


**Mage Kanade's Futanari Dungeon Quest 1.0**
**By Orz**

In this world of magic and monsters, adventurers are needed to protect civilization. As one of these heroes you've been tasked with infiltrating a Dungeon and claiming a certain Magic Tool held within, as well as investigating the disappearances of the other adventurers sent before you. At your side is Kanade, a mage of great renown famous for completing many a quest such as these. Surely, this will be a simple task…

Or maybe you aren't human at all? You might also be one of the beings that lives in that dungeon, a creature of pure sexual predation eager to feed off of humanity and anyone that might intrude on your home. And you've heard that a new toy will be arriving soon…

You have **1000 Choice Points**.

## Origins

**Adventurer**
You are a brave adventurer, here to conquer this vile dungeon! You are a beacon of skill, courage and sheer willpower! Surely you won't be tempted by any of the sexy situations inside or its amazingly beautiful denizens who all want to milk your needy dick dry!

You can choose to be male or female, but…

*"Don't worry! If you don't happen to have a penis of your own, one will be provided for you~."*

**Monster**
The truth is, this entire dungeon is a trap meant to lure in adventures and milk them of their semen. You are one of the caretakers of this place, either a succubus or maybe something like a slimegirl or rabbit, but whatever you are I'm sure they won't know what hit them~.

In any case, you're totally a girl and a sexy one at that!

## Perks

### Adventurer

**Adventuring Fit (100 CP):** You can't be a hero as some kind of flabby blob! As part of your training, you have shaped your body into another tool in your arsenal. Whether your limbs are svelte, dexterous things or thick pillars of muscle you're as fit as a fiddle, with a healthy, attractive body well-suited to the sort of work commonly encountered as an adventurer.

**Dodge! (200 CP):** While blocking is all well and good, the best defense is and always will be not being where your opponent is hitting in the first place. Thankfully, you're quite good at this method of defense, your reflexes allowing you to avoid attacks and activating traps much easier than the average person.

**Poker Face (200 CP):** As if you'd let something like this faze you. In the pursuit of furthering your adventuring career you have cultivated a calm, professional if somewhat haughty mindset that has seen you through many a negotiation and harrowing situation. It would take something truly extraordinary and utterly shocking for your calm mask to break…

**Yer a Mage, Jumper (400 CP):** You have access to the incredible power of magic, and while you might not be the most skilled when it comes to control, you have sheer power in spades. You can launch bolts of energy from your hands with an effort of will, battering your foes into submission without even needing to lay a finger on them. With enough study, you'll likely be able to do much more, but for now you have the skills to defeat your foes with your magical might alone.

**Armored Ego (400 CP):** Your sense of self is much stronger than most. Sure, your stubbornness might annoy others sometimes but it certainly helps when someone's trying to fuck with your head! You'll find that when others become total slaves to things like brainwashing and hypnosis, your core personality will remain beneath whatever triggers and alterations your captor has made, allowing you a chance to escape. It would take intense and continuous effort to break that last sliver of 'you' and you won't be giving them that opportunity, right?

**Wellspring (600 CP):** In a different world, they might've made allusions to the energizer bunny, so endless is your stamina. Tiredness is just a word and rest is for the weak. No matter the length of the encounter, you'll be able to keep acting with the same vim and vigor you started

with, able to come out on top through sheer attrition if nothing else. Note however, that even if your energy is seemingly endless, your willpower is not. You'll need sleep just like anyone else to recharge your batteries and if someone overwhelms you with enough temptation you'll fall like anyone else.

**Monster**

**Predatory Instinct (100 CP):** As a Monster of some form or another, you are quite skilled at showing humanity its place at the bottom of the food chain. You're quite skilled at overwhelming your target's fighting spirit, be it with specialized techniques or pure pleasure and even better at training them into your loyal toy after you've broken them completely, with an instinctual skill at keeping them safe, happy and *loyal*. Be sure to take good care of your pets~.

**Scent of Submission (200 CP):** Whether it's pheromones, spores or something odder, your body gives off a scent that really gets the motor running. This lovely smell dulls the strength and mind of your victims, while driving up the sensitivity of their body the longer they breathe it in. With a bit of work, you could have an entire harem of Sniff Slaves~. You can toggle this off if you wish, although I don't know why you would~.

**Can't Beat The Classics (200 CP):** If you're helping run a dungeon then it makes sense to look into the works of your predecessors, right? You know how to build and maintain all manner of 'traditional' dungeon traps, from pitfalls to crushing walls to even gas traps. Of course, given the *nature* of the dungeon you can make all of them nonlethal, replacing hard stone with supple tempting 'flesh' and replacing poison with yummy aphrodisiac, or perhaps even your own pheromones. Would a giant rolling breast-shaped 'boulder' be too much?

**Bodily Autonomy (200 CP):** No no, this has nothing to do with the 'rights' of the soon-to-be livestock that you'll be claiming. No, this is the ability to summon floating copies of your various body parts from your playful hands to bouncing breasts. You can send them orders with but a thought, but by default they'll be playing with the bodies of anyone they come across, be it one of your pets or an adventurer. It's also useful when you need to carry something, although be aware that your summoned sets of helping hands are as strong as your normal ones, for better or worse. Of course, if you work hard enough that may change…

**Green Thumb (400 CP):** Feed me Seymour~. You have a talent for growing all manner of plants, from flowers to bushes and trees to even fungi! Even better, you know how to twist them into wonderfully sexy versions of themselves, hungry for sexual fluids. They'll all have at least one ability of that nature, from feminine mushrooms with rut-inducing spores to dexterous tentacles with wet, welcoming 'mouths', but if you focus on cultivating your creation for long enough you might be able to create your very own homegrown Floor Boss!

**Animal Magnetism (400 CP):** It's so much funner to be an animal, right? You might be an actual bunny girl or merely have a particularly primal charm about yourself but whatever the case you're no mere follower but an alpha in your own right. Not only does this give you a

wellspring of playful, powerful energy inside of you which you can use to fuel your physical abilities but you can also influence others around you to follow your naturalistic lead. This applies to everyone from your fellow animals all the way to invading adventurers, your primal beauty and obvious joy tempting them to give in and let themselves run wild~.

**Slime Body (400 CP):** Squish Squish~. At will, you can melt your body down into a viscous liquid, traditionally slime but maybe it's some kind of weird liquid latex? In any case, you can shape this substance into various shapes, from tentacles to cubes and even form small slimes to do your bidding. These creatures are unique compared to 'normal' slimes, in that they feed off sexual fluids, processing it into nutrients and magical energy for you, their beloved mother. If you already happen to be some form of slime-being, this perks strengthens your natural abilities even further, allowing you to control your size by storing away your mass for future use, as well as amplifying your control over your body.

**Mind Your Manners (600 CP):** Oh yes, your magic has always been activated by masturbation. Would I lie to you~? You have a great talent when it comes to mind-manipulating magics and techniques, from common sense alteration and implanting trigger phrases all the way up to full-on personality revision. You can even *create* minds wholesale, allowing you to build golems even more eager to follow your will then the most modified of puppets.

**Automated Tyranny (600 CP):** This is a bit odd. It seems that you have the strange ability to take any technique you know and build a piece of technology that does the same thing. From lasers that implant commands into a victim's mind to pods that do all the work of sexually subjugating prisoners, you can make devices that will save you tons of time that's much better spent…I don't know, napping? In any case, you also gain a mental cache of sex toy blueprints to start you out and help you get used to things, as well as the skills needed to build them quickly and efficiently. First onaholes, tomorrow the world!

## Items

### Adventurer

**Heroic Bodysuit (100 CP):** This bodysuit is durable, protective and form-fitting enough that your arousal is made quite clear to anyone that looks your way. Perfect for someone who spends their time avoiding traps and doesn't want to get caught by a piece of their outfit. It's so thin that your sense of touch carries straight through the material and yet it's so tough that it would require truly incredible circumstances to tear. And if it does, it'll slowly regenerate!

**Healing Pots (200 CP):** These fragile containers contain a rejuvenating energy, each capable of restoring your mind and body a small amount. The exact nature of the container changes to fit the environment, from literal pots to old crates and you'll find yourself stumbling upon them pretty regularly whenever you travel through enemy territory. Good thing that only you and your allies ever seem to notice them.

**Recollection Room (400 CP):** Why not have your cake and eat it too? Within this surprisingly spacious room, you can find a series of crystals, containing every lewd encounter you've had or even *could* have had. Want to know what would have happened if you looked in that cute snake girl's eyes? Or maybe if you accepted that succubus's offer of power? Well, now's your chance to find out! Just try not to drown yourself in the pleasures of what could have been.

**Warp Gates (600 CP):** Navigating dungeons can be an exercise in frustration and inconvenience if you aren't lucky and god forbid you have to *backtrack*. Thankfully, you have a leg up in that regard as you semi-regularly find old runic circles in strategic locations. Stepping onto one of these circles restores your mind and body, removes any 'Status Effects' you might be suffering from as well as allowing you and any allies with you to teleport to any other circle that you've already 'discovered'.

## Monster

**Sexsleeves (100 CP):** Not to be confused with sex *slaves*, this set of fleshy pink onaholes are perfectly designed to milk dicks even more pleasurably than a human woman's pussy! Perfect for laying around your dungeon as tempting traps for intruders or maybe even for *personal* use…

**Ruler's Amulet (200 CP):** It would be silly to let invaders in without a method of making use of them, and this Magic Tool is the answer. Activating the tool fills the target with sexual magics, causing them to grow large incredibly sensitive dicks, and heavy balls capable of cumming over and over again, as well as making sure they properly *appreciate* the female form. You can also set it to a different body part if you really want to, like breasts or maybe even butts, with an equivalent increase in size and sensitivity.

**Costume Change~ (400 CP):** They'd look much cuter in a *different* outfit~. Using this simple ritual, you can mark out an area you own. Anyone who enters without permission will find their clothes changing to a preset form. Whether this be a slimy bodysuit or a goofy monkey outfit, they'll find it impossible to take it off and you can even imbue minor effects into the material, like a propensity to make animal noises when the wearer isn't paying attention. They'll get their old clothes back when they leave, but as long as they remain here they'll dress how you wish~.

**Boss Credentials (600 CP):** You're not some peon, but a Dungeon Ruler in your own right! You even have your own floor, themed to your kinks and ready to turn intruders into docile cumslaves. And while at the moment that's all it is, after this jump you'll find yourself the owner of the dungeon in its entirety, including your personal floor. At that point you can customize and even expand the dungeon even further, although the latter will require a hefty energy cost. Good thing that any sexual fluids spilled within its walls will be absorbed and turned into energy~.

## Companions

**Import (100 CP):** You want to invite someone else to join the fun? Sure! The more the merrier! Each companion you import into this setting gets 600 CP to spend and an origin of their choice. Oh, this is so exciting!  I'm sure they'll have just as much fun as we'll have with them!

**Canon Character (100 CP each):**.There's a whole cast of incredibly attractive ladies for you to choose from here. You might be interested in Ruby, one of the Dungeon Rulers or maybe Kanade herself, but in any case if you manage to convince them, feel free to take them with you on your journey! As a bonus, if you choose to take a Dungeon Ruler, they'll be able to stay awake without insane amounts of energy, only requiring the 'usual' amount that a succubus of their power requires, and if you choose to take Tiki then Barry will come along for the ride for no further cost. Someone has to take care of her idiot, after all.

## Drawbacks

**Mining For Diesel (+0):** Normally, the world outside of the Dungeon would be a pretty generic (if oftentimes lewd) fantasy setting, but if you take this drawback you'll find it shares a planet with some of Dieselmine's other works. Depending on your choices, this could lead to you battling demonic forces on a quest to save humanity, or dealing with the true evils of…Succubus Politics (Gasp!).

**Weak (+100):** Maybe you're a cute little fairy or maybe just a squishy mage but whatever the case you're much physically weaker then normal. Your other physical attributes are the same as they should be, but you'd probably lose an arm-wrestling match against a child. It's a bit embarrassing, don't you think?

**Lazy (+200):** Really, why even try? A deep slothfulness emanates from your being, forcing you to exert your will to get all but the most basic tasks done. Even thrusting your hips in the throes of sex can feel like a real bother and you'll find yourself wishing to just let go and leave the difficult things to others. After all, it doesn't matter anyway, right?

**Quickshot (+300):** Heh, you just can't help yourself can you? Any amount of pleasure and you'll find yourself fighting back a climax, and an explosive one at that. This might sound like fun, but if you're a Monster then you can expect your coworkers to tease you in all manner of delicious ways, and that isn't even mentioning how difficult this can make your supposed job. And if you happen to be an Adventurer…

## Notes

A short summary of the game and the contents of the dungeon. Warning, spoilers ahoy! I *highly* recommend playing it for yourself if this sort of thing interests you!

As stated in the introduction, Kanade is here to fulfill a request to claim a certain magic tool, defeat any monsters protecting it, and rescue the missing adventures sent before her. When she enters, she catches glimpses of a cute girl ahead of her and assuming this is one of the victims, promptly falls through a trapdoor and gets cursed with a futa cock. The girl in question turns out to be Ruby, a loli succubus who stumbled on the dungeon and claimed the Ruler's Amulet and with it the Dungeon itself. And yet, she's solely interested in how it lets her gather 'food' (read: semen) without effort rather than any real ambitions.

After getting played with a bit by Ruby, she enters the dungeon proper, passing the vanished adventurers who've all utterly fallen to pleasure in various ways. The first floor is ruins-themed and ruled by a short but massively endowed succubus, who uses her pheromones in various ways to ensnare her prey. She's mockingly encouraging to Kanade even as she tries to break her into a Sniff Slave.

The Second floor is slime (and sewer?) themed, ruled by a motherly milfy slime woman by the name of Lamibel, she sends her children, both humanoid and otherwise to stop Kanade, ending with an annoyingly fast giant slime cube piloted by a trio of slime girls.

The third floor is sci-fi themed and ruled by the apathetic, lazy but incredibly intelligent succubus Saria, who's installed a huge amount of mindwarping traps and attractive golem girls onto her floor, apparently wanting to put in as little effort as possible. Kanade actually gets caught at the start of this level, but manages to fight off the brainwashing…for the most part, anyway.

The fourth floor is ruled by the carefree leader of the bunny girls, Tiki and her minder and best friend, the serious and goal-oriented fairy Barry. The entire floor is animal and plant themed and even as you fight your way through the level, Tiki remains cheerful and downright encouraging, promising to have some personal fun with Kanade if she beats the floor.

Speaking of which, the fifth floor is the personal domain of the Dungeon Rulers, consisting of back-to-back battles with the previous floor bosses, upgraded and strengthened as the rulers intervene personally. Once Kanade beats all four, she ends up in Ruby's bedroom, for a short boss battle with the glass-cannon like succubus, who never thought someone could ever have made it this far. Once defeated, Kanade claims the Ruler's Amulet, cures herself, curses Ruby with a dick of her own and leaves with all of the captured adventurers. Happy End!

Of course, once she leaves, Ruby finds that without the amulet the Dungeon Rulers are no longer following her orders, and they're all quite eager to punish their atrocious brat of a 'master' by drowning her in their respective gimmicks, utterly shattering her mind and using her as a

mana battery for the three century long wait before the dungeon creates another amulet…and they can start the process up all over again.

## Ending

**Stay Here**

**Go Home**

**Move On**