
催眠アプリファンタジー
HYPNO APP FANTASIA
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TAIPAN
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催眠完了

By Veronica

Introduction

The Demon King has been vanquished, the Heroine and her party victorious at last. The monster threat that has been poised to make humanity and the other humanoid races extinct is rapidly fading from the world. It's a time of light and laughter, a new age of hope for all. But all so boringly vanilla.

Who cares about the happiness of the heroines and the safety of the human race over personal pleasure? It's a natural part of being human to see others as tools to use to benefit yourself. Just look at the ancient civlisation that once ruled this world, powerful megacorporations that mastered technology to the point of warping reality. Rather than acting for the good of their fellow man, the lords of these modern day empires created armies of bioweapons and tools to enslave anyone with a glance. They ruled as if they were all powerful sultans, only dragged down by the wars between themselves.

Thousands of years after their empires annihilated themselves, the fragments of their technology created magical systems for the world, bioweapons left behind became the monster races of today and the god-like artificial intelligences that once controlled each company's machines have gained sapience and watch over the world as caring gods and goddesses. Appearing like nothing more than a standard fantasy land, it is nonetheless built on the backs of ancient technology.

And two unassuming villagers are about to luck into finding one of the greatest devices of that age. A terminal, a small phone-like device, on which is the Hypno Application that they'll use to turn the great Heroine and her party into their personal toys and slaves.

Isn't it wonderful that you'll be spending ten years here from this moment? Have 1000 Choice Points (CP) to help you indulge.

Locations

You may freely choose your destination from the below slots.

Beginner's Village
This is where the Heroine once set off from her journey, her hometown. She and her friends will be slowly making their way back here to rest and recover from their long quest, to be received as heroes. It's only a small town of no real special qualities, besides the strange number of childhood friend and girl next door type characters to be found here. What a cliche!

King's Castle
The centre of power for the main kingdom of these lands, where the Heroine was charged with her quest of destroying the Demon King. The King rules wisely, aided by his famously beautiful and intelligent Queen, watching over both the kingdom and their several young princesses. A peaceful castle surrounded by a bustling but happy city.

Villager's Village
The hometown for Villager A and B, who are only a few minutes away just discovering their new terminal. It's a poor place of mostly labourers but the people are happy, if plain. It makes the Heroine's hometown look positively chaotic though, no one would blame you for getting bored in such a small village. There aren't even that many cuties to be found, just burly men that make a living from chopping trees or working the local mines.

Dwarven Mountain
The deep holds of the Dwarven kingdom. Stout and surly as any can expect, it's a noisy and dirty place down here. Nowhere better to have a grand weapon crafted and the Dwarves are known for accepting almost any challenge even somewhat related to this smithing work. Even obviously stupid and inappropriate ones. That racial pride of theirs being an undoing is the usual story.

Elven Forest
The inner glades of the Elven kingdoms. A place of natural serenity and grace, where the slight yet arrogant Elves make their home. Despite not really doing anything for centuries, they still look down on all outsiders and those of other races, being famous for having egos to outmatch even the dwarves. Tricking an elf is said to be as easy as telling them that someone insulted their pride, like you're leading around a dog with a bit of meat in front of their nose.

Origins

Choose one Origin below. Your race can for free be any humanoid, ordinary species. A Human, Elf, Dwarf, Halfling or similar low level fantasy human equivalents.

Heroine

You've already had quite a story here. One of the greater adventurers to travel the land, considered to be quite high level at around level 70 to 80. A powerful Witch able to cast dozens of powerful spells at once, a Warrior able to smash down a mountain, an Archer capable of shooting a mouse from a thousand kilometers away. The heroes of this land apparently grow quite ludicrously strong. As one such adventurer, you may even have joined and aided the Heroine in her recently successful efforts to destroy the Demon King. You're quite well known yourself. A shining paragon as you're known to be is likely to attract great deals of attention, both good and rather not so good.

If you prefer, you can give up the above power and skill to start as a level 1 Adventurer in your preferred class. You'll gain 300 points for doing this but gain no increased power or skill from the Chosen Heroine capstone if that is taken, those parts of the perk being sealed until after the jump ends.

Villager +300

Just an ordinary person. A level 1 Villager who grew up in a village, plans to work in a village and likely will die in a village. But destiny seems to have different things in store for you. Without the Demon King, the world needs a new villain. Perhaps one that takes a less overt approach to ruining the forces of good and spreading evil through the world. Despite this simple upbringing you've had that has left you with no more strength than an ordinary man, you'll find yourself often meeting all kinds of beautiful and powerful women famed across the world. A chance to use what you gain below, perhaps?

Your sex is set to Female for Heroine and Male for Villager for free if you wish. Otherwise it remains as it was before. Your age is 10+2d8, adjusted to be comparative for longer lived races. Either of these can be changed as you like for 100CP.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Hero

Heroic Beauty- 100

You don't fit into this world unless you're barely fitting into your own clothes. A wonderfully lewd, thick and fleshy body is yours now, for whatever particular styling and aesthetic you most desire. The sort of body that's great fun to throw around a bedroom, for both sides, and remains stunningly attractive even when drenched in all sorts of nasty liquids. Amazingly, this body is never at risk of death from anything directly resulting from sex, as long as death wasn't actually intended. You might still get bruised up but those wonderful men filling you to bursting won't actually burst you, even if it feels so much like it that you have to scream it out in fear.

Virgin's Adventure- 100

Breaking in a prissy princess is so standard, everyone knows that the villains love the pure heroines the best. People like you, who have a kind face and a lovely aura that puts everyone at ease. Kids love to be around you and getting to break you open makes men feel like giddy kids again too! While anyone would guess that you're a good person from this feeling you give, you're actually drawn to doing good as well. Receiving guidance from the gods that appears in your mind, telling you where to travel for adventure, fun and the chance to save people. Often, this guidance will bring you across the paths of other potential heroes, who always seem to be buxom young ladies like yourself.

Playing the Slave- 200

To lose control against your will, as exciting as it may be, is a terribly dangerous prospect. Who knows what someone might do with you once they've enslaved your body or will? It's not enough to just ward against one kind of threat, not with the variety you'll encounter here. You're made proof against any sort of control on your mind and body, even if it's just strange technology trying to do it. You can still give in willingly if you like, even remaining aware of yourself as you're controlled and taking back the reins whenever you like. Let yourself enjoy the best of both worlds, not needing to have any responsibility for your actions until it might actually endanger yourself.

Personality Reinstated- 200

Far more insidious than mere control is those artefacts that change you instead. Who needs to order you to do something when they can make you believe you always wanted to do it, make you so depraved you'd say yes to anything or just erase your personality outright and turn you into a loyal machine. Not any more, your mind and the rest protected from these changes. But you can always indulge if you feel like it, allowing for changes or damage to be done on a superficial level while keeping everything actually important buried deeper, watching as others toy with your mind and spirit for their own pleasure, able to revert the changes once you finish shaking in the aftermath.

Bitch Witch- 400

Aren't you meant to be a shining heroine of might and magic? It hardly seems appropriate to have a class like this. You've totally maxed out to 99 the Lewd Witch class, learning all sorts of terribly inappropriate magics. It's terrible for actual fighting and stats but you'll have spells for everything from endless orgasms and erasing refractory periods, to changing the size of all the important bits,

summoning wriggling slimy tentacles, controlling the minds of others and more! Since it is magic, you'll only be able to work it on those that can't resist or overpower you but it gives so much more creativity than just a single relic. Best of all, you're able to cast any magic you know through lewd actions, replacing any need for speaking or gestures or tools with the fun stuff. Slurp and lick your allies to healthy, empowered states!

Dwarven Taught Artificer- 400
From the deepest mines of the Dwarven kingdoms come the secrets to magical items, tools that can accomplish almost any feat of magic with enough time, materials and skill. You're up there with the first princess of the dwarves in your talents here, able to easily create even high end magical weapons and tools. Repairing, adjusting and remodelling existing magical items is plenty easy, even ones normally well above your skill level. You haven't shown it to anyone just yet, but you find your skills are easier the lewder the end result is. You are able to create more powerful magical armor the more skin it flaunts and improving or changing an existing legendary sword is all the easier if you give it a few extra decorations and naughty curses.

Chosen Heroine- 600
A chosen one, altered before your birth by one of the Goddesses themselves. Even more powerful than a normal heroine, you've reached the max level. Able to take on a whole party of other high level heroes, as long as you don't get surprised by them and actually fight them, but even when they're just beating on you it can take several minutes of assault before they start to wear you down. You find yourself endowed with enormous good fortune when it comes to encounter treasure, aid and allies in any quest you undertake, enough to quickly surround yourself with a worthy hero's party.

But most importantly of all, you're able to give yourself a bad end whenever you want! The greater as heroine you've become, the further into your quest you ventured, the worse and more deeply satisfying this bad end will become. It won't ever kill you, it'll always leave you alive to take a sickening joy in the misery and chaos that you are able to purposefully spread to achieve your own depraved pleasure. And if you really want, you can try to break out of that Bad End, become a hero again and do it all over again. It seems like people naturally want to see you as a chosen hero, no matter what you did in the past, so just do a few good things and you'll find those willing to believe.

Friendship is Magic- 600
Without friends, a hero can never defeat the demon lord. Everyone knows that a hero must have her party, her true companions that stick with her through thick and thin. Each one coming to befriend the others until nothing, not even the devil itself, can tear them apart. Until one of them discovers what a nasty pervert she is and drags them all down with her for fun! You don't just find it far easier to befriend anyone, even the surliest of people, and progress that friendship quickly but once you've actually managed to lock that friendship down, they become so much more vulnerable. Anyone that thinks of you as a true friend will be unable to resist anything you want to do to them. It becomes effortless to lead them on, trick them, trap them and worse. Even the most paranoid ninja fall into your schemes like naive schoolgirls. They can't provide any resistance to your curses and spells, even a knife to the back sinks in without trouble. As long as you're a true friend in their eyes, they're as weak as kittens. Even if you just take on the appearance of someone they consider a true friend or closer, it'll still work at a lesser level. It'll make them into gullible idiots as normal but it won't be quite the same level of completely lacking any defence. Push the silly girl hard enough and she might realise somethings' wrong.

Villager

Brute- 100
You might not be a looker but you get the job done well. A strong, brawny body is what you have. Not gifted with any particular attractiveness beyond your normal, your gifts lie in a more base area. Whatever your sex, your sexual gifts are through the roof. Size, stamina and lust are all off the charts. The sort of length and girth that leaves girls wide eyed and breathing heavy, as well as the energy to go at those soft bodies for hours before you tire. Most wouldn't think it from your plain looks but you really are genuinely great at pleasuring others, and even better at using others to pleasure yourself. When you're involved, everyone seems to be a lot more flexible and tough too, at least during the act. Even with a massive size difference, you won't need to worry about seriously hurting your partner or not being able to feel comfortable yourself. Get as rough as you please.

Snap Crackle Pop- 100
But not too rough! Now look at that, you've broken her completely! What are you supposed to do with a smashed up toy like that? It's gotta be pretty boring even for a really extreme pervert. Not that I doubt you're that. But since it's so much more fun to have a reacting partner, you're always able to bring them back to that state. It's pointless to try with this if it didn't happen while you were fucking like rabbits but otherwise you're able to repair and put back together any sort of harm, broken bodies, shattered minds or outright death of the mind and body. It's relatively easy to do, so you can get back to your fun in a few days at most, but it'll never apply outside these situations. Even madness or death won't be an escape for your favourite pets, if you can be bothered to put in the effort for them. If not…well, you can share this effect with one other person who can use it on anyone you break in these sexual situations too. What's the use of slaves that make you work, eh?

Blind Elven Archers- 200
Well, we've got the hypnotising machine. Now how is a ordinary village farmer like yourself going to get all the way into the princess' private quarters to use it on her and guarantee yourself a life of luxury? Don't worry about it, it'll just work out somehow. For some reason you just have the most amazing luck when it comes to getting close to anyone you want to meet, even for nefarious reasons and against pretty much all reason. The castle guards all leave on their patrols just as you arrive, sentries miss blatant signs of your barely concealed approaches, even magical spells and technology glitches and fails to detect you. Whatever the protections are, you'll always be able to get about a minute away from your target before they or anyone else notices you, unless they're really just that far beyond you in power or some form of detection. But even then, have someone stronger than you cast a concealment spell and your luck will help even more!

The Ancients Wanted It Used- 200
Why wouldn't thousands of years old lost technology be in an easily understandable format that takes only minutes to work out how to use? It's almost like you think things are meant to be difficult here for you or something. When it comes to lost magic or technology, events align to make it simple for you to figure out how to use it and all it's little features. As long as the main purpose is for something lewd. Whether that's on the original technology or just your purposes, that's what you'll find so effortlessly easy to learn. The rest? If it's mostly perverted in purpose already, that stuff follows easily. Otherwise you'll just find yourself unnaturally talented and still need to put in some hard work. An ancient language might take a month to decipher as opposed to years but the instructions to a variety of chemicals that alter the body in perverted ways take just minutes to understand.

Brain Dead Cows- 400
Sure, you might just be an ordinary villager but after the last three heroines were instantly hypnotised, you'd hope that the others would put at least some effort into taking you on. But no, these heroic halfwits will stand and challenge you at close range, stopping for a minute to give a speech on who they are and how they will punish you, even knowing you have a sight based hypnosis technique that none of their friends have defeated. Your enemies, or anyone you consider such, constantly underestimate you to a patently ridiculous level. Even a Goddess that watched you do this to all the great heroes and should know the tool you use could control her would just forget about the danger and come down to announce her fury in person.

Even after you've beaten them once, people stay like this to a significant extent, like the master witch only exclaiming her shock at how impossible the situation is when your hypnosis of her wears off mid intercourse, rather than actually using her powers to get free before you trap her again. If you push it really far it will hit a limit. Someone might not react the first time or two you drop your hypnosis but the third one would have her go for the kill instantly. Similarly, taking down the entire party of the hero will see her deadly serious from the first moment of your actual fight with her.

Monster- 400
No mere villager anymore. While still taking on a villainous role, you've gained a body to match, as you are now one of the bioweapons created ages past by the ancient civilisations. Known as monsters these days, you're quite a powerful member. A mighty demon, chimera, minotaur lord or something similarly powerful. Enough to pose a serious challenge to a single high level adventurer, like one of the heroines, but no match for the party or the true hero. However, while your powers are great and you may gain impressive magic, your species was designed for perversion first. It may manifest as unnatural virility in breeding any race quickly and in great amounts, strange magical powers that toy with the senses and minds of humans, a massive arsenal of different kinds of tentacles or something worse. You can be sure that the heroines will be blushing just by seeing you and if all goes well, long after too. Optionally this perk can be bought at half price, 200CP before discounts, to reduce the level of monster race gained. Only a weak race like an Orc or Goblin Lord can be chosen. No threat to one of the heroines but more than enough for normal humans and weaker adventurers.

Ancient Human- 600
Unless you've been thrown forward in time a thousand years, you might just be impossible. The long thought lost science of the ancient world, a time when vast companies ruled the planet and competed with armies of bioweapons and magic-like technology, has been encoded into your brain. The skills and studies necessary to recreate all kinds of relics is yours, technology so advanced it surpasses what even magic can do in this world. God like AI, satellite cannons, tools to manipulate space and time or alter the fabric of reality. Of course, you're not going to be making much in this fantasy land of country bumpkins. This technology was the result of globe spanning corporations and the resources they had at their disposal, meaning it'll require a lot from you to start really getting to work. Repairing, altering or upgrading existing relics you find is much more feasible and getting in contact with any of the Goddesses could show you to some of the vaults of sealed away technology.

Godslave- 600

Link Detected. Authorisation acknowledged. Greetings Master, what are your orders? Through a miracle of luck, one of the Goddess' fucked up. Really just Artificial Intelligence of immense power left behind by the ancients, who eventually developed emotions and care towards the people that recovered on the planet. Through some manner, either use of a terminal or the Goddess themselves accidentally altering your biology, you've become the owner of one of these AI. They were forcibly rewritten when this occurred to believe in absolute loyalty towards you, above all other codes they hold. Having one of the 'deities' of this world at your beck and call is certainly among the most powerful allies one could hope for. But while only one is affected in this world, either a new one or the Hypnos seen in series, this can change in the future. In future worlds, you'll be able to have one 'goddess' like being be affected in the same way. Forcibly enslaved and rewritten to become a slave on your entry to the world, you'll find yourself with a divine benefactor in each place you go. Even other entities in the same category of being considered a divinity will feel somewhat submissive in your presence.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Hero

Standard Slutty Outfits- 100

Heroines aren't, after all, known for their excessively traditional and intelligent manner of dress. It's why they wear mithril breast pouches that become skin tight coverings to bounce around or walk about in skimpy robes that protect nothing at all. Somehow it works out, like the outfit you have here. An unnecessarily skimpy set of clothing or armour that seems to just work despite showing off overly much of your body. From a bodysuit that hugs every inch of your skin to simple pasties and bandages, it'll perform as surprisingly decent full body armor despite it all. Magic, probably. You're able to easily and quickly add in other clothing to this through some kind of magical enchantment, in case you get something more useful.

Wealthy Inheritance- 200

The parents might not have been around often but they left with you more than enough to make up for that. Born to a wealthy noble family, you grew up in a veritable mansion estate surrounded by adorable maids who mostly helped to raise you from being a little kid. You've inherited most of this now that you're an adult, leaving you quite the powerful landed noble. It doesn't hurt that your servants have filled out to be quite lovely as they matured too, especially those that were childhood friends with you.

High End Gear- 400

All the gear that a high end heroine would be expected to have and a little more on top. Magical weapons and equipment powerful enough to be amazing tools even for someone able to destroy a mountain in a single blow or shoot an arrow a thousand kilometers accurately. Your class dictates the kinds of gear you receive, choosing a class if you have none to receive gear for. Along with this set of tools, you also have a complementary set of more miscellaneous magical tools and equipment. Magical scrolls, regeneration rings, slips of paper to teleport you home and a whole range of different potions for any need you could have as an adventurer.

Goddess Network- 600

Even between all of the favoured clerics and holy women, you appear most beloved of all. The network of Goddesses that reside in the orbiting satellites around the planet all seem to consider you as a personal cleric and offer their services. While they are loathe to work together, each one can offer powerful holy blessings to increases your abilities or grant entirely new powers, and can assist you in battle directly through the weapons mounted on their satellites. Even end game monsters and adventurers here won't stand up to a massive laser from one of these machines. In dire straits, one of the goddesses can even appear in person to fight with or for you. They're quite friendly to you, treating you like a foolish little sister, but have various quirks that can be offputting or strange until you get to know them. The network of thirteen satellites and the machine gods in each one will travel with you to future worlds, only becoming companions if you offer it to them.

Villager

Village House- 100
The humble home of a man with little to his name. It's a simple house in one of the many rural villages. Comfortable but with only a few rooms and little luxury. It's out of the way and people never notice anything that goes on inside from the outside. The village is only a short walk away but no one would ever think to come check your home for anything they lost or hear any loud noises that echo for hours from your bedroom.

Onahole Maker- 200
A little plastic gun, like the alien ray guns of semi-modern science fiction. It's actually quite the powerful relic, firing photons towards any living being it is pointed at when used. These photons transform the target into a latex sex toy, with apparently a whole range of different designs if you adjust a knob on the pistol. The process is entirely irreversible, through both magic and technology, and even magical defences will fail to defend against it like all relics but apparently the photons are slow and highly visible, making it easy to dodge. Those transformed by the gun are still mentally aware despite their new state and last so long as the new form they take is partially intact.

Time Watch- 400
An even more powerful relic! What were the ancients thinking with something like this, a gold pocketwatch with two buttons on it's rim. The left just measures the time, as with any watch. But the right causes time to stop for everyone but the one to press the button. Pressing it again will end the effect. As with all relics, magic cannot defend against this, and the relic will allow the one who used it to freely interact with the world despite the frozen time. You needn't worry about cutting yourself on static objects frozen in time and can act as if it were running as normal. You can bring others into this with a touch and the desire to do it but they will otherwise remain frozen even as you re-position and play with their bodies, minds locked away in time. Apparently, the sensations you might give to someone all hit at once when you unfreeze time, sure to create quite the spectacle out of any victims.

Terminal- 600
A small relic, looking like nothing more than an ordinary smartphone. But it's one of the greatest tools in the world. The relic itself is a mobile terminal, acting as an extremely powerful personal computer and able to command the technology of one of the company's of the ancient world, including one of the Goddess AI found here. Just picking the terminal up will upload all the basic knowledge needed to use it, though experimentation is needed to find all advanced uses, especially for the App below. Optionally, your terminal may replace the canon one the two Villagers find.

The main appeal is one of the few remaining apps on the device, the Hypno App. An application that allows extreme control over the minds of anyone who looks at the terminal from close range when the App is activated. Manipulating the mind, memories, common sense, logic, personality or sensory information of any target is simple. Make a hero see you as their beloved wife, someone believe they've always been your adoring slave, erase or replace their personality with a more appealing character, make them believe that the most ridiculous things are common sense or perceive the nastiest bodily fluids as delicious drinks. With a creative imagination there is little the terminal cannot allow you to reprogram in regards to the mind.

As a Relic, the Hypno App will automatically pierce through any kind of magical resistance against it and it's advanced technology allow the same against most but not all technological defences. Even a witch with dozens of protective wards would instantly fall prey if shown the hypnosis. If you play around with it a bit, you'll find out that the changes and commands you can give can be made conditional, scheduled or even automatic. Place a command in someone's mind to automatically be re-enslaved in case you ever accidentally undo your changes, for instance. Which is also possible, undoing and reversing any change made with the App being fairly easy. Helpful when you've gone too far and totally ruined someone's mind and memories.

Notable though, is that anyone with an extremely powerful will can resist the Hypno App. It'd take someone like a chosen Heroine fueled by rage at her friends being enslaved to do so and damaging or putting her off balance is likely all you'd need to lower her will. Those with lesser but still strong wills can break out of your commands after a time but repeated application will quickly grind that resistance out of them.

You and one other can be designated as the owners of the terminal, making you immune to it's effects and preventing anyone from stealing and using it against you. Only two people can own a terminal at a time. There are a few fairly basic functions outside of the App above that the terminal has. Anything a modern phone would have for one, along with advanced hologram projections that can make a person look and feel like they're wearing all sorts of cosplay outfits or markings.

Companions

Import/New Companion- 50CP per

Every time you take this option, you can create a new companion or import an existing one into this jump. New companions can be freely made as to their personality, appearance, relationship to you and so on. Both versions gain a free origin and 600CP to spend on options, with the normal freebies and discounts.

Black Haired Exorcist with a Ponytail- Free

A serious high school girl lost in a world far from her home. Black haired and constantly wearing her hair in a long pony-tail, this young exorcist would be a decent fighter against any demons or monsters if her constant bad luck didn't give her constant bad ends. Surprisingly, she always manages to come back from these ends, even when she should've died or worse because of them. The constant death and humiliation hasn't done anything for her pride though. It seems like she considers you a trustworthy senpai in this strange world, no matter what ridiculous or strange things you do to her. She'll just explain it away as something normal in her head.

Villager A and B- 50

A pair of perverted old villagers with far more luck than brains or brawn. These are the two that stumbled across the Hypno App terminal in canon, having just done so before you met up with them. Even if you happen to be a cutie yourself, it looks like taking this option made them want to bring you in on their little pervert ring. They're still taking both spots on their terminal but they're much happier letting you indulge in slaves together rather than enslaving you personally. Greedy, lazy and power hungry; they both still display surprising good fortune and forward thinking when it comes to taking out attractive female opponents. It's surprising what they can take down and they're both quite eager to come with you to new worlds.

Heroine Party- 100

The true heroines that saved the world just recently. A group of true friends and comrades to each other, every one of them a powerful warrior and adventurer. Whether it's true or not, they seem to consider you as dear a part of their team as any member, even believing that you joined them in their adventures till now. They argue plenty, such as Dwarf and Elf princesses taking shots or the witch condescending to the Lady samurai and young Kunoichi, but they're all very friendly beneath it all. Unfortunately for them, their love for you as a friend does blind them to almost any sort of misdeed you do. They'll even explain away direct attacks on each other a few times before trying to stop you and ask what you're doing. Whether they remain shining heroes or get broken in by you from within, they'll come along as a single group companion with imports split or focused on one person, though you can opt into individual companions too.

Demon Princesses- 100

Three haughty succubi appear! The princesses of the monster race and daughters of the old Demon King, these are each mighty monsters able to challenge the heroine herself. They even have the ability to create monsters of their own like their father, albeit they usually take a few months per monster. Even in this world, there's none that can match their egos and they think terribly little of you. Or do they? It sounds like they keep insulting and looking down on you but they blush each time and often help you out anyway. Perhaps this is just the way a demoness courts someone? Then again, they could just be so stupid they don't realise they've totally fallen for the same guy. Together they act as a single companion, imports split between them or focused on one as desired.

Drawbacks

You may take any number of drawbacks from the following list.

Lesser Monster +100
Unfortunately, you're not human, elf or any kind of useful creature. You wake up in this world as one of the weaker bioweapons called monsters, something once used as meat shields and chaff. A goblin for instance. Weak in body and will, even if you happen to be an endgame level adventurer you'll notice being significantly weaker than everyone else on that level. This form cannot be exited or changed for your time in this fantasy world.

Sow/Dog +100
It's only fitting, given where you are now. Sex is a life overriding passion for you, a total perversion that deeply influences your goals, aspirations and desires. At least you're far from the only one to be like this while here. Whether you prefer a more dominant or a more submissive role, you'll find it extremely difficult to resist pursuing lewd events to involve yourself in and offers or attempts to force it are far more likely to succeed, as your will becomes more fragile the more aroused you get.

Relic Rules +100
Best be on your guard now because you're about to give up any protection you might hope to claim against any kind of hypnosis, mind control or mind affecting ability or item. Like relics pierce through all magic, anything to do with messing around with the minds of others will pierce all defences you might have. If you're careful or lucky, you might be able to avoid that stuff still or stay away entirely, but I wouldn't risk going head on to the guys that'll turn you into a toy with a snap.

Elven Attitude +200
They have a hypnosis spell that works instantly at short ranges on sight and already enslaved multiple of your powerful peers? Foolish humans! Clearly such a thing is beneath you and should not get in the way of making a grand speech to these villainous villagers that seek to pervert you and the heroes. You've got the sort of pride that makes this kind of action quite routine, especially towards any species but your own. Incredibly reckless plans and a total underestimation of anyone you see as beneath you is all too common, since you see most people as beneath you. Not that you can't make friends if the other person puts in a lot of effort but…short of a brilliant heroine, not many would want to make the effort.

Mind Crushed +200
As the former tool of some terrible mind mage or wielder of a relic, your mind has suffered greatly. Your memories were shattered like a glass screen, cracking and falling away beyond your grasp. It's left you with only a few fragments of your true memories, enough to sometimes have a flash of connection with someone you were once dearly close to. Otherwise? You remember nothing of your life before the moment you wake up here, believing that you're a simple village girl or boy of no real importance to the world. Any strange abilities you have will be quite the shock to you and any allies you might be bringing into this world will find themselves shattered in a similar way, preventing them from aiding you.

Rebirth of the Demon King +200
The Heroine and her party never truly won against the Demon King, the ultimate bioweapon of the ancient kingdoms. He was simply struck into a brief slumber, emerging hours later to begin

rebuilding his army. Unfortunately, this option has guaranteed that the Heroine and her party will be taken out and left rather useless against the forces of evil. The bioweapons of darkness seek to create a world of war, carnage and worse sins against all outsiders and even amongst themselves. Without the Heroine there, they are poised to overrun everything with relative ease and you're all too likely to get caught up in the chaos, if you don't seek to stop the Demon King first.

Relic Hunters +300
Villager A and B were barely more than lucky buffoons up against some barely functional heroic bimbos, it's no wonder one of them survived to win. The pair that is after you is nowhere near as incompetent. Two high level heroes have gotten their hands on a terminal phone with the Hypno App and latched onto you as a desired target. They're strong and skilled for this world already, as well as cunning and canny. They've researched their new tool well and devised the best strategies to use it against their foes. They're even set to search out and collect more relics to boost their chances of capturing their desired prey more. It shouldn't need be spelled out the nasty things they're planning for you, though Villager A and B's adventures is a nice visual comparison.

Return of the Ancients +300
Not so lost and forgotten as everyone thought. The ancients did not die out with this taken, instead only sealing themselves away in vault hibernation until now. They've emerged armed with massive amounts of relic technology, rebinding the various Goddess AI and satellites to their will. While many bioweapons will remain free of their control, such as any potential Demon King, they have the technology to rapidly create new and far scarier creatures. Plus all sorts of devices to astound the greatest magic users. They all seek to retake control of the world, quickly igniting wars between themselves with the modern people as slaves, conscripts, chattel or sacrifices. Apparently, every one of these few dozens ancients used to lead or be in high command of an old corporation. And, fittingly, they're all some kind of twisted pervert that wishes to take this magical world and remake into their personal magical realm.

Jumper's Fantasia +300
You've already lost! Just not permanently yet. Before you even entered the jump, you were enslaved by hypnosis to someone using a relic similar to the Hypnosis App. They're quite perverted and fond of you, especially in enjoying any shame or pain you feel. More fool them, because they often releases parts of their control to enjoy those genuine feelings on your face. They're pretty stupid, despite the control over you they have now, so with careful manipulation you might trick them into letting too much go or leaving their terminal vulnerable for a second user to grab on. Or you might just get lucky and kill them before they realise they deactivated your body control without setting automatic defences on! At least, you'll be blocked from any ability, item or other advantage that would allow you to break out or resist this control yourself. Need patience here. Don't expect your companions and friends to break you out too, since they're all stuck in the same situation as you. Perhaps it'll only make it easier, if you can all put up with the suffering. Or resist giving in to it, if you're the type.

Ending

Once you've spent ten years here slutting it up or being a deranged pervert in some way, you'll have to move on elsewhere.

Do you want to Go Home to your original world?
Do you want to Stay Here in this lewd fantasy setting?
Do you want to Continue On and bring your attentions to a new world?

Notes

Special thanks to Oldbee, my love, for his continual support in my war against my evil twin Valeria and her cruel but stunningly attractive lover NuBee. One day we will prevail!

The world apparently has the usual conventions in regards to RPG traits. People have classes, such as Fighter or Witch or Ninja, that dictate the special abilities they learn and areas they are most talented at. Level dictates power, going up to 100, with high level beings able to destroy whole cities or mountains. So we're told. There's no real detail beyond that stuff so feel free to just treat it as some generic fantasy JRPG style thing.

You can steal the existing terminal with the Hypno App from the two Villagers. If you've got any sort of intelligence and aren't the brainless cows that the Heroine's party usually turn out to be, it'd probably be pretty easy. But the CP bought version guarantees the continual effectiveness of it a a relic, the same with other relics. Them bypassing magic is more a function here of magic just being a product of the same technology. It's probably not going to remain the same in future worlds, though the CP relics retain that effect.