Baalbuddy

Jumpchain v1.1

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Welcome, you degenerate. We all know why you're here.

Your travels will have brought you to these two worlds. Earth, and an unnamed fantasy world. A portal between the two has opened, allowing the special blend of cliches, lewdness, and general stupidity of each to mix and become something truly great. Elves are enslaved, not for sex (as much as they might hope) but to provide cheap labor for call centers. Orcs have discovered the joys of modern fishing equipment and beer. Otherworldly tourism is alive and well, and a dwarf will be along shortly to check your bags. With a hammer.

Women suspiciously similar to the characters of many famous settings, lewd or otherwise, exist here as well. They go on adventures, possibly get molested, and return to mundane lives and mundane problems. There's magic, demons, even the occasional war, but great sex or maddening frustration are more likely to result from conflict than death or horror as if these two worlds run on porn logic and not physics. This isn't to say that bad things can't happen, the necromancers need to get their minions somehow after all. But if you're lucky and can learn to make the best of any bad situations you fall into, it can be quite tolerable.

You may choose your sex and age for free, but we ask that the latter is a number that comes after finishing puberty. As hard as it may be to believe, this place does have some standards.

Have **1000 coomer points** to get ready for your ten years here.

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Location

You may choose to start in any easily-accessible location on Earth or the unnamed fantasy world that some of Baalbuddy's works occur on. Modern and fantastic elements are present on both in varying degrees, and there are ways to travel between the two if you put enough effort into looking for them.

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Background

What kind of choice is there? You're here for the lewds. To enjoy them, to reject them, it doesn't matter. Lewdness rules this place. You can't fight it. Whatever your history, you're going to get wrapped up in this mess somehow.

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Races

Free - Common
Humans, elves, orcs, whatever. There's some variation, but nothing worth spending cp on. You can be any standard fantasy race or even a custom one of your choosing. Whatever your choice you'll still perform at human levels, give or take in various areas.

200cp - Monstrous
You're the kind of critter RPGs players aren't normally allowed to use as characters, powerful and with abilities beyond the norm. This is the option for demons, minotaurs, tentacle monsters, small dragons, or even summoned heroes. You're bigger, tougher, or just more magically powerful than the rabble. You also have a useful trick or two, like never getting lost in a maze, having huge mana reserves, aphrodisiac slime, or you just breathe fire or learn new skills really quickly. It's a nice advantage to have, but not a really huge one. This isn't that kind of setting.

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Perks

You get two 100cp perks for free, and have a 50% discount on two perks from each price tier.

100cp - Bedroom eyes
If you're here, then you're probably the type to think 'Ay bby want sum fuk?' to be a great pickup line. Thanks to the wonders of magic, you can skip right past even that part. Just eyeball someone and bestow upon them the instant realization that you want to bang. This power will work on anything that has a mind, no matter how eldritch, alien, or broken it may be.

100cp - Eyes cast in shadow
At will you may cover your face in a shadowy mask. Your eyes will be completely concealed and the rest will be so indistinct that identifying you later by your face will be impossible. This effect appears to be nothing but bad lighting, but it works even in bright and direct light. Anyone that gets a clear look at you then will likely be creeped out at your black smear of a non-face.

100cp - Just me on the lake
There are times you just need to relax. Get away from it all. Like after being dragged to another world, given crazy powers and drafted into the fight against the demon king. The simple things you enjoy will never stop being enjoyable. They will never be tainted by association with bad memories and you will never feel shame for them. Even if it's as mundane as fishing with only a six-pack of beer for company, or singing no matter how tone-deaf you are, the little joys in life can never be ruined or taken away from you. Not by the darkest of magics or finding yourself in the lowest point of your life.

100cp - BEGONE THOT
When you want to rebuke someone you'll always know just the right thing to say. The meaning of your intent will be crystal-clear, getting through even the thickest skulls. Your proclamation won't force them to leave you alone by itself, but no one can say you didn't give fair warning.

100cp - Yeah, that's cool
You will never be too harshly judged for your race, sex, skin color, or other external qualities. This doesn't help if you have a shitty personality, and won't make people like you or treat you as an 'equal.' If you're caught doing something horrible, this perk will stop applying to everyone that knows, as you've just proven they were right about your kind all along.

200cp - Elven awareness
It's trivially easy to get laid here. In other settings it'll be far more difficult so to keep the good times coming you've developed a finely-tuned sense for lewdness. Is someone's fashion choices secretly an advertisement of their fetishes? Are they interested in something out of curiosity, or voyeurism? Do they hide a core of repressed desires behind a mask of dull propriety? You're quick to recognize these and other such lewd aspects of a person. The sense extends to sexy places as well, so you'll easily notice hidden brothels and convents filled with perverted nuns no matter how boring their exteriors.

200cp - Nice linework
You actually look pretty good. You've got a nice figure with clear skin, dirt and grime only sticking to you only when it would look dramatic and that washes off the second you make the slightest effort to clean up. If you'd prefer this boost can make you attractive in a particular way, giving off vibes that make you look cute, elegant, ruggedly handsome or lewdly filled out.

200cp - Ahegaos for everyone
Wouldn't it be horrible to develop a superhuman constitution, and only later realize that 99%+ of the rest of the population will be exhausted after just a few rounds while you're still far from satisfied? Or maybe you picked up a harem and realized no amount of exercise will help you with the many, many demanding partners that crawl into your bed every night? Now you don't have to worry about that. During sexytime, everyone's stamina is balanced out so that the lightweights can keep going and the amazons won't give you a heart attack trying to keep up. Outside of the bedroom, your fitter allies can shoulder the load and share some of their stamina with the less physically able members of the group to keep them from falling to exhaustion.

200cp - Impossible outfits
There's no way those clothes should stay on. Must be magic. Anything you wear will do its job, not flapping in the breeze and revealing only as much or as little as you want it to. Oh, and if you're wearing a few strategically-placed pieces of metal that no sane person would consider armor, then you're very lucky in the regard that hits are drawn to those small amounts of protective equipment. This won't save your bare ass everytime and the rest of you is still naked meat, so maybe suit up properly when it's time for serious adventuring.

200cp - Normies go explode!
Um...alright. If you really want to take that saying literally, now you can. Whenever you kill someone you can choose for them to explode in a messy fountain of gore. This is a harmless 'sploosh' rather than a weaponized 'boom' so besides the mess and maybe a slipping or blinding hazard there's no harm to anyone nearby. It'll certainly make any sort of revival that needs an intact body near impossible and is an easy way to tell if something is really dead. It also looks hella intimidating. Oh, and if there's a piece of them you want to collect, like horns, hide, meat or a head for bounty collection, those bits will somehow remain intact.

400cp - Superior nihonjin culture
Have you ever wondered how some rando summoned from Earth can throw out some simple recipes and new fashion designs and a few centuries later there's an entire nation that looks like an idealized version of early Japan? This is how. New things you import to a place that's never seen them before spread like wildfire. Everyone will be willing to give your stuff a look or a taste and a surge of interest will ensure that it spreads if only by word-of-mouth. As long as it's appealing and manages to hold people's interests, it would be fair to say that whatever you introduce will take root without active opposition. Depending on what you're selling and who your competitors are there might be a lot of it. So don't expect a new philosophy or religion to immediately supplant whatever already exists, but your actions could easily snowball into a major cultural shift down the line depending on how it affects the people introduced to it.

400cp - Adventurer
You have acquired a journeyman level of skills within a suitably RPG-style class. Warrior, wizard, monk, thief, whatever. Or maybe you work outside a formal system and have simply trained yourself or been bestowed with power through some means. Either way you have the potential to grow with time, experience and further adventures under your belt.

400cp - Curse of the blue orbs
You monster. Do not allow anyone to know you possess this power, else the entire world will become your enemy. By focusing upon anything from a single person to an entire species, you may inflict a curse upon them to stymie attempts at getting sex and stifling reproduction. The power of the curse is divided among the number of targets. A single target will find it impossible to have sex, something always interfering with the attempt. No matter what they do, they will be utterly unable to find release. Targeting a city will find people being frustrated more often and birth rates declining. Aimed at an entire species it will merely be an inconvenience. They'll just be really unlucky in love for various reasons. Kind of like how elves are here. I wonder...

400cp - Good-bad end
More than likely you'll eventually find yourself in a bad situation here. Probably not bad-bad, this place is pretty laid back. There'll be some bruising, some chafing, but unless you're really unlucky you'll soon be free to continue on. In less pleasant settings this now holds true, as when people have you at their mercy they'd much rather do something lewd to you as a punishment than kill you. Either personally before tossing you back out the door, or at worst selling you off or locking you up somewhere for further use. While your time in captivity probably won't be pleasant, circumstances will always conspire to give you the occasional escape opportunity if you can keep your head together.

400cp - Big jumper's slave emporium
Anyone else is likely to rescue a few slaves during their time here and get a new waifu out of the deal. You? You're the one that enslaves prospective waifus in the first place. You are legally authorized to take and keep slaves, which is a valid response to many situations. Get attacked by bandits or muggers? Defeat and enslave them. Someone can't pay a debt they owe you? Slave. Catch an escaped slave? They're yours now. Catch someone breaking any kind of rule? You can chain them up and the relevant authorities will let you keep them in lieu of the normal punishment. You can even sell slaves too, and no one will think buying them from you or keeping one is anything strange. Of course, there is one catch. Slavery is legal for you now, which means there are laws you have to follow. You're only free to enslave someone if there's at least some kind of legal pretense to do so, otherwise it's just kidnapping. Also, depending on the society you work in there are regulations (which you will always know by heart) regarding maximum terms of enslavement for various reasons, care and feeding, allowable fun slave activities and punishments, etc. More ethical societies have stricter rules, but they always lean heavily in a lewd way. Spanking or making them work naked (in warm weather) is something you can always get away with. Though nothing prevents you from doing dirty deeds to drive someone into debt or keep them in chains, being caught breaking the law will get you in trouble.

600cp - Demon lord
You are the demon lord (not really) but you are a veritable font of degeneracy. The longer you stay in an area the more you can corrupt people nearby, emphasizing something through larger and larger tweaks to mind and body. Of course, there will always be a lewd bent to it. If simple lewdness is your aim, people will become more sexually open and permissive. A particular fetish can become the standard almost to the exclusion of anything else. Even pushing the idea of something like monogamy would see faithful couples being viewed as the ideal relationship and a wedding dress as the kinkiest of fetishwear. Given enough time these changes will become more overt and extend to the environment. People in general or certain demographics might have their bodies change in specific ways while articles of clothing and decorations begin to spontaneously change in cut and design. Some people might notice or even resist the changes, but most will eventually come to view the changes as the way things have always been and quite normal with dissenters and non-conformers becoming shunned and distained. You have full and precise control over how your corruption manifests. While this perk can't make massive, impossible changes to the world or to people, it will slowly take effect on anything that enters your range. Which after a few years, can extend over a small country.

600cp - The Perfect Cock
Your genitalia are the platonic ideal of which all other cocks are only inferior copies of, the mere sight of it leaving the weak-willed in awe. There is no way to measure its size or describe its shape, the answer to any such question is 'yes' as it can change automatically to suit your needs. If there is a hole (of any kind) it will fit perfectly and hit all the right spots for both of you, no matter what. In its purpose it is without peer, allowing you to make healthy children with anything able to reproduce and set how much of each parent the child favors, up to 100% of one or the other, along with their sex in case you wanted to break the mold with the first female of what was once an all-male species. If you're female the benefits are much the same, your holes like unto universal adaptors. Such is your phallic supremacy that those of a lesser sexual stature (that is, everyone) can never harm you through sexual means. Fist an android girl or sheathe something thicker than your torso without fear. Laugh as a succubus tries in vain to drain your energy (but only during sex) and breathe easy in the depths of marshmellow hell...as long as there's a [Sex] tag in the attack descriptor, you've got nothing to worry about!

600cp - Speechcraft [MAX]
Bonds, oaths, and even scruples don't exist as far as you're concerned, allowing you to make people decide to do things they otherwise wouldn't. Personal values or prior relationships a person might have hold no special weight when they consider your arguments. If you can offer a sufficiently convincing reason to do so, you can convince people to do almost anything. Make a mercenary a better offer and he'll break a contract in a moment. Flirt with a married woman and she'll bend over if she's even slightly interested in you. Offer the hero's rival his secret desire and he'll join your side in a heartbeat. Don't expect to talk anyone into anything with this perk. You still have to make a good case, and people can still consider what you're offering to be not worth the trouble. Self-preservation and advancement will always remain things people weigh your arguments against, so don't expect to make someone do something suicidal (or effectively commit suicide of an abstact kind) unless they were already strongly considering it.

600cp - Purity through faith
You are utterly immune to any attempts to control or manipulate your mind. Attempts at emotional manipulation through rhetoric or teary-eyed appeals are doomed to fail, as are spells to seize or alter your thoughts. Ferocious self-control is also yours to stay focused on what is important. You can still feel emotions or indulge in earthly pleasures if you wish, and you will never beget life if you do not wish to. No matter how convoluted the situation, even if magic or bizarre science is involved, no new life can spring from your being without your full knowledge and express consent. After all, the truly righteous would never wish for a child to be raised outside of a loving home and family.

600cp - Harem protagonist
To be a guy that girls inexplicably fall for in droves without any effort on your part is an intensely unrealistic dream born of entitlement and ineptitude. But I won't judge. No matter how bland you may be as a person, it takes no effort on your part to draw the attention of those you find attractive. Going from strangers to friends to lovers won't take long if you put in the slightest effort, and keeping the relationship strong takes just as much work. Your harem is supernaturally loyal to you, and will strongly resist anything that would tempt them away from you. Once drawn in, your lovers will never have any reservations sharing you with others. At the same time if you wish, regardless of whatever orientation they originally followed.

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Items

One 100cp item is free, and you may discount one time of each higher price tier.

100cp - Pocket goblin
At will you can summon a small helper like a goblin or a fairy. Out of your cleavage, from under your skirt, out of your asscrack, whatever. They can do some housework but are otherwise of limited utility. If killed, you can't summon another for 24 hours. Counts as a follower.

100cp - Cosplay outfits
A wardrobe full of duplicates of many recognizable outfits from a wide assortment of fictional settings. Mostly the lewd ones. The clothes are of surprisingly high-quality, but have no special qualities. The clothes do tend to get torn very easily, but you can quickly pull out a new set if what you're wearing is destroyed or dirtied beyond recovery.

100cp - Rope
It's rope. Smooth, strong, rope. Great at all things...rope-y. Just reach behind your back and pull out a fresh coil whenever you need one. You'll probably find a few uses for this here.

200cp - Smartphone
A top-of-the-line smartphone that never needs charging. It has all the standard bells and whistles, and contains recipes and technical guides perfect for setting up a bit of superior Earth culture on a dumb fantasy world bereft of indoor plumbing and basic farming techniques.

200cp - House and farm
A very nice house, large enough for you and a harem. It's surrounded by farmland, if you're more into the slice-of-life genre. There's a barn but this pick does not come with any animals to start. The barn does have large stalls and strangely comfortable looking restraints, though...

200cp - Armor of anon
This suit of armor, of a sort of your choice, is plain and unadorned. It's the kind of utilitarian, mass-produced gear worn by the nameless rank-and-file, but don't be fooled. It's high-quality armor and does a good job of concealing your identity. It's light, it's comfortable and easy to wear to the point that you can sleep in it without problems. Or have sex in it. Yep. You don't even have to undo any straps or shift any plates. Just get to work, it'll be like you're wearing nothing at all. It won't even ruin the mood. You can import a piece of armor you already own to gain these qualities.

400cp - Succers
Having decided to sink some money into acquiring a franchise, you went with the local 'Succers' chain. Surprisingly family-friendly, they offer good-quality fast food delivered by succubi left without a job thanks to the death of the demon lord. The waitress' outfits are both attractive and tasteful, but there is a secret menu for lewd shenanigans for those that know the password. Sex work here is hidden from the unwanted by fiat, which includes both law enforcement and suspicious spouses. The restaurant brings in a decent revenue stream, most of which will go right into your pocket and thanks to appointing a very competent manager you don't need to do any work to reap the benefits. You can tweak the theme of the restaurant, the species and sex of the workers, etc. to whatever you like. No one will ever treat the nature of the restaurant or its workers as anything out of the ordinary. And unless you overdo it to an extreme degree, there's no problem with you and your harem/friends eating/boinking here for free whenever you like.

400cp - Book of Essential Carnal Knowledge
This weighty tome is filled with everything you need to klnow about sex. It's got sexual positions and techniques, how to flirt and seduce, maintain the spark of a relationship and safely 'test the water' when it comes to new things. It's got sexy magic spells, sexy alchemy recipes, sexy engineering blueprints, sexy everything. If it's in any kind of realistic sex manual or health guide, it's in here. Also anything that only really exists in porn. Surprisingly, the book covers all of its subjects so completely that you can pick up a bit of genuinely useful knowledge in a wide variety of fields from its study.

400cp - Adventurers guild
A staple of fantasy worlds, you will henceforth find a guild in all future jumps. The guild offers odd jobs and networking services, allowing you to quickly find part-time or temp work. Locals can and will make use of the quest board to post legal and quasi-legal requests of all sorts that need fulfilled, and if you don't have all the skills needed, the receptionists can help put you in touch with those who do and will handle the legal details and paperwork. No one will view the sudden existence or use of the guild as unusual.

600cp - Final fortress
A proper boss needs a fortress, and this comfy keep, of a style of your choice, is quite sturdy. It's halls and walls are patrolled by replenishing minions of an appropriate sort, and there's a few stronger mini-bosses at strategic locations throughout the fortress. The fortress is also protected by a persistent magical effect. Maybe the area inside and out is freezing cold, swelteringly hot, or clocked in nigh-complete darkness. Nothing major, it's more for ambiance than anything, but the right pick can still tilt the odds in favor of you or your minions.

600cp - Chosen hero's blade
This is a sword (or other weapon of your choice) that fits perfectly in your hands. It is a masterwork and potent as enchanted weapons go, hitting hard and fast. There are more powerful items out there, but what sets this sword apart from anything local is the unique enchantment upon it. Against anything considered a 'boss' the weapon becomes increasingly powerful based on how high up in rank they are. Against the leader of a few bandits, the benefit is minor, but against a general or king the increase will put the sword on par with a legendary weapon. If you're fighting a world-threatening demon lord or any other kind of 'final boss' then the sword could be called divine in the way it can cut through hide, armor and protective enchantments. Against such an entity you just might be able to come out on top if you could survive fighting such a thing. It's a really powerful sword, but in the end that's all it really is. You may import an existing weapon to gain these qualities.

600cp - Other world
Would you like to experience more of Baalbuddy's madness in future jumps? Do you want a place to unwind, or something to inflict on places that are a little too serious? By taking this item, you will ensure that in every future jump there is an alternate world full of the bizarre, the lewd, and the bizarrely lewd out there waiting to spread its special brand of madness. This new world is a goofy counterpart to the main setting, full of expies, bad puns, lewd versions of whatever creatures exist in myth or reality (defaults to elves) and sillier versions of whatever magic, psionics or tech exists in the original world. This option also comes with a method to travel back and forth between the two worlds. It can be a permanent gate at a location of your choice which anyone can use. Or it can be a ritual, possessed by select groups to use or set to automatically shift people around by criteria you set, whichever you prefer. You have no control or special authority over these alternate worlds, but you know a ritual to travel between the two.

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Companions

100cp - Bargain pack
Look, we've got a lot of elves here. Cute elves, busty elves, amazon elves, loli elves. Don't want elves? We've got foul-mouthed goblins, repressed halflings and ladyknights that really, really, REALLY regret those vows against sex outside of marraige. If you can imagine it, and they'd fit as a member of a 'common' race then you can find them here. They're all thirsty and more than a little desperate, and they all have the 'nice linework' perk too. Think you could take some off our hands? You may take up to eigh-wait! Twenty. Take twenty. Fifty? Please, there's just so many of them and the local men have started a petition. Up to one hundred, final offer. They'll share a single companion slot and the effects of perks you buy for the bunch are split between them. Please, please help. I know you can. I believe in you. Poor bastard, but better you than us.

On the other hand, maybe you've already got some followers? Are you the sort of person who thinks 'a cat is fine too?' Are there a bunch of neglected robots, critters, summons and other beings languishing in your warehouse because you have little use for them anymore? Well, now you can import them with this option and mass-transform them into companions. They'll gain a sexy alt-form which you can freely design within the above conditions. So you can fuck them. In case that wasn't clear.

X00cp - Premium package
Are you a man of wealth and taste? Do you want arm candy that's also useful in a fight? Do you want a devoted expy of a character from another setting? Want a succubus or a literal angel? A dragon that turns into a loli, a monstergirl, an extremely lewd pokemon? Whatever you want, you can customize them to your tastes. 100cp will gain you one special new friend, 200cp will get you up to four, and with 400cp you may take up to eight. They have the same spread of discounts you received, and 600cp to spend.

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Drawbacks

You may take as many drawbacks as you like.

+0cp - Lewds. In. SPAAAAAAAAAAAAACE.
This is a very magical, very generic fantasy realm waiting for you. But maybe you'd like to tweak the setting a bit? Taking this drawback will let you find your fun elsewhere. Maybe you'd prefer a sci-fi mash-up full of Asari and twi-leks taking the place of frustrated elves and easy goblins? Gothic romance is quite popular I hear, and a werewolf gf is a beast in the sack while vampires are just another kind of tsundere. Pick a theme and run with it. If magic isn't really a thing in your pick, the 'Adventurer' perk works just as well for psychics, qi, superpowers, etc.

+100cp - Coomer
It's the reason you're here, and you're not subtle about it. Two minutes with you and everyone will know just how much you're obsessed with sex. This might be a boon in some cases, given the number of thirsty people here. But you can't conceal your desires and people will absolutely judge you for it, while the clever types will have an easy way to manipulate you.

+100cp - Parched
Getting sex should be easy here, you're just...on a bit of a dry spell. Because now it seems like your luck takes a dip and some kind of inconvenience will pop up whenever you're trying to get frisky with someone. You can still get laid, but it seems like no amount of preparation will allow for a problem-free rendezvous. I wonder...

+100cp - Pearl among swine
There's a lot of attractive people here. It seems like being hot is the standard. Used to be, at least. You and your companions are unaffected, but everyone else is a few points lower on the one-to-ten scale. Some are even lower. A lot lower. With a little cleaning up you'd probably qualify as above-average by this world's standards, but with the 'nice linework' perk you might well be the most attractive and desirable person in the entire world. This drawback doesn't affect how lewd this setting is, so the implications of the situation should be clear to you.

+200cp - jRPG protagonist
Spiky hair, check. Impractically giant sword, check. So many fucking belts, hot blood, no indoor voice, a complete inability to grasp the most obvious enemy schemes, check, check, and check. You're a stereotype, and a bad one at that. Character design by numbers, and you won't be able to break out of this mold for your time here. Comes with free cosmetic alterations to your powers and equipment, and ensures cliched encounters to ensure you grow into your new role.

+200cp - wRPG protagonist
Stubble, gruff voice, brown and grey clothing, utilitarian gear without the slightest ornamentation, you know the drill. Yours is a life driven by an overly simplistic morality system, being repeatedly faced with situations that will offer you really only two solutions. One being idealistic and often self-sacrificing, or selfish and borderline evil. Maybe the choice isn't much of a choice at all, a difference that seems merely chromatic and leaves you feeling let down.

+200cp - I don't know what I was expecting
Do you know what's nice? Well, I don't have to ask you that. You know, in your heart of hearts, what you're hoping to find here. Well...that just changed. Whatever you don't like just became a lot more prevalent. Yanderes by the dozens. All the Tsun- and none of the -dere. Too much attention. No attention. Nobody is your type. And the fetishes! Don't even start with me on that. Whatever it is, you won't like it, and it'll be the rule here. The exceptions, the fun you came here for, it's still here. It'll just take a lot more effort to find.

+300cp - Weak to lewds
By youth or inexperience, you just can't handle lewdness. A lusty elf focusing her attention on you might turn you into a blubbering mess or make you flee in terror. The scantily-clad are things you cannot bring yourself to look upon, and talking about anything sexual is just not going to happen. Your vulnerability is obvious to everyone, and it will never really go away no matter how much experience you acquire. Beware of succubi.

+300cp - Summoned hero
You have been summoned, jumper. Summoned to fight a great evil, despite the vast number of competent warriors already here with years, even decades of experience on you. Because rolling the dice with a dangerous magical ritual is always preferable to...ahem. Sorry. Anyways. For reasons (power fantasy, fanservice, wish-fulfillment) FOR GOOD REASONS we won't get into you are needed to defeat the demon lord. Except you're kind of new at this. And a bit of a loser. And the king isn't giving you anything better than starter equipment before kicking you out the door. On the upside, the 'threat' isn't insurmountable even for someone like you, a few years adventuring and maybe a skilled party at your back should be enough to win. The demon lord can even be the nice-looking sort, and forcing her into submission will net you a free companion with the 'Monstrous' race, 'Nice linework' and 'Adventurer' perks. If you fail to defeat the demon lord by the end of ten years, or if the kingdom that summoned you is destroyed, the summoning ritual will be automatically reversed, sending you home and ending your chain.

+300cp - Not such a nice place after all
Baalbuddy's world is a fun one. Even getting kidnapped, tied up, mindbroken on a big cock, it's all in good fun. Harmless, a world running on porn logic. Well...good news, the world still runs on porn logic. Except now it's the kind you find in visual novels where Bad Ends are a thing. Not the fun kind either, that might appeal to a person's fantasies. No one enjoys what can happen here now, the unlikeable depressing edgefest of story endings. Lewdness is still the rule here, and there's plenty of fun to be had, but there are things people don't talk about and it happens more often than anyone likes to admit. So be careful and play safe during your time here, because your out-of-jump powers and the cosmic warehouse are sealed.

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THE END

Would you like to **stay here**, **move on**, or **go home**?

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NOTES

v1.01
Tweaked wording of ‘the perfect cock’
Tweaked ‘premium package’ to include imported companions

v1.1
Replaced ‘I have trained for this my whole life’ with ‘Elven awareness’
Changed import option to have floating cp and sexy alt-forms
Reduced the cost of the ‘Monstrous’ race back to 200cp
Removed drawback limit. Because it’s more fun that way.

/tg/ was probably joking when they asked for this jump, but I’ve never been good with sarcasm.