

Some Bullshit

A stuffing-focused rpgmaker game

Once upon a time, there was a Demon Empress who ruled over nearly the entirety of the known world. Only a single small island nation resisted her rule, inhabited by strange and mysterious druids. When the Demon Empress sought to conquer this final pocket of resistance she was tricked, depowered by the rituals of the druids, and slain-shattering her empire. But demons do not die as mortals do, and she would rise again and again over the centuries and millennia that followed, inhabiting the bodies of young women and seeking to regain her former glory…

In the modern day, Emilia von Schleuse-sole daughter of the governor of the small island nation of Lantrum-is suddenly spirited away from her manor home by the captain of the Lantrum guard as strange mercenaries invade the manor and conquer the isle. For hours Emilia and Prometheus Taggart trudge through the forest, seeking to escape their pursuers and head to the empire's capital-as the governor gave one final letter for Prometheus to deliver to the king before he was captured. And as they travel, a strange and inexplicable hunger begins to rise up within Emilia…

Far and wide Emmie and Pro will travel, fighting bandits, ancient monsters, and annoying minor nobles on skiing trips. They will go through strange and inexplicable circumstances, aided and abetted by an ancient demon now trapped within Emmie's body. They will gain allies-such as Royal Inquisitor Clara van Damm, who joins them permanently on their journey. They will face great enemies, such as Markus the Bandit or the various forces that the mysterious EL sends after them. They'll even face an alien invasion at one point, which all parties will agree to never speak of again after the fact.

One thing's for sure. They're going to go through Some Bullshit.

And it seems you're going to join in on this strange and absurd adventure that's going on. Will you fight on the side of the mysterious (and remarkably stupid) EL? Will you join Emmie on her journey to ~~eat everything~~ gain her freedom from the Demon of Gluttony that inhabits her? Will you fight for the Kingdom? Work alongside the Inquisitors? Or will you go out and carve forth your own place in the world?

It's up for you to decide, but rest assured-you're going to be going through Some Bullshit along the way as well. In preparation for that, have these.

+1000 CP

Now, where exactly will you begin your journeys in this world?

Locations

It'd be rather hard to explore what this world has to offer without actually entering this world, now wouldn't it?
Roll a 1d8 to decide your location, or pay 50 CP to choose freely.

1: Bierbrunnan
-Heart of the Goblin Brewery! This small wintery town is deeply focused on its beer culture, tourism, and the ever-important beer. To the north lies a moderately sized mountain blocking the way to Wippsbruck-and thus the rest of the kingdom. There is a path through the mountain, but the Goblins guard the secret of getting through jealously (just walk straight for several hours). Also there's an ancient minotaur under the mountain. Shouldn't be an issue, unless the rope bridge near the end of the mountain path snaps-delaying you by several hours and rousing the monster from its slumber.

2: Nordenhaven
-A moderately sized port city in the kingdom, home of the *Thirsty Princess* cruise line! One of the most prestigious and luxurious cruise lines in all the world, hosting incredible luxuries, beautiful sights, and so much more. Also the home of kingdom-famous candy company *Serendipity*, who sells some of the best candies and dessert products that can be found in the world…and who has also banned one Clara van Damm or anyone associated with her from ever being served at their establishment. To the north is also a small island of little note, though many of the kingdom's top minds once called it home for some odd reason…

3: The Capital
-The very heart and soul of the kingdom! This is where the laws are made, where the king gives out his decrees, the Royal Inquisition works, and even the criminal mob works. A sprawling urban center walled in on three sides with only one side leading out to the docks which can reach to nearly the rest of the kingdom, the Capital has it all-schools, administrative complexes, several bakeries and eateries, bars, parks, a sewer system complete with several sewer gators and a strange patch of living carnivorous plants-hell, it even has a four-story supermarket! And at the heart of the Capital lies the Royal Castle, within which is the king and his daughter Eleanor von Hechingen-who none save a select few have ever actually seen…

4: Ahz Rabot
-A neighboring desert kingdom ruled over by the arrogant and capricious Caliph, this region nevertheless hosts a grand and storied history buried amongst the shifting sands. Rich and prosperous, the Caliphate of Ahz Rabot is nevertheless incredibly secretive and mysterious to the rest of the world. The Caliphate is often quite hostile to outsiders, allowing them only within the docks district and never deeper within the nation…unless they happen to be a beautiful-and hungry-woman or are backed by the political might of the kingdom. Be aware that the Caliph, El Badi, is more than willing to spit upon guest rights and political agreements to get his way…though is also something of a coward with few guards and a notable weakness to softer women.

5: Kellerwald
-A less developed region of the kingdom, mostly host to logging and farming villages. Deep within its forests lie ruins of a more ancient rule, a rule maintained through demonic force. This rule is most strongly remembered in the small village of Bad Borken. A little logging town that happens to be the center of the Cult of Vigilia-a cult dedicated to the Demon of Gluttony, eternally waiting for her return and seeking to feed and fatten up as many cute girls as possible until then. Beware though, as an ancient soul-consuming siren haunts the forests of Kellerwald; it is often all the loggers can do to prevent the forest from consuming the local villages as trees grow from nothing in a single day and unwary travelers are seduced by hypnotic singing and mysterious lamplight, never to be seen again.

6: Rehbun Islands
-Far distant and with only legends really known about them, the Rehbun Islands are an island chain of untamed and wild lands far from the reach of any currently existing civilization. Hosting some of the most utterly lethal jungles in the world, full of poisons, dangers, and much more, they are also surrounded by hard reefs that make sailing into them nearly impossible-and an ancient Kraken that nearly guarantees that any ship sailing in will be sunken. One of these islands hosts strange chilis that never rot and imbue the consumer with incredible vitality, and a very small tribe of amazons live upon this island in harmony with nature, but nevertheless life is a constant struggle on these islands. Only someone truly desperate would seek them out willingly.

7: Lantrum
-A small and normally quite peaceful island nation, once host to an order of ancient druids who were famed for slaying an ancient Demon Empress then mysteriously disappearing. In the modern day it is full of kind and caring people, watched over by an absolute psychopath of a guard captain who somehow knows the names, faces, and life stories of quite literally every single inhabitant of the island as if Dunbar's number was just not a thing that applied to him. Remarkably this is an island with quite literally no crime, near-absolute public trust, remarkable beauty, great wealth, and immense resources. A near paradise, to be honest…but soon it will be invaded as part of a new demon lord's scheme to gain grand power. It might be a good idea to flee while you still can.

8: Free Choice
-Lucky you! You can freely choose to start your adventure in any of the previously mentioned locations or really any other location in this world. Perhaps you wish to start in Wippsbruck, another wintery mountain village with some rather nice skiing trails? Or perhaps you wish to start in Nowhere, a quaint and lovely little town near Bad Borken that will soon be the site of an alien invasion of sugar-infused vegetable people? Perhaps you wish to start in the very mountain of Toubkal, the highest peak of the world and holy site for the people of Ahz Rabot? Or perhaps you'd like to start at one of the smaller islands that happens to be along the *Thirsty Princess's* cruise route? The only restriction you face here is that you cannot start in any place that is not actually in the world itself-such as the Demon Realm or the Realm of Souls.

Origins

Now that we've established *where* you're going to end up in the world, it's time to establish *who* you wish to be. This could be a great time to reinvent yourself, try out new things, be who you wish to be! **You may freely choose your Age and Gender, and all origins may optionally be treated as Drop-In.**

Actual RPG Protagonist
-Every silly adventure's gotta have a straight man-and it seems like that's your role. Sorta. You're a straight-laced warrior, a tank, the guy trying to keep the entire party moving forward and out of the silly shenanigans that plague your adventure. That doesn't mean you aren't capable of some rather silly shenanigans yourself-you'll likely find yourself remarkably talented and acting as the guy who ends up enabling quite a few silly events, but it does mean that you're the one who is actually trying to treat things with the seriousness that they seem like they should be due.

Demon-Touched Glutton
-Touched by mystical forces from beyond the veil, you are the mage of the party-the healer and the caster all in one. And also the very heart and soul of shenanigans, all but dragging everyone along in your wake to the silliest and strangest events that you can find. Perhaps you are possessed by a demon; perhaps you made a bargain with a djinn. One way or another, you're probably the reason that Some Bullshit is going to be happening-and it's gonna be a wild ride the whole way.

~~Gluttonous~~ Chivalrous Companion
-Every good party needs a DPS, and that's you-the damage dealer, the one who ACTUALLY gets things done. You're not just the DPS though-you're the one who ensures that things keep moving ~~in silly directions~~. You can grease the political wheels and get your party through tight spots ~~or into tighter clothes~~. You have the connections, the skills, ~~the hunger~~, the will. Why, if the others weren't around, you'd probably be the protagonist of your own story! Just…try to avoid getting too sidetracked.

Diabolical Dumbass
-Every adventure's got to have an antagonist-or at least, an anti-hero. And you seem to fit the bill quite well; powerful, mystical, holding all the cards and positioned quite well to do quite a bit of damage to a meddlesome party of adventurers. Your goals are up to you, but your methods are definitely not going to be those of the wandering party of heroes-you've got minions for that. Level grinding and resource gathering is for chumps; you've got magic, demonic bargains, and money on your side.

Perks

Now we get into the meat of things; as always, **perks are 50% off for matching origins, and 100 CP perks are free**.

General

Hidden Powers Rising -Free
-It's no secret that there is something more to this land than meets the eyes-that ancient monsters and grand magics still lurk in the hidden and distant parts of the world. You've got a little touch of the magical in you-maybe not enough to cast actual spells, but a little more than the average person might possess. You possess a sort of tension, a Hidden Power that rises the more you take damage. Certain other things-such as striking your enemies, specific spells, defending and focusing yourself, and even special artifacts-can also cause your Hidden Power to build up to some degree. Demons and those who host demonic power are especially good at building up Power, able to directly convert their meals into power as needed. You will need some special skills to actually use this power, mind you, but with this you've got the beginnings of a legend to build off of.

Comically Large Pockets -200 CP
-Well, someone's got to be the resident packmule of the party. That is to say, you've developed the power of the Inventory! Carry around random bullshit in stacks of up to 99! Carry all the random equipment, tools, key items, and consumables for the party! Carry around random trees and full human bodies without it being even slightly visible or impacting your actual capabilities! Won't actually help with the smell if you decide to carry around random trash for some godforsaken reason. Also includes an endless supply of Emergency Pies that you can only access when feeding cute girls, because why not.

Sin-Touched -500 CP
-Alright, let's get straight to the big guns. Demons are some of the most powerful beings in this entire setting-immortal, able to be reborn again and again no matter how many times they're "killed", drawing strength from emotions and experiences, and holding strange mystical powers that the vast majority of mankind can't even hope to resist. There are many ancient monsters and incredible dangers out there, but a sufficiently powerful demon could quite literally just wave their hand and utterly unmake even powerful beasts like the legendary minotaur. And now, you join their ranks.

-As a demon, you draw power from some emotion or experience intrinsic to humanity-weak sources such as Comfy or Pride will leave you a Lesser Demon, lower on the scale of demonic hierarchy but with some special unique tricks such as a "comfy aura" that renders those near you peaceful and seeking comfort, or innate mind-control and affecting abilities. More primal sources-such as Hunger or Libido-will render you a truly powerful demon, but will in turn limit your inborn demonic abilities to more personal effects-such as an impossibly powerful stomach that can consume a limitless amount of food and digest even the most dangerous of poisons effortlessly. Your power as a demon grows with the number of people indulging in your chosen domain, so it is best to cultivate humanity and shape their society in your own image if you can. In a pinch though, demons are excellent at converting matter directly into energy; calories will provide you with great power. Be aware; certain druidic rituals can utterly negate and drain your demonic powers, and banishment back to the Demon Realm will count as death for you.

Actual RPG Protagonist

Absolutely Crazy-100 CP
-Now, there's good guards out there. There's great guards. And there's you. You take Dunbar's number as a very impolite suggestion and ignore it accordingly; you can memorize the faces, names, hobbies, and life stories of literally every single person you meet no problem. Your memory when it comes to other people (and baking recipes, oddly enough) is flawless, your patience nigh-limitless, your mental stamina such that you can stare at the exact same wall for upwards of 48 hours with no breaks and not lose focus for even a single second. And you are always, ALWAYS prepared for combat. You are practically the platonic ideal of a guard, and almost nothing slips by you.

Friendless Psychopath -100 CP
-You've got the kind of face that makes small children cry, and that's actually a good thing. See-being a terrifying stone block of pure menace is actually rather good in the right circumstances, such as when you want to intimidate your enemies. Your sheer looks are also quite often more than enough to convince people that you happen to be ~~a friendless loser~~ completely immune to pressure tactics like attacking your friends and family, which will largely keep your loved ones safe from harm unless they were already in harm's way in the first place. You can always turn this effect off if you need to by the by, and there's nothing quite as fun as sneaking up on people you're supposed to be fighting then suddenly turning on the menace.

Hearts On Fire -200 CP
-Some people are good at singing, or dancing. Some people are good at making tasty drinks. You? You're *the best*. At *everything*. Well-that's what you like to tell people at least, and you've got the sheer natural talent to make a fairly good attempt at proving yourself right. Singing, dancing, skiing, baking, cocktail mixing-you name it, you can do it. And if you've never tried your hand at it, then all it takes is a few practice runs and you'll be doing it like a pro within a day-and only get better from there. It doesn't matter if you've never baked a single thing in your life, you could pick up a recipe book and start baking in an official contest and come in second place as your very first experience in the kitchen. There are exactly two exceptions to this absurd natural talent in all things. First-it's not going to help you with anything that's actually combat related. You'll need to do some actual training to git gud there. Second, you suck at beer pong specifically. You can learn how to do it elsewhere, but if you rely on this natural talent for beer pong you'll end up comically failing and be forced to sit under the table like a troll.

Stab A Motherfucker -200 CP
-You're a vicious son of a bitch in combat; you know your way around a sword and know all the basic strikes and blocks one can do with one in hand. How to Crush with your blade for massive damage, Double Attack wildly, Stab right through defenses-though it won't help for those that are mystically protected-and even have a few dirty tricks like a Low Blow that can seriously fuck up your enemy's concentration or a massive Cleave that can blow through several enemies at once. You'll need to build up some Power to actually use these advanced skills-all except the Low Blow, because you can always kick a fucker in the dick. You've got the basics of combat down, now it's time to refine it with some actual stats and experience.

Holding Out For A Hero -400 CP
-Alright, no more fucking around; it's time these assholes found out. You are a fucking combat beast. Twice the sheer endurance and vitality of any man your size should have, with the sheer strength and will to tear through a dozen bandits at once. You tend to be more of a tank than a true damage dealer, but when your loved ones are on the line? You're not afraid to put a man in the ground. When it's all on the line you fight harder, faster, smarter-better than you ever normally could, putting in 115% of your effort into everything and striking down weaker enemies in a single strike. And when the conquering hero saves their loved ones, you'll be sure to earn their *appreciation*. Few things are more romantic than saving a damsel in distress with sheer fiery will, after all.

Law And Order -400 CP
-It's impossible to create a truly crime-free society, everyone knows this. It would require utterly Orwellian measures, constant monitoring, perfect reaction to all events in a given location. No human could achieve such a thing. But what if…they are mad, because they are bad? You are the sort of absolute fucking madman who can make a truly crime-free society. Not just through perfect guarding and law enforcement skills-though you have those in spades-but by building up public trust, understanding criminal mindsets and reacting almost precognitively to those who would break the law. More than that-you know how to make sure crime doesn't happen in the first place by ensuring that the law itself is fair and just, managing the psychology of entire settlements to allow for reasonable outlets of behaviors, training up your own guards to better manage the needs of the people, and more. Hell-you tend to solve problems wherever you go, making any region you adventure through more peaceful and prosperous just by helping people out. Of course, dedicating your life to ensuring a perfectly orderly and happy society is utter murder on your social life. Next time you feel a weird pain in your chest because someone calls you a friendless loser, maybe consider that you are not, in fact, a robot. No man is an island, not even you.

The Will To Power -600 CP
-At some point, one has to face facts: there's only so much a mortal can really do when magic and ancient monsters come into play. It doesn't matter how sharp your sword is or how huge your muscles are when your opponent can just atomize you with a wave of their hand or is intangible to all earthly forces. No amount of soldiers can overcome a siren singing a simple song and enthralling all in hearing range, to have their souls consumed at their leisure. With only what one has as a mortal it's simply impossible to bridge the gap between the mundane and the mystical…but you can make a damn fine attempt at it.

-Your will is monstrous-at the very peaks of what is possible for a mortal being to even possess. If given time to marshal your will properly you could even resist mind-affecting abilities like the songs of a Siren or the passive mind control of the Demon of Pride. It wouldn't help you if you are taken off-guard, and there's a limit to how far your mortal will can protect you against demonic forces, but simply being able to resist such forces is endlessly more than nearly any other mortal can boast. Beyond this is a skill much like Inner Power, allowing you to forcibly boost your strength, defenses, agility, and even luck with sheer force of will. Mentally exhausting to use, but incredibly potent in a pinch. This alone is not enough to shatter the mystical defenses of ancient monsters, but who knows; with enough training and effort, perhaps you could sharpen your will and Stab right through their defenses against all reason.

Legacy Of Lantrum -600 CP
-The ancient druids of the island of Lantrum knew secrets of the Earth, of powers long forgotten and only recently rediscovered at great expense and peril. They knew how to call upon the essence of life that flowed beneath them, of the life that lived in all things, and how to shape that life to fight back against demons who invaded from beyond reality. Their age is long forgotten, but somehow you possess some measure of their ancient legacy.

-You hold within yourself a strange intuition for the nature of the land-a sort of bond and calling that lets you feel out the flow of life beneath a person's feet. You can feel when the earth is healthy or hurt, where it is blighted or growing. With the right ritual circles and preparations you can call upon this power, a unique force which is utterly antithetical to demonic magic and energies. This lets you cast magic as a demon could-but your magic tends to be much slower and more tied to the land. But what you lack in speed, you make up for in preparation; with time you can design rituals to ward lands and cure plagues, or even grant immortality at the cost of innocent purity. You can even figure out how to negate the powers of more than just demons-though all this draws upon the Earth. Take care not to draw too deeply and blight your own lands…

Demon-Touched Glutton

Too Cute To Fight -100 CP
-Look at you, you adorable little scamp. You're cute, so cute that there's perhaps only one or two cute girls in the entirety of the world who could hope to match your sheer adorableness. Beyond just being adorable and thus getting the social privileges of one who is so cute they can give sugar cubes diabetes, this is actually a tactical advantage; in a fight, nobody really wants to attack you due to how cute you are. They still will if you're the only one around, and some enemies won't be moved by your cuteness-but you're largely safe from most violence thanks to your sheer adorability…so long as the rest of your party is still up, at least.

My Opinion>Your Opinion -100 CP
-You're a delightfully devilish little imp, aren't you? Nobody would suspect it looking at you, but you've got tricksy plans and clever ploys bubbling underneath your innocent exterior. It might not be obvious to anyone watching-even if they're watching from the inside of your own head-but you've got a way of figuring out how to """"subtly"""" get your way. Like getting an entire party of businessmen arguing about the most inane things so that nobody notices you eating all the food in the building. Or dealing with everyone's problems on a cruise ship in such a way that you end up getting loads of food out of the deal as well. Really-seems like your plans all revolve around food one way or another, huh? Funny how that works.

Secret Candy Room -200 CP
-Okay, it's one thing when you're arranging the shenanigans yourself-but it's another thing entirely when the shenanigans are all but throwing themselves directly into your gob. It seems like the world itself is determined to shove food in your face, as you will run into various events, circumstances, and opportunities to stuff yourself full of truly absurd amounts of food. Perhaps the local corrupt guard captain happens to keep a secret candy room hidden behind his office. Perhaps an ongoing city lockdown will see a local bakery throwing away several hundred pounds of desserts and you just happen to be in the right place and right time to buy them at an absurd discount. Perhaps you'll stumble upon a nest of particularly edible and tasty slime monsters. One way or another, you can barely go a single week without some weird shenanigans occurring that will give you an opportunity to glut yourself-or let others around you glut themselves silly, like during a particularly silly alien invasion of sugar-infused vegetable people.

Sweet Memories -200 CP
-One of the best parts of having adventures is the stories you get to share with friends and family afterwards. Luckily for you, you're quite the storyteller; you've got a way of sharing your experiences that paint vivid imagery in people's minds, as if they were living it themselves. In addition you've got a mind like a demon-in terms of memory, at least. Your memories are eternally crystallized allowing you to remember an effectively limitless number of events, though it'll be up to you to categorize things as you build up more and more memories. You may not forget anything, but it might be hard to remember some specific detail out of the multitudes of your life if you let your head get too disorganized. Sharing your experiences in the form of stories should help you organize your memories-and might even open up some new and unique opportunities along the way!

Warrior(?) Princess -400 CP
-Not everybody's cut out for the life of an adventurer, roughing it on the road and traveling miles upon miles on foot every day…if we're being honest, you probably weren't cut out for such a life not too long ago. But somehow, you rose to the occasion-growing stronger, tougher, faster day by day until that painful 15 mile trek was just a bit annoying rather than nearly lethal. What's remarkable is how *fast* such a transformation occurred-from chronic couch potato to super tough adventurer in just three or so months, if you push yourself. You've got a knack of this-growing stupendously quickly in strength, speed, endurance, and the like the more you push yourself. The grander and crazier your adventurers, the faster you seem to grow. Just remember; even the greatest adventurers need a break every now and again.

Beloved Of The Fae -400 CP
-For untold millennia, the fae have watched over and cared for the land, guarding against the dangers of the Demon Realm and threats that might harm the Earth. Secretive and unknown, few have ever seen a fairy-let alone spoken to one…yet something about you calls out to them. Whenever you visit a lake or pond, you can toss a gold coin in-and a fairy will pop out to provide you some aid; whether that be unlocking new powers within you, providing advice on your quest, or even providing some measure of healing. They might provide other services in particular emergencies, such as magical training or access to the Fairy Pond Network-but they can only build upon powers you already possess or hold potential for, not grant you entirely new ones. Why they do this is unknown, though it might have to do with the Fairy Department of Cute Girl Observation that watches over a select number of particularly adorable girls. In future worlds the local fae will also be just as incredibly infatuated with you, providing favorable bargains and doing their best to assist you out of ~~sheer simpery~~ strange appreciation.

Accursed Yet Shining Purity -600 CP
-Perhaps you haven't exactly been on your best behavior this entire journey; you've been tempted into gluttony, caused a few silly arguments, gotten into some strange shenanigans, and more…but at the end of the day, your heart is in the right place. Even at your hungriest, you've done good for others and sought to help out-even to your own detriment at times. Beneath the demonic powers you possess is a beautiful and unstained purity that shines through even in the darkest of times-and it's blindingly obvious for anyone with the mystical senses to see that. This isn't just a metaphor either-you've got a special sort of mystical purity to you, a kindness and holy light that shines bright in the eyes of mystical beings.

-Attractive like a moth to flames, mystical beings will flock to you one way or another. Fae and kindhearted beings will be gentle and loving with you, while ancient monsters or beasts might hunger for you above all others. But there's something special to your purity; in a strange sort of way…you can share it. Through showing kindness to others, talking with them regularly, helping them, and the like-you can teach ruthless and evil beings to be more gentle and compromising. You could befriend an ancient tyrant, earn the favor of an ancient lich, and convince even a demon to change their ways. It will never be quick nor easy, and some might question if it's worth it at all. But with time, those who should have been a plague upon the land might become your most trusted and steadfast allies.

Blessings Demonic And Fae -600 CP
-You have been host to grand and terrible powers in the past-but through either your own choice or the actions of others, those powers have been stripped from you. But while the source of those powers is gone…that doesn't mean the potential is. You have learned a strange Fae ritual that you can use to reform a facsimile of powers that you had previously borrowed or hosted; by undergoing a sort of mystical pregnancy to form a "dummy soul", you can essentially rebuild the power within yourself and make it truly your own.

-Now-be aware, this comes with a few caveats. Once you have reformed whatever power you previously borrowed, you're still going to have to re-train it. Since the power comes from *you* rather than someone else now you'll have to relearn how to use all its passive and active abilities; no more training wheels for you, you're doing it all manually now. Additionally, you're going to have to provide the energy for spells or abilities; you don't have a patron to leech off of anymore, just your own power. And finally…that mystical pregnancy may only last a week and end in a painless lightshow, but is otherwise an *actual* pregnancy. With all that entails. Morning sickness, growing belly, cravings, and all. Probably best done as a girl.

Chivalrous Companion

Dedication And Dieting -100 CP
-Alright, so MAYBE you made a few mistakes and slip-ups in your diet. Repeatedly. With great enthusiasm. It happens to the best of us! What really matters is what you're going to *do* about it-and you're going to work it off! Maybe you can't stop the weight from accumulating due to your mistakes, but you can absolutely shed the weight, far faster than is reasonable for nearly any other person; even the most absurd indulgences can be shed with just a few weeks of focused diet and exercise. Lesser indulgences you might be able to just straight up walk off within the day! Note, this won't help if someone happens to slip you alchemically-enhanced weight gain drugs or something. There's only so much diet and exercise can do against mystical effects.

Sugar Whisperer -100 CP
-Who says guzzling down sweets won't look good on you? Certain judgemental midgets might sing songs about it, but you make the weight look *good*. You're sex on legs, definitely one of the hottest women in the kingdom-and even when you pack on some pounds it normally goes to all the right places to accentuate your beauty rather than detract from it. Normally; there's a limit to everything. Additionally you've got a funny little trick; even if you were to swallow down some sweets whole with no time spent on the tongue or chewing, you'll be able to judge its taste, texture, composition, and so on as if you had carefully analyzed it. You truly are a connoisseur of confectionaries.

Gluttony's Handmaiden -200 CP
-Once upon a time the Demon of Gluttony sought to create a class of people whose jobs were simply to glut themselves nonstop, gluttony unrestrained, for the sake of feeding her power. Were you around in the days of her rule, you would have been hand-picked to be amongst those exalted handmaidens. Your stomach is as close to bottomless as a mortal can get without magical assistance, and comically stretchy besides-allowing you to glut yourself in a way that almost none save the Demon of Gluttony could match. Beyond this incredible capacity for gluttony is your natural talent for rising up the ranks of any organization you happen to be a part of; were you to join the Royal Inquisitors you'd swiftly rise to be amongst the very top agents on skill and talent alone. Finally is your sheer beauty-worthy of carving statues in your image and most certainly amongst the greatest of the kingdom. Why, if you were to stand before the cultists of Gluttony in just the right place at just the right time-they would almost certainly mistake you for Esse Ter Vigilia reborn. For a time, at least. The scriptures clearly state that Vigilia does not gain weight, and...well, you may or may not have a weakness for that specific thing.

Sugar Rush -200 CP
-Speed is one of the most important factors in combat; the one who can strike first and strike more often will often win. It'd be a near-insurmountable advantage if you were able to strike twice in the time when your enemy could only attack once, wouldn't it be? Luckily you can do exactly that-by drawing upon your own Power (or through consumption of copious amounts of sugar) you can push yourself into a Rush state that lets you act twice as often as anyone you're facing on the battlefield. It's an incredible tactical advantage, and handled with care it can turn the tide of even incredibly dangerous battles…though, beware the crash afterwards. Only so long you can ride that Sugar Rush without constant maintenance, after all. As a special bonus you also gain an additional Dessert Stomach-allowing you to eat truly inhuman amounts of sweets specifically. Dessert Stomachs aren't real? Don't be silly.

Criminal Connections -400 CP
-Trying to prevent all crime from occurring is the sort of absurdity that only an absolute psychopath would achieve. Much easier to just manage and regulate crime to prevent things from getting too bad. You have a way of getting in with local criminal groups and managing them to keep their worst tendencies in check, getting them to work for the good of those they ostensibly prey upon. Through this you could subtly manipulate the trajectory of entire societies. This also gets you access to their resources and information, which can be quite useful given that criminals often hear what law-abiding citizens never would and often have access to tools and money that would be otherwise hard to come by. Plus, there's all the fine dining and banquets you get invited to as part of these sorts of arrangements, as well as exotic sweets and delights…

Inquisitorial Powers -400 CP
-There's a reason why the Inquisition is feared, and while you might have indulged in a few shenanigans every now and again-you're still a damn good example of that reason. You are a paragon of the Royal Inquisition, trained in torture and interrogation, master of combat, and much more. Your Accusations can weaken and debuff even the strongest of enemies at no cost to your Power, your sheer Focus lets you spot details and weaknesses in your opponents, and your skill with a crossbow or handgun is second to none. In addition to all of this is the sheer menace you exude, able to Dominate not just in battle-but in politics as well, bullying past legal bullshit to get your way…for the good of the kingdom, of course. Other warriors may fight the long battle; you strike and kill even incredible beasts in a single perfect Snipe. Just be sure not to be taken out the same way-you're scary as hell, but you're not exactly that tough. A glass cannon, if you will.

Hero Of Another Story -600 CP
-Despite all your efforts, you're not the main character of this tale. It becomes exceedingly obvious over time-how the world bends over backwards for another and you get the short end of things, how they face grand trials and you only stand at the sidelines. You may play a part in it, but this story ultimately isn't yours. But despite that…there's still a spark of destiny within you, a lucky star guiding your path. It's not your story, but you have a part to play-and the light that shines down on the hero shines bright enough that you can catch some of it too.

-As you join a given protagonist on their grand journey and they undergo life changing experiences, growing and developing as a person, you will find yourself gaining echoes of those changes as well. When the protagonist learns a healing spell, you'll figure out an incredibly effective first aid technique. When they learn to cast fireballs, you'll learn to shoot explosive arrows. You won't gain things you have no capacity to develop-like developing magic outright when you have no potential for it-but you'll still develop workarounds and analogs if you give it a try. Never at the same potency as the hero, but never too far behind. This isn't your story…but when it's time for your story to be told, you'll be ready.

Blessings Of The Land -600 CP
-Legends speak of certain mystical fruits, bearing the lifeblood of the land. These fruits never rot and provide upon their consumer incredible vitality and immunity to poisons and illness of all kinds. These legends are true, and at the same time incomplete; far away on the Rehbun Islands is a small tribe of amazons who partake in a single Earth-blessed chili per year, inoculating themselves to manifold poisons and gaining incredible vitality. Perhaps you were raised amongst this tribe, or fed upon those special fruits throughout your childhood. Either way-the blessings of the Earth infuse your body.

-You are an amazon-standing at minimum eight feet tall and with thrice the strength of even a strong warrior. Your body brims with vitality and sheer endurance; no mortal poison can harm you, and only the most deadly of parasites or viruses can cause you ill. Further is your longevity; the eldest of the Amazons is well over 300 years old, and began to consume the blessed fruits as a woman grown. You have been raised upon them; it is all too likely you will live twice, perhaps thrice as long as she will and retain your youthful vigor. Earthly energy infuses your form; demonic magics and abilities hold little sway over you, and demons will fear your blows. Do not worry about needing to regularly consume the blessed fruits; you have been raised by the Earth, and its blessings permanently infuse you. That said, your stature is more than matched by a truly absurd appetite, unrivaled by all but Vigilia.

Diabolical Dumbass

The Heart Of The Political Machine -100 CP
-Paperwork is the very lifeblood of civilization, ensuring that people and resources are where they need to be, when they need to be, doing what they need to do. This fact is a very strong piece of evidence for the idea that civilization is a fundamentally evil thing. Well; it's not pretty and it will make any sane person want to rip their hair out, but damn are you good with paperwork. Your sheer skill at navigating paperwork, creating and manipulating administrative structures, and creating tangled messes of legalese is a sight to behold…and strongly suggests the idea that you may or may not be pure evil. A necessary evil, but pure evil nonetheless.

Villains And Supervillains -100 CP
-It's all about presentation, baby! You've got a knack for presenting yourself in various ways-whether that be as a genuinely menacing demon lord, a lofty ruler of all they survey, a competent boss and manager, as a grumpy older sibling, and more. Figuring out how to present yourself in any given situation is half the job right there, and you've got that down pat. Also comes with the skills to do a grand echoing evil laugh. Be aware-there's only so much you can present yourself as one thing; if people realize you're actually a big softie on the inside, this whole illusion might fall apart. But maybe that just makes you all the more lovable?

Summon Demonic Slime -200 CP
-When magic is miscast or cast inefficiently, the wasted mystical energies drift out of this world and into the Demonic Realm-where they coalesce with the matter of that place and form into the most basal forms of Demons. Known as Demonic Slimes for a simple shorthand, these non-sapient beasts nevertheless make for incredibly potent beasts; they are masters of shapeshifting, able to mimic any person or even certain objects. They can't speak mind you, and will robotically pursue an assigned goal without any critical thought, but their shapeshifting can still catch one off-guard. They can even enter into the bodies of people and tear them apart from the inside then wear them as a skinsuit. They're absurdly tough and even if you strike them down repeatedly they'll just slowly pull themselves back together. The only thing that really seems to kill them is digestion by an actual Demon or by burning them alive-for they're particularly weak to fire. You know a ritual to summon and command these Demonic Slimes, allowing you to shape them into various faceless minions and give them simple tasks. Be aware though that by default they seem to love to take on the form of your loved ones…and when dismissed, will pretend to melt and scream in agony just to twist in the knife.

Against All Reason And Logic -200 CP
-So you've got nothing to your name and big dreams of taking the whole world for a ride-where are you supposed to start? No money, no connections, no real prospects…no problem; you seem to stumble onto these sorts of things naturally. From little-known mercenary bands who are willing to toss their lot into your hands to merchant barons who like what you're selling even if all you're selling is a dream,you have a way of stumbling into everything you need to really start seeking out your goals through sheer blind luck. Be aware-while this will get you past the starting line, it's up to you to keep the ball rolling afterwards. You can have all the men and resources, but if you're a genuine dumbass it will all fall apart regardless.

Sinful Yet Prosperous -400 CP
-Some people are born to follow, and others are born to lead-it's obvious time and again throughout history. You? You're a born ruler. Within your mind is all the blueprints for making a true kingdom, an empire that could stand the tests of time; you know how to forge a genuinely efficient administration, enact laws that will bring stability rather than provoke rebellion, craft a system of taxes that is fair for all parties and brings great wealth to the kingdom as a whole-even how to organize and supply armies. The most unique bit of this is you also know how to seamlessly blend your own fetishes and desires into your kingdom without any issues; perhaps you want a statue of yourself on every street corner, or a law that all cute girls must be regularly fattened up? You'll know how to balance budgets, taxes, and laws to not just make it happen-but make it so that doing so is an active BENEFIT to your kingdom. It's almost as if your degeneracy actively propels your rule to greatness…

Songs Of Sirens -400 CP
-Ancient minotaurs and invincible yetis are truly dangerous foes, yet it is the Sirens who are amongst the most terrifying of mythical monsters; their hypnotic songs are irresistible to mortal men, preventing even the possibility of resistance. You have learned a little of those siren-songs; into your voice you can infuse a bit of Power to grant yourself supernatural charisma. It is a weak effect, incapable of giving lasting orders nor capable of infringing upon a target's core values and identity, but it is subtle and can be incredibly useful in just the right situations. Combined with a little genuine charisma-which you possess in spades-and you can twist men about in grand ways and make them think it was all their idea. You also know how to defend AGAINST such tricks as well-allowing you to defend against Siren song or even resist the powers of the Demon of Pride. It's not foolproof and requires a good bit of effort on your part, but it's more than nearly anyone save the most powerful fae or druids could boast.

Power Overwhelming -600 CP
-Adventurers go on adventures, it's what they do. They have grand journeys, explore forgotten places, fight monsters and bandits, and slowly but steadily grow stronger in preparation for whatever their final goal is. These adventurers frequently become some of the strongest people in the world-but you have another name for them: chumps. Why go through all the hassle of traveling all over the place and getting involved in all sorts of stupid shenanigans when you could instead just sit around working on your goals and getting swole as a final boss should be?

-You are strong-comically strong, actually. Health, strength, durability, speed, every possible metric of measuring strength-you're at the very limit of what a mortal can achieve in this world. In some specific regard you're far beyond even-far stronger than any mortal man, more durable than a brick wall, inhuman sword skills, choose one attribute freely to be so empowered. More than that, you've got a special trick; while some group of adventurers is out there working against all you do, you'll slowly and steadily grow stronger. The more they faff around and do sidequests, the more swole you grow. You're the Final Boss, and you're gonna be a serious threat no matter how many hours they spent grinding levels in dickstab forest or how many stupid shenanigans they got caught up in.

True Might -600 CP
-Magic is a forgotten art in this day and age, some people doubting it even truly existed. It still lingers in the hidden corners of the world, known to the fae, whispered in dusty old scrolls and crumbling tomes…but few remember the sheer power that magic holds, the capacity to utterly destroy entire armies with the flick of a hand, overturn day and night and shatter mountains with a word. Magic is largely forgotten…but you've learned some of these forgotten secrets, whispered into your ears by the most powerful beings of all: Demons.

-Demonic Magic draws not from the earth, but from raw energy filtered through the Demonic Realm. By shaping and manipulating it, you can in turn shape the material world to your will; gather and ignite oxygen in the air to bring forth a conflagration, stir electrons and ions in the atmosphere to bring forth lightning strikes, and so much more. The better you understand the material world, the more efficient and versatile your magic will grow. As your skill grows more secrets of magic will be whispered into your dreams; how to transform into a dragon, form impossibly strong barriers, ensnare minds. The one caveat to this incredible might is that all these manipulations require power to fuel. The simplest way is by converting matter into energy in the form of calories, but without a demonic constitution this tends to be fairly inefficient. That said, there are other sources-such as emotions or even souls…

Items

Now, you probably want some more stuff than just the clothes on your back, right? As before, **items are 50% discounted to their origin and 100 CP discounted items are free**.

General

Spare Gold Coin -1 CP
-A singular unmarked gold coin that you can use to pay for goods and/or services…though unfortunately, even the cheapest item in any notable shop in the Kingdom costs 5 GP. So this ends up becoming kinda worthless. Doesn't even have marked sides so you can't use it for heads or tails. Could come in handy if you want to toss a coin in a pond or a well, for some reason. If lost or spent somehow, you'll find a new unmarked gold coin in your pocket when you next look for one.

"Lucky" Goblin -50 CP
-One day you found this little scamp rummaging around in your fridge. Before you could kick her out as some crazy homeless pest, she introduced herself as a special Lucky Goblin-your personal luck dispenser and definitely not a crazy homeless goblin looking for a free ride. Once she got an actual shower and some food in her she didn't even look half bad; she's cute, surprisingly curvaceous, and extremely affectionate. She loves cuddling, headpats, sneaking food out of your fridge, and generally just sitting around being pretty. Also, she's lucky! If you feed her some of her favorite food-pizza-then you're guaranteed to have a little extra luck on your various ventures. Said luck may or may not take the form of a bunch of other cute goblin girls subtly helping out in small and unobtrusive ways, but it's still a kind of luck! Just don't feed her too much or her Greed Syndrome might activate and make her want more and more food endlessly. Or do, if you're into that.

-Yes, she's fully sapient. Yes, she has no home and she WILL starve to death if you kick her out. And she swears up and down that she is NOT quietly reporting all your actions and activities to the Goblin Spy Network. She has absolutely no connection to the Goblin Spy Network and is definitely not a plant by them to keep track of you across the multiverse and spread their beer monopoly far and wide beyond their world, so she says at least. She's just a lucky pet goblin! Incidentally, having your Lucky Goblin around will get you discounts on beer in basically every alcohol establishment you go to from now on. Funny, that.

Actual RPG Protagonist

Everything A Guard Captain Needs -100 CP
-If you want to be a proper adventurer, you're gonna need the tools for the job. A fairly basic sword, an armored cloak that is rather dashing and definitely not lame as heck, a small mechanical chest of incredibly refined craftsmanship to store your random loot in, and the deed to what might very charitably be called a living place-but is more like a small shack off the beaten path, covered in cobwebs and untouched for more than a year. It's not much, but it's a start. You'll certainly pick up better stuff eventually, but having a starting point for your journey is more than good enough.

Booze. Lots Of Booze -200 CP
-Booze serves a wide variety of roles; it's a social lubricant, a disinfectant, can be used as a way of numbing pain both physical and emotional, and so much more. And you've got booze. Lots, and lots of booze. Everclear that is so concentrated that it is legally classified as medical supplies rather than a drink, boxed wine that you somehow store on your person for when you just want to get utterly shitfaced, sparkling wines and other fizzy alcohols for parties, mixers, cocktails-you've got it all. Everything except beer, oddly enough. Probably not important. Anyways, you've got enough booze to last through the apocalypse…or one absurdly wild night. Restocks daily, though your liver will not thank you for that fact.

Blessed(?) Sword Lilacor -400 CP
-Alright, now we're talking! An ancient enchanted sword from centuries past, hidden deep underneath the Kingdom's capital. Lilacor is remarkably powerful as a blade, sharper and stronger than any normal weapon though still not quite capable of actually damaging truly mystical beings or breaking through enchantments all on its own. It does have one thing going for it: it can grow stronger. According to Lilacor, by implanting special gems or filigree into itself it will grow stronger…but that's just a self-aggrandizing lie. Lilacor actually grows stronger the grander its own ego and the more it personally likes its wielder; the more it thinks it looks cool and the more you bond with it emotionally, the stronger Lilacor becomes regardless of the actual reality. In terms of personality, Lilacor is rather one note; utterly obsessed with killing, deriding absolutely every other sword it encounters because clearly Lilacor is the best, not particularly bright and rather annoying…if you wish, you may import a companion or other sapient weapon to take Lilacor's place. It would probably save you quite a bit of sanity. In fact, doing so is strongly encouraged for your peace of mind.

Ancient Lore And Lost Legacies -600 CP
-It's not particularly well known, but the libraries of Lantrum far exceed those of the Capital-holding records of ancient magics and druidic texts that far predate the Kingdom's current form. Few know how to read the ancient texts these days, but if they did they would find a treasure trove of knowledge about the mystical and hidden secrets of the world; how to call forth the energies of the earth, how to shape them with specialized ritual circles, how to bind and banish demons, and so much more. You do not have access to the libraries of Lantrum. You have something even greater: the product of a wish made upon a Djinn, asking for endless knowledge.

-Within your Warehouse is a library utterly unmatched throughout the world, containing all the lore within Lantrum, as well as the Kingdom's Capital, Ahz Rabot-even the texts of Bad Borken and the hidden Cult of Vigilia. Your library contains all the knowledge and secrets written into text in the world and continuously updates as new things are written…but it is poorly organized, and the fact that it continually updates means it also resists organization. That said, the more time you spend searching this library the more you are guaranteed to find; with a few minutes search you might find an introductory text or a few loose notes; with several hours, you may find several in-depth tomes on a given subject. Spend days or weeks searching and you may amass a dedicated collection of all there is to know on a topic.

-This library provides all that is written and will update itself for future worlds, but does not provide any actual power in and of itself. Even if the original texts were supposed to contain unique powers, the books in this library will only provide knowledge; it is up to you to figure out how to leverage this knowledge into tangible power. And remember to stock up on food and water before you go searching the library. It is all too easy to get obsessively lost in wandering its depths and forget to eat, drink…until you wither away into nothing. Such was the fate of the man who wished upon the djinn for this library. You are not them and thus the library does not hold supernatural allure to you…but better to be safe than sorry.

Demon-Touched Glutton

Official Drinking Certificate -100 CP
-You're an official employee of the Goblin Brewery! You have an official license to market and distribute Goblin Brewery Beer, some of the best beer in the world-and that necessarily means you get loads of free beer! Enough to supply a bar for a week-or one particularly wild night. Restocks daily, and your liver hates you for this fact. You are also legally allowed to drink even if you're underage thanks to your Drinking Certificate. As an additional perk of your employment, for every Goblin Marketing Event you set up and manage you'll be allowed access to the Goblin Spy Network-giving you some insight into the world and getting some juicy (though usually marketing and alcohol-related) secrets. Just, don't tell people about the Goblin Spy Network. They're trying to keep that secret.

Blacktail Bakery -200 CP
-You must have done something really impressive, like rescuing a princess…or being a lost secret princess. Either way, you've got a special pass to the Blacktail Bakery to eat just about as much as you'd like there for free. And the New Town Bakery. And Serendipity. And the Bad Borken inn. And-well, basically every single place that serves food in the world, save for a few places truly cut off from civilization. Now, this can get you a WHOLE lot of free food-but every eatery has its own limits. If you eat enough for, say, a hundred people all on your own in a single day-they're still going to kick you out for a week. Just be sure to spread out the binges a bit and there'll be no problems!

Cult Of Jumper -400 CP
-Hail to the coming of divinity! Somehow and someway, you've gotten yourself a cult. They are dedicated to your values and desires-more specifically your fetishes. By default this is set to "fatten up cute girls", but you can define it however you please. Their reach is long though light; throughout most of the world you can generally find at least one or two agents of your cult in a given town. In particularly large cities you might find entire establishments run by them, but that will be an exception rather than the norm. That said, somewhere in the world there will be a small village entirely defined by your cult-every single citizen raised to believe in you and enjoy what you enjoy. They can provide resources, assistance, even manpower on your journeys-but the most important service they provide is *culture*. For their mere existence and constant efforts will work towards shifting the local zeitgeist of civilization towards your desires; the more prominent the cult, the more people will fetishize what you fetishize, desire what you desire. Just-be aware they're human too, and can make mistakes. Like mistaking a companion for you.

Ancient Evil In A Can -600 CP
-Many millennia ago, amongst the very first civilizations that mankind had forged, man sought power beyond their grasp. Through rituals and secret rites forgotten to all in this modern day, they reached beyond the material and into the metaphysical-into the Realm of Souls, unshaped and chaotic. From the Realm of Souls they called forth a being of power, shaped by the summoner and bound by the elements: a djinn, a being of pure soul and elemental essence who could warp the world in truly mystical ways. This djinn was bound to a contract: to grant a single wish to the holder of the lamp that was their home. And she granted their wishes, indeed. That civilization is naught but dust and sand now, and the djinni still lingers in forgotten tombs.

-The world knows of only one djinn that was summoned, but somehow you have found another; in your hands is a simple oil lamp, and within that oil lamp is a djinn from the Realm of Souls, bound to you by contract. Beautiful and curvaceous, it seems that the summoner of this djinn held a much more playful and benign mindset than the previous one; this djinn does not delight in ironically twisting wishes against the wisher so that they suffer, but instead delights in bending wishes so as to bring about events that result in cute girls being stuffed full of food and gaining weight. Seems she's got something of a fetish for it, and if you play into that fetish she's more than happy to play ball with her wishgranting. If not, you're going to need truly monstrous legal skills to get her to actually not twist wishes into some strange weight-gain shenanigans. That said, she is still limited to one wish per soul-though this refreshes with each new jump.

-The powers of the djinn are not well known and are definitively weaker than those of demons, but there are some things that are known. This djinn is a master of crafting illusions, teleportations, temporary transformations, and commands one classical or mythological element; water, fire, earth, air, lightning, sea moss-as long as a civilization believed it to be an element of the world by myth alone, you may choose freely what she commands. She is also *composed* of that element and that element is both her strongest tool and her greatest weakness; no mortal blade may touch her, but if a Water Djinn is struck with water she will uncontrollably absorb it. That said-she may only grant one wish per soul, but doing you favors and helping out if she likes you isn't really wishgranting is it? Just remember-she's gonna want some pay for her assistance, like loads of tasty food or a chance to stuff a cute girl silly.

Chivalrous Companion

Inquisitor's Badge -100 CP
-If you want to get anywhere important in the Kingdom, you're gonna need some actual authority. What you have now is a symbol of that very authority-a badge of office, marking you as a Royal Inquisitor. This confers you all the rights, privileges, and *responsibilities* of the Inquisitors, allowing you to go places that many others are not, flex royal authority to push past bureaucratic bullshit, and much more. Just keep in mind that excessive abuses of power may result in some investigation into your own affairs…though that said, as long as you keep getting results quite a bit can be forgiven. In future worlds you'll retain some measure of equivalent official authority via this badge.

Guns. Lots Of Guns -200 CP
-Alright, so there's honestly going to be very few cases where having several dozen pistols on your person that you can whip out and fire in absurd sequence will come in useful. One single automatic weapon would likely be just as effective if not more, especially since each pistol needs to be reloaded manually and can only hold a single shot. But it looks *really cool*. And when you're fighting at the level you're at, the *cool factor* is as much of a strategic consideration as the actual combat viability-and these pistols are, in fact, combat viable. It's incredibly easy to aim them, use them, and reload them all in one smooth action-packed sequence-and while it might hold you up for a moment to reload them all in the middle of combat, the sheer damage output and intimidation factor more than makes up for it.

Strange Alien Technology -400 CP
-During a certain event that was quietly classified as "ancient magic bullshit" by inquisitorial files for the sake of both expediency and information suppression, you happened to acquire a set of truly unique and…out of this world tools. A strange gun unlike any other in this world, and a metallic device that generates a strange mystical panel of light. The gun fires bursts of light and force more powerful than any earthly weapon, but the actual mechanics of its function are unclear; it DOES have a dial on the side to set it to "Wide", "Focused", and "Slow", but what mechanism creates these rays of light is unclear. The shield is similarly strange, being nigh-impenetrable to any mortal force save for *saliva* and *stomach acid* of all things, and strangely tastes like the most wonderfully decadent dessert ever conceived-and is just as fattening. The ray-gun, for lack of better term, will steadily recharge its shots in sunlight over time and normally holds several dozen shots; the shield requires active refueling if it is damaged or depleted by filling a small slot in the back of its hexagonal metal core with sugars or desserts. Truly strange devices.

The Land Gives Its Blessings -600 CP
-There are places in this world that have true, tangible power-not in culture or in economic trade, but of a genuine mystical force that flows beneath one's feet. Some of these places are rich in natural resources, beautiful gardens of the world where life is easy and mankind can live blessed lives of peace. Others are inhospitable hellscapes of poison, carnivorous plants, parasites, and ancient monsters forgotten by mankind. The only thing that connects these strange lands are the special fruits they grow-somewhere in their center will be a fruit bearing plant. Upon that plant will grow special fruits which do not age or rot, no matter how much time passes. These fruits hold the essence of the land, distilled into a form that can be easily consumed or harnessed.

-Perhaps through incredibly meritorious service to the Kingdom, perhaps through grand trade and deals, perhaps through simple inheritance-you hold a land deed. This deed goes to an undeveloped island somewhere in the Kingdom-small, but filled with lush vegetation and life. More remarkably and unknown to anyone but you is that somewhere on this island is a fruiting plant that carries these special land-blessed fruits. By consuming these fruits regularly you will be made stronger, hardier, your lifespan extended, and over many decades grow to twice your natural size. Or you could harness these fruits for strange druidic rituals; they are lush with the powers of the Earth and could be harnessed to achieve truly incredible things with the correct rites and rituals. Perhaps you might use them to banish demons? The powers of the Earth are anathemic to demons, and enough of these fruits consumed at once would slay even a powerful Demon.

-The bounty of this land is grand, but it is not infinite; you can harvest approximately a hundred or so fruits per year. You need eat only a single fruit a year to gain the full benefits of its blessing over time, and can thus use the excess to feed to others you choose or utilize them for other purposes. The land itself is also quite bountiful in resources…but also in dangers; it will be up to you to develop the land. Take care not to harm the health of the earth; excessive farming or extraction of the land's natural resources will weaken the land and cause its bounty to grow thinner; if you somehow convert the entire island into a dead desert there will still be some fruit, but perhaps only five or so a year. This island will follow you in future worlds, and in time will hold incredible natural bounties from future worlds as well.

Diabolical Dumbass

Fit For Royalty -100 CP
-Now if you want to go about conquering the world, it's only fitting that you dress your best isn't it? This is a collection of beautiful robes, jewelry, and other fashionable clothes in your preferred style, made to bring you to the absolute peak of your aesthetic. But it also comes with a special *very useful* secret: the centerpiece of the jewelry is a gem which can store extra metaphysical energies. You'd need to fill it yourself and physically swallow it down to recover it, but it can be damn useful in an emergency…that said, it's just a pretty rock if you don't have any magic or the like to fill it. Surprisingly edible for being a literal gemstone, so no need to worry about that.

Ancient Alchemical Secrets -200 CP
-Humanity has been finding better and better ways to prepare food practically since the moment they discovered fire, perhaps even earlier. What you have here is a collection of truly unique recipes-universally for desserts and confectionaries…that all happen to have rather unique properties. Recipes for creating alchemically enhanced desserts that have truly absurd caloric content and appetite stimulants baked in, The Greatest Candy Ever that is simply made with such superlative skill that even the slightest taste could render a person comatose in pleasure for a full day, a special way of baking chocolate together with the essence of the earth to increase a woman's fertility and milk production, and much more. Also includes rare but incredibly tasty normal dessert recipes, like how to make mochi. Also, funnily enough, includes recipes for mixing hashish and other drugs into desserts.

Crime Really Does Pay -400 CP
-Money makes the world go round, baby-and goddamn do you got a whole lot of money. You're filthy fucking rich, one of the richest people in the entire Kingdom short of the actual royalty. Hell-if you wanted, you could probably just outright buy an island or two, maybe some random land somewhere, and declare yourself a baron. Not only that-but you've got some passive form of income. Maybe you've got trade agreements between the Kingdom, Lantrum, and Ahz Rabot going. Maybe you've got a chain of absurdly good restaurants around the world. Maybe you've just got loads of workers mining minerals somewhere. Whatever the case-you're not just rich, but outright getting richer all the time. This source of wealth will adjust itself to fit in wherever you go in the future, ensuring you're always in the top 0.1%. You've got the money-now it's time to figure out what to do with all this.

Siren's Lantern -600 CP
-In the hidden and dark parts of the world, there are still mysteries and magic forgotten to mankind. Under the mountains there lie minotaurs, amongst the peaks hunt yetis, and far in the forests of Kellerwald is an ancient spirit who hungers for souls. She commands the forests, causing them to grow unnaturally and overtake most civilization, singing and hypnotizing unwary travelers. With a strange flickering lantern in one hand she steals away their soul and embeds their body in a tree, to slowly devour them over years and decades. As terrifying a spirit this siren may be, in truth it is the lantern that both grants her power and allows her to feed. A lantern that, by theft or by providence, you have come to possess for yourself.

-The Siren's Lantern is a strange mystical artifact, with no records of how it was made remaining-but its power is quite real. With a simple wave it can snatch the soul of a person right out of their body, carrying said soul inside of it as a flickering flame. With another wave the soul can be deposited in a new host-whether a tree, an object, even a whole different body. It can also be used to devour souls-channeling the power of its stolen souls directly into the user to make them stronger, faster, *better* in every way. This is a slow process, often requiring decades to "digest" even a single soul, but in time can grant truly incredible mystical might that allows for supernatural command over the likes of an entire forest.

-But the Lantern holds more secrets than this. It is a potent mystical amplifier; through its usage nearly any spell you wish to cast is magnified many times over. A simple fireball could become a scorching conflagration, and a spell of confusion could render an entire island braindead. There is one caveat: to empower one's magic like this requires fuel, and the lantern's fuel is of but a single source: souls. The more souls and the more potent those souls, the more powerful the amplification of the lantern-and with each spell cast, the souls are "burnt" to fuel those spells. Of course, that's not much of a problem is it? Humans may like to believe their souls are indescribably precious, but the truth is that souls are incredibly common. Everyone's got one after all. Take heed-the power of this artifact is immense, and in the right hands it can decide the fates of entire nations.

Companions

You may have the skills and the tools, but it would be rather lonely to go it alone wouldn't it? For **50 CP** you may import or freely create a companion with up to **800 CP and an origin of their own**. If you wish, you may **pay 200 CP to import or create up to 8 companions at once**.

But perhaps you would like to bring someone native to this world with you on your adventures? **If you can convince them to join you, you may companion any mortal here for free**; this very specifically does not include the Fae, ancient monsters, djinn, or demons. **Immortals may be companioned for 200 CP per immortal**, though it will still be up to you to convince them to join you.

But perhaps you want more. Perhaps you want true power-a being so grand, so terrible, that they could shape the face of history in this world forever with their mere presence. There are only a handful of such beings to be found here, but with the right rituals they can be called upon.

Demon of Sin -400/200 CP
-Through ancient rite and ritual you have called down something far beyond mortal ken-a Greater Demon, a demon of grand and terrible power who is intimately bound to something truly fundamental to humanity. Hunger, Libido, Fear, Agony, Ecstasy-this Demon holds command over something primal and all encompassing to the human experience. And because of this, they hold *power*. Power enough to wipe away armies with a lazy wave of their hand, shrug off all mortal blades and poisons, laugh in the face of resistance. Only the greatest of Druids and Fae in the heart of their own power could hope to stop such a being…but luckily, this one likes you. You may freely choose their appearance and personality, but know that they view you more as a servant and advisor rather than an ally.

-But maybe you don't want to just let them have their way? By taking this companion at a discount you do not grant them a body-instead summoning them directly into your own body. They are but a voice in your head, angry at being imprisoned, and they WILL vie for control. It is up to you to befriend them, learn to wield their powers, and manage their desires-or they may end up taking you over entirely. It would be possible to later transfer them to their own body, but they will still hold an intimate connection to you afterwards-whether they like it or not. This is a risk for you, but the rewards could very well be worth it. A mortal with the powers of a demon is no easy thing to match, after all.

Drawbacks

You should largely be prepared for your journeys at this point…but perhaps you would like some more regardless? If so, you may take on some burdens for the sake of further resources and power-but be aware, you're gonna be dealing with this Bullshit for a full decade. It's probably best to take only what you really need.

The Vore Code +0 CP
-Alright, cards on the table: I don't like vore. But others do, and there's plenty of optional vore content in this setting. If you wish, you may make it so vore is more or less common and frequent-as if someone turned on or off the Vore Code in-game. There will be no long-term issues with this, and there may even be some funny shenanigans that come about due to this-like Emmie learning a cloning spell, only to have to "reabsorb" the clones by literally eating them. Again-up to you if that happens or not, and within a week any actual people who are eaten by vore shenanigans will mysteriously turn up just fine again.

Was It Really Worth It? +1 CP
-At some point in your adventures in this land, something *very annoying* is going to catch your attention. Maybe you'll find that you have exactly one spare coin that you can never quite spend. Maybe you'll find that one particular window is not symmetrically aligned with the other in a certain building. Maybe it's just the fact that you hate burps, and a bunch of people around you keep burping. It's not exactly going to inconvenience you or actually harm you in any way, but it will be supremely annoying and you will NEVER get it out of your mind. Was it really worth the point?

BUT WHAT IF I NEED IT LATER?! +100 CP
-So, it needs to be said. When you're on an adventure, you're obviously going to accumulate a lot of random things. Consumables, equipment, random keys or other trinkets that happen to be important. It's natural that adventurers tend to accumulate loads of junk. But there's a difference between gathering resources and *hoarding random shit*. As in, literally digging through someone's garbage and placing it in your pocket/inventory on the logic of "but what if I need it later?!" Unfortunately, you didn't seem to get the memo. If it's in a chest, box, or other such container, you want it-even if it's literal random trash. Luckily you're only compelled to hoard from chests or chest-adjacent containers. This doesn't stop you from actually using things when you need to-you just become obsessive about collecting things from chests. And you are absolutely going to find something utterly useless at some point, and will just hold onto it. Forever.

Glory Of Gluttony +100/200 CP
-Are you perhaps an acolyte of Esse Ter Vigilia? Your sheer dedication to gluttony certainly implies it. This manifests in one of two ways, depending on your gender: if you're a man, you have a near addiction to feeding cute girls and fattening them up by any means available. If you're a woman, you've got a near-insatiable hunger that has nothing to do with actual hunger, a desire to stuff yourself to absurdity that only ever grows the more you indulge it. Either way, you're never actually forced to indulge these urges-but they'll always press on your mind, a near-constant weight. By default men are feeders and women are feedees, but you can swap the effect if you like or take both for **200 CP**; Vigilia may canonically prefer stuffing cute girls, but you're free to indulge your gluttony.

I AM A SMALL +100 CP
-In a world of many dangers and temptations, it's rather difficult to keep a slim waistline. It's understandable that sometimes one's weight may…fluctuate a bit. But just because you've given into temptation in the past doesn't mean you're not in great shape now! To be super clear-you're absolutely in denial about your weight. You desperately believe you're a Size Small, when you're very much not. You will get VERY angry and aggressive if anyone points this out to you, and only when it becomes utterly undeniable will you even realize there's an issue. If you wish, you could make this about some other fact of your appearance-like how cool your cloak or scarf is, or your hair.

Overworked And Underpaid +100 CP
-If there's absolutely one thing everyone hates, it's doing a whole lot of shit for absolutely no reward. Guess what you're going to be doing? Well-it's not for no reward. But you're going to have to put in twice the effort of anyone else for half the reward-four times the effort just to get something vaguely approaching a fair reward. Be prepared for everyone to toss a whole bunch of random bullshit onto your shoulders, expect you to deal with it, and get paid a pittance for the effort. Such is the life of a protagonist, I guess.

Random Encounters! +200 CP
-It's nice to be able to go for a walk without random bats, bears, bandits, or other bullshit popping out of the woodworks and trying to fuck your shit up, isn't it? Don't expect to be able to do so in this world unless you're walking around somewhere safe, like a city-and even then, stay out of the sewers, back alleys, and shady parts of town. It's like there's an infinitely respawning number of random enemies that are just *itching* to come out and fuck you up if you wander more than ten meters in any direction outside of a safe zone. Might be rewarding for the combat experience and money such encounters provide, but *goddamn* will it become annoying after a while.

Shouldn't Have Eaten That +200 CP
-Be careful what you eat-because you're going to frequently find yourself dealing with absurdly poisonous and dangerous foods here that could even kill you if you're not careful. Neviltoda-a species of parasitic worm that infects foods and horribly tears apart a person's innards, Fizz-Fruit which, upon being eaten, reacts to produce so much gas that nearly anything with sane biology would have their stomach violently explode, just straight up normally absurdly poisonous fruits, and much more. Not even Demons can escape this thanks to the Earth's energies. And that's not mentioning the tasty but still dangerous treats-like alchemically enhanced desserts or The Best Candy Ever…

Suddenly, Aliens +200 CP
-Isn't it nice to go on a simple, normal adventure where the worst things you end up facing are bandits and wild animals, maybe an enemy mercenary or two? Unfortunately for you-such adventures are going to become ironically rare. Because you keep getting involved in all sorts of strange absurd bullshit. From societies of fungus-people, armies of demonic imposter slimes-even outright alien invasions, things are constantly going to take weird and unexpected turns during your adventures. They'll never escalate beyond all reason-but they're always going to end up rather nonsensical. And the solution, much more often than not, will be lots of eating.

Sufficiently Advanced Incompetence +200 CP
-There is an ancient mythological legend of a Titan who carried the world upon his back. You're going to have a LOT of empathy for them very soon with how utterly useless everyone else is. This scales depending on how many allies you have; if you just have two or three allies then they'll actually be useful in combat, but they'll frequently get sidetracked by silly shenanigans that you will inevitably have to near-singlehandedly pull them out of. If you're leading an entire organization or-god forbid-a kingdom? Prepare for the collective IQ of your entire organization to plunge into freezing temperatures (Fahrenheit).

Demons And Magic +300 CP
-There's a surprising amount of "invincible monsters" around. Yetis with innate mystical shielding, Hydras that pass through solid matter, Djinn that can only be harmed by their constituent element…if you're a normal person without magical abilities, it could be pretty terrifying. A terror you're going to get intimately familiar with as-at least once a year-you will face such an invincible monster. There will always be a way to defeat them-but ONLY via playing by the local magical rules. Some mystical fruit in a distant island, or by making a pact with a local demon. Anything else will just piss them off. It might be smart to get a friendly demon to hang around you, but even they'll be stumped every now and again for a time.

Judged By The Fae +300 CP
-The Fae are the ancient guardians of this world, carefully watching over and protecting the health of the land for millennia untold. They have fought back against monsters, demons, and humans alike to ensure the world prospers-and will not hesitate to work against you if you make yourself your enemy. They see your nature as an outsider to this world and judge you harshly for it; they will watch you at all hours of the day, hidden in ponds and trees, measuring the weight of your sins. If you do too much harm to the world they shall work against you, proliferating druidic rituals that can weaken and slay even you or informing your enemies of opportunities to work against you. It is not impossible to gain the trust of the fae regardless-but it will be an incredibly uphill battle and they will always be watching.

Actually Cursed Hunger +300 CP
-Something claws at your innards-an emptiness that cannot be sated with mere food. You need more. Whether it's the souls of humans, their brains, their hearts, perhaps their entire bodies-you subsist on human beings and have an eternal craving that drives you to feed at minimum once a month. By the simple virtue of your hunger you are marked as an enemy of humanity and will be forced to fight for food and a right to survive…but there is hope. There may be a way to cure this cursed hunger from you, but such a journey will be no lesser in scope than the effort required to figure out how to purge Emmie of the Demon of Gluttony-perhaps greater. Emmie needed almost two decades of research, countless ancient monsters, multiple journeys around the world, and countless trials to cure…would it not be simpler to just accept your hunger?

A Poor Host Indeed +300 CP
-Well then-it seems you arrived in this world sans something rather important. Your entire body, that is. You are trapped in someone else's body-much like Esse is. You cannot take over their body for some odd reason-perhaps a blessing upon the host, or a lack of power-but you can influence and persuade them to things-but that can only go as far as your own non-mystical persuasive skills extend. You can willingly grant your abilities and powers to the host in exchange for services or energy, and this might gain you temporary control over her body-but if you really want out, you're gonna need to journey across the world to find pieces of an ancient druidic ritual that will free you from her and rebuild your body. If you wish you may choose any canon mortal character to be your host except Emmie, who is already possessed, but by default you will be hosted by a cute and ditzy girl much like Emmie-with as much hunger, odd occasional insight, and kindheartedness to match. If you wish you may take your host on as a companion afterwards-and as a special note they will have the **Blessings Demonic And Fae** perk to develop whatever powers you used while inside of them.

Ending

And so your time in this strange and fantastic world comes to a close. Hopefully you find yourself a bit fuller-in spirit and perhaps in body-after your experiences here. But now it is time to make a choice you have made many times before.

Return: It's time to go home, taking the spoils of your adventures and retiring to the place you first came from.

Stay: This world is a nice enough place, and perhaps you have made various bonds here.

Continue: It's off to the next adventure, with all sorts of new Bullshit for you to face and new opportunities to experience!

Notes

The Story Of Some Bullshit
Spoilers For The Story; Do Not Read If You Do Not Wish To Be Spoiled

-The real story of this world begins approximately eighteen years before the beginning of the game proper, when Emilia von *Hechingen* was born to the King of the current empire. Upon her birth it was discovered that she was possessed by the ancient demon of gluttony Esse Ter Vigilia, much to the current king's horror and despair. Desperately seeking solutions, the king discovered that in ancient times past Esse had been defeated by the lost Druids of Lantrum-and thus, hidden by various means, sent Emilia away to be adopted by the Governor of Lantrum in hopes that some power still remained on that island that would be able to suppress the demon. In the meanwhile the king sent out his top scientists and scholars to seek out absolutely any means of purging the demon from Emilia's body.

-For years the scientists worked, secluded in a small island north of Nordenhaven. They studied just about every subject imaginable-the stars, the oceans, the land itself-and found hundreds of ways to NOT purge a demon with only the most scant hints of things that might actually work. After years of research though, they began to develop a solution: mystical fruits, infused with the very energies of the land. These seemed to have a repulsive effect on demons, and it was theorized that this-combined with certain druidic rituals that remained in ancient libraries-might be able to purge Esse Ter Vigilia from Emilia. In order to test such a theory they needed test subjects; they needed to summon forth and bind a demon to a living body. For the sake of safety they decided to summon a notably weak demon, a demon that should have been easily controllable: Laus, the Demon of Pride.

-Unfortunately, the Demon of Pride held an inherent magic that none of the researchers were able to combat: the power to control the minds of others. Summoned into the body of Edgar, Laus proceeded to break free of the researcher's careful preparations and begin amassing an army for the sake of bringing forth a grand war-believing that the pride that such a war would bring about would grant him unimaginable power. He took the name of EL and began to infiltrate the very kingdom that summoned him, subverting merchants, mercenaries, clerks, bandits, and more. It's unclear how long he prepared, but once he was ready he proceeded to invade Lantrum-choosing to begin orchestrating his grand war there.

-In the meanwhile, Emmie grew up a ditzy but remarkably bright and kindhearted young girl. Watched both overtly and covertly throughout her life, she remained incredibly sheltered and innocent yet also rather lonely. Thanks to the ancient magics of the Druids she never felt the pangs of unnatural hunger, though she still had a larger appetite than a young girl perhaps ought to have. She never even got to explore the rest of the island, contained only to the manor that was the heart of the ancient Druids' powers. Despite this…she lived a fairly happy life for most of her childhood.

-On the day that EL invaded with his army, Emmie and Pro escaped to go send one final letter to the King. It was after Emmie left the manor for the first time in her life that she began to feel an unnatural hunger rise up, and a strange female voice whisper in the back of her mind telling her to eat, eat, eat. Indulging in this hunger revealed strange magical powers-such as casting fire and healing Pro. Depending on the choices of the player she indulges more or less in her demonic hunger, but still remains largely in control of herself-just much, MUCH hungrier than before. Before long she proceeds to name the strange voice in the back of her mind ETV: Evil Tummy Voice.

-Along the way to the Capital Emmie and Pro would rescue a Goblin Brewery being harassed by EL's forces, fight and defeat ancient mythical monsters, get stuck in Whippsbruck for a week due to a snowstorm and be forced to compete in a skiing competition, and more. During this time Emmie would make a deal with ETV to unleash a magic that weakened a Yeti that neither her nor Pro could harm, in return for eating something very specific once they reached the Capital. They also joined a cruise, got caught by Clara, fought off an invasion of bandits TWICE, proved their innocence to Clara, and captured a particularly slippery bandit named Markus.

-Finally at the Capital, they had to first rescue the king's missing daughter-who had been captured by EL's forces. Going through many shenanigans, sewer gators, living plants, and even more of EL's forces, it would be revealed that Lord Wynnsbittle-a very notable merchant baron-had been subverted by EL. It was also revealed at this point that Emmie was secretly the king's daughter, alongside her twin sister Ellie. The final letter that the governor had sent to the king was just a single sentence: "I now return what I had borrowed", indicating that he wished for Emmie to live safely with the king from now on. But there was still the matter of the demon possessing Emmie…

-Emmie, Pro, and Clara went out to the small island north of Nordenhaven to investigate what solutions the royal scientists may have come up with…but just shortly after meeting Ellie, Emmie was compelled by ETV to eat a specific necklace that had been passed down by the royal family. In truth this necklace was one of Esse Ter Vigilia's ancient Power Gems, containing an immense infusion of power for her to consume and regain her strength in case of emergencies. Upon arriving at the small island ETV finally had enough power to overwhelm Emmie's consciousness and assume control of her body and proceeded to revel in her perceived freedom-dominating Pro and Clara in a fight and forcing them to collect food for her. Luckily Pro and Clara were able to find a single basket of mystically-infused apples that were anathematic to demons, baked them into pies to enhance their power, and force-fed them to ETV-weakening her enough that Emmie was able to retake control.

-While largely a disastrous failure for the most part, the group was able to negotiate with ETV to agree to help her move out of Emmie's body and into a body of her own-securing her magical assistance in further adventures. Nevertheless, this misadventure taught them the cure for Emmie's affliction: magical fruits that were infused with the vitality of the land and thus never spoiled. The only other known sources of such fruits were Lantrum and a distant far off place known as the Rehbun Islands. Thus it was that the group-after some wacky misadventures-ventured off to said islands. Along the way they retook a sea fort that EL had conquered and fought his right hand man: Deuter Agonis.

-After a brief pit stop in Ahz Rabot to repair the ship after combat, they continued onwards-only to be attacked by a legendary Kraken. With ETV's mystical help and Emmie's demon-augmented hunger, the group was able to defeat the Kraken (which Emmie consumed)…though the ship itself was utterly destroyed in the process. The group was shipwrecked and scattered onto the Rehbun Island, finding it a deadly and inhospitable place that Emmie was only able to survive thanks to the constant assistance of ETV. Saving Clara from dehydration and Pro from being burned at the stake by the local amazons, the trio reunited and prepared to continue.

-There they found the people of Lantrum-mind controlled by EL-mining the island for resources. Pro was swift to stop this, and they would later capture Lord Wynnsbittle as well-granting them a great advantage in the war effort. They managed to fight yet another ancient monster-a three headed hydra-and acquire several bags of mystically infused peppers. Throughout this and several other misadventures, against all reason and logic, Emmie and ETV began to truly bond and become friends.

-Back in the capital, they prepared the ritual for purging ETV from Emmie…but Emmie noticed that there was no replacement body for ETV to be moved into. There was never any intention of honoring the deal with ETV. At the very last moment, before she would've been slain, ETV forcibly transported herself and Emmie far away from the capital-and Emmie grieved and raged at the betrayal that Pro seemingly committed against her friend ETV, even while ETV knew that this was perfectly reasonable and that Emmie was being a dummy for empathizing with the demonic parasite within her. ETV had teleported herself to the place that was once the capital of her own empire…but something sinister had moved in while she was gone. A soul-consuming siren wandered the woods, and stole an innocent and unsuspecting Emmie's soul…leaving ETV as the only soul in the body, forced to flee as her power had been immensely weakened.

-Two weeks later, Pro and Clara arrive in the village of Bad Borken-a small village in the Kellerwald region-both seeking after any hint of Emmie and looking for whatever EL's forces had planned in this area. There they find Esse in Emmie's body, working as a waitress due to utterly lacking her previous power thanks to the botched exorcism. Tensions are high at first, but the party eventually makes amends and works together towards the goal of reclaiming Emmie's soul-and stopping EL's plans. While adventuring through the Kellerwald region Pro and ETV end up bonding to some degree, settling their past differences and truly coming to trust one another. It is also discovered that Bad Borken is the heart of ETV's cult, and every single citizen within it is a part of her faith…and they proceed to mistake Clara for ETV reborn. This mistake is not corrected until after the Siren is defeated and Emmie regains her body.

-While adventuring in Kellerwald, it's discovered that EL's forces have been feeding the citizens of Bad Borken to the Siren in exchange for a strange magical lamp that the Siren possesses. After stealing a demonically empowered stone that renders its holders immune to the Siren's songs, the group proceeds to defeat the Siren-and ETV consumes both the Siren and the demonically empowered stone. When EL's forces proceed to try and ambush the party afterwards, ETV reveals just how powerful a demon truly can be by utterly annihilating a small army all on her own while taking absolutely no damage. Despite this, she still willingly gives up Emmie's body and becomes a voice in her head once again once it's time to transfer her soul back-accepting that she will simply have to regain her own body some other way, as Deuter Agonis had managed to steal the soul lantern when nobody was looking. They also recover the preserved body of Priscilla-ETV's most trusted advisor and confidant in ages past, and whose soulless body will be ETV's new host once they find a way to get her out of Emmie.

-Returning to the Capital, the ancient druidic exorcism ritual is adjusted to actually transfer ETV into a new body-but it is determined there is exactly one place in the world where this is possible: Ahz Rabot, under the jurisdiction of the notoriously obstinate Caliph. Nevertheless the group sets out once again and seeks an audience with the Caliph, which is immediately stonewalled as the Caliph has absolutely no care for the group's plight nor the political pressure of the greater Kingdom. That is, until he witnesses Emmie's gluttony, after which he proceeds to agree to negotiate-but only during a grand feast. It is very swiftly clear that the Caliph is deeply attracted to fat women, and even goes so far as to attempt to poison Emmie with a special alchemical concoction of immense caloric density that also spikes appetite. Emmie's demon-enhanced stomach effortlessly deals with this…though Clara, who took but a single spiked cookie, is forced to deal with the consequences much more harshly.

-Using that political blunder and a bit more blunt persuasion, the Caliph is forced to allow the group to journey across the desert to the mountain of Toubkal-the highest peak in the world and the only place where the exorcism ritual would work to transfer ETV into Priscilla's body. Near the end of their journey they take a brief detour into an ancient ruin and have a misadventure with a djinn, the aftermath of which relieves Clara of both the consequences of her own poor wishmaking and the Caliph's alchemy. Refreshed, the group ventures up the mountain, through the tomb of an ancient undead pharaoh, and to the peak where they finally conduct the ritual to move ETV into Priscilla's body. The ritual goes flawlessly and Emmie is freed…but just afterwards Edgar Laus appears, using his mind-control to stop the party as he whisks ETV away to be used as a demonic battery. The group only barely escapes thanks to Emmie attempting to cast magic to attack EL-only for it to backfire as she has never truly cast magic of her own, as ETV always did it for her.

-The group is rescued by the Fairies who live deep underneath the mountain and nursed back to health over the course of a week. Upon awakening they realize they need magic to defeat Laus, but without ETV none of them have such power…but there is a way for Emmie to regain her demonic magic without ETV. By installing a dummy soul-made possible because Emmie had grown up with ETV as a second soul inside her all her life-Emmie would be able to cast magic as a demon does. This would be done through a magical pregnancy lasting a full week-and while the pregnancy occurs, the fairies would train Emmie in the art of actually wielding magic so she wouldn't be helpless. While suspicious of the fairies, the group agrees to this and Emmie's training and recovery begins.

-Over the course of the week of training and pregnancy that Emmie undergoes, Laus proceeds to torture and drain ETV of power in order to summon up demonic forces to augment his army-as the group has utterly decimated his forces and ruined nearly all his plans. Unfortunately his demonic summoning essentially fails as-instead of summoning a powerful demon like Ira or Invidia-Laus proceeds to summon Hygge, the Demon of Comfy. Frustrated with such an outcome, Laus eventually decides that he'd just mind-control the entirety of Lantrum-women, children, old, and infirm-and force them into his army because clearly that would allow him to win. In the meanwhile Leopold-the King's chief archivist who had been forcibly mind controlled over to Laus's army-is tasked with making some use out of Hygge. He proceeds to develop something of a romantic relationship with her.

-Emmie's week of training completed, she "gives birth" to the dummy soul-which essentially is just a flash of glittering light and the sudden disappearance of her baby bump. At the end of that week it's revealed that the fairies…really did just want to help Emmie and possibly use the goodwill for future lobbying efforts for the sake of preserving the planet. And that Queen Miriam, the Queen of the Fairies, was really just incredibly addicted to watching Cute Girls Doing Cute Things and Emmie/Ellie were the cutest girls in the entire world in her opinion. Reassured of the fairies' benevolence, the group utilizes the Fairy Pond Network to teleport directly from Toubkal straight to Lantrum-first freeing Leopold, then setting out to finally slay EL and rescue ETV, for real this time!

-They're briefly held up as Hygge's Comfy Aura dredges up lots of painful memories that make them seek comfort in familiarity, but eventually push past this and onwards to Laus's extremely gaudy tower. Through various extremely stupid trials that Laus set up quite literally specifically just to piss people off they proceed to climb the tower, where they first face Deuter Agonis then Laus in a true final battle. Here it is revealed that Laus has one final, utterly self-destructive plan to win the war he started for no reason: he'd drain ETV dry of power to boost his own magic, then cast an absolute overload mind-whammy spell to render the entire island of Lantrum braindead. Clearly, he'd win the war this way-and if people had to die for his ego, he didn't care one whit.

-The group fights to kill him before he can unleash his final spell, and nearly succeeds…but as the battle ends Laus's magic goes out of control. The soul lantern consumes Laus, body and soul, and begins forming a vortex that sucks in everyone else…until ETV decides enough is enough. She utilizes her own awesome might to briefly stop time and end the spell…at the cost of her own life.

-Emmie, of course, refuses to accept this-forcibly giving up some of her own life and using it to revive ETV. For a few moments both girls are dead, then both of them revive; Emmie is only a little shaken, but ETV is incredibly weakened and is not recovered even several weeks later. But they're all alive, and the adventure comes to an end. Some weeks later, there is a grand festival celebrating the end of what has been christened the Demon War, where MANY stuffing shenanigans happen. ETV continues to live on Lantrum and occasionally advises the King on various farming and food-related policies, assisting in what is her single best area of expertise while also tutoring Emmie in magic. Emmie studies magic under ETV and seeks to convince her (adoptive) father to allow her to become a full-time adventurer so she can continue to go on crazy and fun adventures in the future. Pro marries the love of his life Heidi and has at least one (but most likely more than one) child with her.

-And Clara…later goes on to have her own adventures. In space. Fighting alien vegetable slavers who happen to use shields that make them taste like candy. It's as wacky as it sounds, but that is a tale for another day. If you are interested in that tale, go look up It Came From Lantrum. At the time of this writing said adventure is yet incomplete, but hopefully one day there will be many tales to be told about that adventure as well.

-Be aware; under no circumstance should you be convinced that I have covered all the events of this game. Not only was there a whole-though brief-alien invasion in the middle of that adventure, there was the Goblin Marketing misadventures, everything to do with Pro and Heidi's relationship, the misadventures with the Mob, and much more. This is merely a high-level overview of the main story beats of the game; if you wish to truly experience everything this game has to offer, you should play it for yourself. If you are a fan of stuffing, weight gain, cute girls, funny situations, and the like-you will very much enjoy Some Bullshit. I heartily recommend it. It even has some vore for those who enjoy such things-though entirely optional and can be easily disabled or enabled in the correct places.

On Magic

-In this world there are three distinct sources of magic, though only two are well understood. The three sources of magic are the Earth, the Demon Realm, and the Realm of Souls. The Realm of Souls is unique amongst the other two and operates on strange conceptual principles, relating to classical elements as human belief understands them-such as water, earth, air, or sea moss. It is from the Realm of Souls that Djinn come forth, and they hold unique powers of their own; they are able to cast illusions, conjure forth matter and energy, grant a form of immortality, and wield the classical elements that they embody, all without the same sort of energy costs that both Demons and Earth-born magic labor under. In return, they are bound by strict rules; their personality and existence defined by their summoner, and must grant at least one wish per person. Little further is known about the Realm of Souls, but the magics of the Djinn are known to be weaker than those of Demons or Druids.

-Demon Realm Magic, or Demonic Magic, is manipulation of the material via metaphysical transformation of energy. Energy is gathered in a wide variety of ways, though the most efficient and easily accessible method known is by conversion of energy directly from matter-i.e. Eating and using the caloric content of food to cast magic. True Demons can simply gather energy by having their aligned experience occur-they gain the most power within a certain range of themselves, but all experiences that align with them inevitably feed them a trickle of power. The more deeply one understands physics and the composition of the world around them, the more efficiently one may manipulate the world around them to achieve amazing effects-though various shortcuts can be taken by utilizing specific catalysts in order to achieve specific effects at far lower direct energy costs. Demonic Magic is, by far, the most directly powerful form of magic-allowing a properly empowered demon to utterly tear ancient monsters and entire armies apart with thoughtless ease, but is directly countered by Druidic Magic.

-The Magics of the Earth-or Druidic Magic-draws power from the energies of the world itself. It is slower and far less efficient in energy conversion than Demonic Magic, but as a sort of compensation it is anathematic to Demonic Magic-allowing for specific rituals, places, and effects to directly counteract Demonic Magic and the presence of Demons entirely. Druidic Magic in the hands of the fae can loosely replicate the effects of Demonic Magic, but is far less energy-efficient and straining; it seems to be much more efficient to be used in the form of rituals and bindings. There are hints that certain Druidic rituals could be used to call forth incredible powers or grant immortality with the sacrifice of infants, but nothing more is known about such rituals. And said rituals are also notably volatile; an idiot stumbling into one ritual killed all the senior ritualists on Lantrum and shattered the rule of the Druids forevermore.

On The Demon Realm

-The Demon Realm is a parallel dimension that exists alongside the material realm, where thoughts and emotions coalesce and become power. Very, very little is truly known about the Demon Realm beyond this, though it is known that inefficiencies and miscast magic causes Demonic Slimes to coalesce out of the unspent energies. These Demonic Slimes compose the “least demons” of the Demonic Realm, and can largely be controlled or consumed for energy by nearly all other Demons.

-There exists a hierarchy amongst Demons largely based on the power of specific Demons. The power of a given Demon is defined by the concept or idea that said Demon is aligned with; as Demons are born from thoughts and experiences of mortals, the more visceral and fundamental a concept is to humanity the more powerful said Demon is. Amongst the Lesser Demons are the Demon of Pride-Laus-and the Demon of Comfy-Hygge; these two demons are lesser demons as their emotions are highly specific and context sensitive, thus they only receive power from humanity sporadically. Amongst the Greater Demons is Esse Ter Vigilia, the Demon of Gluttony; as hunger is a fundamental and primal emotion critical to the human condition, Esse receives power nearly at all times-but especially when humanity indulges in its gluttony.

-Demons are, fundamentally, reliant on humanity for existence-and thus when summoned to the material world they inevitably seek to induce their aligned experience in as many humans as possible in order to increase their own power. Most demons tend to be fairly short-sighted and will induce their specific emotion or experience as swiftly as they can regardless of the long-term consequences; this is why Laus sought to instigate a war between the two most prosperous kingdoms in the world, as it would forcibly raise pride in one’s nation while fighting against the other side. Esse was unique in taking a longer view approach and instead sought to cultivate humanity’s population, with the simple conclusion of “more people equals more hunger equals more power”. Even still, she proceeded to brutally conquer the world in her time in order to craft an endlessly prosperous nation.

-Nothing about the topography, composition, or even fundamental structure of the Demon Realm is truly known. In future worlds you may freely choose whether or not the Demon Realm and its inhabitants remain accessible to summoning rituals, but it would be entirely up to you as the writer to define what it’s like and its deeper nature should you wish to visit and explore it. Esse, at least, fucking hated it and did everything in her power to escape and stay out of the Demon Realm.

Additional Random Notes From The Author

-Ancient Alchemical Secrets will also include the special Serendipity Chocolate recipe that has a strange tendency to spontaneously combust if gathered together in large quantities. It's apparently their most delicious recipe, but hard to make much of because of that strange property.

-Being a Demon DOES NOT automatically guarantee that you have magic-it just gives you demonic powers and the like. It was specifically noted by Hygge that only the "really strong" Demons had actual magic (such as Esse).

-Esse Ter Vigilia deserved better than to get killed by the Druids of Lantrum, and Priscilla deserved better than waiting eternally for her empress that would never return home and getting her soul consumed by a siren.

-The vast majority of the world has absolutely no real stuffing/weight gain elements, despite how it might seem from this document. The main party is caught up in all sorts of stuffing and weight gain shenanigans because of Esse and their own tomfoolery, making it seem more common than it actually is. Also I have a very, very powerful weight gain fetish, hence why that's more represented in this doc than just stuffing.

-If you manage to kill EL before he brainwashes and kidnaps Leopold to summon forth a demon, logically Leo would never actually summon Hygge. That said, they're extremely cute together-so if you wish it, then "destiny" ensures that (maybe as part of demonology research) Leo will still eventually summon and get together with Hygge. Up to you.

-The alien vegetable people who invade that one time are called Gemus, and they're part of an intergalactic slavery-based empire. Eventually they'll get stopped by Clara, who gets abducted into a resistance cell and used as a biological superweapon against them. Also, alcohol is one of the most powerful and deadly substances in the galaxy according to them.

-Clara is best girl, fucking fight me.

Changelog

- V. 1.0
    - One final spellcheck to fix some minor errors
    - Jump completed!
    - Adjusted “A Poor Host Indeed” to allow you to be hosted by any canon mortal character rather than just a cute ditzy OC
- V. 0.6
    - Fluffed General and Actual RPG Protagonist items
    - Fluffed Demon-Touched Glutton items
    - Changed “Land-Blessed Fruits” to “The Land Gives Its Blessings”
    - Fluffed Chivalrous Companion items
    - Fluffed Diabolical Dumbass items
    - Fluffed Companion Section
    - Added Additional Random Notes
    - Fluffed Drawbacks
    - Fluffed the Ending
- V. 0.5
    - Added the “On Magic” note
    - Added the “On The Demon Realm” note
    - Fluffed the intro
    - Added the story note
    - Fluffed locations
    - Changed Not So Cursed Hunger to Glory of Gluttony
    - Fluffed origins
    - Swapped Fit For Royalty and Ancient Alchemical Secrets
    - Adjusted “Stab” to “Stab A Motherfucker”
    - Added Hidden Power Rising
    - Fluffed general perks
    - Fluffed Actual RPG Protagonist perks
    - Fluffed Demon-Touched Glutton perks
    - Fluffed Chivalrous Companion perks
    - Changed Evil Comes In Degrees to Villains And Supervillains
    - Fluffed Diabolical Dumbass perks; all perks fluffed!