

Deepest Sword

By PsychoAnon

Intro

There is a cave known as the cavern of Longing. Deep in the heart of this hot, wet cave lies a mighty fire breathing dragon. She is a truly massive beast, her head alone ten times bigger than any man. She has but one weakness - a small hole on her back leading directly to her heart. This hole is a truly tight fit, and curved such that arrows would be useless. The only thing that could defeat her is a long, thick sword being shoved all the way in her tight hole. But could any knight possess such an unwieldy blade, let alone use it?

One knight seeks to try, as the dragon has kidnapped his beloved cat and trapped it in a cage. With the help of his trusty blacksmith, he shall lengthen his sword to truly monstrous proportions, struggling to fit his enormous armament through the tight, moist cavern tunnels in order to reach the dragon and shove his length deep inside her. Should he succeed in striking at the dragon's heart, he shall shout out in ecstasy as he claims the pussy as his prize. You shall find yourself wrapped up in all this somehow. Take this blessing, traveler.

+1000 Cm (Cool money)

Origins

Select your origin. Perks and items are 50% off for matching origin, except 100Cm perks and items which are instead free when matched.

Hero

You are a hero - one courageous enough to stand even against the mightiest of dragons and shove it in all the way to the hilt. Or perhaps you are like the humble blacksmith, who lives a less glorious life but nevertheless has the same noble heart. After all, is it not the size of his heart rather than his blade that makes the hero? Well, it depends who you ask, honestly. You are at least 18, as is everyone in this adventure (except the cat).

Dragon (600)

You are no mere mortal, but a massive dragon. A truly beautiful and majestic creature, though in far greater measure deadly and powerful. Your scales can deflect even the mightiest blades and arrows and very little, save having your heart ravaged by a huge, heavy, manly blade, can hope to finish you off. As a dragon you live forever and as such you're quite old, possibly thousands of years, though positively beautiful for your age. It must've been millennia since you've had a good, hard battle with a strong, virile knight.

Perks

Hero

100 - Strength and Virility
You have the might, vigor and training to be a true knight. Your body can survive any fall even in a full suit of armor and you possess the ability to carry any sword regardless of size, even if it were made of solid gold and ten times the size of your body. Not only can you wield such blades, but you know how to use them. Ladies will swoon after hearing tales of your prowess.

200 - Tight Squeeze
When your knighthood's length is so great, it can be difficult to get it to fit, yet you have no trouble. You can fit massive things through impossibly tight spaces - squeezing your enormous blade through the cramped halls of a cavern which seems to almost squeeze in on you or jamming it into the incredibly tight entrance that leads to the dragon's heart, even if there's no way it could fit. Not only this, but you can use your equipment for maneuvering. Use your massive sword as leverage to pull yourself up a cliff, or perhaps bounce off the heads of enemies with a shovel or climb up walls with shorter blades. You can get it in and once it's in it's only a matter of time until the climax of your adventure.

400 - Bladesmith of Legend
What fools they were. They said there was no way to "make a blade longer". "It's dangerous, it will cause irreversible damage," they said. Ha! You've shown them. You are a master smith, capable of making a blade longer, girthier and even changing the materials of a blade. Assuming you have the time and proper materials there is no limit to how big you can make a blade, and the larger it is the more powerful it is - why, a blade big enough could make a fiend gush out all their fluid in a single thrust! The only issue is finding a knight mighty enough to wield such a weapon...

600 - Pulling Out
As tempting as it is to shove your blade in and out all the way to completion, sometimes you have to pull out. Much like the Blacksmith, you know how to make teleporters people link to that can be manually operated from your location, allowing you to slide them out of the slimy depths of the beast just before they'd be burned away by the dragon's fiery passion. Many men wish they had a wingman like you.

Dragon

100 - Biting Words

To think a dragon may spit not only fire, but venom as well. You can hurl insults that would leave even the hardiest of knights reeling, especially in regards to their swords. Asking a knight if his puny sword is even in yet would make them so upset they may hang up the sword and armor altogether. Or perhaps you could have the opposite effect if you wished. Taunting a strapping young knight and mocking his prowess to grant him newfound motivation, making him want to penetrate you even more to put you in your place.

200 - Collector

For a creature as mighty as yourself, it's no struggle to take what you want. Gold, princesses, even pussycats. Not only can you hunt down anything you desire and use your surprising precision with your claws to pick up even a fragile feline and place it in a cage, but you know how to lure targets to you. If you wanted some handsome young knight to come into your cave unannounced and plunge themselves into your most sensitive spot without asking, you know just the bait for the job.

400 - Flames of Hell

While all dragons breathe fire, you are especially hot. Your flames could turn a knight and their entire suit of armor to dust in an instant. This may be just one of the reasons that, for however big they talked, no knight has ever lasted even 2 minutes with you before they collapsed sweating and panting. How pathetic.

600 - Blissful Blade

As a mighty dragon, it is inconceivable that you would be defeated. A blade powerful enough, let alone large enough to make you cry out for mercy? But they do exist and when jammed directly into your most vulnerable spot, you will die. Or will you? In truth, your heart and likely all your organs cannot take fatal damage. Instead, when that big, thick, glistening thing is shoved all the way inside your heart, you'll simply cry out and spasm with bliss, becoming temporarily paralyzed and exhausted with a goofy look on your face. You'll recover after a couple hours and your organs will heal, leaving you ready to face the next hero tough enough to take you all the way. How exhilarating!

Items

Hero

100 - Knight's Proof
Ah, what is a knight without his armor? The symbol of his invulnerability in the face of evil! It won't be of much use against a dragon as mighty as the one in the cave of Longing, but otherwise helpful. You also have a sword, of course, but it's... very small. Now don't be too upset, friend. Many dragons actually say it's not the size of the blade, but how it's used. That may just be them being polite, though.

200 - Traveler's Pack
Knights aren't the only ones going on adventures. You have a pack which can hold an impossible amount of resources and goods inside while still being light and easy to carry on your back. How did it get so deep? Even the deepest Sword couldn't thrust all the way to the back.

400 - Smith's Workshop
A workshop for the hardy, sweaty blacksmith. It has everything needed for smithing, from materials to a hammer and anvil along with other assorted tools. It even makes for a cozy home. With the right skills you could make a blade of such length others would gasp just to behold it.

600 - Deepest Sword
It was far too big to be called a blade. Too long, too thick, too made of solid gold. This blade is so massive it instills awe in even the fiercest beasts as its shadow looms over their face. It must be ten times taller than a man if not more, always hot and seemingly pulsating with the desire to be roughly forced inside vile beasts. Even the mightiest dragons would have trouble taking such a blade inside and living to tell the tale. That's not the end, however. This blade grows as the need arises. It will become longer, thicker, heavier to match whatever challenge awaits, becoming more and more powerful as it grows to sizes that would make even a giant recoil in fear or snarl with envy. There is no limit to the size of this legendary blade. It can leave any foe naught but a gushing, twitching heap on the floor. Wield it responsibly, brave sir knight.

Dragon

100 - Little Cage
How cute! A tiny little cage that can hold a small creature such as a cat. Despite its seeming fragility from a glance, it is utterly indestructible and with a powerful enchantment that prevents it from being opened until you have been either slain or left utterly satisfied, in either case surely after a long, sweaty battle with a handsome knight.

200 - Bait
If you want brave knights to come inside your tight, moist cave you'll need to have something to lure them. You have a living creature, be it a princess or a cat, that knights cannot get enough of pursuing. Their desperate need for heroism will inevitably lead them right to you. Should they succeed in rescuing your captee, a new one will take their place. Just thinking about all the tall, muscular knights that will be coming to take what's theirs has you drooling already...

400 - Vast Treasures
An ancient and powerful beast such as yourself has amassed incredible fortunes after countless years of plundering. Gold, jewels, priceless art and all sorts stacked high enough to fill a massive cavern. The wealth is so incalculable it never seems to run out and even a being of your size could comfortably sleep on one of the piles of gold. One would sincerely hope the knights aren't just in it for the loot, but the thrill of thrusting deep inside you and unleashing all their fury.

600 - Cavern of Longing
Each dragon must have their own lair, and yours is truly special. The cavern of Longing is bound to your will and as such it changes to match your desires. The cave can be whatever size you wish, be it long and deep or short and tight. You can make countless branching pathways that could stretch on for miles if you wished, making it near impossible to reach you as you sat secure in your lair. Of course where would be the fun in that? Instead, you can use it to get knights ready, testing them and hardening them up for an encounter with you, building anticipation and leaving you both barely able to contain yourselves once it's time for the main event.

Companions

100 - Companion Insertion
Wanna shove your friends into the adventure with you? Do you want to gang up on the dragon, ravaging her cavern as a team? Say no more. You can import or create two companions per 100Cm spent here, granting them each 600Cm and an origin of their own. Naughty boy!

Free for Dragon/100 - The Knight
A brave young man, strong and true. This hero is as handsome as he is vigorous, capable of doing intense exercise that would leave lesser men tired and gasping for air for hours on end with no sign of stopping. His dreamy blue eyes, wavy golden hair and sweet demeanor leaves all the maidens blushing, though he has his sights solely on ramming his blade in the dragon and making it cry out so he can rescue his beloved pussy.

Free for Knight/100 - The Dragon
The fairest and mightiest dragon in all the land, a massive and mighty lady dragon who is misguided. Although she kidnaps innocent cats, it's merely to lure out knights for but a moment of companionship. She is so very bored and lonely, just seeking someone who can make her feel something again. Someone who can hurt her, treat her rough and make her really feel alive! Don't mistake her desires or isolation for weakness. As with all dragons she is proud, arrogant and willing to destroy any who stand in the way of her desires. Still, if you could satisfy her she would stay by your side until the end of time.

Free - Cat
A kitty cat. Is very cute.

Drawbacks

+100 - Can't Handle It
They always say “it’s not the size that counts, it's how you use it” and maybe they were onto something after all. You have trouble handling blades, let alone truly massive ones. You'll be stumbling all about trying to get any weapon to go where you want it to, looking like an oaf. An observer would think it's your first time. This is not an insurmountable hurdle, but especially in regards to slaying dragons in tight caves it will make things so very difficult.

+100 - Size Queen
You won't be satisfied with just any old sword. Only the biggest, longest ones are fit for you. You have incredibly high standards others often fail to meet, causing people to dislike you and regard you as a stuck up you-know-what. Whatever. Excuse you for having standards!

+200 - Try Again
You never seem to be able to satisfy on the first go around. When facing off against an enemy, you're guaranteed to suffer at least a couple humiliating defeats before even a chance of success. As if it wasn't even that they went so low as to insult the size of your blade, they don't even do you the honor of killing you on these first few attempts, shaming you with failure. You'll make them cry out for mercy when you return!

+200 - Haughty
You have the arrogance of a dragon. You'll always act superior to others, believing yourself truly so while also believing there's no one who could satisfy you in battle, let alone defeat you. This arrogance will fall apart in the face of a worthy foe, giving way to nervousness that leaves you all the more helpless as the big, muscular hero has their way with you and jams it in your weak spot.

+300 - Slay The Dragon
Gasp! Your beloved cat has been kidnapped by a ferocious beast! The dragon living in the cavern of Longing has taken your cat and you'll have to rescue them or else fail your chain. The only way to save the cat is to traverse through the cavern with the deepest Sword, a test of reflexes and might, and then ram the sword deep in its weak spot to make the great lizard cry out with shock and awe. No easy task even for the greatest knights, but extremely pleasurable once all is said and done.

+300 - Hole of Weakness
You have a fatal weakness, likely garnered from some previous epic battle. There is a small hole (at least small relative to your body) leading directly to your heart. Should a blade reach through it and pierce your heart, you will surely die. The hole must always be exposed, left vulnerable for anyone to come by and do as they please with it, treating it as their own personal plaything if you can't keep them away from it. There is no way to protect it, though it won't lead to infection or medical issues. If you are a mighty dragon then fear not, for only the deepest of swords could hope to reach your heart. Surely no knight could be packing something that impressive...

Climax

I hope you're feeling fully satisfied after that rough, hard adventure. Maybe take a rest, cuddle in bed and get ready for whatever comes next.

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