World of Lewd Horror

By Fakelyfakefake

A man in a mask lurks in the shadows, slowly creeping up on the rocking car before him. A man places his fangs on a lady's neck while she gasps and moans. A woman runs through a moonlit forest, howls and snarls growing closer, until the beast pounces, knocking her to the ground and ripping her clothes apart. A scantily clad woman is strapped to a table by a mad scientist, struggling to free herself as he positions strange devices around her. A woman leads a young man away from the dance club and down a dark alley, revealing her horns and wings only once they are too far away for anyone to hear him scream. A tentacle reaches out from under a bed, snaking along a sleeping woman's body and wrapping around her as she awakens.

Sex and fear are inextricably linked. Many a horror story is a thinly veiled metaphor for sex, the splatter of blood easily imagined as the splatter of a different fluid. Welcome to a world which has abandoned the metaphor, where the vampire's bite is a kiss and the werewolf pursues a woman's flesh for a very different, though equally primal, reason. Like any horror movie, there are hidden monsters in the shadows, or perhaps ones newly created or arrived, and probably some dumb kids who will disturb them. But unlike a mainstream horror story, the monsters here are mostly after sex.

You get 1000CP.

Backgrounds

Any Background can be taken as a drop-in. You can change your sex for free.

Party Girl- Every good slasher or monster needs a cast full of pretty girls to kill. You're the average person in the horror movie, the one who doesn't really care about all this supernatural nonsense and is just there to have a good time and get laid. You may not be prepared for what's about to happen, but like a popular actress reprising a role in a franchise, you may find that things just work out in your favor so that you can come back to get raped again in the sequel.

Paranormal Investigator- The truth is out there. Maybe you're a wild eyed believer out to expose the truth to the world no matter what THEY want the sheeple to believe. Or you could be a skeptic who wants to prove that there's nothing to fear and it's all just swamp gas and men in masks. Or maybe you're a hoaxer yourself, just in it for the Youtube views. Regardless, it's up to you to travel to dark and foreboding places, trying to track down and get proof of mysterious phenomena. You'll probably wind up filming yourself getting fucked by the monsters you were trying to investigate instead, but at least the porn videos will probably be popular too.

Slayer- You're not a victim like the others. You're someone who has trained for this, who actively seeks out the monsters and the madmen to put them down. There's a reason these creatures hide in the shadows instead of ruling the world, and you're part of it. You can take anything these freaks can dish out and keep on going. You might even raise one back into the light, if he's cute enough that is.

Scholar- Secret knowledge doesn't just represent danger. It can just as easily be opportunity. Whether you're a witch or a fringe scientist who was laughed out of the academy, you have an insight into some part of the secret world others ignore. Unlike a magical or scientific Corrupter, you haven't let your talents go to your head. You believe the power of darkness can be used against itself or even for the good of humanity. Unfortunately forbidden knowledge is often forbidden because it is dangerous, and you may find that your reach exceeds your grasp when you lose control of one of your experiments.

Brute- The unstoppable slasher who continues to stalk the summer camp counselors no matter how many times you're put down. The hillbilly mutant who drags a family into your backwoods village. The wolf-, fish-, or ape- man who captures a camper and brings her back to your cave to be your mate. You are the most straightforward interpretation of a monster as a physical threat. You hunt women through the wilderness, overpower all resistance with extreme violence, then drag them back to your lair where you can ravage them to your black heart's content.

Corrupter- The mad scientist hypnotizing beautiful young women for use in your experiments. The vampire lord seducing the innocent into your thralls or the eldritch entity breaking the minds of your new cultists. The hive mind of a zombie plague or collective of alien parasites. You are a representation of man's drive to dominate and control. Your evil drives you to make others into your mind controlled slaves and transform them into creatures like yourself, until you are the dark lord of an inhuman kingdom of devoted servants.

Stalker- The serial killer obsessed with hunting down the one girl who got away. The ghost haunting the newest residents of the creepy old mansion on the hill or the mummy pursuing the one who defiled your tomb. The boogeyman hiding in every dark corner of your prey's home, showing yourself just often enough to let them know you're always watching. You are the most subtle of monsters, leaving others to wonder if you truly exist or if your victim is simply going mad. You pick a single woman at a time to haunt, slowly wearing away at her resistance until she gives her very soul to you as your vessel or proxy.

Tempter- The charming psychopath who can easily talk a girl into coming home to meet Mother. The seductive vampire who makes the idea of someone offering her neck to have her blood sucked out seem like nothing but a bit of naughty fun. The demon who offers unearthly power and pleasure in exchange for a tiny favor. You are the wolf in sheep's clothing. You make your victims want to come to you, drawing in whole cults of fools desperate to degrade themselves for more of what you have to offer.

Perks

Perks are discounted by 50% for their background. Discounted 100CP perks are free. Each background also offers a choice: either one of the two general perks for free or a 200CP perk from one of the other backgrounds that share an optional discount on that perk. For example, Party Girl can take Mouth Watering for free, or can choose the Paranormal Investigator, Slayer, or Scholar 200CP perk for free instead because those are the other backgrounds for which Mouth Watering was an option.

Porn Logic(Free)

If you think about it, being shoved down into the forest floor and knotted by a werewolf might not feel so great even if you're turned on by the idea. With this, all the minor annoyances of horror sex fantasies are done away with. You can control your fertility, and neither you nor your partner have to worry about things like (mundane) STDs, taking impossible insertions, or even twigs or sand annoying you from fucking in the woods or on the beach.

Mouth Watering(200 CP, optionally free for Party Girl, Paranormal Investigator, Slayer, or Scholar)

It wouldn't be as scary to watch ugly people get killed. You are smoking hot, easily good enough to be the hottest girl at your college, almost like you're being played by a professional actress chosen for how attractive she'd look in her shower scene.

Monster(200 CP, optionally free for Brute, Corrupter, Stalker, or Tempter)

You are not quite human. Or maybe completely inhuman. By default you are supernaturally strong and tough, enough so that even the police force of a small rural town you decide to ravage could be survived. You may gain other powers, or just improve your body, in exchange for disadvantages. A vampire who is harmed by crosses and sunlight may be able to see in the dark and control bats, for example. One who also looks like Count Orlok from Nosferatu instead of being able to pass for human might be able to fly. Being forced to drink nothing but human blood could buy immortality. None of these advantages can replicate one of the perks in this jump at full strength.

You may decide whether this perk will count as an alt form or whether it will affect you permanently.

Party Girl

Bad Girl (100 CP)

Not that you're like a slut, but you've had a roll in the hay before. You're good enough to totes blow your partner's mind. Like even if there were some kind of monster creeping up through the woods on you while you were banging, the guy would be too distracted by pleasure to even notice until he was getting his head chopped off with a hatchet. Even if there were some kind of sex demons out there, which there obvs aren't duh, but I'm just saying if there were you'd totally be just as good as those sluts.

Cool Kid (200 CP)

OMG everyone thinks it's so fuckin' easy being the queen bee of the school. It's not! Like the time that Miranda started getting bitchy about Gale's homecoming dress looking too much like hers and everybody started taking sides and then Rachel started flirting with Gale's boyfriend so you had to… You've got the skills to hack it tho, making yourself well liked, playing politics so that everybody's working together, and seizing defacto leadership of groups, even in crisis situations. Like when fish men started attacking the beach party and you had to organize a fighting retreat before they like snatched anybody.

Recurring Character (400 CP)

There's lots of weird shit out there that can ruin your day. It seems to just wash off you tho. Like one time you got infected with an alien parasite, but it mostly just made you really horny and you grew a dick for a while. Or when you became a vampire's totes hypnotized blood slave for a few months until he just forgot to keep renewing it. It's like you're some character in a movie, and whenever anything that would screw your life over too bad and prevent you from showing up in the sequel then the writers like forget that it happened and you go back to normal, even tho you should still be the mindbroken slave of a werewolf pack. Death will still fuck you up for good.

Brainless Bimbo (600 CP)

Some people say you're a dumb pair of tits and like that's not completely unfair. Sometimes, like when it would be super hot, you're a totes stupid bimbo who should probably have got eaten like 20 minutes ago. But sometimes the script needs you to do something smart, so like you suddenly turn competent for a while? Basically, you've got a dial in your head. When you turn it up, the dumber you get but you get hotter and luckier. Obvs the smarter you start out as, the more brains you can sacrifice. You can even define conditions that will set you back to normal, so no worries about being stuck dumb when you need your smarts.

Paranormal Investigator

Catch My Good Side (100 CP)

You are uncommonly photogenic. Recordings of you tend to keep you in frame and make you look good, even if your cameraman is a total amateur. You don't even necessarily need one, as recording equipment always seems to keep working, or even start itself, when you want to catch a moment on film. Your phone may glitch out and automatically start recording an important conversation even without you touching it. And if you drop your camera when a monster catches you, you can rest assured that it will not only be undamaged and keep rolling, but that it will land at the perfect angle to catch your pussy getting destroyed by monster cock.

Guerrilla Journalism (200 CP)

Turns out lots of haunted locations are actually private property, to say nothing of trying to get footage of a secret government base or proof that the mayor is a warlock. You've had to learn to get a little creative about learning what THEY don't want you to know. You know how to case and break into a facility, and how to dodge the night watchmen or wandering monsters as you check the place out. Breaking into an abandoned house will be a snap, and even the superhuman senses of a monster might get fooled by your skill, though that one isn't a sure thing and can lead to a tense scene of them sniffing around your hiding spot.

Jinkies! (400 CP)

You aren't just some dumb teen waving a camera around to get Youtube views. You have the skills of an actual journalist or detective, able to pull a thread and unravel whole mysteries and plots. Even ancient conspiracies may fall before your mind, as it seems that when you seek to expose secrets fate itself insures that clues will continue to pop up during your investigation, never leaving you stuck at a dead end as long as you're sharp enough to notice them and put the pieces together and courageous enough to confront potentially dangerous areas and individuals associated with the mystery.

Interview With the Vampire (600 CP)

Movies would have you believe that villains are desperate to monologue about all their motivations and plans. For you, this almost seems to be the case. When you confront someone with the truth, they are unusually willing to spill their life story and details of their operations that you haven't uncovered yet, even if they really ought to know better than to explain the details of vampire society on camera. They will likely require that you or one of your allies help get them "in the mood" to loosen their lips first as it were or they may want to reenact some of the saucier bits in person. You do need to have at least something on them first. No accusing everyone you meet of being the head of the local cult until you get lucky. On the other hand, no one will blame you for exposing this information or seek revenge. It's obviously the fault of the idiot who blabbed, not you.

Slayer

Fit (100 CP)

You have the toned body of an athlete, whether a hulking football player or a lithe track runner. At worst, you'll be able to run faster than the rest of your friends and at best you might even be able to fight back against the local boogeyman. Plus sweat, dirt, or blood never seem to stick to you, beyond a tiny amount that only makes you look sexier.

The Power of Love (200 CP)

Cheesy? Perhaps. But this is a world where love can even conquer death to allow a ghost to return to his dead wife so who cares? You are an expert at seduction. Not the skeevy kind that some of the other backgrounds practice, no, you know how to build healthy relationships based on mutual respect and romance. You could even draw out any lingering spark of goodness in a villain's heart, especially when they were corrupted into evil instead of choosing it. You are the proverbial beauty to the beast, able to soothe the raging werewolf or awaken a vampire's dead heart to drag him back into the light.

Unbreakable (400 CP)

So what if you're getting raped by a minotaur who's cock is as big as your arm? A little thing like that isn't going to stop you. You are immune to any kind of sexual "attack", such as an incubus draining your life force through sex. Even to more "normal" effects of sex such as being mindbroken by the inhuman pleasures of monster dick you are highly resistant. You'd be able to give as good as you got against a tentacle monster, maybe even turn the tables on them.

Hunter (600 CP)

When the monsters tell each other horror stories, they're about you. You are an expert killer, able to put even hardened special ops veterans to shame. Even if you aren't as strong as Frankenstein's monster, you fight smart. You know how to use research and careful observation in order to discern a creature's powers, weaknesses, and habits and exploit them to set up the perfect kill zone. Not that you're a slouch when you're on the back foot either, able to beat a fighting retreat while still taking enough pot shots to start discerning your foe's capabilities. You're also adept at taking a target down non-lethally, bagging them to be dragged back to your safe house for interrogation.

Scholar

Nerdy (100 CP)

You've got quite the mind on you. Not quite super genius level intelligence, but in any group of scared teenagers you're definitely going to be the one spouting off important but obscure information about what's after you and coming up with plans for how to deal with it.

What Could Go Wrong? (200 CP)

A lot. But isn't that part of the fun? You are at your best when you're reaching beyond what is safe or sane. When you contemplate dangerous plans your mind sharpens, flooding with ideas not on how to make it safe but on how to accomplish your goals and improve your results. Casting a whole new spell as you read it off the wall of the mummy's tomb will be far easier than if you carefully copied it down and brought it back to the library to study it and discover what it does. Likewise with building a teleportation machine in a mad fugue of inspiration instead of sitting back to consider what might happen if there's something else at the receiving end. And when the dice eventually don't favor you and everything goes wrong, the consequences are far more likely to be twisted into becoming sexy. The nuke you built in your garage might create mutant sex zombies with its fallout, but try not to push it too much further than that. Make a black hole in your lab and you've gone too far for this perk to help blunt the ensuing annihilation of the planet.

Mother of Monsters (400 CP)

If the problem is that monsters are stalking the world, why not fight fire with fire? Surely with a monster of your own you'll be untouchable. You have discovered some way to create or summon a certain type of monster into the world. Maybe you've invented a zombie virus, uncovered Dr. Frankenstein's hidden notes, or learned a spell to summon demons or eldritch beings. You don't have any control over these monsters, but surely you're smart enough to work around that issue. You may repurchase this to gain another type of monster. Repurchases are made at a discount.

Forbidden Knowledge (600 CP)

Magic has a grand and ancient, if hidden, history stretching back at least as far as humanity has existed. On the other hand, the bleeding edge of science is advancing further every day. You have a grounding in one of these disciplines, able to cast a variety of spells or innovate bizarre scientific advances. However, there's a reason that these sorts of things aren't mainstream. They're dangerous. Pushing yourself beyond the basics risks failures and mishaps. And while said mishaps tend to be sexual, they aren't even consistent because you have too loose a grasp on the forces you are dealing with for that. You can buy this again, undiscounted, to learn the other skill.

Brute

Carnivorous and Lusting (100 CP)

How do you so unerringly find campers in your territory? How does the serial killer know which victims fit his esoteric criteria for targets? The secret is that you can smell it. You have sharpened senses like those of a wolf and an even more esoteric sense that allows you to detect some quality of others on sight, such as whether someone is a virgin, a murderer, or an atheist. If you decide to seek out a new kind of prey, you may change what quality you detect monthly on the night of the full moon.

Bestial Instincts (200 CP)

The wilds are your domain. You are a superhuman expert at living in the wilderness. You can easily navigate, hide your presence, and hunt prey (human or otherwise) through it. You could easily stalk group after group of campers, never leaving any evidence except a few blurry photos and ambiguous footprints at most. You are especially skilled at planning and carrying out quick and brutal kidnappings, even when you need to enter the cities of man to pursue your mark. Once you have your victim helpless and in your arms, she'll faint straight away from fear until you're ready to put her down rather than being able to scream for help.

Hold You Down and Tear You Open (400 CP)

You are strong even compared to a more standard monster. You could easily rip a man limb from limb, toss cars, or burst straight through a cabin's wall to get at your prey. Your strength is equally helpful in sex, as you can brutally smash your partner into a mewling wreck. Sex with you is especially pleasurable for those who are smaller or weaker than you. Comes with a massive monster cock and/or tits as appropriate.

Rise Again (600 CP)

You are extremely hardy and utterly tireless. Like an unstoppable juggernaut, you can keep going even as you are shot, stabbed, and electrocuted. And just when it looks like they finally have put you down, you will regenerate from anything less than extensive bodily destruction, able to perfectly play dead while you heal only to slowly rise to your feet or make a break for it while their backs are turned. Even death cannot stop you, as once every jump (or ten years, whichever occurs first) you will rise from your grave after death. Something else will always rise after a little death. Your penis. Because your stamina (sexual and otherwise) is also endless, able to go as long as you want before feeling sated.

Corrupter

Cold and Wrathful (100 CP)

You have the bearing of a true lord of the night and a melodic, sexy, and commanding voice along with (optionally) a pleasantly exotic accent that sounds unidentifiably foreign no matter where you are. Even under pressure, you can maintain a steely gaze and calm demeanor. Anyone with the slightest of submissive tendencies won't be able to help but need to repress a shudder at the thought of you dominating them.

Lord of the Night (200 CP)

A would-be king who doesn't know how to use his minions is in for a very short reign even if he manages to seize the crown. You do know how to run a government incidentally, but far more relevant to your current situation you understand how to run secret societies, engage in urban warfare, or wage a campaign of slow corruption of key individuals until you are a city's hidden master. Whether you are a vampire lord leading your clan in a feud with a werewolf mafia or directing alien parasites in slowly subverting the local government one new host at a time, your faction is sure to prosper with you at the helm. You're also a proficient BDSM master, knowing how to train slaves masterfully.

I'm Your Servant, My Immortal (400 CP)

Everyone is naturally your slave. You just have to make them realize it. You can hypnotize those who look into your eyes. A brief glance in a peaceful setting would be enough to implant the urge to come over to you, where you could work a more powerful compulsion into your victim's head over the course of a conversation, such as one to go somewhere alone where you can really work her over. With a significant amount of time and effort, you can eventually turn someone into your completely brainwashed slave.

Dawn of the Plague (600 CP)

You are much more than a single monster. You are the beginning of the end, the start of a plague that can convert all of humanity. You may spread your condition to another with a simple bite or equivalent physical action. Your victims gain your version of the Monster perk if you have it, along with any supernatural perks from the Brute, Corrupter, Stalker, or Tempter backgrounds. Choose now whether your spawn will retain their free will (albeit with enforced loyalty to you) or will be reduced to mindless bodies that are joined into a hivemind with you. You may pay a further 300 CP to gain both versions, which could represent something like a vampire who can spread your curse to others or feed your blood to dogs to create enhanced vampiric "hellhounds." Everyone who is turned by your own minions (and your minion's minions, etc) is also loyal to you or pulled into the single hive mind controlled by you, as appropriate.

Stalker

Beautiful and Terrifying (100 CP)

What frightens us can also arouse us. Psychologists call it “misattribution of arousal.” You may selectively enforce this in relation to yourself, either in general, to everyone you would find attractive, or to specific individuals. That girl who hears you go bump in the night may find her mind drifting to salacious thoughts as she imagines who could be out there in the dark. And when she finally sees your terrifying and inhuman form, she will be in for a very confusing experience as she realizes how her heart starts to flutter as much as pump.

Left You Love Notes on Their Headstones (200 CP)

Whether you’ve found the woman you believe to be your reincarnated love, constantly dream of how you want to punish the girl who dared to move into the house you haunt, or simply prefer to focus on a single victim at a time, sometimes you want to really get in someone’s head. The more you obsess over a specific person, the more you begin to understand everything about them. Even if you have no way of knowing, you instinctively grasp exactly how to frighten, arouse, stalk, help, work alongside, kill, fuck, or manipulate the object of your mania. This spreads to a much less extent to your romantic rivals or others who would get in the way of your relationship with your target, though for them you only get better at opposing and harming them.

Ghostly Lover (400 CP)

You may be dead, or have gone through some kind of mad science experiment, but you may become invisible and/or incorporeal at will. And since everyone knows ghosts don’t exist, people who don’t directly experience your actions in this state will be extremely skeptical. There’s no way a poltergeist flung the window open. It must have been the wind. And that girl who is getting flushed and fidgety as she claims that a ghost is groping her? Nonsense, she’s clearly just a dirty slut. You can only push this so far before even the most unbelieving must admit something strange is happening though.

Mine (600 CP)

Eventually, when they can’t take it any more, you can offer them release. Not death, you could have done that anyway. No, when someone is finally at rope’s end, they can surrender themselves utterly to you. They must freely offer up their body, mind, and soul and it must be done out of true desperation or desire. Merely holding a gun to your victim’s head so that they rationally decide to obey you isn’t enough. Once they submit, you have total control over them. You can make them do, think, or feel whatever you want, even giving them (temporary) freedom. By default, the relief of being yours induces a state of complete bliss, enough that they can’t remember why they ever wanted to resist, though you can take this away if you want to punish them. If you have Ghostly Lover you can possess them. If not, you could always give them a mask and have them work as your proxy in stalking the next girl.

Tempter

Pale and Perfect (100 CP)

You may not be handsome, may even be hideous, but what you are is fascinating. At any time, you can turn on an aura of fascination, affecting everyone or just those you select. You seem utterly entrancing to those you have fascinated, who feel compelled to listen to you and also (if you desire) a strong attraction regardless of how you look. A shock, such as a shouted warning or being shaken or struck will snap them out of it and make them immune for a while. Those with very strong willpower will be resistant or even immune.

Fork Tongued (200 CP)

You are temptation on legs. You know how to seduce, manipulate, and bargain with the worst of them. You're like the devil himself when it comes to talking people into bad decisions, making terrible deals seem enticing, or just talking a girl into your bed or into drinking something suspicious.

Break My Skin and Drain Me (400 CP)

Some metaphors for sex in horror are just barely metaphorical. Like the vampire who places his lip's to a young lady's neck to drink or the succubus who drains life with a kiss, you have a method of feeding during sex. This weakens your partner, but is exquisitely pleasurable. Even a single experience is enough to make someone addicted to you, desperate and begging to be fed from again. Luckily pure sex is just as satisfying once someone is hooked, though they'll eventually need to be fed from again if you don't want the addiction to wane. You could easily talk someone into doing quite a lot in exchange for another hit from your dick.

Deal With the Devil (600 CP)

Like the devil himself or a twisted genie, you can grant the wishes of petitioners who come to beg your favor. You may offer others mystically binding deals. Those who break the terms of the deal are subjected to sexual curses, including you if you can be tricked into violating your own contracts. Luckily, you are trained as an expert lawyer even by the standards of Hell, able to draft truly ironclad contracts. While you can certainly fulfill contracts with your other powers, a formal deal allows you to provide moderate supernatural blessings, such as beauty, youth, or luck.

Items

Items are discounted 50% to their Backgrounds. Discounted 100 CP Items are free.

Party Girl

Wardrobe (100CP)
You have like a totally bitchin' wardrobe of hot clothes. Plus more slutty Halloween costumes than you'll ever be able to use. And all of them are like super durable or whatever. Even running through the woods away from a monster, the heels will never snap and the branches will only tear the clothes just enough to make them look all sexy. Stains wash out real easy too.

Haunted Car (200CP)
Your ride is a wicked sick top of the line sports car. Ever since The Incident at the college it's also been like haunted or whatever. The car will drive itself whenever you would want it to, including when you're getting busy in the back seat but it senses a killer coming up on you. Plus you don't have to buy gas for it.

Sorority House (400CP)
After The Incident, daddy had to pay a lot of money for the school to let you stay enrolled. But it's cool, cause they renamed the sorority house after your family when the rebuilding was finished. Only the hottest and most fashionable coeds are drawn to this building and to the sorority that owns it. You're the sorority president or whatever if you want to be, but the sisters will be super grateful to your family even if you're not even a member. There's lots of crawlspaces for like perverts or serial killers to sneak around and spy on people with tho, so watch out. This will move to a new school with each jump, again quickly drawing in the hottest girls to live there, and nobody will question its sudden appearance.

Lodge in the Woods (600CP)
An old and kinda creepy family lodge out in the wilderness. It was built on an ancient Indian burial ground, by workers who cursed your family's name forever when a construction accident killed them all. Your ancestor who built it was eventually burned at the stake for being a witch, and the groundskeepers have a history of going insane. The whole place is mega cursed and will draw madmen, evil creatures, and dark magic from all over the place to stalk around the grounds. You can set it to be even more attractive to certain kinds of creatures if you wanna. Every Halloween at midnight you can will it to teleport to a different patch of wilderness.

But the real important thing is that it's a huge building that's totes perfect to throw giant parties in. Plenty of open space, plus plenty of private rooms for one on one fun. Sex here just feels better, especially when it's dangerous. It's a little better at night, but fucking while you ignore a scratching sound on the walls, after having been warned of a killer on the loose? Incredible. And just wait until you try sneaking out of the place entirely to go bone in the woods around it while you hear wolf howls and snarls off in the distance!

Paranormal Investigator

Camera (100CP)
Each one of these dozen devices is an extremely high quality hand camera that produces absolute top of the line Hollywood grade footage despite how small it is. Takes still photos as easily as video, works underwater, and they're hardy enough that nothing short of several bombs will destroy one. Each always mysteriously returns to your side when lost or destroyed, with any footage somehow perfectly intact.

Occult Research Club (200CP)
The collection of extremely hot teens and/or coeds is raring to expose the TRUTH. Or to go out and sleep with each other in exotic locations. Maybe both. It consists of several dozens of people or a film franchise's worth of victims if you prefer thinking in those terms. They come in your choice of genders and have a variety of skills related to paranormal knowledge, wilderness survival, filming, and so forth. They count as followers.

Blair Bitch Pornject (400CP)
This supernatural website is available to anyone with a working computer, whether they have an internet connection or not. It supposedly shows real sexual encounters with the supernatural and macabre. It's totally fake though, even if the production values can be quite high. The intriguing thing is that there's a special list of "verified" videos. They're also fake, but the subjects the actresses get raped by absolutely exist and the videos themselves offer important clues to tracking them down. Even in future jumps, more "verified" videos will be uploaded featuring important or sexy supernatural beings of the current setting. You may also choose to limit who can access the site if you wish.

Comes with a shitty laptop that will run forever without power if you want it.

Famous Youtube Channel (600CP)
You aren't just some crank on the internet. You're a YouTube celebrity! Or maybe Twitch or whatever other streaming site you prefer. Regardless, your channel is completely viral, enough that you can live an extravagant lifestyle of dinner dates and custom silver bullet orders purely off advertising and merchandise revenue. But the most important thing is that your channel is completely uncensorable. YouTube will never pull the plug on your or delete your videos, not even if you're uploading outright porn, nor will politicians try to crack down on YouTube over it or worry about how the YouTube executives are clearly being mind controlled into this decision, nor will voters get angry with their politicians for not doing something about how you spread filth on a website with children on it, nor will… you get the picture. With this you can finally expose the truth about reality, or let millions of people jack off to videos of you getting raped by zombies.

In future jumps, you can keep this going at whatever level mass media exists in your new setting. Perhaps in Victorian times you'll be reduced to having someone transcribe your tales into a series of Penny Dreadfuls.

Slayer

Arcane Arsenal (100CP)
A girl's gotta protect herself. Hence the mace. And the handgun. And the twenty rifles filled with silver bullets. The throwable vials of holy water. The cross and the Elder Sign. The samples of wolfsbane. Plus tons more. You've got a portable one stop shop for all your monster hunting needs.

Occult Library (200CP)
This library is filled with books on creatures of the night. It especially deals with how to defeat and contain them, though it also has a curiously large number of journals with salacious details of hunters' encounters with vile beasts. In future jumps, it will update with information about local monsters if applicable. It also has a quite secure safe room behind a hidden door if you pull one of the books on the far wall. It can be used to hold monsters for interrogation as easily as to hide. Your option with each new jump whether it becomes a Warehouse attachment or is deployed at a spot of your choosing.

Trophy Room (400CP)
When you take a trophy from a defeated foe and place it on one of the pedestals in this room, it will never degrade with time. By touching that pedestal, you can mentally relive the experience of your victory. You can even cause the hallucination to go off script, allowing you to see how your quarry may have reacted to different tactics or even what bad end might have befallen you and your allies if you had failed. More pedestals appear and the room expands as you provide more trophies, so you never have to worry about space. Becomes a warehouse attachment after this jump.

Cure for Monsterdom (600CP)
You can't bring King Kong back home to meet your folks. Unless… you used this vial of strange liquid on him first. Any monstrous being who drinks this will gain the ability to transform into a human. They'll lose any powers based on their body but be able to switch back and forth at will. Plus not only is their human form guaranteed to be a 10/10 at least, their monster form will seem more virile and sexual when they return to it. You get a new vial a week after using the last one.

Scholar

My Glasses! (100CP)

This pair of very flattering glasses certainly completes a nerd-chic look, but more importantly you can bind any of your powers or perks to them. The perks aren't actually good for anything while so bound, unless you're wearing the glasses. But if your glasses were to fall off in this state… why you'd be completely helpless as you had to desperately search for them! You can reclaim your powers any time while you wear them and they return automatically if the glasses are destroyed or irretrievably lost. You may also set conditions to cause them to return automatically (such as if you were about to die) and even seal your own memories of having powers for the authentic experience of helplessness if you wish.

Incomplete Notes (200CP)
This series of notes belonged to a mad, or perhaps merely quite disorganized, wizard and scientist. They explain most of the steps required to perform any number of magical or mad scientific feats, from curses to invisibility serums to exorcisms to healing rays. Combing through them could help you out in any number of situations, as long as you're willing to take the risk of never knowing exactly what's going to happen or what kind of (mostly sexual) side effects there might be.

Lab/Ritual Workshop (400CP)
You have a place set up to push the boundaries of human knowledge and sanity. Whether an unhallowed secret temple or a sterile laboratory, you've got every tool and ingredient you'd ever need to work the dark magics or secret sciences of this world. If you bought both versions of Forbidden Knowledge, then you get two, one each devoted to magic and science. Your choice with each jump whether to keep this as a Warehouse attachment or deploy it into the world.

Bottle Imp (600CP)
Why keep your deals with the devil strictly metaphorical? You have an imp in a bottle, a cursed monkey's paw, a mad AI in a supercomputer, or some other object that can grant all your wishes for you. Only, each "wish" made to this object will have some macabre and sexual twist. Maybe you'll get lucky and the AI will just want to fuck you with steel tentacles before granting your request. But more likely the order itself will be twisted in some way, one that will likely make you consider asking the Bottle Imp for "just one more" favor to iron out the bugs.

Brute

Butcher Knife (100CP)
Or some other suitably horrific weapon like a chainsaw or hook. Despite how scary it might look, using this weapon on someone will never do more than knock them out and rip their clothes. They'll never realize that though, treating it with all the fear a mundane weapon would cause.

Blurry Photos (200CP)
It seems that rednecks and paranormal investigators keep running into you out in the woods. Or at least, they come back with photos featuring shadows that might be you if you squint right or hoaxed footprints that "prove" you were in the area. This happens in isolated locations close to wherever you are, such as the forest next to the town where you live, the sewers under the city where you stay, or a cave system that you sleep inside. Not only do these catch on in the media like wildfire, but people who you would find attractive are inordinately affected by them, deciding that a camping trip sounds nice or even that they want to try to track you down. You'll semi-regularly run into such people so long as you stay in place. You can toggle this effect any time, but existing pieces of "evidence" pointing at your location won't retroactively disappear.

Trackless Wilderness (400CP)
This vast plot of undeveloped land (or caves or even water) seems to favor you above anyone else. Branches sway to knock important equipment off explorers, roots shift to trip your prey, and even shadows seem to move to hide you. Even incidental sounds seem to come in a pattern designed to keep others on edge. And should you wish it, space will truly twist so that any attempt to leave will see escapees confusedly stumbling right back into your domain.

Lair (600CP)
The heroes have to save the innocent maiden before the beast takes her back to its lair. Why? Because once she makes it there it will be Too Late. Once a captive of yours is brought into this large cave or other structure, they become utterly helpless. They will be too weak to seriously fight back or escape and all their powers will fail them. Even pursuers will become hopelessly lost when trying to find this place unless you decide to allow them to. Anyone who ends a jump here will become a follower.

Corrupter

Tourist Trap (100CP)
Not an actual business, but rather a small cursed statuette. Whenever you place and activate it, bad luck will stalk the roads or other lanes of transport (such as rivers or hyperspace lanes) around it up to the nearest examples of civilization. There will be an inordinate number of breakdowns and other emergencies which will see people you'd be attracted to being forced to look for help. And people who do go looking for help in the area are strongly pushed towards seeking it out at the location of the Tourist Trap, whether that's a dilapidated motel, a mysterious old mansion, or an abandoned army base covered in "Keep Out" signs.

Isolated Asylum/Prison Base (200CP)
Or perhaps some other place where people are held against their will. The important part is that this building has lax security (at least when it comes to things outside getting in), secret passages that you have completely mapped, and tends to attract people you'd find attractive as inmates. It's the perfect place to start building up your horde. In each new jump, you can curse an existing building with these features.

Thralls (400CP)
You've got a head start on building your kingdom. Perhaps you have several lesser vampires in your employee or a massive horde of obedient zombies just waiting to be unleashed. The more competent each thrall is, the fewer you have. They count as followers and count as having been made by you for Dawn of the Plague if you have that perk.

Castle (600CP)
You have a giant building that is utterly subservient to your will. The doors open or lock themselves at your command, rooms will rearrange themselves to keep your guests where you want them, even the weather will bend itself to your will, giving you dramatic rain and punctuating your every action with lightning should you so choose. You can sense every intruder into your domain or the grounds around it, and it both weakens your foes' powers and strengthens your own. Gothic castles are a classic, but it could be a mansion, a skyscraper, or even a crashed alien spaceship controlled by a loyal AI. You get the option with each jump for whether it will be a Warehouse attachment or if it will be deployed into the world.

Stalker

Locket (100CP)

This locket contains a portrait of your one true love. Or at least the one foe or victim that you're most obsessing over at the moment. The picture inside changes to show their current state and surroundings, and brooding over the image will produce a small tug in your mind in the direction your prey is relative to you.

Trapped House (200CP)
This old mansion (or perhaps another building like a theater) is filled with traps of your design. They may be standard lethal ones, or maybe you'd also like a torture chamber filled with predicament bondage to entertain your guests with? The traps never hamper you and you can control them with a thought. Alternatively, the traps may be cursed objects which doom any outsider who interferes with them to similarly lewd dooms, much like a mummy's tomb. You get the option with each jump for whether it will be a Warehouse attachment or if it will be deployed into the world.

Memetic Media (400CP)
There is a piece of media with a special connection to you. It could be a video you haunt, a cursed play, an occult tome bound in human skin with an incantation to summon you, or a special hidden chapter of the Egyptian Book of the Dead which you have been bound to guard. Whenever someone reads/watches/acts out/otherwise consumes or performs the media, you become aware of where they are and can scry on their immediate location. You also gain a sixth sense which can unerringly identify the individual and lead you to them. At the end of whatever viewing is taking place, you have the option to teleport directly into the presence of whoever saw it, but only if they finished the whole work. Copies of the media have a tendency to spread especially to those who you would find attractive.

Eldritch Pocket Realm (600CP)
You are the lord of your own nightmare realm of madness. This eldritch alternate dimension is under your complete control, warping into whatever unnatural shape you want it to, or creating terrifying vistas tailored to visitors in the absence of other directions. Unfortunately, no one can enter this area other than of their own free will. You can open portals, but there is always something macabre and unnatural about them, though a victim may miss the warning signs if they're fleeing in enough terror. You can however draw in the minds of the sleeping, as long as you're near their sleeping bodies or in your Trapped House('s cursed trinkets) or the Memetic Media. They won't die there, but you can certainly give them a fright or pump them for information. Or you can spread your consciousness to the nightmare beasts and/or landscape to personally experience the fun of tentacle raping them.

Tempter

Beer and Drugs (100CP)
Woooo, party! You've got a never ending supply of beer and drugs. Certainly a great way to quickly ingratiate yourself into a group partying coeds.

Night Club (200CP)
The hottest spot in town, baby. You've got a dance club or even a strip club that's super popular and will remain popular even if it suddenly appears in another world. Inhibitions are lowered for everyone but you in here, making it a great place to meet prospective clients and seal business deals or just to find some club girl who you can convince to let you drink her blood. You get the option with each jump for whether it will be a Warehouse attachment or if it will be deployed into the world.

Cult (400CP)
You lead a cult. It may worship you, or you may be the high priest for some darker power who might even really exist. Members are both highly placed in society and/or skilled, potentially even magic users or mad scientists of moderate talent, and highly loyal due to you slaking their forbidden lusts for pleasure, wealth, and/or knowledge. The cult is enough to be a significant faction in its home city and its members are followers.

Ghost Town (600CP)
Not literally an abandoned or haunted town, but a village which has seen better days. Buildings are crumbling and the population is smaller than it should be. Yet business is somehow booming through some sort of dark blessing. You're the mayor, or a respected figure, or perhaps the town's hidden master no one talks about. Why's it worth so much? Because the townsfolk are not only loyal to you and uncommonly beautiful, but many of them are mages or in the process of transforming into monsters. Plus there's a veritable horde of monsters in the nearby ocean, in an underground cave, or in an alternate pocket dimension that occasionally overlaps with the town. The town will appear in some out of the way location in future jumps, drawing no suspicion with its sudden appearance, while the residents and monsters count as followers.

Companions

Companions (50-300 CP)

For 50 CP each, you may import or create a custom companion. Companions receive 600 CP to make their builds. Or for 300 CP you can import/create in any combination up to 8 companions.

Popular Girl (100CP)

This party bimbo is the head of her sorority, super popular, rich, and a blast to party with. She's actually quite smart too, able to handle the responsibilities of being the heir to her family fortune and cut it in the business world as an executive. She doesn't let it show though, acting like a massive brat in order to get attention, doing things she knows are dumb and playing up what a bimbo she is. Maybe if someone finally gave her the discipline she craves, she could buckle down. Has **Mouth Watering** and all the **Party Girl** perks and items.

Paranormal Streamers (100CP)

This lesbian couple are popular on the internet for their "paranormal investigation" shows. Really, they just dress up in skimpy costumes and traipse around spooky places in the dark, acting scared and hugging each other in "terror" on camera to put on a show. They are actually devoted to exploring the supernatural, it's just they have bills to pay too and it's not exactly easy to get real proof to begin with. The camera girl wears the pants in the relationship, while the host is more submissive and easily led. The host has a massive and embarrassing fetish for getting forced by people or things she finds disgusting, like men. She does not like that part of herself but has played along with some roleplay scenarios in the bedroom to keep her girlfriend happy. The camera woman is a cuckqueen who gets off on the idea of seeing her girlfriend raped and mind broken in front of her while she can do nothing but helplessly record it and masturbate. They both have **Mouth Watering** and all the **Paranormal Investigator** perks and items, though the items are shared between them.

Big Red Riding Hood (100CP)

This kick ass monster huntress is feared in supernatural circles from Transylvania to Tibet. No longer the naive young woman she once was, she's smartened up and gone from prey to predator. No matter how much she may protest though, she's still quite lonely underneath and spends many a night with her hand between her legs, dreaming about her time with the Big Bad Wolf and wishing she could recapture that feeling with a guy who actually cared instead of one who's just using her. Has **Mouth Watering** and all the **Slayer** perks and items.

Big Tiddy Goth (100CP)

This arrogant young woman dresses like a stereotypical goth, constantly pontificates about the eldritch truths of the world that lesser minds can never grasp, and often rants about how some day everyone will appreciate her genius and dark powers. She's also a very serious witch, devoted to learning to turn the forces of evil to the use of mankind. Despite her bravado, she hasn't seriously started challenging herself yet, other than a few large rituals which have gone well so far. Her luck can't hold forever though, even if she won't admit it. Has **Mouth Watering** and all the **Scholar** perks and items in magic flavors.

Also has an identical twin sister who's a straight laced preppy mad scientist. The two despise each other. The sister is sold separately for the same price and has all the same perks and items, but the mad science versions instead of magic ones.

Beast Woman (100CP)

There's a legend out in the swamps, of a creature that stalks handsome men. Some say she's hauntingly beautiful and lures the men to their deaths. Others that she's shy but brutal to those who see and reject her. What's the truth? What kind of creature even is she? A swamp witch, a faun, a stranded alien? Guess you'll have fun finding out, because it looks like you're her latest target. She has **Mouth Watering**, **Monster,** and all the **Brute** perks and items.

The Countess (100CP)

This tall and stately vampire lady desires to rule the night, and she's decided you would be the perfect king to her status as queen of the damned. She will pamper you, but would also be glad to see you make yourself useful as her right hand subordinate, chief assassin, sorcerous vizier, or whatever other talents you possess. She especially likes seeing you boss around her other thralls. She has **Mouth Watering**, **Monster,** and all the **Corrupter** perks and items.

Haunted Video Girl (100CP)

This long haired Japanese ghost girl died a virgin, and so has haunted everyone who watched a certain video until you were the next to see it. When she saw you, she fell instantly in love. Now she is obsessed with learning everything about you and making you hers. She has **Mouth Watering**, **Monster**, and all the **Stalker** perks and items.

I Have Such Sights to Show You(100CP)

Though she appears to be a heavily pierced punk girl in her human guise, this demon is devoted to pain and pleasure. As both a sadist and a masochist, she wants both someone to torture and someone to torture her. And you apparently check all her boxes for the perfect dom. She'll try to tempt you into kinky play not only with her, but with as many other women as she can get her claws into, gladly offering up her own slaves for her master to play with. She has

Mouth Watering, **Monster**, and all the **Tempte**r perks and items.

Drawbacks

World Tour of Erotic Horror (0CP)
Would you like to go to an erotic version of some specific horror franchise or setting? How about going back in time to the Victorian era to experience the height of Gothic horror or get stalked by aliens on their native worlds in a far future of star travel? You can decide precisely what this jump's setting is by selecting this toggle, selecting some specific canon, time period, or sub-genre of horror to jump in to.

Enthusiastic Consent (+100CP)
Much like a vampire, you require your victims to invite you in via a special ritual. You cannot reveal yourself to or target anyone unless they have partaken in a specific ritual or they have taken aggressive moves towards you first. The ritual is widely known, so at least you won't be bored for too long between each naive fool trying it out. If on the other hand you aren't the kind of person to attack others, you find you are unable to do more than the bare minimum to defend yourself against any significant character (ie not random criminals or army grunts) until you have researched and conducted a specific ritual to weaken them. Very similar monsters like werewolves in the same pack or an entire zombie plague may all be covered by a single ritual.

Horny and Stupid (+100CP)
Can you keep it in your pants for five minutes? Or at least not actively seek out dangerous situations to have sex in purely for the thrill? You are doomed to act like one of those horror movie characters who wanders off and gets killed.

Leprechaun 19: Leprechaun Does Dallas (+100CP)
How do they keep making these? It's like you're in an endless cashgrab film series of playing a character in an entire horror anthology by yourself. You keep running into erotic horror plotlines, in a way that you cannot just ignore. You will feel compelled to intervene in the events taking place, although you're free to be as good or evil as you want, to team up with the other monster(s) or fight them for the right to claim the hapless victims yourself, and so forth.

Bound (+200CP)
Ghosts don't leave their haunted houses, Bigfoot doesn't walk out of the woods, and now you also stay in your home unless disturbed. You are bound to some creepy corner of the world and are incapable of leaving it. When directly pursuing someone, you might be able to go a bit beyond the borders, out of the woods and into a nearby town for example.

Once In A Full Moon (+200CP)
This is getting weird. Can you not just have a normal one night stand sometimes? No, it seems that you are only capable of getting off to situations that in some way exemplify erotic horror. This doesn't reduce your sex drive, merely prevents you from fulfilling it in any other way. Hope you can find someone who's willing to put up with driving all the way to Dead Teens' Point at night for a romp in the car's backseat every time you want to get down.

World of Non-Lewd Horror (+200CP)
What's this? Are you in a real horror movie all of a sudden? Now the monsters are not out for sex and even the mortals are far more willing to fight to the death rather than be taken alive. For a further **+100 CP** you're now in an action horror movie, with the heroes doing impossible backflips while they fire two guns at a time at you. And of course the monsters (other than you) are dangerous enough that they need that level of response to take down.

Hunted (+300CP)
Something is after you, and it's big. Maybe it's an eldritch god or a worldwide network of vampires, or for a monster an entire international organization of hunters or a government agency that wants to cut you up to see how you tick. Whatever it is, it's dangerous and not at all sexy.

Uncontrollable (+300CP)
Like the werewolf who becomes a slavering beast under the full moon, there is something in the world which turns you into a mindless monster who can do nothing but seek out sex. The rarer and more regular it is the longer this lasts, with something like the full moon driving you to this state for the entire night even if you don't personally see it.

Notes

Options may be written in the more common horror scenario of a male monster and female victim, but that isn't mechanically enforced. Feel free to swap genders/orientations for any item or companion too, for example by making the **Sorority House** a **Frat House** or even a **Coed Dorm**. The setting is similarly able to play home to female monsters and male victims like in Species or Dracula's Brides as it is the reverse.