My Bride is the Demon Lord!?

Jump by dragonjek
Version 1.1

Centuries ago, the human race waged war with an army that invaded from the demon world. It was a vicious conflict, and magic played a crucial part in it—but it all came to an end when the Hero subdued the raging Demon Lord with a sacred sword.

Well, that's how humans remember it, at least. To the demons, the "raging" Demon Lord was just really horny, and the "sacred sword" was the Hero's cock.

So, you may be wondering why I'm bringing up ancient history. Well, it's about to become relevant again, as the extra-lustful 21st Demon Lord is in search of a lover. She's about to come to Seirou Academy, the site of the location where the Hero "defeated" the Demon Lord, in search of the descendant of the Hero—has no idea about the chaos about to unfold in his life.

So… what do you want to do in this world? Replace Yuuya or Lina? Replace one of the other characters? Steal Lina away from Yuuya? Join Yuuya's harem? Take Yuuya and Lina both for yourself Honestly, we just want to see what you'll do here. Have fun, and when you're fuck, remember that we're watching! So do put on a good show, will you?

Here's **1000 CP** to get you started.

Location

You start out in front of Seirou Academy. You may freely decide your age, however, and your relationship with the school. Are you a student? A teacher? Just a visitor? It's all up to you.

Race

There are only two races to select from.

Human (Free):
Hopefully you're familiar with this race by now. Bipedal, lightly-haired primates, which are individually weaker than demons (although they come in greater numbers and have the occasional individual who is exceptional). For **100 CP**¸ you may instead be a demon-blooded human, outwardly identical to a human, but with magical power scaled more like your demon ancestors. You may also go into heat at times, so be warned about that.

Demon (-100 CP):
Demons… pretty much look exactly like humans, except they also have horns. They came from a different world, and although peace exists between humans and demons, there just aren't very many in the human world due to the difficulty in traveling. Notably more magically powerful than the average human.

Origin

Any origin may be taken as a drop-in. You may at your own discretion opt to insert into a character who matches any given origin; in this case, your history will match up with their history, although you won't automatically have the same abilities they do. You may be of any sex or gender that you wish.

Student/Demon Council (Free):
Heroes and Demon Lords… in the end, they're still just students, and as such are still beholden to the Student Council. Not that you'd ever dream of abusing your

power! But you do hold a position of respect and leadership among the school, with your popularity rivalling that of the Student Council President, Katakura Haruna.

Alternatively, you could be one of the advisers to the rambunctious Demon Lord, who ran away from her job to go husband-hunting amongst the humans. Like Sophie, you are held in a position of respect amongst your kind.

Hero's Descendant (Free): [Humans only]
You're one of the few who can claim the Hero as one of their ancestors, and aren't too distantly related to Kaidou Yuuya (if you haven't replaced him entirely). You probably don't know about it, but if you do it is no doubt an impressive point of pride for your family. Although being human, you won't have any idea what the "sacred sword" of the Hero really is. Despite the implications, you may freely be a non-male Hero, and your sexy bits will be just as potent as a guy's would be.

Demon Lord (-200 CP): [Demons only]
No, you aren't *actually* the Demon Lord (although you may be if you opt to replace the character), but you're certainly a viable candidate to become one. You're a close relation of Shinomiya Lina's, and have all the power and lusts that would be expected of a potential Demon Lord.

Perks

It's time to spend that CP! Remember, all discounts are valued at 50%, except for 100 CP perks which are instead free. Perks are discounted to their associated origin.

General Perks

Basic Magic (Free):
You know magic! You aren't especially skilled with just this purchase alone, but you know a few basic spells to attack and defend, some magic to help you move faster, and enough divination spells that if it wasn't for the glowing circles magic creates, you'd be able to cheat pretty well in tests. Besides this, any other magic that you learn in this world will also be folded into this perk at the end of the jump, providing it with fiat backing to work in other worlds.

“Time-honored tradition” (-100 CP):
It is traditional for a Hero to have a harem. When you take on multiple lovers (or are in a relationship with someone with multiple lovers), everyone involved just sort of gets along better than they otherwise would. Instead of being jealous of one another as they fight over someone’s attention, they will feel stronger feelings of compersion—that is, being happy over the happiness of others. Although they’ll still want to be with you (or your lover), they’ll still enjoy someone else having that special time instead of them. You may include yourself in this effect as well, if you so desire.

Elemental Combat Magic (-200 CP):
Select an element; not only can you cast advanced combat spells of that element, but your casting speed in general is significantly increased, allowing you to cast flurries of spells.

Student/Demon Council Perks

Condoms Are Unneeded (-100 CP):
It feels so much better without it! But there is always the risk of pregnancy… but that isn’t an issue for you, because you’ll only become pregnant (or make someone pregnant) if you want to. Your fertility is completely under your control. Furthermore, pregnancies that you’re a parent in will always be comfortable and won’t cause cramps, nausea, aches, etc.

Familiar Bond (-100 CP):
You know how to establish the bond to form a familiar. By carrying out a short magical ritual, you can bind your magic into another being. This will allow you to locate one another at any distance, channel magic through one another, and forms a mutual bond of trust. If you form the Familiar Bond with an animal, it will grant it human-level intellect and allow it to transform into a mostly-human form. If you form it with a person, it will allow them to transform into an animal form. You may at your own discretion allow other people to form a bond with you, turning you into the familiar.

Delightful Punishment (-100 CP):

Sometimes you mess up and need to be punished. Sometimes that punishment takes the form of a spanking and getting your ass reamed. But for you, such a punishment might be considered a reward, because you have awoken to the wonderful interplay between pain and pleasure. Whenever you are subjected to any sort of pain, you may opt to experience it as pleasure—not instead of hurting, but in addition to it. Not everyone has the right attitude for BDSM, but with this, you can at least rest assured that painplay will always be enjoyable for you.

Accept My Apology (-200 CP):
When you do someone wrong and need to make it up to them, you can always offer to have sex with them. Regardless of what you did to earn their anger, so long as it was based on something you did to them, you'll be able to earn their forgiveness by having sex with them. Note that this doesn't actually make them any more inclined to accept sex with you in the first place; it just makes it a valid form of recompense for any personal wrongdoing. It won't help with, for instance, getting out of debt or avoiding paying taxes, because those are matters of business, not personal affairs.

Magical Analyst (-200 CP):
You excel at collecting and correlating data, and have a number of spells to help you do so more efficiently, from spying magic to divinations to spells that hack into computer systems. You can analyze other spells to determine their purpose, strengths, and weak points. But your analytical abilities don't end there, as you are skilled in more mundane applications outside of the realm of magic, and are a natural researcher.

Also, this helps you figure out people's weaknesses much better, and you could easily blackmail almost anyone into doing you sexual favors.

Miasmic Magic (-400 CP):
You can cast a spell that releases a special miasma, an invisible scent that lingers in the air and infects the minds of anyone who smells it. This haze fogs the mind, leaving those subject to it barely conscious and aware, and allowing you to easily command them into doing anything they would not be strenuously opposed to. Furthermore, you can place hypnotic commands that would come into play even

after you abandon the miasma, although be warned that some people have a high enough willpower to resist this. This miasma costs almost no energy to release, so you can keep someone under its effects indefinitely.

Idol of the School (-400 CP):
You project an aura of beauty and elegance, the sort of natural and effortless attractiveness that quickly earns you a devoted following of fans. Furthermore, you become smarter, able to more quickly make connections between different subjects and letting you learn new material faster.

Once in a Century (-600 CP):
You have a remarkable talent for magic that far outstrips your peers; in power, you are only exceeded by a Demon Lord, and in skill you might very well surpass even them. You are able to apply normally single-target spells to cover an area the size of a large crowd, and gain the ability to cast spells from any single specialty of magic, including from especially esoteric branches, such as Space-Time, Fate, or Void magic.

Magic Gear Creation (-600 CP):
It is an art requiring extensive study, but you have mastered the practice of building new Magic Gear, as per the item. You may create Magic Gear specialized in any brand of magic that you know—and more than that, you are able to create Magic Gear that will work to enhance powers other than magic you possess, as long as it is still of the same specialty. For instance, if you have a Fire element enhancing Magic Gear, it would also boost your psychic pyrokinesis.

Hero's Descendant Perks

Heroic Stamina (-100 CP):
You have more stamina, not only allowing you to keep up a sprint for a full hour at a time, but allowing you to last longer in bed. This doesn't only allow you to endure more before orgasm, but also eliminates any refractory period you might have had and allows you to cum more frequently.

The effects of this perk increase the more powerful your bed partner is; if they're strong enough, you could easily cum more than two dozen times in one night, unless you put some real effort into holding back your orgasms.

Don't Use Protection! (-100 CP):
People seem to find the risk of having a child to be an acceptable one in exchange for the pleasure of bareback sex; if you want, they could even find the idea of having a child with you to be a thrill, turning them on even more at the hope of the two of you having a kid.

Easily Forgiven (-100 CP):
Nobody really minds if you get a bit rough during sex. This doesn't cover anything like hitting or abuse, but shoving your cock down your partner's throat during a blowjob, spanking without permission, surprise anal sex, and similar rough play are all easily smoothed over and quickly forgotten. Do it often enough, and they might just develop a fetish for it… especially considering that this perk also gives you a natural talent for giving incredible amount of pleasure.

"Sacred Sword" (-200 CP):
Much like with the original Hero and the Demon Lord, you just stand out to lustful people. The more interested someone is in sex, the more attention-grabbing you become to them, and the fewer objections they'll have to fucking you. This effect is increased on those who are your enemies.

Assassin Reformation (-200 CP):
The Hero was said to have "reformed" several would-be assassins in this manner. By having sex with someone who is aligned in opposition to you or holds some manner of personal grudge against you, you can win over their heart. By showing them passion and pleasure, you can crack open even the coldest soul and wiggle your way into their affections. This won't instantly turn an enemy into an ally, but it will improve their opinion of you and open up the possibility for a closer relationship.

I Accept Your Apology (-400 CP):
When someone does wrong by you and seeks to apologize, sex will somehow always be a part of their offer. A woman who accidentally knocks you over might offer you a handjob in recompense, while someone who wrongly kicks you in the balls might offer you her body to have your way with as an apology; someone you aren't sexually interested in, on the other hand, might offer the bodies of their friends or family, who will never consider this an odd thing to do.

Note that this is in addition to whatever they would normally do as part of their attempt to make up for their wrongdoings, not in place of it.

You may optionally toggle this off, in case you don't want sex at the moment.

Boiling Hero Blood (-400 CP):
The heroic blood within you, when brought to its limit, can erupt in a burst of power, enhancing all of your physical stats for a short time. Often, this just means that you were teased a lot and now you fuck extra hard, but it also has combat applications to give you a second wind when you've been pushed to what should have been the limits of your stamina.

But this has another effect, a mingling that results when you are subject to any sort of mental domination. It doesn't completely protect you, but instead perverts any orders you are given into something that works against the intentions of the person who attempted to control you. For instance, an order to obey them might be twisted into an order to "service" your master… even against their objections. An order to slay some innocents might turn into you laying some innocents. Even if you are given an ironclad order with no room for misinterpretation, your mind will twist the order into something entirely new and opposed to the intentions of the one trying to command you.

If you already had an immunity to such controlling effects, then now your powers are enhanced to instead *reflect* attempts to control your mind, assaulting your attacker with the same mental influence they sought to use on you.

Heroic Skill: "Lucky" (-600 CP):
It's basically what it says in the title. If you were to fumble a spell, your mistake would wind up being exactly the spell you actually needed in your situation; if you were chased by a Demon Lord wielding a spell that might kill you, she'll trip and hit herself with it; if a girl kicked you in the balls, her friends might just convince her that she needs to fuck you to make it up to you. Its effects are subtle, but pervasive throughout your life, working to make you more likely to survive and more likely to have sexual encounters.

Endowment of the Hero (-600 CP):

No, this isn't about how endowed the Hero is, but rather the gift they can bestow upon others. By having sexual relationships with other people, you can increase their power. For people without magic, this can increase their intellect or physical abilities; for people with magic (or some other sort of esoteric ability, such as psychic energy or youki), this will instead strengthen their supernatural powers. There is no limit on how much others can grow, and becoming more powerful will never make it more difficult for anyone to control their abilities.

Demon Lord Perks

Might of the Demon Lord (Free, Demon Lord exclusive):
What comes to mind when you think of a Demon Lord? Power. Vast magical power, sufficient to shake the land and sea. That's what you bring to bear; at your full strength, you are entirely capable of wiping an entire city off of the map.

No Harm, No Foul (-100 CP):
When she introduced herself, Lina blasted a room full of her new classmates and chased down another with a powerful spell. Like her, as long as there are no permanent consequences to your actions, people will be quick to forgive you for violent behavior and even assault.

"What a naughty scent…" (-100 CP):
Your nose becomes more sensitive, to the point that you can now differentiate between different people who come near you by scent. But more importantly, the scent of someone's genitals is now very, very pleasurable, enough so that you could get off on the smell alone if you cared to.

Looking for Concubines (-200 CP):
A Hero's lusts run deep, and get deeper with time. As a Demon Lord, it's your responsibility to keep your Hero satisfied, but you also have all those duties as leader of demonkind. The answer? Build the Hero a harem. As it turns out, this will be quite easy for you. As long as someone would be fine with a monoamorous relationship with your lover (or with you), they won't have a problem with being part of a polyamorous relationship instead.

Hiding the Horns (-200 CP):
That's right, you're a demon lord. As such, you have the features of one—including horns. Rather large, easy-to-notice horns. And while it might be fun if

your lover uses them as handlebars, it makes it a little hard to hide. That's why you can just… get rid of them. You can hide any features you may possess that mark you as anything other than a normal member of the local dominant race of your region (here, that would let you hide yourself as a human; in a world like MLP, this might make you a pony instead). You lose any special abilities your racial features may have held, but otherwise aren't weakened from your full racial appearance just because you look human.

Sex Ed (-400 CP):
You are an incredible teacher, especially when it comes to naughty teaching. When you instruct someone in any subject, they will learn it 5 times faster than they normally would, picking up details and nuances more quickly, memorizing information more easily, and correlating information that would ordinarily take them longer to achieve, if they could even do so naturally in the first place. However, if your teaching involves erotic acts—be it as a subject being studied or as a reward for good behavior (or even as a punishment)—then this learning rate is doubled to be 10 times faster than their baseline rate. With this, even a complete amateur at sex could be taught enough to please four women at once in a short period of time.

Loyal Subordinates (-400 CP):
Even if they didn't go about it in ways she approved of, there's no denying that Lina had subordinates who cared about her and wanted to do their best by her. You share this ability to inspire loyalty and devotion in your underlings; those who serve you will find pleasure in service, and will always be steadfastly loyal to you (so long as they didn't enter your service under false pretenses, at least). When it comes to you, they will seek to work in your best interests… although be warned that your subordinates' opinions of what's in your "best interests" and your own opinions might not match up.

Responsibilities of Leadership (-600 CP):
Being the Demon Lord isn't all fun and games and fucking. You also have responsibilities to attend to, and that it would be unkind of you to shove off onto your minions. Fortunately, you have all the skills needed to be a quality leader, and then some. You know how to get people to like you; not only on a personal scale, being easily capable of befriending, or even wooing, someone you tried attacking moments earlier, but on the scale of a nation; you could earn the love

and loyalty of your populace only through the speeches you give, even if you never did anything else of substance.

Besides social skills, you can also determine who would make a quality subordinate at a glance, and know how to effectively delegate tasks to those who would be most effective at them. People serving under you will operate at increased efficiency, acting in perfect coordination even without thinking about it as they go about their tasks in enviable synchronicity.

Magic Leap (-600 CP):
It isn't an easy task to travel between the demon and human worlds, but you're well equipped to the task. With a powerful spell, you can travel between dimensions, breaching the universal barriers to travel from one world to another. This only functions in the "local" multiverse, such as in a jump where the human and demon worlds are separate dimensions. Unlike Lina's version of the spell, your leaping won't leave you magically weakened as you recover from the exhaustion of working such powerful magic.

Items

There are no item discounts. Similar items may be imported into purchases that you make, granting the item an alt-form of the new item and combining its previous effects with the new ones. If any items are lost, destroyed, or stolen, they will be returned intact to your Warehouse after one week.

Transfer Papers (Free):
A set of documents that will allow you to transfer into any educational facility, regardless of the level of education, time of year, or typical requirements to join the school (although if you have to pay tuition, you'll still need to make that payment). This will work even if you have no local history or documentation, allowing a visitor from a foreign world to attend school as a student even though she has no local history.

Magic Gear (-100 CP):
Typically taking the form of some sort of weapon, this is a device that is intended to help you focus and channel your magic, allowing you to cast more powerful spells than you could otherwise. Select a single shape for your Magic Gear, and

then select a single type of magic, such as Fire, spying, Space-Time, or defensive magic. Your Magic Gear will be especially potent when it comes to this specialty of magic, nearly doubling your output potential.

For an additional **-300 CP**, this is instead a Cursed Blade, a special type of Magic Gear aligned to demonic blood. Normally, it would instantly take over a human and use them like a puppet, while leaving those of demonic blood alone, but yours is a bit different. In exchange for boosting the power of *all* of your magic instead of a specific type, your Cursed Blade is semi-sentient, and whenever you use it, you will be engaged in a battle of willpower to make it do what you want it to; if you fail, it will temporarily take control of your body and send you on a lewd rampage. This mental conflict takes place instantly, so don't worry about the conflict distracting you during a fight.

You may purchase this item multiple times, having a different appearance and specialty each time.

Enchanted Camera (-100 CP):
A video camera that has been magically empowered, this one will never run out of charge and has an infinite memory space. It has incredibly high, perfectly lifelike fidelity, an has been enchanted with both x-ray vision and a zoom function. Perfect for if you want to videotape the process of getting creampied, or watch the insemination of your own eggs.

Aphrodisiac Hot Spring (-200 CP):
This is a set of natural pools that formed over a peculiar leyline, which has imbued them with lustful energy and turned the vapors from the hot spring into an aphrodisiac, enhancing desire with each inhalation and imbuing bathers with youthful vigor no matter how tired they may be. You may place these hot springs anywhere you wish in the world, or may keep them as a Warehouse attachment.

Marriage Island (-300 CP):
This is a full-fledged island that serves as a popular location for weddings. It is said that the Hero and Demon Lord were wed here, and that anyone else who follows their example will have long-lasting and happy marriages. While that's just a rumor in-story, in this island it is perfectly true; spouses who wed here will be

more empathic towards one another's needs and will experience good fortune in regards to their marriage and staying together.

You may place the island anywhere you wish in the world, or may keep it as a Warehouse attachment. If you import it into the world, it will gain a set of local legends about it and quickly become a popular place to have weddings, but as the master of the island the populace will follow your desires and will only grant weddings to those you permit.

If purchased with the **Aphrodisiac Hot Springs** item, the entire island will be periodically spotted with such hot springs.

School of Magic (-300 CP):
This is a large educational facility that specializes in teaching mystical powers. As long as someone attends this place as a student, they will be able to learn how to use magic, and it has teachers in attendance to teach how to use every specialization of magic. Furthermore, you will be able to adjust the school to enable it to teach any form of magic that you possess. The faculty follow your desires above all else, and will teach whatever you want to teach. You may freely assume a teaching position here if you wish, or you may become a student. You are guaranteed to always be able to learn something new about magic if you study here.

Companions

Concubines (-100 CP):
Okay, so maybe they aren't *necessarily* concubines, but that's what we'll call them for now. You may import an existing companion into this jump, or may create a new companion from scratch; either option costs the same, and gain 600 CP to spend on race, origin, perks, and items. You may purchase this multiple times, although if you want a full set of 8 companions you only need to spend **-300 CP**.

Canon Recruitment (Free):
You may bring any characters you wish from this world, so long as you convince them to come along on your jumpchain. They will become a companion after the jump has ended.

Do Demons Dream of Infernal Sheep? (-100 CP):
This mischievous little sheep demon has long held succubi and incubi in admiration—not so much for their sexual exploits as for their mastery over dreams. So they've focused their attention on dream magic, and have quite a lot of skill at its use—certainly good enough to fool people into thinking they're just having pleasant dreams of a lovely sheep demon, without realizing that they're artificial.

Counterspelling Contortionist (-100 CP):
Nowadays, countries no longer go to war with one another; national conflict is instead resolved in a sporting manner, in magical duels and competitions. This human has long resolved to be the best, and to that end has focused on various styles of antimagic, working magic that dispels magic or prevents spells from being cast, and reducing all of their duels to physical competitions—which this fitness freak always wins. They aren't particularly well-liked on the dueling circuit because they don't play to the crowd as much as flashier spells do, but their effectiveness is undeniable.

Mina (-100 CP):
Huh? She's not supposed to be here… rather than a character from My Bride is the Demon Lord!?, you have a character here from one of the extra chapters bundled with it. Mina is a shrine messenger, a kitsune who can selectively render herself invisible so that only certain people can perceive her… although animals can still see her just fine. She's mischievous and lewd, but very interested in seeing what life is like outside of her shrine. If you ever make her upset, just make food and she'll forgive you.

Kaede (-100 CP):
Another out-of-place character… this girl is a kunoichi, exquisitely trained in stealth and combat. She's an excellent assassin, spy, and bodyguard… but very inexperienced in seduction, particularly in resisting pleasure.

Drawbacks

You may take drawbacks for additional CP.

"Raging Demon Lord" (+100 CP):

You're horny. Oh god, you're so horny. In your head it's all sex, all the time. Well, that's a bit of an exaggeration—but not by much. You aren't going to get much done in this jump that doesn't have to do with sex. Hope you don't need a job.

Not-so-Sacred Sword (+100 CP):
So. You know all those nifty perks you have from other jumps, that might have boosted your sexual potency well beyond anything this world could hope to match? Yeah, those are gone now. You're now no better or worse at sex than any normal person could be, and you cannot cause supernatural effects related to having sex with people (such as learning powers via sex or boosting the strength of others via sex). You now fuck like a normal person in all respects.

Today's Not a Safe Day (+100 CP):
Whenever you cum in someone's vagina, or your vagina is cum into, there is guaranteed to be a pregnancy. Gay people don't get to miss out on the fun, though; now, cum in the male ass, or orgasming while tribbing, are both able to get you (or your partner) pregnant. The biology behind this just kind of… works out, somehow.

"You've failed as a hero" (+200 CP):
You know how some people have the instincts to do just the right thing in sex? You have the opposite of that. If your partner wants gentle sex, you'll be rough. If they want romance, you'll pull out the dirty talk. If they want it rough, that's when you try to be sweet and gentle. You always make the wrong call regarding sex.

Section 2 of the Man-Demon Dominance Doctrine (+200 CP):
Whenever you meet a demon, they're going to challenge you to a battle, which you are obligated to accept. If they win, they are in charge of you, and get to dictate how you live your life for about a week. If you win, nothing happens.

If you're a demon, this is reversed, and now humans will challenge you, with the same benefits if they win.

Although most of them will only be average for this world, some will be exceptional, and you'll occasionally be challenged by people capable of fighting you on equal footing.

Magical Mistake (+200 CP):
Whenever you try to cast a spell, there's a 20% chance of you getting a completely different magical effect. For another **+100 CP**, it's a 50% chance, and for another **+100 CP** on top of that, it's a 90% chance.

Demon Lord Crown (+200 CP):
Access to your Warehouse, your alt-forms, as well as all of your out-of-jump perks and abilities, has been sealed away into a special crown. You can only access these powers while you are wearing the crown (although fortunately, no one but those you permit to wear your crown are able to keep it on their head through any means). Unfortunately, you don't know where your crown actually is… and don't have any of your out-of-jump means of finding it, either.

After the jump ends, you will receive this crown in your Warehouse, freshly emptied of all your powers. You will be able to temporarily seal your powers into the crown at will, to allow other people to access your abilities. You can recall such sealed powers at will from any distance.

Overprotective Familiar (+300 CP):
Maybe it's your fan club. Maybe it's your familiar. Regardless, whenever you start to get romantically or sexually close to someone else, your partner is going to be attacked by a rabid "supporter" who doesn't believe that they're worthy of you. Nothing you do will stop this from happening, and you'll always be taken by surprise when it occurs.

The 22nd Demon Lord (+300 CP):
While Lina was in the human world getting laid, a political opponent of hers performed a military coup, taking over as the Demon Lord. And they have violent ambitions. Within a year of the jump's start, the human world will be invaded by the new Demon Lord and her armies, and this one can't be persuaded to stop by a good dicking.

Conclusion

Your time in this world has come to a close, and with it, all of the drawbacks you selected in this jump are also ended. Now, what do you want to do?

Stay Here

Go Home

Continue Jumping

Notes

Changelog:

- Version 1.1
    - “Time-honored tradition” merged with Looking for Concubines, made cheaper and moved to general perks. It’s now about peace in the harem.
    - Created the “Sacred Sword” perk to replace “Time-honored tradition”
    - Looking for Concubines is now a different perk entirely, same name. It’s now about finding haremettes.
    - Elemental Combat Magic no longer has an imbuement option—that was from me misreading something in the hentai.
    - Once in a Century now lets you pick a mundane element, if you want.
- Version 1.0
    - Spelling and grammar corrections.
    - Swapped the prices of Boiling Hero Blood and Endowment of the Hero.
    - Added the Mina and Kaede companions.
- Version 0.5
    - Created jump