a witch. But local ordinary high schooler Tachibana Ichiro knows that the legends are true: that old mansion was once the home of Ichiro's grandmother, the powerful and respected Witch of the Ocean, and though she's gone now her legacy lives on in her beloved grandson and in Morino Yuuko, her former apprentice and the heir to her title.

When she's not honing her craft Yuuko watches over Ichiro and serves as his teacher and guardian, but she's not the only witch in Nanso Town. There's also Futaba Lily Ramses, a half-egyptian transfer student in Ichiro's class with a noble bearing and a spicy attitude who hopes to become Yuuko's own apprentice, and has grown obsessed with "defeating" Ichiro in a one-sided competition for Yuuko's attention… when she's not quietly crushing on him like the classical tsundere she tries to pretend she isn't, anyways.

But one day the rivalry goes a step too far when Lily buys a charm from a suspicious magic shop that she thinks will turn Ichiro into her familiar. Instead it turns him into a tentacle monster and curses him with an insatiable lust for the mana of witches or anyone else he can get his tentacles on. With no way to change him back, Yuuko and Lily decide they'll have to quell Ichiro's demonic desires with their bodies to prevent him from degenerating into a mindless rape monster while they try to find a way to return him to normal. But this is no mere accident: an evil sorcerer lurks in the shadows of Nanso Town and he has diabolical plans for both of our heroines and our tentacled protagonist.

Take this **+1000 CP** to get you started. You'll be here for the next five years.

Timeline

There are two different versions of this world. Choose which one you want to visit.

Vanilla Canon

The original version of the setting depicted in the game and anime. The year is 2010 and the world looks just like the one you know to anyone who isn't part of the hidden magical world. The great masquerade is maintained by an organization of witches who protect the world from magical disasters, and while demons and other magical creatures do exist they're quite few in number and rarely encountered. Overall both the mundane and magical worlds are at peace outside the events of the plot, drawbacks notwithstanding.

Taimanin RPGX (+300 CP)

The setting of Tentacle and Witches is fully fused into the darker and more dangerous cyberpunk-fantasy world of Taimanin Asagi. The year is 20XX, World War 3 has come and gone, the gates to hell have been thrown wide open, and magical creatures of all kinds walk among humans either openly or with the barest pretense of secrecy. This world is rife with dangers for both witches and demons, from the demon-hunting Taimanin and onmyouji to the villainous forces of Nomad and many other potential threats.

Origins

Choose how you want to enter this world.
You may optionally replace a character with a matching background.

Demon

Whether you were born this way or cursed by a magician, you're a tentacle monster, a type of demon that feeds on the magical power of humans and magic-users by having sex with them. By default your body is an amorphous mass of slime but you can shapeshift freely at will, even taking a human form if you want to blend in with your prey. Tentacle demons are normally summoned by a witch or magician and supplied their mana through the bond with their summoner, but if you choose not to be some sorcerer's pet you'll have to sustain yourself with mana drained from your prey or partners. If you choose this origin you can also choose to replace Ichiro in the story if you wish.

Mage

Witches have lived in secret among ordinary humans for many years. In the modern day magic is a sort of open secret, something most towns have credible urban legends about but otherwise goes unnoticed and unremarked-on by the average person. A witch's magical powers are vast and diverse, from commanding the elements to laying curses and much more, though their taste in traditional spellcasting attire is likely to raise eyebrows and pitch tents. Magicians, on the other hand, are male magic-users, and are much rarer than witches. Only a dozen magicians have existed in recorded magical history and so far they've all used their powers for evil. For this reason the Eastern Magic Association makes a point of tracking, monitoring, and (if necessary) killing potential magicians before they become a threat to the world.

Discount Rules

Perk and item costs are 50% off and 100 CP options are free to your selected origin. If you wish, you can trade one full line of discounts (a set of 100, 200, 400 and 600) from your origin's perks or items and gain one line for the opposing origin to make a hybrid character. Both origins can be taken as drop-in options, causing you to enter the setting without any established backstory or new memories from your origin.

Perks

General

Sex Demon (Free for Demon / 300 CP)

Tentacle monsters are formless masses of shapeshifting slime and their lack of a defined physique allows them to take any shape they please, but all of them are built for sex from the ground up. Whether you're a demon or just a mage with some unique magic, you can freely transform into any shape you desire simply by imagining your desired form. You might conceal your true form behind the guise of an ordinary human, take the form of a monstrous beast to ravish your prey, or spawn as many tentacles as your heart desires from the liquid mass that is your natural body. However you're not much stronger than an ordinary human and to be anything stronger than that you'll need to expend additional magical power to enhance yourself. You also have a demon's natural ability to use pleasure to feed on mana and satiate your physical needs, draining your conquests of their magical power and with it any chance of resisting you as you ravish them. The greater the pleasure the more you consume, and even the most powerful witches in the world can be temporarily reduced to the strength of normal human girls by coaxing a few orgasms out of them. In future jumps you can also absorb similar kinds of supernatural power, and exotic appetites like a vampire’s thirst for blood can also be sated using these methods.

The Gift of Magic (Free for Mage / 300 CP)

The magical powers of witches and magicians are vast and varied, and an accomplished magic-user can do quite a lot with the powers at their fingertips. You've either been trained to use magic like most witches or you have such immense natural potential that you can easily teach yourself through trial and error, like most magicians and magically-powerful demons. While you have one element of magic that you are most naturally gifted with, like Yuuko and Lily's use of water magic, Kaya's earth magic or Faust's lightning arts, you're capable of learning to use a wide variety of magical abilities, ranging from healing and divination to transformative curses to laying enchantments on items, and much much more. All of these powers require magical energy and the more powerful the spell the more energy it requires, but you have deep reserves of natural power and can gather more temporarily by tapping into magical artifacts, drawing on the magic in your surroundings, or even perform tantric rituals in order to combine your powers with a lover or two.

Demon

Beast of Desire (100 CP)
Tentacle monsters feed themselves by absorbing mana from their sexual conquests and any monster that can't fuck for hours and milk a dozen orgasms out of a dozen victims at once is a disgrace to his species. Whether you're a demon or a mortal you're an especially virile example of your species, with a body that's built for sex and a mind that has an instinctive mastery of every form of carnal pleasure known to humans. Your physical strength, stamina, and sexual endowments put ordinary humans to shame, and your innate sexual prowess ensures that you'll never leave a lover disappointed in your performance, especially when you have an eye for your partner's sexual weak points, the secret kinks and erogenous zones which even they might not know they have until you expose and exploit them. Sure that tsundere witch might *pretend* to hate you, but you can tell that what she really wants is for you to pin her down and give her a spanking for being such a brat to you even when she hasn't realized it herself!

Eau de Tentacle (100 CP)
Tentacle monsters are infamous for their aphrodisiac musk and addictive fluids and even powerful witches like Lily and Yuuko can be transformed into lustful sex-addicted women by drinking in a demon's essence. Like most creatures you have pheromones in your natural scent and sexual fluids but yours are extremely potent and even addictive, like those of a demon. Normally your musk is an odd but pleasant earthy scent but once your ardor's up it becomes a natural aphrodisiac that makes your arousal contagious to anyone in fucking distance and can turn even the most frigid witches into horny bitches. Your fluids are even more potent and concentrated than your musk is as well as being more pleasant and addictive than any drug. Once exposed to your fluids your victims will find it nigh-impossible to be satisfied by any man except you and those who try to abstain from you will have to endure the demands of their own supercharged libidos to break the addiction, though you can moderate your own essence to avoid this outcome if you wish.

Consentacle Monster (100 CP)
Let's face it, a big slimy tentacle monster is not what most girls think of first when they're trying to imagine their ideal boyfriend. You might expect that few girls would even give you the time of day, much less have sex with you even if your life *literally* depends on it, but surprisingly enough you're quite wrong about that. Whether you're a tentacle monster dripping with slime or a creepy otaku with all the red flags in the world, people are surprisingly willing to see past their biases and give you the same acceptance as anyone else. So long as you don't *act* like a monster you won't be *treated* like a monster no matter what you happen to look like, and you can even get away with a certain amount of lewd mischief without losing this protection. Molestation and sexual assault are normally a crime, but when you do it it's more like a harmless prank as long as your "victim" enjoys herself, and to that end you can always tell exactly what someone is down for and how far you can push your luck before their half-hearted protests become genuine distress.

Sneaky Fucker (200 CP)
Shapeshifting is an incredibly varied and convenient ability for demons to have, and one of their advanced uses for it is turning their bodies invisible. You've mastered this trick and you're extremely skilled at stealth in general, like some kind of tentacled ninja, allowing you to make the best use of your optical camouflage to get away with all kinds of mischief. Turning invisible is great but you can also be totally silent whenever you need to be, like when you're silently ravishing one of your slaves in front of your entire classroom with only a flimsy desk separating her from her audience. As a natural predator you're also extremely skilled at stalking your prey from hiding; you leave no trail when moving silently, and when your next meal is in your grasp you can hide her as well, from the sloshing and squelching of flesh and fluids as you stuff her holes full of tentacle cocks to stifling her orgasmic bliss into muffled whimpers. You could even ravish a married woman in the same bed as her snoozing husband without the slightest chance of being discovered.

Tentacled Technician (200 CP)
Demons might be most feared for their potent fluids but they're called *tentacle* monsters for good reason. Whether you're a demon wrestling a witch into perfect fucking position or a sorcerer using your spellwork to tie up a hapless damsel, you're a master of bondage and restraint and BDSM in general, and once you have a victim in your clutches it's almost impossible for them to escape you. Your techniques are flawless and once your restraints are firmly in place they never fail on their own no matter how much your captives struggle to free themselves, requiring extreme carelessness on your part or a rescue from somebody else to set them free. Moreover you can also make your bondage painful or pleasurable enough to silence any magical abilities your captives might have while they're tied up due to the sheer distraction your restraints provide for them. Any witch ensnared in your tentacles has her magic restrained as tightly as her body is, although naturally anyone strong enough to overpower you will be only mildly inconvenienced.

Eroge Protagonist (200 CP)
Despite having a lewd and frankly scatterbrained personality Ichiro was somehow charming enough to be winning the hearts of two beautiful women long before he became a tentacle monster. You have the same kind of effortless charisma and anybody you're romantically interested in almost can't help but reciprocate that interest unless they truly despise you. From the foreign princess who's way too good for a commoner like you to a lonely witch who never cared for romance until she started falling for you, your charms are a skeleton key which can unlock the heart of any man or woman you desire and makes them fall head over heels in love with you. It might take time and effort to win somebody over but if you're persistent then your eventual success is all but guaranteed, and if your heart can't settle on just one lover then you'll find that their shared feelings for you will simply bind them all together into a loving harem rather than tearing them apart with constant bickering and petty jealousy.

Semen Demon (400 CP)
Witches fear demons for many reasons but most of all for their ability to create powerful aphrodisiacs that can turn even the mightiest witch into a slave to her own lust. Your body is a living cauldron of alchemical power and you can use your fluids (and other substances you consume) to concoct powerful aphrodisiacs and other substances. Most tentacle demons turn their cum into powerful drugs whose mere smell sends women into heat and whose taste is more addictive than any drug, but to you that's just the start: you can also concoct acids which dissolve clothes but leave flesh unscathed, spit sticky webbing or conjure silken ropes stronger than steel cables, or convert your natural musk into sleeping gas or psychedelic drugs and much more. The sheer *quantity* of fluids you can produce in any given moment is also impressive, enough to fill a small swimming pool; if you bust a nut in your slaves, don't be surprised when their bellies swell up like balloons as you dump gallons upon gallons of baby batter straight into their eager wombs.

Breeding Machine (400 CP)
A demon's greatest pleasure is filling the wombs of his lovers, transforming powerful and beautiful witches into incubators for his essence and the mothers of his spawn. You have a tentacle monster's supernatural fertility and can impregnate anybody you please regardless of their species or other mundane concerns. Any pregnancy you cause will be swift and easy, an orgasmically pleasant experience for your broodmare without risk to her or your offspring. More importantly, by planting your seed in your mate's sacred garden you gain control over the very heart of her magical power. Not only will this allow you to bypass whatever magical resistance she might normally have against your power, you can also play with her magic directly in all sorts of interesting ways! You could steal her magical powers entirely, either taking them for yourself or feeding them to your spawn to help them grow stronger, or you could do the reverse and pump her full of your own demonic powers, and all sorts of other uses might also be possible if you experiment!

Sinful Embrace (400 CP)
Once they sink their claws into their prey demons corrupt and enslave them with mind-shattering pleasure that can transform even the proudest and most powerful witches into eager sex slaves. You're a master of corruption and sexual conquest who can train your conquests into obedient pets simply by ravishing them into submission. Every mote of bliss you inflict on your conquests allows you to gradually alter their minds and hearts to be more to your liking. Teach them to enjoy exotic kinks, make them forget about old lovers, replace their dreams and ambitions with slavish devotion, and much more. However you needn't be cruel in your use of your talents: while most demons reduce their prey to mind-broken seedbeds and intelligent demons turn their favorite victims into loyal servants, a more benevolent demon like Ichiro could also use these skills to piece broken minds back together again. Even a woman so mindbroken that she's forgotten her own name could be restored to her old self through passionate and therapeutic lovemaking.

Tentacles of Steel (600 CP, requires Sex Demon)
The sorcerer Faust spent his whole life chasing the ultimate power and immortality of demon lords like his patron Mephisto, so imagine his seething jealous fury when he discovers that you have gained it instead! Much like Ichiro's final transformation, you're a powerful demon lord blessed with immense magical power and an immortal body strong enough to command such awesome power. You no longer age and can heal from almost any injury short of total destruction, and your magical might bolsters all your demonic powers into formidable weapons equal to the spells of a powerful witch. Even without magical enhancement, your body is strong enough to rend steel, fast enough to dodge bullets, and tough enough to tank getting hit by a speeding car, and your carnal abilities are all empowered and able to be weaponized to similar degrees. Some might mock the idea of a sex demon in battle but they'll be much less amused once your tentacles start spewing jets of acid with the diamond-cutting force of a high-pressure water cannon while your musk chokes the air and incapacitates your foes like a man-made chemical weapon.

Faustian Bargainer (600 CP)
The demon Mephistopheles is a mysterious and powerful devil who granted Faust immense power and all the pleasures of life in return for his soul. Now that you're here he might have some competition: you have the power to make arcane bargains and enforce them with the binding chains of a magical contract, much like a traditional devil. For instance you might choose to trade some of your power or an item you possess in order to claim a person's soul (which grants you absolute power over them once the contract is fulfilled) like how Faust gained Mephisto's tentacle magic until his death. Both you and your contractors are bound by the terms of these agreements once you make them but you have far more room than your contractors do to cheat and exploit loopholes, like creatively enforcing the letter of the deal rather than the spirit of it.

Heart of Gold (600 CP)
Tentacle monsters are natural sexual predators with inhuman needs and an overwhelming instinct to sate those needs no matter who suffers for it in the process. But you're better than that: no matter what kind of monstrous desires you might have, deep down where it really counts you will always be your own person. Your heroic willpower transforms your heart and mind into an invincible fortress that's completely immune to being warped and twisted against your will whether from within or without. Neither a tentacle monster's innate demonic instincts nor a sorcerer's mind control magic can master you, and if demonic corruption is baked into your magic you can simply ignore it by sheer force of will and reap its benefits without suffering any of the drawbacks. While your body doesn't have a similar immunity, once per month you can summon your willpower and shatter *any* magical effect that's been placed on you no matter how strong it is.

Mage

Bewitching Beauty (100 CP)
Forget billowing robes and pointy hats, modern witches prefer transparent latex for their magical uniforms and they have magnificent bodies perfectly-suited to such revealing attire. You have a body anyone would be happy to see more of, as if you'd been sculpted by an artist's hand into an ideal vision of erotic beauty. Whether you're a petite teenaged witch, a voluptuous MILF, or a handsome and well-endowed gentleman, you're an easy nine out of ten and your good looks maintain themselves as if you'd cast a spell to manage all of your cosmetic concerns for you. Neither the rigors of magical combat nor the strain of pregnancy nor even the march of time do permanent damage to your magnificent body: while you're not *immortal* you do age incredibly slowly and gracefully once you reach your prime, and you retain everything from your libido to your mental acuity rather than slowly withering away as you age. Suffice it to say that even if you live to be hundreds of years old (and some witches do!) you'll never be too old to rock that magical lingerie.

The Power of Tsun (100 CP)
Demons are said to be able to turn any woman they please into a sex-addicted whore at the drop of a hat, but it takes a lot more than some aphrodisiac pheromones to gain that kind of power over the likes of you. At the very least they'll have to buy you dinner first! Much like Lily you have a strong will and a stubborn heart that doesn't yield easily even to powerful demonic pheromones or mind control magic. Where others might get addicted to a tentacle demon's musk at the first whiff of the stuff, it'd take an extended exposure for the same stuff to have any lasting effect on you. Sure you're not *immune* to such influences but you're far more resistant to them and can shake them off much more easily even when they do take hold of you. However you do have one weakness and that's the people you care about: a random stranger with a little hypnosis magic might not be able to get one over on you, but if those tentacle monster pheromones are coming from a boy that you ~~absolutely do not~~ have a crush on then all bets are off.

Privacy Please! (100 CP)
You'd think the existence of magic would be much harder to hide from the modern world, but mages have grown quite adept at guarding their secrets against nosy cellphone cameras and other unwanted voyeurs. Much like Yuuko and Lily, you're a master of the magical masquerade whose actions and secrets seem to slide under the radar of anyone unrelated to them. You might be practicing magic by moonlight or fucking your students behind closed doors, but as far as anyone else can tell you're simply an ordinary student or a mild-mannered teacher or whatever you're pretending to be, and all evidence to the contrary either gets overlooked or simply fails to arouse suspicion. You can also cover for others when you need to, like when one of your students gets cursed by an evil wizard and sprouts demon horns but still has to go to school and pretend that everything is completely normal. Just tell everyone that he has a skin condition and they won't inquire further unless something quite dramatic happens to make them question that explanation.

Best Served Cold (200 CP)
Kaya Blanche spent her life training to become one of the Magician Association's inquisitors so she could hunt down Eisen Faust and avenge the rape and murder of her mother. A shame it was all for nothing, but that's her failure and not yours. Like other inquisitors, you're an expert at using your magic for combat and destruction and you're more than a match for all but the most dangerous enemies this world can offer you. You have such talent for fireballs, lightning bolts, and combat spells in general that you can cast them with the speed and accuracy of a professional gunslinger, and your body is as athletic as any olympic medalist even before you start using using magical enhancement to give yourself superhuman physical prowess. Moreover, when someone hurts you or your loved ones you can *always* repay that harm, harnessing your hate and fueling your spells with it to ensure they do *at least* as much damage to your enemy as they did to you and yours even if they'd normally be far outside your ability to meaningfully harm.

Odd Man Out (200 CP)
Witches aren't exactly commonplace in the modern world but only a handful of men have ever been born with magic in all of history. Some witches even treat magicians as aberrations and harbingers of calamity before they cast their first spell, but don't let those prejudices bother you. When it comes to supernatural powers you're an exception to many limits and drawbacks based on your gender. In this world you might be one of the rare few men with natural magical talent but in others you might be able to wield a magical relic which normally only allows a woman to wield it. Moreover you don't just *have* powers you shouldn't, you're also much better at using them than their normal wielders, a freak of nature not only in having such powers in the first place but also in your sheer natural talent for them.

Tantric Sorcery (200 CP)
Tantric rituals are one of the oldest forms of magic and mages who specialize in them learn to supplement their magical skills with their sexual prowess and vice versa. You've mastered countless ways to use your magical talents in the bedroom and can easily adapt any ordinary spells you know into erotic equivalents. You might use fire magic to create spells that ignite a foe's libido rather than her clothing, use wind magic to dominate minds with hypnotic music, or conjure and control a swarm of tentacles by using water magic. Further, just as your magical skills benefit your sex life, your sexual prowess benefits your magic because you can cast any spell you've learned as a tantric ritual. When you take the extra time and effort to power your spells with pleasure from yourself or your lovers, you pool your magical and sexual prowess together and even the most difficult spells will become much easier to use and much more powerful in their effects.

My Favorite Bitch (400 CP)
Demons aren't exactly the friendliest creatures but even tentacle monsters and demon lords have waifus. Much like Lily you have a special affinity for demons which makes it much less perilous to deal with them because they'd much rather romance you instead of preying on you. Between your princess-like charisma and the quality of your mana any demon who spends significant time in your presence will find you far too attractive to simply kill and eat even if you're behaving like a bad-tempered tsundere; devils may still try to bargain for your soul but they'll cut you great deals just to keep you coming back for more, while demonic beasts instinctively prefer keeping you alive to ravish and savor instead of turning you into their next meal. Any demons who manage to have their way with you are especially strongly-affected by your charms and can't help but fall for you harder and faster the more that they indulge themselves in your body. There are limits to your influence, especially if you don't return the interest, but few things short of open hostility can completely break the spell you cast on your demonic paramours.

Blessing of the Edelweiss (400 CP)
Much like her mentor before her, Yuuko is an exceptional teacher of both magical and mundane subjects, and many witches would give almost anything to become her next pupil. You're a magnificent teacher who can bring out the full potential of anyone you choose to take under your wing. Lack of talent is no obstacle to the heights your students can reach; with your guidance, even an ordinary boy like Ichiro might awaken magical potential he otherwise wouldn't have had, and with patient tutoring gradually grow into a magician as skilled and powerful as you are or even moreso. Of course a student who lacks talent often grows very slowly but this too is no trouble for you because you can simply motivate your students to excel by having sex with them, fueling growth and focusing talents by sharing your body or even your heart with them, and the more you do so the faster you'll see them grow in response. Of course, any student raised using such intimate methods almost can't help but adore such a beloved teacher.

Puppet Master (400 CP)
Mastering magic requires a sharp mind, and the same intellect that allows you to warp the fabric of reality is quite easily put to other uses. You're a diabolical mastermind who can analyze any situation and twist it to your advantage, crafting plots and schemes and turning your foes into puppets who dance to your tune. Your schemes are most effective against anyone under the influence of your magic, such as curses which linger long after being cast, because the touch of your magic grants you a look into your target's mind and allows you to intuit their actions as if you knew them intimately. The greater the spell the better the insight and even direct control you gain over your victims; for instance you could use a curse to turn a young boy into a tentacle monster and then direct his demonic urges at the witches in his life who're likely to interfere with your plans. With your insight you'll know exactly when the most opportune time comes to make those urges strike, and with the hooks of your magic sunk deep into his body you can simply paralyze him when he inevitably tries to turn those powers against you.

Witch of the Ocean (600 CP, requires The Gift of Magic)
Ichiro's grandmother was one of the most powerful sorceresses to ever live, called the Witch of the Ocean because her power and wisdom were as vast as the sea, as was her unrivaled mastery of healing magics. You've reached the same level of power and skill as that legendary sorceress and have become an expert in most types of magic and a master of one particular school like summoning, transmutation, or evocation. Within this school your skill is unmatched and the feats you can perform are limited only by your available magical energy and the laws of the universe. Grandma Tachibana's skill as a healer allowed her to unlock the secrets of immortality and resurrection, while a battle mage might wield elemental magics so powerful that they can pierce the defenses of foes like dragons and elementals who'd normally be immune to them. Finally, your mastery applies just as well to the magics of other worlds, allowing you to easily master other magic systems to the same degree as your skills in this one.

All the Powers of Hell (600 CP)
In his quest for power and immortality the sorcerer Faust mastered countless dark arts and even sold his soul to a demon, but gained such immense power that his name was still feared 500 years after his death. Like Faust, you're a genius warlock who has mastered dark magic, and this forbidden knowledge enables you to bend and break the so-called "laws" of magic. Faust used this power to create his golem servants, preserve his soul after death, transform ordinary people into his demon familiars, and many other powers that would be impossible for normal mages wielding "normal" magic. However, the harder you call on this eldritch magic the more corrupted and lewd the resulting spells become: you might be able to resurrect a slain loved one even when resurrection should be impossible, but only by giving her the body and hunger of a succubus, and a novice sorcerer may have to settle for a mindlessly-horny thrall or make some other sacrifice in order to bypass the laws of the natural world.

Magician of Life (600 CP)
The power of life and fertility is the most sacred magic known to witches, and despite coveting it all his life even Faust couldn't unlock its mysteries, much less master them half as well as you have. You're as much a natural talent as Ichiro at wielding this sacred life magic; from curing dire wounds and terminal illnesses, to conjuring and commanding magical plants like a forest of tentacles, to wielding every form of sex magic your heart could possibly desire; all these powers and more are at your fingertips, and with further training you might one day master miracles like true immortality or resurrecting the dead. Your skills and potential in this magic rival even the legendary Witch of the Ocean, and both this magic and other powers you have are sacred in the way that all life is sacred and beautiful, making your powers immensely effective against any and all evil beings, be they demons or otherwise. A tentacle monster with such magics would be quite a strange creature, more a holy beast of divine lust and fertility rather than any kind of demon at all.

Items

Demon

Demon's Lair (100 CP)
On the outside this humble home may look like a typical Japanese or western-style bachelor pad, but on the inside it's… well, it's still a completely normal bachelor pad. Sure the bills are always paid on time and the repairs and maintenance are always in good order, but other than that it's a completely normal house, the sort that a normal teenager with absentee parents paying the bills could grow up in quite comfortably. Even your neighbors mind their own business and ignore your personal affairs, like strange lights from the windows at night or women in skimpy outfits coming and going as they please, making it quite convenient for having all the sex you could ever want in comfort and privacy with a harem of lovers. Alternatively you might prefer to have a run-down ruin fit for a demon's lair that somehow still has all the same amenities, more of a haunted house people actively avoid rather than a modern one they just don't notice.

Candid Photos (100 CP)
Those two perverts in the occult research club have really been working overtime to collect erotic photos of every beauty they possibly can, but you must be something of a professional photographer yourself to have gotten your hands on this photo collection. A veritable scrapbook of both past conquests and future encounters yet to be, these photographs allow you to either relive especially memorable encounters with your current waifus just as vividly as if you were actually reliving them, or act as good luck charms which help you track down people you haven't met yet who you'd like to "make some memories" with. You don't need to have *actually* taken photos of the person or events in question of course; just think of the person you'd like to see and a sexy selfie will appear in your pocket or on a phone until you're done with it.

World of Tentacles (200 CP)
A demon's appetites are vast and alien, and despite having no need to digest their meals they often have cavernous bellies which are perfect for imprisoning their slaves as they feast on their pleasure and mana. Hidden within your body is a special space, an organic sex dungeon much larger than your body's actual dimensions and perfect for safely storing people or objects of interest. A dozen or more helpless captives can be stored here in secure tentacle bondage, although "helpless" is the operative word; if they still have some fight left in them, they can force you to cough them up by inflicting sufficient damage to their prison. However simply being inside this space drains supernatural power from your prisoners and prevents them from regenerating it, feeding it to you instead.

Hometown Hunting Grounds (200 CP)
Lily and Yuuko worked hard to make sure that Ichiro never lost control of his demonic instincts, but if he'd ever become a true monster then all of Nanso Town would've become his hunting ground and the women within would've been his to prey on at his leisure. You've taken an area roughly the size of a small city as your territory, and within that area you have all the advantages of a seasoned predator who knows every inch of his domain inside and out. Not only do you know all of the best escape routes, hiding places, and ambush sites inside your territory, you also have special backdoor access to local magical features such as wards and ley lines. If a powerful witch like Yuuko sets up shop in your territory, you can slide through any defensive wards she might set up around her workshop as easily as if she'd handed you a spare key, or hijack control of the ley lines right out from under a mage who tries to use them against you.

Womb Tattoo (400 CP)
Demons claim their favorite servants by pouring magical power into them, branding their bodies and souls with a contract that binds master and slave together more deeply and permanently than any wedding vow. This magical womb tattoo can only be bestowed on consenting slaves but is impossible to remove except by your own will, creating a magical bond that turns your slaves into extensions of your body for purposes of using demonic or magical powers. A demon can use this bond to ravish or protect his pets by conjuring his tentacles around them from many miles away, sate their addictions to his cum by flooding their bodies with his magical power, or use training and corruption perks on his pets even in their sleep, blessing them with dreams of endless pleasure. Other demonic or magical powers you have can be used as if you were both aware of your slave's surroundings and physically present at all times. No matter how far away they might be, your slaves will never be beyond the reach of your loving embrace.

School of Endless Fantasies (400 CP)
Higashisaka Kitano Academy may be an ordinary high school but in another time and place Ichiro and Lily would've become students at the great *onmyoji* school of Gokou Academy, a magical academy devoted to the teaching of witchcraft and wizardry. You have free rein over a school of your own plus its student body and faculty: hundreds of beautiful and erotic students and teachers of your ideal types and temperaments populate these campus grounds, an endless feast for even the most voracious demon's appetites, and all of them are mates of exceptional quality, rich in magical power and training or untapped potential awaiting the right person to coax it out of them. Moreover, even when your prey ought to be reasonably dangerous they seem completely helpless against you specifically; even powerful witches like Lily or Yuuko fall easily into your grasp as long as they're either students or faculty of this school. In future worlds, you can either bring this school forward with you as a unique institution, or apply its effects to a single existing academy and its population. Perhaps that famous ninja academy would appreciate your loving embrace?

Gift of the Edelweiss (600 CP)
Grandma Tachiban's greatest gift to her beloved grandson was an enchanted edelweiss flower pendant, a powerful relic created with all her power and knowledge and capable of working miracles in worthy hands. You have a similar artifact of your own, an amulet or some other minor accessory endowed with immense and nebulous magical power, perhaps gifted to you by a powerful sorceress. Once per jump in a moment of need this artifact can release its power in some powerful but strictly beneficial way and help get you out of almost any jam no matter how dire. For Ichiro it not only broke the tentacle curse Faust placed on him, it also awoke his latent magical power and endowed him with his grandma's immense magical knowledge (although that knowledge faded once the danger was past), allowing him to defeat his nemesis, regain his lost humanity, and save his dying lover all in one grand *deus ex machina*.

Slice of Hell (600 CP)
Demons aren't native to Earth; they come from their own hellish dimension with its own mystical energies and strange rules, and powerful demons like Mephisto rule like gods over their own corners of that world. Whether you're as powerful as that demon lord is a separate question, but this pocket dimension is a tiny slice of the demon world which you've somehow acquired and made into your own private magical realm. It can take any form you desire; a circle of the Inferno, a cosmic sex dungeon, a vast eldritch mansion, or whatever else strikes your fancy, but regardless of its form your magical powers reach their zenith within this realm as if you had a bottomless wellspring of energy, allowing you to use your magical powers with absolute impunity as long as you remain here. Should you claim a person's soul in some way (by way of **Faustian Bargainer** or a **Womb Tattoo** for instance) they become bound to this realm eternally, joining your chain as slaves who are yours to torment and toy with forever. Any slave bound to your chain in this way will be unable to leave this realm unless you elect to take them as companions at some later date.

Mage

Ritual Garments (100 CP)
Modern witches seem to prefer transparent latex swimsuits over the old-fashioned robes and pointed hats but these raiments are magical armor and no self-respecting witch would ever go into battle without them. You've created your own design of magical uniform like those worn by Yuuko, Lily, and Kaya, or the more traditional wizard robes that Eisen Faust prefers. Much like a magical girl transformation, you can conjure and clothe yourself with these robes in an instant or dismiss them at will, and they're heavily enchanted to boost your abilities in a manner of your choosing. Perhaps the latex stripper look boosts your spellcasting by allowing you to soak up much more magical energy from the environment, or perhaps your sorcerer's robes are so concealing that they hide your identity even from other magicians who should be able to see through ordinary disguise magic.

Familiar Friend (100 CP)
Magical animal familiars are common among witches and wizards, although some mages take humans as their servants even if they're less impressive than a magical beast. You have a pet owl or another magical creature marked by a familiar bond which makes them into an especially useful and loyal magical servant. They're smart enough to understand you and follow your orders and you can wield magical spells through them for greatly reduced effort and cost, such as using divination magic to see through their eyes and spy on your enemies, transmutation magic to enhance their power and turn them into a powerful ally in battle, and so on. Alternatively, you can choose a follower or companion and apply this effect to them rather than gaining a magical animal partner, however only one individual can benefit from this item's effects at a time and it takes several hours to conduct the ritual to transfer its effects from one person or animal to another.

Grimoire of the Ocean (200 CP)
Grandma Tachibana was an incredibly old and wise witch who gathered an enormous amount of magical knowledge over the course of her long lifetime, more than could ever be passed down to a single person. This magical grimoire is but a single tome that was once part of the ancient witch's library, but it will serve you well in your own quest for knowledge. Its pages contain a vast amount of magical knowledge, enough to guide a novice witch into becoming a seasoned sorceress even without a proper teacher to guide you. Its knowledge is especially deep in one particular area, allowing you to train yourself up into an expert on one particular field such as healing magic or fire magic before you have to go searching for more training. Moreover the magic in this book allows it to absorb any other tomes you might acquire and add them to its pages, allowing you to keep an entire library of magical knowledge safely and conveniently stored between its covers, much like some sort of magical tablet loaded up with e-books.

Faustian Curse (200 CP)
Eisen Faust's plan to resurrect his master began with turning Ichiro into a tentacle demon and binding him as a familiar against his will. This ritual and the paper talisman that contains it should have been unique to Faust's evil magic, but somehow you've mastered a similar ritual by which you can enslave your enemies and bind them to your will, even transforming them into magical beasts like Ichiro's tentacle monster form if you have the knowledge to accomplish such a thing. Unlike ordinary familiar bonds which *enhance* your partner and assume you have a cooperative relationship with them, this curse is made for creating slaves and allows you to control them against their will, from paralyzing them if they ever try to rebel against you to forcing their bodies to turn against their allies. Strong willpower can resist your control to some extent but you can simply pour more magic into your orders until that will is overwhelmed. You can also weave other magical arts into this spell and have them take effect all at once, so that when a slave fails to resist your familiar curse they also fail to resist any other spells you might've woven into this effect, for instance a spell to turn them into a demon or whatever else you have in mind for your new slave.

Little Shop of Horrors (400 CP)
Mages are still people and people need to earn their keep but surely there are better careers than running one of those suspicious little magical shops that wasn't there yesterday? No? Very well then. You're now the proud (?) owner of a dubious little shop that sells ~~cursed~~ enchanted magical items like monkey's paws and a bunch of that fake new age shit that non-magical folks are always falling for. Whether you prefer the type of street vendor stall Faust runs or a brick-and-mortar storefront, this location is strangely magnetic and as long as you're running the store it draws in curious shoppers of any demographic you desire, such as attractive witches or schoolgirls with untapped magical power. Anyone who comes inside is compelled to buy *something* before they leave and will be far less suspicious than normal while shopping, making it far easier to con them into buying (and inevitably using) any cursed items you happen to have in stock, like a talisman that turns its target into a ~~tentacle monster~~ familiar. You can also pack up and move at will, disappearing without a trace and then reappearing wherever you desire to set up shop again.

Island of Adventures (400 CP)
Somewhere off the coast of Japan is a tropical island famous for white sand beaches, crystal clear water, and countless occult mysteries and urban legends waiting to be discovered by brave explorers. But when magic is real those so-called urban legends may very well be clues pointing the way to magical treasures and ancient mysteries, and so it is with this island. Outside of a single resort the entire place is wilderness but that wilderness and the creatures living there supply an endless bounty of magical plants and animals for a witch in need of magical reagents, and if you crave adventure you'll find ancient ruins and dungeons full of monsters to slay and magical loot to plunder. Or you could simply relax and have a tropical vacation with close friends or lovers at the island's resort hotel where the atmosphere is sure to help you progress your relationships to a more intimate stage, if you need any help with that sort of thing.

Magical Mansion (600 CP)
Most witches and wizards protect their homes with their most powerful magics to create a space place to practice their magical arts in privacy, but Yuuko's residence is noteworthy for also being the home of her former mentor, the great Witch of the Ocean, creating a magical fortress armored in enchantments which even Eisen Faust would hesitate to attack. You have a magical stronghold of your own, perhaps a manor like Yuuko's villa or something more exotic like Lily's ancient egyptian palace. It's heavily defended by all sorts of magical enchantments guarding against both direct attack and subterfuge and it's parked right on top of a ley line giving those defenses a functionally infinite supply of magical energy. Depending on your preferences those defenses might be conventional spells to annihilate intruders or all kinds of lewd traps and tricks which turn your manor into a dungeon of erotic delights. Of course it's also lavishly outfitted in magical riches, a huge library of arcane lore, and other luxuries worthy of a wealthy and powerful mage.

Seven Deadly Sins (600 CP)
Faust's greatest creations are the seven golems who bear his name and continue to pursue their master's resurrection even 500 years after his death. Much like Faust, you're able to create duplicates of your body via magical ritual or demonic pregnancy and endow them with your magical powers. These bodies can be controlled remotely like puppets or granted independent wills, but they're perfectly loyal to their creator no matter what happens to them. Depending on how much power you invest into your creations, they can be short-lived doppelgangers useful for turning yourself into a one-man gangbang, or be immortal homunculi able to inherit whatever powers or perks you choose to give them upon their creation, with such transfers lasting only until the golem's death before returning to you. However their greatest ability is to sustain the life of their master even after death; so long as you have at least one golem alive in the world, you do not count as being dead for purposes of ending your chain or other failure conditions, allowing your creations to pursue your resurrection just as Eisen Faust and his siblings do for their master.

Companions

Take an addition +100 CP to spend on companions or imports.

Old Friends and New (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 800 CP to spend on perks and items. They may not purchase companions or drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits. Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 1000 CP to spend on perks and items. Companions must be alive at the end of the jump to join you.

Toil and Trouble (100 CP)

The heroines of this lewd little story, Futaba Lily Ramses, Morino Yuuko, and Kaya Blanche are a talented trio of witches who show immense promise as some of the greatest mages of the next generation so long as they don't fall prey to some evil villain's scheme before then. Lily is a fiery tsundere and something of a brat whose haughty demeanor and violent outbursts hide a girl who secretly wants somebody to put her in her place like the spoiled rich girl she is, while Yuuko is a far more mature woman in her late twenties with a heart that's as bookish and introverted as it is maternal and protective toward the people she cherishes. Finally there's Kaya, a brooding and vengeful inquisitor with a strong sense of justice and a determination to do what's right, tarnished only by an obsession with avenging the brutal rape and murder of her mother. You may take one, two, or all three as a group companion, and they collectively have the **Mage** origin and 1000 CP to spend on perks and items.

OC Companions

Witch of the Glacier (100 CP)

A long-running theory among some witches is that their magical powers come from humans and demons interbreeding with one another, and if that's the case it would certainly explain this frosty maiden's power. Onisaki Kirara is a powerful young witch who has made a name for herself as one of the newest and most promising inquisitors in the magic association. A half-demon heroine with a talent for ice magic, her mixed blood makes her far stronger, tougher, and faster than most witches and she's just as comfortable fighting up close and personal as at a distance; whether she's flinging icicle javelins, coating her fists in hoarfrost, or freezing her foes so deeply that even time stands still, although that last spell is still a work in progress. While initially she might seem as cold as her spellwork and she distrusts men for tragic personal reasons, she's actually a tsundere who warms up nicely to anyone who's willing to put in the effort to earn her trust, and her strong sense of justice will never allow her personal biases to stop her from doing the right thing. She has the **Mage** origin and 1000 CP to spend on perks and items from that origin.

Gothic Maiden (100 CP)

Faust is far from the only magician in the world to have ever dabbled in demonic magic, nor is dark magic solely the province of men. This gothic sorceress has the darkest thoughts and the finest body this side of a succubus convention but while she's fascinated by darkness and demons she's far less malevolent than most dark mages of her kind. Whatever her true name might've been before she started walking this path, the moniker she goes by now is Tharja and she's well on her way to mastering dark magic. Not out of any desire to conquer the world or destroy her enemies or anything of the sort, simply academic curiosity and a fascination with demons of all sorts, which has absolutely nothing to do with any secret tentacle-related kinks she might have but be completely unaware of. Unfortunately, despite these benign motives she has somehow gained the ire of the association's inquisitors and needs help in dealing with them. She has the **Mage** origin and 1000 CP to spend on perks and items.

Crimson Cutie (100 CP)

Succubi are theorized to be the female equivalents of the tentacle monster, being far more humanoid than their shapeshifting brethren but having many of the same powers by way of a natural talent for sex magic. Whatever the case might be, Meru the succubus is unlikely to be any use in figuring out the truth one way or the other. This mischievous little demon brat only cares about having fun and enjoying herself as much as possible, and if she did know something she'd likely refuse to share just to encourage her master to try to spank an answer out of her. She's at least very useful as a familiar, if one who enjoys misbehaving and the inevitable punishments that come with it, with magical powers which are oddly formidable for a demon of her relative youth and inexperience. Predictably her two favorite hobbies are sex and playing pranks on people (especially people who're really uptight about sex), but the human world is full of so many new and interesting things and the longer she stays the more she's also coming to enjoy video games, sightseeing, anime, music, and many more ways to have fun. Meru has the **Demon** origin and 1000 CP to spend.

Drawbacks

Special Talent: Fantasies! (+100 CP)
Ichiro isn't exactly the smoothest talker, in fact he has pretty much zero brain-to-mouth filter and a habit of compulsively blurting out whatever scatterbrained idea happens to cross his mind, regardless of how lewd or inappropriate it might be. He's at least charming in how completely guileless he is but unfortunately you seem to share his birdbrained habits without also receiving any of that charm. You have a habit of sticking your foot squarely in your mouth at the worst moments, like thinking aloud about your tsundere girlfriend's flat chest right when she happens to be within earshot, or calling someone suspicious to their face instead of being able to keep your thoughts to yourself.

Goddammit Lily (+100 CP)
Brash, headstrong, confident, and *painfully* naive, Lily has a problem with taking everybody at face value, including people like Faust who are so comically sus that even Ichiro can spot their lies from a mile away. Maybe you were raised in a noble household and lived a sheltered life or maybe you're just a natural born sucker but just like Lily you're quite gullible and always fall for a trick the first time anyone plays it on you. The *second* time is a different story; you can learn from your mistakes just like anybody else, so once an evil wizard cons you into using a cursed item the first time you'll be on guard against anybody else trying anything similar going forward.

Abyssal Speech (+100 CP)
You might be coming from a different universe but normally you'd at least be able to speak the language. But that's not the case for you: something seems to have gone wrong with your jump into this world and left you completely unable to speak or understand any of the locals. Your own speech is horribly garbled and impossible to understand, and you perceive all speech the same way, as if it were being fed through some horribly broken machine translator before reaching you, and trying to force it or learn to understand what you're hearing and saying will just give you a headache. On the bright side you can still make use of non-verbal communication normally so you'll probably be great at charades by the time you're done here.

Just a Normal Guy (+200 CP)
Ichiro might have a lot of potential as both a tentacle monster and a magician, but right now he's just an ordinary high school student without a trace of demonic power or magical training, and whatever you were before this jump you're as normal as he is for now. Any powers or items you brought from previous worlds are temporarily sealed away at the start of your jump along with any purchases you acquired in this jump. Perks and items from this jump will come to you on their own as your story in this world progresses, but if you want your old stuff back before your time here is over then you'll have to earn them, either by training yourself to restore your old skills or by going on adventures worth of having a good story told about them.

Tentacle Bait (+200 CP)
Demons prefer to feed on powerful sources of mana but it certainly doesn't hurt for the source in question to also have a really nice body. Whether you're a witch or a demon, you're a magnet for trouble both lewd and otherwise and your ten years here are unlikely to be peaceful for very long. If you're human, you can expect not just tentacle monsters but also other kinds of perverts to give you grief trying to have their way with you in various ways, while if you're a tentacle monster you'll have to contend with witches and other magical foes occasionally trying to send you back to whatever hell they think you came from. They won't be hunting you down or preparing specifically for you like one of the other drawbacks on this list, but you'll encounter them frequently enough to be a nuisance and a heightened level of danger in general relative to what you'd expect in a modern world.

Go for the Tits! (+200 CP)
Many tentacle monsters are masses of magical slime and are difficult to harm with purely physical attacks but they do have a large nucleus that's far more vulnerable than anywhere else on the rest of their bodies. You have something similar, a critical weak point which allows an enemy to bypass all of your defenses if they know how to exploit it. A demon's nucleus is a good example, but a witch might also have extremely sensitive breasts or some other erogenous zone that can practically paralyze her with pleasure if she gets touched in the right way. Any attacks (or "attacks") on your weak point bypass all of your defensive perks.

Familiar Zero (+100 CP / +300 CP)
Eisen Faust didn't turn Ichiro into a demon just for shits and giggles, he also enslaved him by binding him as a familiar and forced him to betray his lovers against his will. You've been placed under a similar spell; perhaps you're a demon summoned by a witch or perhaps you've been cursed by a powerful warlock just like Faust and Ichiro's situation. For +100 CP your master's attitude towards you is relatively benign; while they see you as a servant and will use you as such, they're not a particularly abusive master, just one that you're magically-bound to obey similar to the effects of the **Faustian Curse** item. However for +300 CP your master is more like Faust; wicked and cruel, suffering no hint of disobedience, and perfectly willing to force you to kill yourself if they discover that you're plotting against them or are otherwise more a liability than a benefit. If you do somehow kill your master you'll be freed of this drawback for the rest of the jump.

So Hungry (+300 CP)
Ichiro might be a good kid, but even he has trouble containing a tentacle demon's voracious need to feed and Yuuko and Lily had to do a lot of work to prevent him from becoming a true monster. You've somehow been cursed with an identical need to consume mana via sex, and if you don't keep your urges sated then sooner or later you'll eventually lose control of yourself and start attacking people to take what you need. If that happens too often you'll start to completely lose your mind and degenerate into an animalistic state for the remainder of the jump. Willpower perks can help delay this long slide into insanity but can't prevent it if you don't meet your needs. A single normal person only provides enough energy to keep you fed for a few hours while a witch or other magical lovers sate you for a full day each time you have sex with them.

Ominous Council of Vagueness (+300 CP)
The magic association's inquisitors are witches who excel in magical combat and are used to investigate and if necessary terminate magical threats like evil wizards. Unfortunately they've somehow identified you as a threat in need of extermination, and they won't be persuaded otherwise as easily as they were when they decided that Ichiro was a danger. You're now up there with Faust's golems on the association's most wanted list, and they'll stop at nothing to bring you in or take you down. You can run and hide, but they'll hunt you down if they find even a whiff of your presence, and whatever it is that led them to target you is damning enough that it'd almost be easier to destroy the association entirely than to change their minds.

The Malevolent Seven (+300 CP)
Few creatures in this world are more mysterious than the demon lord Mephistopheles, patron of the great sorcerer Faust and potentially also of Ichiro. But what is known is that when Mephisto strikes a bargain he always collects what he's owed sooner or later, and now you've been placed in the unenviable position of owing Mephistopheles a favor. Specifically, you must track down and kill Faust's seven golems before the end of your time in this world, allowing Mephisto to claim Faust's soul by destroying the phylactery organs that each of the golems carries with them. This will not be an easy task; these golems have been in hiding for hundreds of years while they continue their master's work in secret, and only Eisen Faust will emerge from hiding to pursue his goals any time soon. Defeat him and you may find some sort of lead to find the rest of his erstwhile siblings. Should you fail Mephisto will claim your soul instead and end your chain.

Your five years in this world have come to a close.
Now you have one final choice to make.

Move On

Stay Here

Go Home

Notes:
Womb Tattoo doesn't work via perk-sharing, it just adds extra range to abilities which didn't have it before. How this works flavor-wise is for you to fanwank depending on the ability, but it doesn't make the affected powers stronger other than extending their range so that your marked slaves are always within reach.

Changelog
0.9 - Final draft version.
1.0 - Removed all mandatory drawbacks, tweaked numerous perks and items, added companions, added Familiar Zero drawback.
1.01 - Rework of Womb Tattoo, small tweak to Witch of the Glacier