The Legend Of Queen Opala

Jump V1.1

Welcome to Egypt, traveler. In this land, the sun burns bright, the sands are hot, and the people are even hotter. It's a world of great adventure, of mighty heroes and wicked villains, but none are more legendary than the conflict between queen Opala of Egypt and her exiled sister, Osira.

Of course, this is also a world where any adventurer worth the name seeks three things: wealth, power, and sex. Egypt is not only the land of gold, but it is hot as well, and clothes are easily discarded no matter how high one's status may be. Indeed, if the rumors are true both queen Opala and her mother Farah are women of exceptional enthusiasm and sexual appetite.

The rumors actually *are* true, of course.

Though loved by her people, the queen faces an opponent she is unlikely to stop without the aid of those one could truly call 'heroes': her sister Osira, who sought a far darker path. Selling her soul to the god of death, Osira possesses vast and dark powers, and an ambition that will see all of Egypt bow to her rule… whether they like it or not.

At her back stands a vast army of monsters and beasts, terrible beings drawn to Osira's service by promises of power and the chance to bury their cocks within the many enslaved women of Egypt. In Osira's world, might truly makes right, and those with the power and skills to take what they want can go far indeed.

Perhaps you will join one of these sides, deciding the conclusion of this conflict in one way or another and securing the love and/or obedience of those you align yourself with? Perhaps you will set out into the wider world, seeking riches and lovers never heard of in Egypt? Or perhaps you'll do something else altogether, but whatever you do...

Enjoy your stay in this world, and good luck in all your… endeavours.

You have **1000CP**.

Backgrounds

All backgrounds are free, and may choose any age suitable for a young adult. Royals may not choose to be older than Opala, however, since the rules of succession still stand. You may choose your gender as you like, we won't judge if you feel like experimenting...

- Drop-In

You're the nobody, the funny little character that never really has an impact on the plot but shows up every now and then. Side quests, trading, whatever works - but there's advantages to effectively being an NPC. You're in the perfect position to take advantage of all the lewdness around you rather than having to get right in the thick of things. Whoever wins - they'll probably still need people to sell their sex toys or slave collars or whatever.

- Mercenary

You're the kind of person who sees a chance for adventure and jumps at the opportunity without looking back. You quest for fame, fortune, and power, and your drive and ambition are great enough that you would not be out of place as the protagonist of a lewd RPG. Indeed, you will slay - or lay - even the greatest foes you might face, and if anything's guaranteed in this business, it's that the rewards for bravery are *very* satisfying indeed.

- Royal

The Royals of Egypt are kind and graceful, well-loved by their people and respected throughout the land. You grew up in the palace as the younger sibling of Opala and Osira, your days filled with studying statecraft, public speaking, and the fine art of fucking anything with a pulse. And we mean pretty much *anything.* You're somewhat naive despite all the willing maids, eager guards and passionate animal pets, though. Fortunately, there'll probably be plenty of 'heroic' types willing to protect you… and you know just how to motivate them.

- Villain

Perhaps you were a former Royal, cast out for your ambitions much like the Osira. Perhaps you were simply a nobody who flocked to the bitch sister's side by the lure of power. But whoever you are, you've decided that this world will be yours, and that you'll rule it with an iron fist no matter who might stand against you. You consort with all manner of monsters, promising riches and sex slaves for any who march with you, and when you finally stand victorious... those blasted Royals will beg for more even as they're ruined by monster cock after monster cock.

Perks:

- Egyptian Standards (free for all)

Egypt is a country of loose robes and looser morals, and you need to fit in. You can freely choose to get a small increase to your dick size and a set of abs if you're a man, or a small increase to the size of your tits and ass and a slimmer waist if you're a woman. You'll also never

suffer from any back pain, no matter how large your tracts of land might become. Finally, you become immune to any STD, and you'll find that in fact, those don't exist in this world at all! That would just not be the kind of sexy Egypt represents, after all. Enjoy, and share the fun!

- Coordination (50CP)

Rosie Palms aside, you'll probably want a partner or two (or three, or ten) to really make your stay in this world the best experience you can have. Sadly, it can be quite tricky to coordinate your sexytimes with all these people. No more! This perk allows you to increase or decrease the sensitivity of both yourself and anyone you're fucking such that everyone gets to climax at the same time.

- Adventurer (300CP)

Much like Jake, Kai and the other protagonists and supporting characters of the games, you now possess vast, untapped potential. With every battle you increase in power and skill, and you might begin to learn various supernatural abilities as you grow in experience. You'll even get a sort of innate talent for seeing how strong you are and how much experience you'd need to reach your next level. You start at level 1.

- Art Connoisseur (100CP, free for Drop-In)

You can easily learn where to find or buy artwork, especially the more explicit kinds. Where to get paintings depicting the royal family, what monsters in the wild might hold interesting artwork, or where to find a smith willing to craft anatomically correct statues of the Egyptian royals out of solid gold, for example. All you'd need is something like a mansion to show off all the details with the grandeur they deserve...

- Tourist Extraordinaire (200CP, discount Drop-In)

You find that it's surprisingly easy to get away with 'accidentally' being places you're not supposed to be. You're far more likely to simply be let off with a warning and being thrown out instead of being arrested. Being caught elbow-deep in Farah's drawers has never been this safe!

- Always the Right Deal (400CP, discount Drop-In)

You've got a talent for trading and finding the perfect deal for your customers, especially when it comes to certain kinds of items. You're a master at crafting sex toys, aided by an incredible insight into what kind of shapes and sizes someone would enjoy the most. You even get a superb insight into how much they'd be willing to pay for your merchandise.

- The New Hype (600CP, discount Drop-In)

Why make do with someone else's second-hand crap when you can get in on the ground floor of the latest, greatest enterprise in the business of... ahhhh, romantic inspiration? You find you've got a gilded tongue when it comes to convincing others to join in your endeavors, so long as they're of a professionally sexual nature. Pulling off stunts like convincing the ladies to strip and pose (and perhaps more) so you can use their image for... say, an exciting new trading card

game or magazine of sorts will definitely be doable for you. It's not going to get you laid any faster on it's own, you'd be the director and cameraman instead of the porn star. That said, it does provide plenty of opportunities to improve your professional contacts into something more personal...

- Swordsmanship (100CP, free for Mercenary)

Egypt and the surrounding lands can be challenging to someone who doesn't know how to handle their 'sword'. Whether you wield one that's small enough people joke about it or a monster that needs two hands to grip, your skills of 'swordsmanship' are great enough you'll always be able to thrust and hit just the right spot. You'll even find yourself surprisingly gifted at wielding anyone else's 'swords'... you know, if that's your thing.

- Tireless (200CP, discount Mercenary)

Your stamina is legendary, and the endurance you show will inspire tales throughout Egypt, be they of fights that last for hours... or similar feats in the bedroom. Expect the bed to give out before you do. As a happy bonus, your recovery time is likewise reduced substantially, and you'll never 'run dry' no matter how many times you've come already.

- Always been a romantic... Since yesterday (400CP, discount Mercenary)

You've got a pretty sweet insight into the people around you; especially when it comes to getting into their good graces, and/or pants and/or bed. Spending time with someone, you'll quickly begin to figure out someone's 'type' and all the right words and actions you need to convince them that you're that one person they've been looking for all this time. Does not guarantee a lack of backlash if they figure out you've been deceiving them.

- The Perks of Heroism (600CP, discount Mercenary)

Gold, fame, maybe a holiday named after you, sure. They're nice and all, but there's one thing heroes are really known for. You. Get. The. Girl. Anytime you help people, be it with day-to-day things or grand quests, you'll become just a little bit more desirable. Small things like helping with a chore or two might get you a kiss, but if you do something like saving the entire kingdom from being conquered by a tyrant's monster army? Don't be surprised if you end up being offered the gorgeous queen's hand in marriage... with many, many benefits... and her being perfectly willing to share you with her equally-enthusiastic mother.

- Oasis of Egypt (100CP, free for Royal)

Egypt is a land where love is in the air, and you represent the best of all your people. Getting in the mood is as easy as breathing for you, allowing you to get ready for some sweet, sweet romance whenever you like. You can not only drench your pussy in three seconds flat, you can also choose to be a squirter anytime you hit your peak. Obviously, you'll never need to worry about bringing lube again. If you're a guy, you'll instead get instant-boners-on-command and a cum load that's quite a bit bigger than before. Either way, expect to make the best kind of mess without the need for any prep-time.

- Limitless Love (200CP, discount Royal)

The Egyptian royals are not only enthusiastic, they also all have a certain... talent, in this world. It's unclear if it's just good genes or lots and lots (and lots) of practice, but you find that you're really stretchy in certain ways. Not only that, but any time you practice increasing your already barely-present limits you'll find this training is far more effective. Deep-throating a cock as wide as your arm? Pfah. Get filled with cum to the point your belly makes you look 9 months pregnant? You can handle it. Taking a stallion balls-deep inside you might be slightly challenging the first time, but that's about it. You'll even be able to enjoy it without any permanent damage, in complete violation of all common sense and biology!
Finally, as elastic as you are you can easily bounce back as well. You can switch freely between leaving your orifices permanently ruined or recovering back to the tightness of a fifteen year old girl by the time you're ready for round two (or three, or ten).

- Blessing of the Gods (400CP, discount Royal)

You are truly blessed as a royal of Egypt, as the gods have given you the power to change your fertility from zero to a hundred percent at will. This means you can fuck any number of people without having to worry about the consequences... or guarantee that you become pregnant regardless of your partner. This is not limited to the mundane, either. From men to horses to all sorts of wild beasts and monsters, any cum your womb accepts can sprout new life. You'll even be guaranteed to have a pregnancy free of complications, even if your babies really shouldn't… fit. You can choose if this blessing makes your children entirely of the species of the father, or if your belly gets filled with half-breeds.

- Inspirational (600CP, discount Royal)

To be a royal is to lead by example, and you're particularly good at leading in terms of open-mindedness. You'll find that the more influence you have over others (be it overt or subtly), the more likely they are to slowly abandon any sexual taboos they might have. Your own kinks and preferences are especially popular.
A distant friend might start to dress just a bit more provocatively, a kingdom you rule could end up inspired to organize holiday orgies in your name or to put the stables to use for more than one kind of riding. You don't even have to put in any real effort; your kinks and desires will just seem to spread automatically so long as you wish them to.

- Bad Girl (100CP, free for Villain)

You might be scary, but sometimes that just makes you sexier. You'll find that not only is your charisma just a bit stronger, any (mild) scars you might have will only improve your attractiveness. In addition, you're unusually good at enjoying and enduring some seriously rough sex, so you'll never get injured in any... intimate places even if your partner of choice has a cock that's red-hot or covered in spines.

- Lustful Authority (200CP, discount Villain)

The right suggestions can make all the difference when you're leading the less morally upright members of society. You find it's very easy for you to secure people's short-term loyalty by

promising them sex, be it with you or others. Not only that, but the more powerful your organization becomes, the more enticing any opportunity to fuck you becomes. The ones that follow you might not be the smartest or most disciplined, but then again... given they're completely expendable that's kind of the point, isn't it?
That said, you'll likely want to ensure their needs are at least somewhat sated. Raw desire only goes so far, after all.

- Absolute Mistress (400CP, discount Villain)

Some will fall in line with promises of gold and a warm hole to bury their cocks in, some need a bit more... motivation. Should you personally see to an opponent you've disabled and have at your mercy, you can devise various 'punishments' to break their will, like public humiliations or a constant regime of sex with your more monstrous minions. Weaker willed enemies will be reduced to sex-craving slaves before long, but even the more willful can be broken with time and effort (and increasingly large cocks). They'll come to love and serve you, whether they want to or not.

- Sexual Empowerment (600CP, discount Villain)

Your darkest arts are also your most powerful: with this ability you can gain magical power by absorbing the cum of others. Ordinary humans barely carry any power; you'd need to effectively bathe in cum to get any noticeable results. However, the stronger and more monstrous your mate the greater the power you gain from it. Weaker monsters like Lizardmen will help a bit already, and guzzling down a dragon's full load will leave you crackling with unearthly power. This power is most effective when used for necromancy, mind control and similar 'dark' ambitions.

Items

- Paintings (50CP, first free for Drop-In)

You receive a dozen paintings of the Royal family, depicting various kinky scenes in life-like accuracy. They'll change to depict a different event (real or imaginary) anytime they go unobserved for a while, so you'll always get something new and arousing.

- Pills of Endowment (50 CP, first free for Mercenary)

This small (replenishing) box of pills allows you to alter your appearance in a rather specific way. If you're a man, the red pills will cause your dick size to increase a sizeable amount. As a woman, you'll instead find your tits expanding another cup size or so. The blue pills will instead cause you to shrink in a similar way. The effects of the pills are permanent and can stack up to five times, but you can undo the changes by taking pills of the other color.
After taking five red pills, expect your manhood to be described as 'hung like a horse' without the use of hyperbole, or your breasts to be so imposing that even lady Farah herself can't match your bust. With five blue pills, your dick will be perfectly sized to romance that especially tight pixie the size of your thumb and your tits will be the only thing preventing you from being flatter than a wooden plank.

- Royal Toy Drawer (50CP, first free for Royal)

This large, wooden closet contains sex toys of all sorts of shapes and sizes. Each closet is themed for one of the royals: Opala's closet contains various dildos, buttplugs and so on, but is fairly 'vanilla'... in comparison, at least. Farah's toys are similar except they're usually the XXXL version or bigger. Finally, Osira's supply has a ton of whips, gags, and restraints in it. Alternatively, you may purchase this themed to 'you', gaining a large supply of whatever toys would suit your own subconscious desires. The toys will fade away shortly after you're finished, so you can't, say, make a killing by selling all the gem-encrusted solid gold dildos you'll inevitably come across.

- Enchanted Schlong (50CP, first free for Villain)

Sometimes, you just need to subjugate your foes personally. This magical lingerie ensures you always have the right equipment… as in, it causes anyone who wears it to grow a cock of their desired size and appearance. Yes, you can wear this as a man and find yourself with two cocks for double the fun. You can choose whether or not you've got full sensation over your dick or if it's simply a very realistic toy.
Comes in confident black with a skull motif, unless you're one of those worthless fools who need to be taught the real meaning of authority (in which case it's a lacy thing that comes in innocent white or pink).

- Elemental Crystals (100CP)

These large crystals contain the four elemental spirits: Fire, Ice, Air or Earth. When shattered, you can choose to fight the released spirit and absorb its power to gain the ability to attack foes with (weak) elemental blasts of their particular element. Giving up this power will cause the crystal to reform.
Alternatively, if you shatter a crystal but don't hurt them, you can ask them for some other favors. They're all attractive women clad in nothing but their elemental powers, after all, and while you could always use them as magically empowered bodyguards, there's no doubt other things they could help you with...

- Guardian Pet (100CP)

Much like Opala has her pet panther Sebastilion, you too have a well-trained protector to keep you company. It could be another panther, or a similar exotic animal like a tiger, giant snake, and so on. Your pet is unnaturally capable of fighting but can't really gain powers beyond that… but it also doesn't count as a companion, and comes back to life after a few hours if it's ever killed. Very protective of you, unfailingly loyal, always willing to help with your 'needs', and just the right kind of well-endowed that he's good at it.

- Royal Stables (200CP)

Attached to your Warehouse, these winding halls will automatically fill with any animals (nothing of human-like or higher intelligence) that you've seen in your travels. Mapping them out is useless, since the stables seem to change between every visit. With every turn you'll find more

pens, each containing different animals, and it seems like the only thing you need to do to find something that suits your need is to take a stroll and let your feet guide you to where you need to be. The animals here all have a few things in common. First, while they otherwise behave as normal, they're completely subservient to you and will never damage the stables or harm you or others you bring here. Second, they're always horny and up for fucking you. It also comes with an easily-accessed pasture in case you feel like riding top instead of bottom.
You can't use the stables to gain any kind of powers or other advantages, such as by using the 'Sexual Empowerment' perk or by collecting things like dragon scales. The magical power or scales will just vanish when you leave, or something.

- Bell of the Goddess (200CP)

This exquisite, golden bell has a clear sound that seems to linger even after the bell has stilled. If you ring this bell with your eyes closed and picture a person (or any other being with human-level intelligence or above) that you've met before, you can temporarily summon a magical copy of that person. They'll be completely the same as they were when you met them, with three differences.
First, while they're completely lifelike in just about every way, they're only a semi-real duplicate - more akin to a very lifelike illusion than an actual sentient being. Second, the copy will feel like the 'summoning' is completely normal and unremarkable, never questioning why they're suddenly somewhere else. Second: they'll always be enthusiastic about fucking you (even if, say, they're normally only attracted to a different gender/species/other, they'll make an exception just for you). Mind you, this won't necessarily mean they'll fuck you the way you want them to... as an example, the high priestess of a religion that fanatically worships virginity might only be willing to do a handjob so she stays 'pure'. Likewise, summoning The Demon King Of Pain And Slaughter will not magically make him bother with such things like 'consent', 'lube', or 'keeping his plaything alive during the ordeal'.
Much like the Stables above, you can't use this item to gain any power or other advantages, such as by asking a mighty sorceress to teach you her magic while your dick is buried up her ass. You'll probably just forget your newly-acquired vast cosmic powers the moment the summoning ends or some such.

- Treasure Map (200CP)

This old piece of paper contains directions to a hidden treasure of some kind, shown as a bird's eye view of the area a buried chest can be found. It will take some time and effort to find the location, but once you the map seemingly shifts to show a new location… and a new treasure. Whatever the treasure may be, you're guaranteed to find something at least somewhat appreciated. If your combat gear is pretty low-quality you might find a powerful or enchanted weapon or shield, if you're in need of some quick cash you might find a large pile of gold coins, and so on. You'll never find items more powerful than the upper tiers of items seen in The Legend Of Queen Opala, though.

- Festival Island Dating Service (200CP)

This up-and-coming dating agency guarantees satisfaction or your money back! Simply by entering your preferences, the dating service will point you to the nearest match. It may or may not be magical, but as long as there's a suitably naive Sphinx girl, depraved royal MILF or well-endowed anthropomorphic horse anywhere in the setting, the dating service will get you their location, phone number, and the guarantee you'll end the night in each other's arms (and/or pussy and/or ass) if you put in at least a little bit of effort.

- Adventurer's Apex (300CP)

Egypt can be a dangerous place, especially for one who travels unprepared. You'll rarely need to worry about your safety though - with this purchase you gain a complete set of end-game gear, such as Sun, Moon or Obsidian-tier weapons and armor. Even in the hands of a novice, these mighty tools of war are enough to let you cut a swath through your foes. Guaranteed to never break or wear out, comfortable regardless of cup- and/or cock size, and the design somehow shifts according to your wishes while providing full defensive value regardless of how much skin you show.

- Madam Sonya's Palace Of Pleasure (300CP)

You're the proud owner of a popular establishment, serving the finest companionship a man (or woman, we don't judge) could wish for. Aside from making a decent amount of money, the madam will happily provide you and any of your Companions free lodging and 'entertainment'. In this setting you'll find everything from ordinary human women to monstergirls and elementals offering their services, and in any other settings the brothel will likewise include many kinds of 'exotic' staff appropriate for that world. A brothel in a mundane version of the Middle Ages might offer courtesans from the far East, you might find aliens or robotic ladies (and men) in a sci-fi setting, and so on.

- Orb Of Restoration (600CP)

This beautiful, swirling crystal sphere is a one-of-a-kind artifact with a power surpassing even that of the gods. Within its depths lies the power to unmake all that you have accomplished, all that you've seen and done… and begin anew. However, while the Orb that the Hero Of Egypt could acquire and use to start a 'New Game Plus' also eliminated his memories of the events that had come to pass in his first journey through Egypt, this artifact does not. Indeed, while activating this marvelous item effectively resets your entire jump to the way it was at the very beginning, you and your Companions will retain any memories you've gained from your first run through whatever world you're in. Perhaps you chose to follow Osira only to realize too late that you couldn't do what needed to be done? Or you put your lot in with Opala only to lose and be made a sex slave for the army of monsters under the dark queen's control? The Orb is, in some ways, the ultimate get-out-of-jail-free-card, the one way you can undo all your mistakes or choose that different road you could have taken… but whatever other abilities or tricks you possess, you can't force such a reset more than once per jump. You get a second chance, and no more.

Companions

- An Adventuring Party Is You (variable cost)

If you'd like to share the fun, metaphorically or literally, you can import your existing Companions. Each purchase costs 100CP, but you may buy up to eight at once for 300CP. They gain a free background and 300CP to spend on Perks and Items. Companions may take up to 300CP worth of Drawbacks.
Alternatively, you may create new Companions with a personality of your desire, whom you'll run into (and perhaps thrust into) during your time in this world.

- Egyptian Love (200CP)

With each purchase, you may bring one existing character from this world with you on your travels. They will have all the Perks that are discounted for the background that best fits them, and any free items. For example, Farah would have the entire Royal perk line and her own XXXL toy drawer, Phalen would have the entire Mercenary perk line and the pills, and so on.

Drawbacks

- My name is… Jake? (+0CP)

Instead of starting out in your normal background, you find yourself waking up aboard a small ship off the coast of Egypt. It seems you've just arrived, and there's this crusty old sailor outside yelling something about sandcrabs. Whether your name is 'Jake' or not, you are now the protagonist of The Legend Of Queen Opala. Alternatively, you may instead choose to become the main character of any of the other games in the series. Good luck, and have fun.

- Hair trigger (+100CP)

Having sex is not a race, yet you're first to finish just about every time you ever try. Nothing's stopping you from simply going at it over and over, but you'll hit your peak long before you really get into the swing of things. Not only that, but you're very sensitive all around… meaning that even accidentally rubbing against things might be enough to give you a raging boner or soaked pussy. Better be careful with the kind of underwear you wear, eh?

- Numb (+100CP)

Things just… don't really feel all that good for you. From a romantic kiss to a blowjob to the biggest cock this side of a Legendary Broncallo stretching your pussy to the limit… none of it really *feels* like it should. You're numb, all but insensate, and though you can still fuck enjoying it is just a bit more difficult. You also won't feel pain as well, which could be fairly dangerous in a fight. Taking this doesn't prevent 'Hair Trigger' either, you'll just end up doing stuff like climaxing before you realize Farah is subtly stroking your dick under the table.

- Bounty Of The Nile (+100CP)

Egypt provides for its people, and they grow strong and beautiful under its blessings. In your case though, you seem to have gone a little bit too far. Your breasts might be as vast as lady Farah's or your manhood as large as a horse… and they'll be just as uncomfortable as they would be in a more sensible world. You can still take a graceful walk, of course, but running is ill-advised.
Yes, this somehow still applies if you've got a micropenis or flat-as-a-board pair of tits.

- The Jumper Magazine (+100CP)

You're a superstar in the latest edition of whatever lewd and perverted magazine is exploring the depths of human (and inhuman) depravity at any given time. The magazine will take any steps necessary to… ahem, 'document' your adventures in the most exquisite detail possible, and it has even secured the aid of Master Hen'Tai, the self-avowed 'greatest pervert in all of Egypt'. Expect your romantic endeavours to be public knowledge before the post-coital bliss has subsided, and that all your kinks, overt or hidden, to be laid bare for all to witness. That and you'll keep finding a seemingly-immortal creepy old dude trying to take pictures of you whenever you're taking a bath and such. Taking out the magazine simply makes a new one pop up in its place. The people want their porn, after all...

- Fugly (+200CP)

You've got curves in all the wrong places. Unless of course you had them already, in which case you lose them. If you're a guy you'll have man-boobs, and if you're a gal your chest is completely flat. With how commonplace great beauty is in Egypt, you can expect to be a 3/10 or worse for your entire stay here.

- Hairy (+200CP)

Armpits, pubic hair, the works. You might not have a sasquatch in your ancestry, but you certainly look like it. You could try and cover it up, but the heavier clothes will just make you sweat even more, and while a bit of a sweaty shine can be sexy, taking it too far really really isn't. Shaving is an option, but your hair grows inhumanly fast and your razors might break on pubes more akin to steel wool than soft fluff. Maybe you can pretend to be a sphinx and hope people don't look too closely?

- Horus' Blindness (+200CP)

Everyone knows that dangerous creatures roam the wilds of Egypt beyond the safety of civilization, and that attacks can come out of nowhere. Now, though, it's actually true. Hostile monsters can't be detected by any means until they attack you, and you'll keep running into random encounters anywhere but inside towns... unless you never leave, in which case towns start getting monster infestations, too. Expect to see a lot of claws, teeth and monster cocks during your stay here.

- Easily molested (+300CP)

You just can't seem to catch a break, really. You're not *too* bad most of the time, but somehow you're really, really easy to take advantage of. Bad luck just seems to follow in your footsteps, frequently leaving you in compromising situations where the only way out is to fulfill humiliating sexual favors for all sorts of beastly creatures. While these situations aren't particularly dangerous, you somehow feel compelled to submit regardless of any other options you might have available. Don't worry though. That debt will be paid off pretty quick, given that they pay by the (horse) cock.

- Legendary Hunter (+300CP)

Out in the wild, dangerous places of the world, there exist beasts of great and terrible power. Monsters so dangerous even the most experienced adventurers would be wary of challenging them, regardless of how lewd their treasures might be. But not you, you are a fearless seeker of fapping materials, are you not? You will find these creatures and slay them, or die trying. Every Legendary Monster from the games exists somewhere in the world, and will slowly start tracking you down. You can hunt them yourself to eliminate them early, but the longer you wait the more they will work together to kill you... or turn you into their eternal plaything. Failing to kill them all before your time in this world is up means you will fail your jump and stay here, quite possibly with a five-foot dragon cock forever pounding your ass. Happy hunting!

- Plaything (+600CP)

Ohhhh, this isn't good. You start your stay in this world in a prison cell in Osira's stronghold, held in check by your powers and equipment being completely absent. You'll quickly find that you're the plaything of Osira's minions, and will provide entertainment for everything from her Lizardmen to Giga Lardos and Cerberuses. Consent not required. If you can escape then your powers will return pretty quick, but every time you get raped, your powers are suppressed for the next 24 hours. Even ordinary humans can become pretty hardcore powerful in this world, but are *you* badass enough to reach such heights and escape on raw skill alone? Or will you fall to Osira's power, your defiance drowned in a relentless tide of monster cum?
Your Companions, if any, won't rescue you until your powers are restored.

- Barbie doll anatomy (+600CP)

Why would you do this to yourself, man? Why? To you, everyone in the world appears to physically possess barbie doll anatomy. To you, it's as if there's no fun bits anywhere, ever. Including yours. You can't feel the nipples, you can't taste the cum, and no matter how long you try you'll never manage to put anything inside anyone's pussy/butt/elsewhere… because to you it's just a flat surface of skin. It's a purely mental block, though, so all the other people in the world are still happily fucking each others' brains out. You'll probably spend your ten years being completely unable to experience any kind of sex, and everyone will think it's just because you're being weird or something. Even an idiot should be able to find a girl's clit with enough help, right? It doesn't stop any negative consequences of sex though, so don't expect it to let you avoid being raped by giant demonic dogs or something like that.

Ending

So, you've spent ten years in Egypt and the surrounding world(s), you've seen glory, wonder and doubtlessly more genitals than most knew even existed. Now comes the time to choose:

Do you **Stay**, remaining in this world of adventure, love, and giant monster cocks?

Do you **Go Home**, ending your travels as a Jumper so you can once more see your own world and take a break from the endless numbers of of giant monster cocks?

Or do you **Move On** to whatever world(s) beckon to you, following the promise of more adventures (and probably giant monster cocks) to experience?

Change Log:
V1.1: added the missing background descriptions, minor spelling fixes