Feeder Fantasy Jumpchain

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(An RPG-Maker Title)



Ah, Jumper, welcome! Welcome to the peaceful little town of Mordau. Now, generally I'd say that you've arrived late to the party. I emphasize that the land is presently at peace, a lasting one, as a trio of heroines defeated the 'Demon Lord' long before you arrived, and all three have settled down in Mordau to enjoy the peace they fought so hard for. Sounds simple and sweet, doesn't it? A nice little, relaxing belay...

Wrong. You see there's a spoiler in the mix, a particular, depraved elf by the name of Sura. Like the three heroines she also received a divine blessing from the Goddess... only hers is *useless* outside of a singular purpose, one which she now seeks to completely abuse in this new peace. To what end? Nothing short of fattening every woman in Mordau up, with no real upper limit to her desires.

Left to her own devices it's really a toss-up whether Sura will achieve her goals with resounding success, or 'succeed' only in giving in to her own temptations.

What about you, Jumper? Are you here to help Sura? Protect the retired heroines from Sura's depraved wishes? Just sit back and watch the show unfold?

Whatever you intend, take this +1000 CP to enjoy your impending experience.

Origin

Our first question, of course. Who might you be? Elf or Human at your discretion.

-**Pervert/Drop-In**: Free
Oh? Another hitherto unknown wanderer with deviant desires? Mordau seems to be suffering a mild influx of you, to be perfectly honest. Idle hands are the devil's playground, right? Well, at any rate, you'll awake in the new, if basic, home you just spent the last of your (in-universe) money to acquire. All situated to begin weaving your wicked ways upon the unsuspecting inhabitants of this peaceful town.

-**Hero/ine**: -200 CP
Oh ho now, seems there was another member involved in the party that brought down the Demon Lord. Like Alicia, Karen, and Elise you received a powerful blessing from the Goddess when you came of age, destined to do heroic deeds. Well, you done did it, for sure. The current age of peace is due to your collective efforts. In addition to the abundant gratitude you have front-loaded to you from the townsfolk, you will awaken in a fine home in town funded by the ample spoils you gathered during the struggle to topple the Demon Lord.

Divine Blessing

Choose One

-**Blessing of Aura of...:** Free
A bit wordy? Yes, yes it is. By default this "blessing" from the Goddess mirrors Sura's own 'weight gain aura,' that does nothing more than make it significantly easier for women to get fat in a radius large enough to cover a small town like Mordau. *Unlike* Sura's aura, should you be a woman you are exempt from your own 'corruption' influence. If weight gain isn't your cup of tea, you may instead alter it to some other small, yet biologically possible/natural metamorphosis. Excessive breast growth, for example. Growing new body parts is not possible.

-**Blessing of Divine Protection**: Free to Hero/ine
Ah, finally something simple, eh? In a nutshell this Blessing does three simple things for you. One, you become by Far more healthy than a normal person has any right to be. Getting a cold, for instance, is almost unthinkable for you. Second, you yourself are now considered 'Holy' and will register as such when it benefits you. Lastly, you become significantly more difficult to injure. Wearing fine armor might leave you nigh impervious to a standard fantasy setting. Alicia also received this Blessing.

-**Blessing of Heroic Power**: Free to Hero/ine
This one is pretty one-note, and yet magnified by this simplicity. This is pure, brute strength. So much so that even a 'restrained' punch is fully capable of killing someone normal. Be careful with this one, yeah? It'd be horrible if you happened to get drunk and 'playfully' slap someone... Karen received this Blessing.

-**Blessing of Infinite Magic**: Free to Hero/ine
Again, something simple, but potent in its simplicity. Have you ever felt that you were lacking in MP? Mana? Whatever you want to call it. Never again, as by the Goddess's grace you now have an unlimited supply. Do bear in mind, however, that 'infinite supply' doesn't necessarily translate to 'infinite power.' Elise received this Blessing.

Perks: 50% Discount to matching Origin, 100 CP Discounted is Free

Pervert/Drop-In

-**'Harmless Mischief'**: -100 CP
"Oh, that card, lookit them messing around~" You can get used to that sort of reaction, especially from bystanders to your antics. Even from your 'targets' so long as your actions don't involve physical contact, cause physical injury, or involve minors. Expect your hapless victims to accept questionable gifts ad-infinitum.

-**Heat-Seeking Missile/Magnetic Slot**: -200 CP
Let's be honest, as a pervert you probably have lewd intentions towards the targets of your machinations. Given the extremes allowed by many 'auras' those erotic escapades could become... difficult. With this however, you will never need concern yourself with the difficulty of putting tab A in slot B, or slot B to slot B, regardless of physical proportions. Equally good for extreme musculature or gargantuan breasts as it is for massive fatness. Physics get bent!

-**Smooth Talker**: -400 CP
It's shocking, really, how easily Sura can convince people in Mordau to accept or do things that obviously are unhealthy for them. "Yeah, it'll be fine, just enjoy that 4-inch deep, huge pizza." In spite of, you know, the thing being bigger than the woman in question's entire torso. Assuming you've Sura's 'gift', this Perk would allow them to actually consume the calorie-bombs you might be offering them. Assume the same degree of persuasiveness depending upon what 'aura' you've selected, or general, large charismatic appeal in you have none.

-**Willbreaker**: -600 CP
Eh? What is this? Sounds more like something suited to the Demon Lord than some random pervert. At any rate, sooner or later the changes or adjustments you are making to someone will cause a 'hold up,' reaction in your victim's minds. No matter how good it might feel, no matter how tempting it is, there are just rational limits to how much any one person will accept... But there is always a breaking point. Some small thing, some minor, otherwise insignificant act that might shatter what remaining barrier of resistance that remains. Such as Sura 'gifting' Alicia her holy armor and the retired hero bursting out of it as she's simply grown too fat, shattering her resolve to resist. You are a master at finding and exploiting these things no matter how illogical they might be, and those you 'break' will be all the more putty in your hands afterwards.

Hero/ine Perks

-**Flawless Countenance**: -100 CP
Considering the amount of hardship you must have faced to topple the Demon Lord, you look *amazing*. Not a scar in sight, not a blemish to be found. Perhaps this too was a gift of the Goddess, hm? In addition to not scarring, you will find that your skin and general features remain perfect regardless of situation. You no longer need to bathe to stay clean. Sweat, mud, grime, wayward foodstuffs, stretch marks and all such visual impairments find no purchase upon you. You no longer excrete waste, and for women you will never menstruate. Truly, you are blessed.

-**Appreciable Gratitude**: -200 CP
You know, it's all well and good that you receive a sincere 'thank you' for saving the world, but it'd really be nice to get something tangible for your efforts, right? Thankfully, now you will. Even if the exact individual you help hasn't the means to show the proper remuneration, you will be compensated by karma itself if need be for the magnitude of your heroic deeds. Saving the world, for instance, would naturally set you up for life in the lap of luxury.

-**Labyrinth Runner**: -400 CP
Naturally, it's a time honored tactic to wear down a hero with a tedious and winding dungeon, peppered with fodder enemies that serve no purpose beyond soaking up your resources and wearing at your will. Well, you can tell all of that mess to go shove it. You've an unfailing sense of direction that would make Theseus intensely jealous and the Minotaur furious, capable of both perfectly finding the optimal path through a dungeon/labyrinth that both nets you the greatest amount of treasure and encounters the least amount of resistance. Likewise, you can then retrace that path at extreme speed in the event the dungeon decides to collapse on itself after you slay it's master, as such things are wont to do.

-**Peacemaker**: -600 CP
There are some that might say Evil is a hydra, no matter how many heads you cut off there is always another just waiting to rush into the spot light. You however, hold the idea that Evil is a snake, and by cutting the head off the snake you can cow the remains into almost complete submission. In effect, this means that when you successfully topple an enemy like the Demon Lord their minions will all but vanish from sight and mind for years upon years at a time, too afraid the same will happen to them should they even go about quietly mustering for a resurgence. This will of course fade in time, but it will take multiple years for that to start happening. Don't enjoy your peace too much, eh?

Items: 50% Discount to matching Origin, 100 CP Discounted is Free

General Items

-**Tasty Sandwich**: Free to All
One could get hungry here, you know? Hoagies, subs, grilled cheese if you like. You can pull one out of your pocket every hour with the exact construction and fillings you like so long as the whole thing can comfortably fit your two hands.

-Stupid Food Package: -200 (can be bought three times)
Let's be clear, 'stupid' in this case for only one reason. Chiefly, everything here is ludicrously bad for the waistline unless you have an inhumanly massive calorie requirement, and they are presented to you in ascending order of magnitude. A 'Large Burger,' for instance is bad, but a Huge Pizza is at least ten times as bad, and a Giant Filling Steak is ten times worse than that. The amount of calories in even the lowest dish on offer here would make a dietitian have a stroke at the very sight. All food items may be summoned hourly, and persist until eaten.

-Savory Package: Large Burgers, Huge Pizzas, and Giant Filling Steaks. All may be garnished or 'cooked' to preference when summoned, and escalate in physical size along with calorie-nuking 'power.' Potentially the 'messiest' option... if you're into that.

-Sweet Package: Succubus Crepes, Elf Bonbons, and Sugar Lumps. What they lack in size compared to other Stupid Food they more than make up for in density. The amount of sugar in these culinary abominations could kill a diabetic on sight! Not literally, but I'm sure that makes the point.

Sauce Package: Demonic Sake, Millennium Wine, and Lover's Cocktail. Well now, destructive to the waistline *and* so alcoholic a drinker could be sloshed for days after the fact? Drinkers are gonna drink though. And what better 'gifts' for that favorite lush lady you have your eyes on.

-Cushy Home: -200/-400 CP
Ah, the "basic" home you were allotted depending upon your Origin? Want to spruce it up and keep it? For 200 CP the interior is improved to fine quality, it has a second level that may be a detached addition at your will, and the pantry is always full to an 'adequate' level depending on the residents. For 400 CP instead your 'house' becomes a lovely mansion. Stone walls, plush carpets, an excessive pantry for the inhabitants including guests, a large floor plan with plenty of room, the detachable second level, and a friendly, morbidly obese ghost to make sure the kitchen never stops churning while demand exists.

-Amulet of Dispelling: -600 CP
Woof, this thing is a real treasure. How'd you get your mitts on one? Only fairies once in a blue moon seem to have these things. Anyway, as you'd doubtless like to know the title is very literal. If there is a sustained spell that you are aware of, this amulet can end it, no arguments accepted. Sure, while it won't protect you from catching a fireball to the face it would absolutely shatter the 'mage armor' of the wizard who threw it. Illusions, enchantments, curses even. All as dust before this priceless treasure.

Pervert/Drop-In Items

-Exotic Delicacies: -100 CP
Whoa... this is some rare stuff! I mean, they're consumables, edibles, so I wouldn't expect too much out of it? Their rarity though does make the act of giving them mildly endear you to the receiver of them. What you have here is Fried Cockatrice Wings, which is like fried chicken just a thousand times worse for you. A bottle of Dragon's Breath sake, which is about as bad for you. And one of the Wildcat Bakery's limited production Shortcakes. Not sure why it's limited production... but yes! Still horrible for you. No guarantee your giftee will eat your gift, but they'll understand you gave them something nice. You get a replacement of each daily, should you consume or gift one.

-Food Labyrinth Gold Pass: -200 CP
Hey now, this thing usually requires weeks of effort to obtain, nice pick! In-universe this allows you entry to the Food Labyrinth, filled with a staggering number of food items that mysteriously re-stock daily, and do not spoil once removed. The place also houses a huge number of gold coins... that is to say, chocolate coins in gold foil. These coins are used in-universe to normally upgrade your Pass to allow more time in the Labyrinth before you get pulled out, but with this purchase this "loot" has something of a suggestive curse upon it once gifted. Assuming a similarity with Sura's aura, the chocolate coins would all but verbally beg to be eaten by someone other than you upon gifting. Post-Jump, your Pass will grant you passage to other 'exclusive' dungeons or dangerous areas, while ensuring you continue to find 'fun' cursed loot.

-**Teleporter Wand**: -400 CP
Ah, here's a nifty little device. This short length of alabaster metal houses a singular, potent enchantment. As you might guess from its name that enchantment involves teleportation, and this wand can be used as you wish to instantly transport yourself to any landmark location you have already been to, down to the minimum of a particular house.

-The Nuclear Option: -600 CP
... You know, even if this is essentially the "point" of Mordau and the town: literal Food Labyrinth to the south, Sura's very existence, buying this collection could still come off as going too far. What you have here are two illicit substances that align with your particular 'aura' from your Blessing. And three further food Items that exist as the dark, corrupted peak of each respective 'Stupid Food' category.

-First the 'drugs': One of which is literally called the Fattening Drugs.* Forget calorie count, forget subtlety, this concoction is so horrifically potent if given to a normal woman she would be an immobile blob within an hour, blissed nearly out of her mind and now with a ravenous hunger for more. What's more is that this is a "smart" drug, that will generate a pinning amount of fat for the woman who ingests it, voluntarily or not... You know what, fuck it, give this to Wonder Woman or Super Girl and see what happens. If you're buying this I'm sure you'd enjoy that. The second 'drug' is possibly even more cruel, as it is labeled as a 'Weight Loss' potion and the effects are anything but. Sure, it does at first slim a woman down, filling her with energy! It does so by turning her extra fat and food eaten into that energy, which, naturally, makes the drinker a ravenous beast of hunger that can't feel full, causing her to eat, and eat and eat... And, after 24 hours all that energy turns back into fat, probably leaving her far bigger than she started.

-Second, you have your nigh-demonic foodstuffs in the order of their category: Fried Troll Steak, the Black Cheesecake, and Drogon's Obesity Brew. The first is, as you would expect, meat from a troll. Once eaten it *never* leaves the woman's stomach, constantly cursing her to over-nourishment. The Black Cheesecake is an instant, ravenous sugar coma, one single crumb is enough to induce this hungry, suggestive state. And Drogon's Obesity Brew is, well, exactly what it sounds like. An alcoholic drink that engorges the woman who drinks it and pretty much permanently alters their mental state to 'drunk.'
All of the above re-spawn daily after 'use.'

Hero/ine Items

-Cosplay Closet: -100 CP
Oh? Well I suppose playing dress-up like Alicia is one way to spend your peacetime. What you have here is a large assortment of fine, comfortable and incredibly stain-resistant clothing that is both durable... and highly receptive to being 'let out' under certain circumstances. The clothing from this Closet will retain these properties even once they leave your possession. Give freely!

-**Angelic Fitness Equipment**: -200 CP
Ah, what odd gear do we have here? Why, nothing short of the bizarre products of a certain 'legendary' blacksmith looking for a way to cash in on a certain elf-induced obesity epidemic. Three items are included in this small bundle: a fetching white and gold hula hoop, a sturdy semi-stone sit-up bench, and a weight belt. All of these tools, used responsibly, can keep the body fit and gradually increase the power of the one who uses them... just don't try and give them to someone *too big*, alright? Though if you do, and they justifiably shatter, you'll get it back the following morning.

-**Holy Armor**: -400 CP
Ah, did you like Alicia's style? As this is a stunning recreation of her armor in every detail, sized to fit you man/woman appropriately. It would be no stretch to say this is the finest armor in the land save its exact peer, sturdy, self-fixing, and almost complete coverage with no loss of combat mobility. Unlike Alicia's however, this suit will adjust to fit you depending on alt-forms if you have them. Or simply if you adjust your body in some way.

-**Church of the Goddess**: -600 CP
Ah, this is *your* church inhabiting Mordau? I had no idea, "holy one." Jokes aside, this is a lovely church... not presently dedicated to any particular Goddess. Left to Sura's meandering machinations this place would gradually get dedicated to, well, probably not the Goddess that blessed the heroes to defeat the Demon Lord. As this is Your church now you may dedicated it to whichever deity you so please and it shall function as a locus around which a new faith can be born... or a current one corrupted. Your church, whatever you decide to do with it, will gather donations and influence over time, remembering its relative power between Jumps.

Companions:
All in-universe Companions come with **Flawless Countenance.**

-**Make It A Party**: -50 Per Companion, -200 for Six
Don't want to go it alone? Or do you just want some extra people around that you invented for lewding? Each Companion imported or Created through this purchase

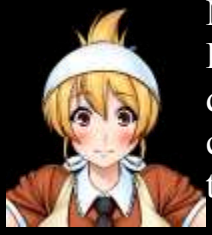
receives an Origin and 400 CP of their own for Perks and Items. They cannot buy Companions or take Drawbacks.

-Goblin Girl: Free



If you want her, you can have her. She's a rude little shrimp with no talents, no skills, and absolutely nothing to immediately offer you apart from eminent lewding potential.

-Bakery Girl: -50 CP



Meet Catherine, or Cat. Current owner and sole operator of the Wildcat Bakery. She's a good, honest, hard-working girl who... honestly really doesn't have many talents apart from being a really good baker. Well, to be completely candid she's also quite easily bullied into doing whatever, a total sub.

-Ex-Thief: -50 CP



This is Maya, a former bandit that got out of the 'game' when the Demon Lord was defeated. Presently she's got little to her name beyond the clothes on her back and a bunch of 'secrets' she's hoping to sell for a mint to fund her genuine dream... living like a queen and being waited on hand and foot... interestingly she's still privy to useful, minor secrets should she fully get her wish.

-Idiot Guard: -50 CP



Meet Liz, the town of Mordau's only standing, proper guards-woman. She's trained to fight, sure. But she's also, as her title suggests, really, really dumb. Endearingly enthusiastic about her job, but *dumb*.

-The Loyal Maid: -50 CP



This is Judy. Exactly as her title suggests she is the staunch, hardworking maid of Alicia the heroine... who is currently on leave because she 'got too fat' to continue working in the mansion. She's quite depressed at the moment, and currently seeking an easy way out of her weight problems. I'm sure you could 'fix' that.

-**The Lewd Sisters**: -50 CP



Supposedly, these two, Mara and Astaris respectively are devout nuns of the Goddess that blessed the Heroines and Sura... But obviously, that's a veneer that lasts about as long as a snowball in Hell. They have the kind of weak logic that they can be cajoled into just about anything "for the Church." They're also very, 'into' each other. And I shouldn't need to spell that out anymore.

-**Orchid Dojo Duo**: -50 CP



Respectively, Ai and her worshipful admirer. Ai is many things: chipper, enthusiastic, completely pigheaded... smart is not one of them. Her idea of a good test of power in a game of hide and seek, and she always uses the same three spots. Left to her own devices she will falsely equate 'training' with 'eating' and gorge herself to obesity while completely blind to the changes she is inflicting on herself. Her charming admirer, will dutifully follow suite, while not being blind to the consequences of her actions.

-**Barmaid and Bunny**: -50 CP



The duo of staff that expertly run the Iron Gate Bar, a charming if 'odd' host slash waitress slash chef and the salacious, talented, and entertaining temptress. The barmaid, however, is as much of a perverted glutton as Sura is, with eyes to inflate both herself and 'her sweet bunny' immensely. As easily as 'bunny' goes along with it, she probably likes it.

-**Elder Mage**: -100 CP



It's a question if this woman is 'elder' because of her actual age, which clearly doesn't show, or if it is an affectation to lend her singular business model greater gravitas. She's unquestionably talented at her 'one thing,' however, so no insult is intended. Her entire business model is built around her practice of gradually condensing raw magic into 'mana crystals' that increase the level of the person or creature that uses it at different increments depending on how long she took condensing for each crystal. However, it's a long, boring, and very sedentary process that only requires minimal concentration given her experience. I'm sure she wouldn't mind a conversation partner, if nothing else. Or, of course, she would be in no real position to resist if you wanted to giver her 'something' while she waited around.

-**The Three Heroines**: -200 CP





Alicia, Karen, and Elise, the three (original if including yourself) revered ladies that defeated the Demon Lord. They're each 'retired,' at the moment, and taking it in significantly different ways.

-Alicia is just, lost, baffled as to how she should be spending her peacetime while lazing about her expansive mansion.

-Karen is, in short, being a bored, belligerent drunk with nothing to fight. The run-down state of her house speaks volumes.

-Elise is the most 'well adjusted,' although she was anti-social and disliked even before retirement for her haughty, arrogant attitude.

They each have **Flawless Countenance** and their respective Divine Blessing.

-**Perverted Elf**: -200 CP



Say hello to the local degenerate, or at least the primary one. Sura here received her nigh-useless Blessing and just, pun intended, rolled with it as best she could. Unfortunately for her, she's every bit as enamored with *being* a fatass as she is in turning other women into them, thus the actual 'success' of her lewd ambitions permanently balances on the edge of a knife. Care to help the little degenerate out? Or at least take her off the local's hands? As possible incentive she comes with **Flawless Countenance**, **Smooth Talker**, and her respective Divine Blessing, with the caveat that she is completely vulnerable to her own metaphorical voodoo.

Drawbacks:

You are fully allowed to take whatever you think you can take, don't glut yourself on Points too much, hmm?

-Exit Strategy: +0
Nothing fancy, Jumper. As it is mildly unlikely that there is enough in one town to keep you fully entertained in Mordau alone for ten years you are free to just bounce when it so pleases you, barring any caveats added through Drawbacks. Taking Drawbacks without a particular objective require you to stay at least one year.
-Goblin Magnet: +100 CP
What fantasy world would it be without Goblins? In fact there's a cave of them just off the northwest corner of Mordau. That's fine by the townsfolk, honestly, they don't seem to bother anyone what with three legendary heroes living there. You though, they don't like you. And they are as belligerent and numerous as you would expect Goblins to be. They're naturally incredibly weak and pathetic, but every so often they Will manage to steal something important and force you to chase them through their dark, winding cave to get it back.
-Obligations: +100 CP
So, as part of integrating you with this world I *might* have run up a staggering tab under your name at the Iron Gate Bar. The owner and head waitress presently has the right to requisition your services at least once a week for herself, and naturally as per this Drawback you are required to oblige. She's not particularly imaginative though, and most of her requests will be something you can fulfill so long as you've an ample wallet and a working set of legs to march over to the Bakery.
-Aren't We Adults???: +100 CP
Jumper, for these extra points I've extended a challenge from you to the Hide and Seek Foundation... yes that's a thing. Every week on Saturday from 10 AM to 2 PM you must hide as a normal person would lest you enjoy getting heckled through the rest of the week for 'losing at a children's game.'
-Flat Broke: +200 CP
Oof, much like Sura starts out you blew all your money getting a nice place, and by taking this Drawback you both lose access to all out-of Jump money, and any money-making Perks and Items. Everything you'll use to buy anything will be earned the hard way in-universe.
-Lazy: +200 CP
There's really nothing overly special here, you just lose a large portion of ambition and motivation to do much of anything, maybe lie about and stargaze, take long naps, whatever. Expect to get taken advantage of in your blase state on everything, and a larger waistline should you happen to be a woman.
-Holy Servant: +400 CP



Hmm, prepared for frustration, Jumper? Because now you've an additional requirement added to your list of things to do before you're allowed to leave. The local Church (not yours if you bought it) has now retained your services, and you are obligated to track down suitable Relics, four of them in total, from Mordau's asinine 'Food Labyrinth' to the south of town. Unfortunately, the amount of time you are allowed in the Labyrinth scales downwards depending upon how fast you are. This will require you to gather 'chocolate coins' and trade them in to buy progressively more time inside till you can collect all the relics, which will take a minimum of one year. Upon completion of this task, and witnessing the unwitting hedonistic gluttony you've exposed her to, you are allowed to take the local boobzilla "Nun," Sister Maria with you as a Companion should you wish... and her kid brother if you can stand him.

-**HER**: +400 CP



Recall Sura, Jumper, how the little degenerate is held back in her lewd ambitions by her inability to concentrate on others instead of 'others and herself.' This equally depraved elf woman has no such flaws, and will give you a different objective based upon your sex. If you're a man, her targets are the four primary girls: Sura, Alicia, Karen, and Elise. And you need to keep this woman from breaking them into her obedient butterball pets for the duration of a year. If you are a woman, she's after YOU specifically and no manner of willpower Perks will render you immune to her potent temptations. Taking this Drawback forfeits you your ability to either kill or imprison her, but there may yet be hope. She's not immune to the temptations she so readily offers, though she is indeed focused on others. Maybe you could turn the tables on her, hmm?

-**YOU FOOLS!!!**: +600 CP

Oh, well now, seems the Demon Lord was more of a scheming type than anyone gave them credit for. She faked her own death and aided Sura from the shadows, making sure the little degenerate kept on task long enough to completely 'break' the three heroines that defeated her the first time. Mordau is now under siege, and it's probably all up to you. Should the Demon Lord completely capture Mordau you will have Failed the Jump, and be sent home... On the other hand should you beat her yourself (possibly again) you can take the petty brat along with you as a Companion. She possesses **Flawless Countenance** along with the equivalent power of all three of the proper Divine Blessings, IE, Alicia's, Karen's, and Elise's.

Scenario: Center of the Labyrinth

A touch of context, Jumper. The aforementioned and amusingly named 'Food Labyrinth' is quite literally the primary breadbasket of Mordau, magically generating so

much food that it's impossible for the locals to go hungry. It's obviously not all calorie-bombs, else Sura wouldn't have had to do a damn thing to get her perverted wish. But that's not all there is to it. Young women, particularly young women who've significantly overindulged themselves trying to reach the center of the perpetually shifting maze, regularly vanish to never be seen again, muttering something about a 'call' that draws them deeper than ever to the very heart of the Labyrinth before they venture in for the last time.

As an optional challenge to you, Jumper, it is now upon you to reach the core and discover what draws these indulgent women to the heart, never to be seen again. There is certainly the possibility of the brute force approach, though that might indeed take a *long* time with how the maze shifts and defiantly denies you. The, possibility of an 'elegant' approach exists. Any of the local girls, or a female Jumper, sufficiently indulged would likely hear the 'call' and be drawn in, as so many women have before. In such a case either the escort would need to keep a close hand on their 'bait' lets they be lost to the core. Or the indulgent female Jumper would need a monstrous will to not lose themselves to the overpowering temptation showered upon them.

Either way you manage it, the core shall yield to you... revealing nothing short of an imprisoned Goddess, Zera. A gluttonous, hedonistic temptress that Sura and HER only wish they could be. Zera is surrounded by the corpulent, immobilized women whom were all tempted down here, a fate that you've revealed. The final test for a female Jumper would be to reject Zera's temptations, right in the heart of her influence. Guys get off easy here, only stopping their charge from accepting.

Your prize for this optional challenge? Why, the Food Labyrinth itself of course! With it in your possession, you and anyone whom you allow can simply summon whatever dish you can imagine to you or themselves from this opulent cornucopia of indulgence, though as noted what you order needn't be a calorie nuke.

Additionally, should you want her, Zera would be quite happy to be let out of her functional prison. Not that she'd be free of the prison of her own flesh that she's gleefully amassed, but semantics. I'm sure if you share any common mental ground with the likes of Sura, HER, and Zera having a literal goddess of hedonism and gluttony in your corner would be of great benefit to you... or don't. She'll be quite miffed but in no position to complain about it.

Ending Choice

Stay? Move on? Go Home?

Notes

-Drawbacks are not mutually exclusive with each other, which could get quite hectic if you have to juggle fighting off an invasion while smacking HER hands off of the already Sura-afflicted heroines, while also dashing through the Food Labyrinth in your spare moments.
-If you notice a particular and decidedly not even-handed slant to the Jump, that was completely intentional. I *love* fat girls, fat guys disgust me. Take that as you will.
-The link to download the Game itself, if what you have read excites you.
https://mega.nz/folder/HW5BDYqY#pXrjUtYEdCSI58nxd9OiOg
-Use EZ$ to unlock NG+ should you download the game above to skip the grind and get right to the good stuff.
-*All effects and Items that relate to weight can and will be tweaked depending upon your chosen "aura." IE, if you love giant tits you will cause massive breast growth with the food items and 'drugs' instead of weight gain.
-Obligations: Even if you have purchased them as Companions you will still be required to indulge the Barmaid's deviant appetites weekly.
-Not purchasing the Amulet of Dispelling will not lock you out of breaking Elise's body-illusion, as you can still get a 'free' version from the Sweet Shop Fairy. That non-fiat item will however break after that single use.

-Changelog 1: Typos, clarified Human/Elf 'racial' options.
-Changlelog 2: Corrected Demon King to Demon Lord, moved Amulet of Dispelling to General Items, Added multiple Items.