Exorcist Maidens: The Fall to Lustful Hell 0.2

By saiman010



Introduction:

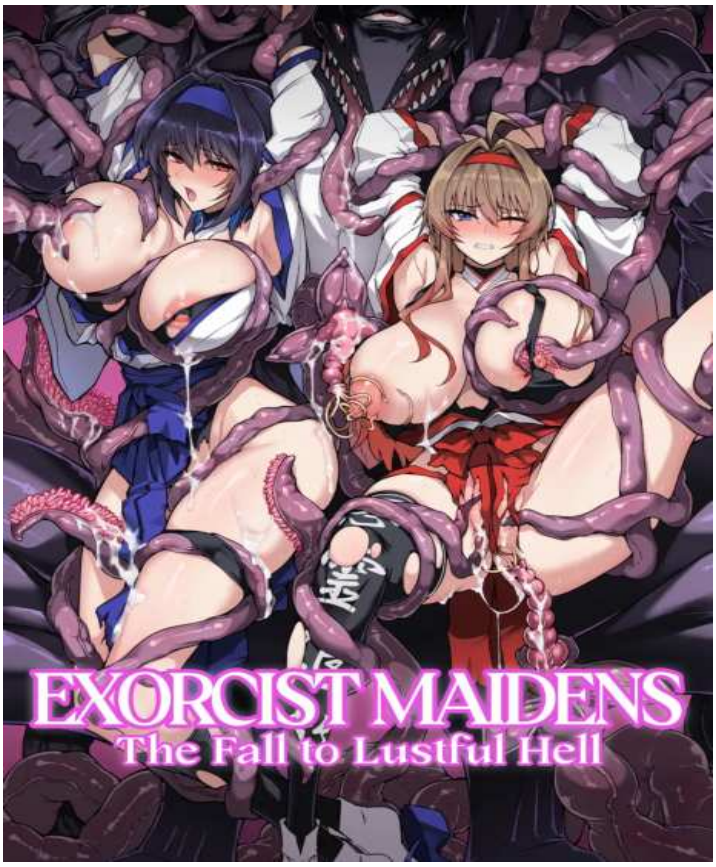
In a world not so different from our own, Japan has been invaded by malevolent creatures known as Fiends.

These evil beings exist to manipulate the negative emotions of humanity and bring corruption to the human world. But humanity has its defenders - the Exorcist Maidens, female warriors born and trained with high spiritual pressure and vitality who possess the power to purify these evil creatures.

For several millennia, both sides have fought and maintained a somewhat stable stalemate. However, in recent years, these Fiends have intensified their attempts, targeting and defiling these Maidens through what they call "the pleasure of the flesh."

Unfortunately, the Maidens are not fully equipped to face this new form of corruption from the Fiends.

You have been granted 1000 CP to start your adventure in this world.



Location

Fortunately, the locations in this world are perfect replicas of those in our own. Therefore, you have the freedom to choose where you would like to start your journey in this parallel world within Japan. Whether it's a bustling city, a quiet countryside, a coastal town, or a mountainous region, the choice is yours. Each location presents unique challenges and opportunities for you to utilize your magical abilities to protect humanity from the monstrous threats.

Origin

Here you will decide what origin you will be in this jumpchain. Your age and gender will be determined by which origin you choose here, and every origin has the option to be a Drop-In if you wish.

Exorcist Maidens

You are one of the many exorcist maidens in Japan that exist to protect humanity from the corruption of the Fiends. The exorcists here are a varied group of warriors: some specialize in close-range combat, some specialize in long-range spells, and some are support types who are good at finding and tracking the Fiends they hunt. Regardless of their specialization, they all have the power to purify the Fiends of the world.

Your age is 18 + 2d6, and your gender is always female.

Fiends[200 CP]

You are one of the greatest threats of the world, existing only to corrupt men, but now you have been mandated to attack and corrupt those pesky Maidens who have been thwarting your kind. With your corrupted semen and special appendages, you can tame these Maidens' strong spiritual power, converting it into nutritious breast milk and making them pregnant over and over again to birth more of your kin.

Your age is 2d100 + 2d20 + d12 years old, and you are always male.

Perks

You receive discounts based on your origin with 100 CP discounted ones being free.

General Perk

Miko Hentai Clothes [Free/100CP]

In this world, skimpy miko clothes are not only fashionable but also practical and fully functional. Regardless of the exposure, your clothes provide complete protection depending on its type. Frontline mikos clothes offer maximum defense against physical damage, while elemental miko clothes provide significant elemental resistance. This perk comes free of charge during your stay in this world.Should you wish to bring this unique miko fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of miko clothes.

Hentai Body [Free Exorcist Maidens only]

Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 9/10 and have the freedom to choose any body shape you prefer. Given the hentai doujin influences of this setting, you are limited to having super model-like bodies with a voluptuous form with large, head-sized breasts. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away. Also your body can also survive any rough sex that this world may throw at you. Also this perk can be given for free to any companion or allies in future worlds.

Hentai Beauty [Free/100CP]

In this world, beauty is an almost universal trait among its inhabitants, particularly the women. Nearly every girl you encounter possesses a striking allure, with their appearance effortlessly reaching a minimum of 7 out of 10 in terms of attractiveness. Their features are perfectly balanced, radiating charm and elegance, while their physiques are sculpted to embody the pinnacle of sensuality and appeal. This extraordinary level of beauty is a natural standard here, requiring no additional cost. However, should you desire to carry this exceptional allure with you into future worlds, it would require an investment of 100 CP to maintain such captivating looks and proportions beyond this realm.

This is a Hentai series after all… [Free/100CP]
You are in a Hentai and you will be stripped naked a lot. That's just how it is, because for some reason, any damage you take will be 100% absorbed by your clothes, eventually breaking them as if to reflect your status in a visually sexy manner. Because of this, as long as you are here being naked or partially naked in public won't bother you as much, and the taboo of being naked has been lifted from society's norms. You will get some perverted (or judging) stares from people but nothing more. If you want to bring this perk to future worlds a payment of 100CP will be needed.

Matriarchy [200 CP]
Due to the unique origins of this world, you now have the option to shape future worlds you journey through into ones where leadership and organizational power are predominantly held by women. With this feature enabled, 90% of leaders and members within major organizations, governments, and groups will be female, reflecting a society where women dominate both the societal and hierarchical structures. You can toggle this feature on or off at the start of each jump, allowing you full control over how gender roles are represented in your ongoing adventures.

Hentai Craftsmen [400 CP]
You are now able to create your own armor based on the hentai logic of this world and weapons with various effects, depending on the materials you have on hand. The rarer the material, the stronger the armor or weapon you create. But that's not all—you also have the ability to upgrade or change its appearance to any armor and weapons you possess to a hentai equivalent here. This upgrading process will require both materials and lots of gold to upgrade a weapon inti a holy sword for example. So, if you have armor or a weapon that holds sentimental value, you also have the ability to upgrade or change the appearance of any armor or weapons you possess to a hentai equivalent here.

Exorcist Maidens

Strong Spiritual Energy [100 CP]

To be a maiden, one of the basic requirements is possessing a strong reserve of spiritual energy, which you now have in excess. Even compared to other maidens, you possess three times the amount of spiritual energy they normally have. This greatly increases your strength and technical power, placing you well above your peers within the maiden organization. Additionally, all of your techniques now carry some form of purification effect. If you are fiend you gain a resistance to purification instead with this and any other perks here.

Well-Trained Body [100 CP]

Hmm~ the bodies of the maidens here sure are fine. None of them have any excess fat, and all of their mass goes to the right places. Because of this, your strength and physical conditioning have been trained to at least the level of an Olympic trained athlete. No matter how much you laze around or how much you eat, you will never gain excess fat or become unfit.

Miko Specialization [200 CP]

Within the exorcist maidens, there exist several combat specializations trained specifically to fight their mortal enemies—the Fiends. Here, you may choose one specialization.You may purchase this option multiple times to gain additional specializations.

Hand-to-Hand

You have trained your hands and legs to be deadly weapons. You can now infuse your limbs with spiritual energy, greatly enhancing your physical power and skill. Your hand-to-hand combat ability is now strong enough to destroy the heads of Fiends with ease.

Weapon

You have trained extensively in using weapons to destroy Fiends. Choose one weapon, either melee or ranged. You are now proficient enough with this weapon to defeat Fiends of your level with ease, and you are especially skilled at maintaining it.

Familiar

You now possess the ability to summon a familiar into battle. At your current level, you may only summon one familiar. You may choose one of the following options:

Your familiar can transform into a single weapon of your choice, increasing your base stats while wielding it and act as conduit for any spells you cast shortening the casting time and increasing its power while lowering the spiritual cost.

Alternatively, your familiar can act as a frontline combatant and a mount, fighting enemies while you support from the backline.

The familiar may be any one mundane creature you can imagine, with its maximum size limited to that of a horse. This familiar is capable of fighting Fiends at your level with ease.

Elemental Specialization
You now fight using ofuda talismans, allowing you to cast elemental spells to attack and destroy Fiends with ease. Choose one element in which you are proficient.

Wood (木) focuses on growth and restraint, manifesting through plants, vines, and regenerative energy. This element excels at binding, restraining, and suppressing Fiends while slowly purifying them over time.

Water (水) embodies flow and purification. It is highly effective at cleansing corruption and spiritual pollution, adapting smoothly between offense and defense. Water techniques are particularly strong against possession-type Fiends, making this element ideal for balanced combatants or support-focused builds.

Fire (火) represents destruction and exorcism. It delivers overwhelming raw damage and explosive purification, burning away corruption with brutal efficiency. Fire is best suited for aggressive frontline combatants; while it lacks subtlety, its raw power is unmatched.

Metal (金) emphasizes precision and sealing. This element manifests through sharp spiritual constructs, barriers, and refined techniques. It excels against armored or highly durable Fiends and is especially effective at sealing and banishing enemies.

Earth (土) is the element of defense and suppression. It specializes in durability, protective barriers, and control over territory. Earth techniques are highly effective against large or physically powerful Fiends and shine in defensive roles, offering slower but extremely reliable and stable power.

Healer
Instead of being a damage dealer, your role is to heal and purify your fellow mikos from injuries and corruption they suffer during battle. While physical wounds can be healed quickly, more powerful corruption through their corrupted semen may take months to fully purify.

Computer Expert [200 CP]
You are now a computer wizard, granting you the ability to hack, track, and target Fiends using computers, networks, and specially designed applications. Through digital surveillance, data analysis, and techno-exorcism tools, you can locate Fiends, monitor their movements, and attack them using software built specifically to counter supernatural threats.

Immunized to Fiends' Corruption [400CP]
It is unfortunate that fiends are very evil and detestable beings that, when given the chance, would begin to grope you, lick your pussy and ass, pump your body with special aphrodisiacs that convert your spiritual power into nutritious breast milk for baby fiends, and also pump your uterus with their corrupted semen. Not to mention they produce thick aphrodisiacs that mask with their demonic energy to make your body very horny and erode your righteous spirit.

But not anymore, as now you have gained immunity to all forms of corruption that is caused by the fiends of this world and in future worlds. Also, any effect that forcefully converts your magic, mana, or any other power source will fail on your body.

Fighting Against Cowards [400 CP]
Fiends are notoriously cowardly beings. They rely on underhanded tactics such as traps and using hostages as living shields in order to force mikos to hesitate. You, however, have developed absolute control and adaptability against these tactics. Your precision, power control, and aim with any technique you use are refined to the point that you can strike only the targets you intend to kill, dealing full damage to enemies while leaving hostages completely unharmed.

Additionally, you are an expert at detecting, avoiding, and dismantling traps, making ambushes and dirty tricks far less effective against you.

Complete Purification [600 CP]
As an Exorcist Maiden, you have trained your spiritual energy to rival that of a minor mountain god. Because of this, your spiritual power now contains a spark of divine authority. As a result, your purification abilities have been amplified to an extraordinary degree. You can now completely purify the corruption of any Fiend or similar demonic entity, no matter how long the corruption has existed, how severe it is, or how extreme the alterations inflicted upon the victim may be.

In addition, you are capable of breaking, dispelling, or overriding any seals, bindings, or cursed items used by Fiends to suppress or restrain the powers of mikos or similar spiritual beings.

If you specialize as a healer, this perk further enhances your restorative abilities. You can now regenerate missing limbs, fully heal those who are on the brink of death, and restore victims to complete physical health, even after catastrophic injuries.

Elite Miko Warrior [600 CP]
You are now part of an elite group comparable to the Kanzaki sisters—warriors known for defeating elite-class Fiends with ease. Due to your elite status, your spiritual energy reserves have increased to five times their previous amount. Your physical capabilities have also been dramatically enhanced; you can now easily lift and throw a truck, and your endurance has improved to the point that even being punched through a wall will leave you with only minimal injuries. This is now your baseline state.

But that's not all. If you possess a specialization, you gain the following additional benefits:

Hand-to-Hand
Rather than merely enhancing your limbs, you can now fully reinforce your entire body with spiritual energy. This grants a four-times multiplier to your physical performance based on your new baseline.

Weapon
You gain the ability to conjure copies of any physical weapon you have mastered using spiritual energy. If you specialize in ranged weapons, you can also conjure the appropriate ammunition entirely from spiritual energy.

Familiar
The restrictions on your familiar's species and size are removed. You may now choose any mystical creature to serve as your familiar, with the maximum size increased to that of a 10-story building.

Elemental Specialization
Regardless of which element you chose, all elemental magic you specialize in is now supercharged. Even your simplest spells are capable of severely harming—or outright destroying—even the strongest Fiends.

Fiends

Body of Corruption[Free for Fiends / 400 CP for Exorcist Maidens]
Your body is no longer made of flesh and bone, but instead is formed entirely from corrupted energy. Because of this, your body is highly resistant to all forms of damage except attacks infused with spiritual energy or holy magic in future worlds. In addition, your body possesses an unnatural regenerative ability that automatically repairs damage over time. You cannot be killed unless your entire body is completely disintegrated.

Your presence constantly exudes an aura of corruption. The air around you and your bodily fluids carry this corruptive influence, as it makes any woman swallow your saliva or cum in their pussy. Go crazy with arousal as they become moaning whores who can only think of getting raped .

For Exorcist Maidens, this perk functions differently. Instead of corruption, your body is composed entirely of pure spiritual energy. You are resistant to all forms of damage except those infused with corruption or demonic magic in future worlds. Rather than corruption, you constantly emanate an aura of purification, with both the air around you and your bodily fluids cleansing corruption and suppressing demonic influences. So instead of corrupting you in their raping sessions the fiend may find themselves purified instead.

Species [Varied]
Here you will decide what species you are as a Fiend, as there are many variants to choose from. As a Fiend, you gain a 200 CP base variant for free, and you may purchase multiple species to create your own unique hybrid variant at a discounted cost regardless of what species you choose. They all have big dicks bigger than any human making any woman who you use it on could never be satisfied with a human cock ever again. And you also gain six retractable tentacles from your back complete with little appendices to tease the sensitive bodies of the miko. You may also freely alter the appearance of your Fiend form as long as the changes are purely cosmetic.

Exorcist Maidens are limited to one species option. Rather than being full-blooded Fiends, they are instead rare half-breeds. While they do not gain the full physical characteristics of Fiends, they instead inherit their abilities.

Goblin [200 CP]
You are one of the smaller Fiend variants, ranking near the bottom of the Fiend hierarchy. However, in exchange, Goblins are among the fastest and most agile Fiends in existence. Your speed, reflexes, and evasive ability far exceed most other Fiends.

Specter [200 CP]
Unlike most Fiends, you possess no true physical body. Instead, you exist as a spiritual entity capable of possessing others with ease, consuming their souls and completely erasing the original host in the process.

For Exorcist Maidens, this instead grants the ability to transfer your consciousness into another body and temporarily control it, without destroying the original soul.

Gazer [200 CP]
You are a floating, monstrous eyeball with four tentacled arms. While you lack physical strength compared to other Fiends, each tentacle can independently fire beams of corrupted magic. You may attack four different targets simultaneously, or focus all attacks on a single enemy.

In future worlds, this species allows you to cast up to four spells at once.

Oni [200 CP]
You are a massive humanoid Fiend, typically depicted with one or more eyes and four powerful arms. Among the options listed here, Oni are the most physically powerful, though they are also the slowest and most clumsy. Despite this, each of your four arms possesses enough strength to easily destroy a car with a single blow. And they have the biggest dicks of all of the Fiends here.

Ryu [600 CP]
Oh dear—looks like you've chosen one of the most dangerous Fiend species in existence. You are a Ryu, a legendary serpent dragon of eastern myth. Your body is the size of a ten-story building, and your power far eclipses that of an Oni.

You can fly and unleash devastating breath attacks of lightning, fire, and wind, as well as exert control over the weather itself. Your physical strength, durability, and magical power place you firmly among the highest-tier Fiends.

Within the Shadows [200 CP]
Fiends are cowards by nature and prefer to ambush their prey from concealment, and now you fully embody that instinct. You can easily mask your demonic energy, rendering yourself invisible to detection by the Mikos you hunt and rape. Your movements make no sound, and you can effortlessly blend into shadows, darkness, and obscured environments, making it extremely difficult for anyone to sense or track you until you choose to strike.

Special Appendages [200CP]
Your tentacles now possess very powerful appendages that function like syringes, allowing you to inject a unique substance directly into your victims. Once this fluid enters a Miko's system, it triggers a profound conversion of all her spiritual energy into breast milk. This process achieves two critical effects: first, it permanently perverts the exorcist's abilities, preventing her from ever regaining her power while simultaneously making her body at least one hundred times more sensitive than before. Second, the resulting milk serves as a nutritious source that not only sustains any Fiend children you have created with her but also induces a powerful psychological effect, forcing the corrupted Maiden to feel genuine love for the offspring she was forced to bear, evident in the adoration visible in her eyes.

Curse Crafter [400CP]
As a Fiend, you possess the ability to craft very powerful cursed items designed specifically to humiliate and train the bodies of the Mikos you have captured. These artifacts serve a singular, malevolent purpose, and include the following examples.

Chains of Submission
A collar and chain that, once placed upon a woman, renders her incapable of denying your orders. She becomes an unwilling follower, compelled to move wherever the chain tugs, her will completely subjugated to yours.

Sensory Blindfolds
These blindfolds cannot be removed by anyone but you. While worn, they don't block sight so much as they overwhelm it, massively enhancing all other touch sensations upon the Miko, making every caress or restraint an unbearable wave of pleasure..

Forced Feeding Pump
A cruel device designed to be strapped to a captive's face, it can be set to force-feed a woman your cum continuously for days on end. Alternatively, it can be attached to her breasts to pump the milk you've induced, a process so intensely stimulating it forces her to moan uncontrollably.

Sealing Nipple Piercings
Once these piercings are embedded in a Miko's nipples, they forever seal her spiritual energy, rendering her completely unable to fight back. Like all your cursed creations, they are permanent fixtures, impossible to remove without your express permission**.**

Slave Trainer [400CP]
As a specialist in corrupting Mikos, you must possess the knowledge to completely break their spirit before you can properly impregnate them. You now not only understand how to please a woman's body but can also effortlessly identify their psychological weaknesses, discovering the precise techniques and positions they begrudgingly enjoy the most. Furthermore, you possess an innate ability to determine exactly how long the training will take and how intense it must be to completely break them.

Once a Miko is fully broken, you can brand her with a special crotch mark that serves as undeniable proof of her complete subjugation. Any girl bearing this mark can be impregnated at your will, and any offspring conceived will have a drastically shortened gestation period of merely one month, allowing your children to be born with terrifying speed.

Miko Ensarer [600CP]
For millennia, those foolish defenders of humanity, the Mikos, have been a persistent thorn in the side of Fiends. Now, you possess the ability to create elaborate meat dungeons infused with your corrupted energy. These dungeons act as a supernatural beacon, attracting Mikos through their spiritual awareness with a false promise that they can cleanse the corruption within. This, however, is a trap designed for them to enter.

Inside these dungeons, the air is thick with a potent aphrodisiac miasma that makes their bodies as sensitive as a whore's. The halls are filled with lesser Fiends who continuously grope and tease the girls, wearing down their resolve and minds with every passing moment. As they venture deeper, the concentration of the aphrodisiac and the tenacity of the small Fiends intensify, breaking them down physically and mentally.

By the time they reach the final chamber, the Mikos will be weakened to the point that they cannot possibly resist the ultimate trap. In this room, tentacles will emerge from the floors, walls, and ceiling to capture and violate the pussies of these once-pure warriors, forcing them to climax on the spot and making them exponentially more susceptible to the corrupted semen you are about to pump inside them.

Grand Fiend [600 CP]
It appears you have reached the same tier of power as Magura, placing you among the absolute highest class of Fiends in existence.

Your corrupted energy reserves increase to a truly monstrous level, vastly surpassing even elite Fiends. Lesser Fiends instinctively recognize your dominance and will obey, flee, or worship you without the need for coercion.

In direct combat, your power allows you to fight entire squads of elite Exorcist Maidens at once and emerge victorious. Your attacks carry overwhelming corruptive force, capable of tearing through barriers, resisting purification, and overpowering most defensive techniques. Only the strongest, most specialized exorcists—or those wielding legendary-grade spiritual weapons—pose a genuine threat to you.

Your body and soul are deeply anchored in corruption, granting you extreme resistance to purification, sealing, and banishment effects. Even when defeated, destroying you permanently requires extraordinary measures; simple exorcism is no longer sufficient. You recover from most injuries with alarming speed, and your defeat is often only temporary unless your enemies take deliberate, prepared action to end you.

Items

Here's where you get to pick out any items you want to bring along with you. Any items that are the same type as something you already have can be imported for free.

Exorcist Maidens

Blessed Ofuda Set [100 CP]

A standard set of purification ofuda blessed by senior shrine priests. These talismans are highly effective against low- to mid-tier Fiends and slightly enhance the potency of any spiritual technique you use while carrying them.

In addition, the ofuda are self-stabilizing and will not lose their blessing over time or through normal use. Even when exposed to hostile environments, lingering corruption, or extended combat, they retain their effectiveness.

Miko Combat Uniform [100 CP]

A reinforced hentai theme shrine maiden outfit woven with spiritual fibers. While light and flexible, it offers protection comparable to modern body armor against mundane attacks and minor Fiend strikes.

The uniform is designed to naturally harmonize with your spiritual energy, reducing fatigue and allowing your techniques to flow more smoothly in combat. It also self-cleanses minor corruption and damage, ensuring it remains functional and presentable even after repeated battles without requiring maintenance.

Portable Barrier Charm [200 CP]

A compact charm that can deploy a temporary spiritual barrier. The barrier can protect a small group from Fiend attacks, corruption, and environmental hazards for a short duration. Once activated, the barrier automatically adjusts its strength based on the intensity of incoming threats, prioritizing protection against corruption and spiritual attacks.

Spirit Sight Mirror [200 CP]
A handheld mirror that reveals hidden Fiends, illusions, spiritual residue, and invisible entities when looked through. Particularly useful for tracking or ambush prevention. The mirror can also reveal faint traces of past supernatural activity, allowing you to follow a Fiend's movements long after it has fled.

Shrine-in-a-Box [400 CP]
A compact deployable shrine containing a minor divine presence. When set up, it greatly boosts recovery, purification speed, and ritual effectiveness for all allied Exorcists nearby.

Once deployed, the shrine establishes a small consecrated area that passively suppresses corruption and stabilizes spiritual flow. While active, Exorcists within its range recover spiritual energy faster, suffer reduced backlash from purification techniques, and can perform complex rituals in a fraction of the normal time.

Spirit Anchor Talisman [400 CP]
A powerful talisman that anchors your soul and body together. It prevents instant-death effects, possession, forced teleportation, and severe spiritual disruption. Even if gravely injured, you remain conscious and functional far longer than normal. The talisman continuously stabilizes your spiritual core, automatically correcting imbalances caused by corruption, dimensional interference, or hostile magic.

Legendary Exorcist Armament [600 CP]
A myth-grade weapon forged or blessed by a major divine entity, taking the form of any weapon you choose. This armament is capable of severely injuring or outright slaying Grand-class Fiends and dramatically enhances all spiritual techniques channeled through it.

The weapon possesses an inherent divine authority that allows it to bypass most forms of purification resistance, regeneration, and defensive abilities commonly relied upon by high-tier Fiends. When wielded, your purification techniques become more decisive and harder to resist, and even failed strikes leave lingering divine effects that weaken enemies over time.

Fiends

Whispering Shard [100 CP]
A jagged piece of obsidian that, when inserted inside a captured Miko, whispers lewd suggestions and humiliating commands directly into her mind. This insidious item works by latching onto the victim's spiritual signature, mimicking her inner voice with terrifying accuracy. At first, the whispers are subtle, fleeting thoughts of submission or flashes of unwanted fantasy that she might dismiss as stress-induced. Over time, however, they become more constant and authoritative, suggesting actions she would never consider and praising her for feelings of shame.

Choker of Dependency [100 CP]
A simple-looking choker that, when placed on a Miko, makes her body crave your touch. If she goes too long without physical contact from you, she begins to experience withdrawal symptoms, including heightened sensitivity and a growing sense of anxiety that can only be soothed by your presence. After just a few hours without your touch, her skin becomes feverishly sensitive, her breath shortens, and a profound emptiness settles in her core, a feeling she will quickly learn to associate with your absence.

Corruptive Ink [200 CP]
A small pot of black ink that can be used to draw runes or symbols directly onto a Miko's skin. Once applied, the ink sinks in and the drawn symbol becomes a permanent part of her, acting as a conduit for your energy. Which you can exert your influence without even being present. You could inscribe a chain of runes down her spine that makes her posture submissively arched, or mark her stomach with a spiral that induces a constant, low-level arousal.

Lens of Depravity [200 CP]
A pair of spectacles that, when forced onto a Miko that can't be removed by anyone but you, alters her perception. She cannot see anything as truly is; instead, she sees the world through a lens of carnal corruption. These lenses do not merely create illusions; they fundamentally rewrite her brain's interpretation of sensory input. Her most trusted friends and allies will appear to her as grotesque, lustful monsters, their words of encouragement twisted into lewd invitations. The sacred halls of her temple will seem to pulse with a life of their own, the pillars and arches reshaped in her mind into suggestive, organic forms.

Womb of the Broodmother [400 CP]
A fleshy, egg-like device that is implanted deep within a Miko's womb. Once inside, it warms her core constantly and subtly alters her reproductive system, making her incredibly fertile and ensuring that any insemination by you will result in impregnation.This warmth is a constant, physical reminder of its presence, a feeling that soon becomes associated with a deep, biological longing to be fulfilled. The hormonal cascade it triggers is relentless, filling her with a maternal instinct that has been twisted towards your offspring and a powerful, gnawing ache to be impregnated.

Ethereal Breeding Pit [400 CP]
Not a physical item but a small, obsidian orb. When activated in a location, it creates a pocket dimension—a small, inescapable room filled with a soft, fleshy floor and walls. You can pull a Miko into this dimension with you, where time flows differently. Here, the environment itself is designed for breeding, with restraints and tentacles emerging from the floor to hold her in any position you desire for as long as you need,The true terror for the Miko is the time dilation; what feels like days of relentless violation in the pit might only be hours in the real world. This allows you to thoroughly and systematically break her body and spirit without any fear of interruption.

Altar of Defilement [600 CP]
A massive, portable altar that can be assembled in any location. When a Miko is chained to it, the altar drains her spiritual energy at a massive rate, converting it into raw, corrupted power that is then funneled directly into you. Her pure energy, the very source of her power as an exorcist, is siphoned away at a violent pace. This overload of sensation and the horrifying feeling of her very soul being violated and consumed shatters her psyche, leaving her mind a blank slate. When the process is complete, she is left as an empty vessel, her power gone and her identity erased, ready to be refilled with whatever purpose you command.

Companions

My Old Team 50

You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Substance Dependence [+100 CP]
You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

Novice [+200 CP]
You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]
You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this vulnerability.

Blood Lust [+200 CP]
A deep, uncontrollable craving for violence has been instilled in you, driving you to seek out bloodshed and conflict. The need to spill blood can overwhelm your senses, making it hard to resist the temptation to engage in violent acts. Whether in battle or in moments of rage, your desire for carnage becomes an intrinsic part of who you are. This lust for blood can cloud your judgment, making it difficult to distinguish between when violence is truly necessary and when it is simply driven by an insatiable hunger.

Set in Stone [+200 CP]
The course of events in this world have becomes fixed, and the narrative cannot be altered or manipulated by you. You have no power to change the outcomes of crucial events, and any attempts to rewrite your fate will be futile. The world's story unfolds as it was destined to, no matter your actions. Worse still, the games or trials within each world will inevitably lead you down the darkest paths, where despair and suffering are unavoidable. Every decision you make seems to push the world closer to its most tragic and hopeless conclusion, and despite your best efforts, the story's descent into ruin will feel almost preordained.

Crazy Love [+300 CP]
Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Three Vices [+300 CP each]
You have an overwhelming tendency to indulge in one of three vices: sex, sleep, or food. Your desire for excess in any of these areas often clouds your judgment and can lead to distractions or even self-destructive behavior. Whether you're driven by an insatiable hunger, a constant need for comfort through sleep, or an irresistible craving for indulgence in physical pleasure, your cravings can derail your focus and discipline.

Sealed Powers [+300 CP]
Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Amnesiac [+300CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes

1. Fiends who buy a miko perks will not gain any of the purification abilities while on this jump while in future world you can choose to have it activate or not at beginning of the jump