

~~Mass Effect...~~?

Welcome to the universe of *Mass Effect*, a galaxy filled with many strange worlds, diverse races, and dark conspiracies in the shadows. But I know that you'll come out on top, so let's get star...

What, you're asking where's the *Monster Girl Encyclopedia* option? That was a gag way back then, nobody was supposed to take it seriously. So let's move on.

...You really want to go here that bad? Sure, go right ahead. Just be prepared for a sexy, monstrous time.



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In this world, all monsters have been transformed into monster girls (Mamono) who gain energy from sex with males and yearn to find husbands (while also turning human women into more of their kind).

This world's demon energy is highly corruptive as it warps things to a more sexualized nature, but your outsider nature will protect you...to a degree.

You start out with +1000 Corruption Points (CP) and ten years to explore this amazing world. Have fun!

Table of Contents

<u>Introduction ~ Mass Effect?</u>	1
<u>True Introduction ~ Monster Girl Encyclopedia</u>	1-2
<u>Table of Contents</u>	2
<u>Background</u>	3
<u>Affiliation</u>	5
<u>Location</u>	11
<u>Perks</u>	15
<u>Normal/Background</u>	15
<u>Affiliation</u>	24
<u>Items</u>	66
<u>Normal/Background</u>	66
<u>Affiliation</u>	78
<u>Companions</u>	94
<u>Drawbacks</u>	102
<u>Normal</u>	102
<u>Background</u>	120
<u>Affiliation-Tied</u>	121
<u>White Inma</u>	129
<u>Bonus Scenarios</u>	132
<u>Fin</u>	133
<u>Notes</u>	134
<u>Monster Girl List</u>	152
<u>Credits</u>	154
<u>Change Log</u>	155

Background

To choose your age and gender, pay 50 CP; if not, your gender is the same as it was before, barring special cases – if you choose to be a Mamono, you will automatically be female, unless you choose to be a male Incubus instead.

A couple of warnings, though. First, given the corruptive properties and abundance of demon energy, it is quite likely that even if you start out as human you may become a Mamono over the course of the jump; becoming a Mamono when you were not one at the start of the jump will not give you Mamono background discounts.

Second, monsterization tends to morph the subject's mentality to the perspective of the monster they are becoming, such that the Mamono version of a person may be entirely the opposite of how she was as a human; however, it is also possible for a monster girl to have a unique personality that's different from the stereotypes of her species.

Third, while corrupted human men generally become male Incubi, it is possible for an Incubus to become an Alp (female), often without conscious effort. See *Demon Energy*, *Monsterization*, and *Alping* in *Notes* for further details)

Drop-In (0 CP)- You come as you are from the saner worlds beyond this current universe, bringing new ideas to the fray. You are technically considered a Human in the context of the jump for the sake of special requirements for things like affiliations, drawbacks, bonuses, etc., as well as how people generally view you. Even if you are coming in a non-human form, since you are not really a Mamono, people will in general treat you like a human or non-corrupted other race like the elves or angels (though some superstitious people might be suspicious of you at first). Your age is what you were before entering the jump.

Local Human (0/+50 CP)- You are a normal human living somewhere in the MGE universe. In other words, monster bait. To get a bonus of +50 CP, you can start out in a lower class, impoverished state (companions may also start in a similar state to get a bonus); if not, you start by default at a fairly average level of living that, while not the highest, is still relatively stable and secure. Roll a 1d20+10 to determine your age.

This background also covers uncorrupted non-human races, such as Angels, Dwarves, Elves, Fairies, and Valkyries (in which case your age roll is instead your “apparent” age). If you take a non-corrupted race and get corrupted by demon energy later, you can choose at that point whether you just become a mamono version of that species or turn to the “dark” version of that species like Dark Angel or Dark Valkyrie.

Mamono (100/50/200 CP)- You are already corrupted by mamono energy, by birth or circumstance. You may freely choose your gender. Females are one of the very sexy, eternally youthful monster girls of this universe: choose one of the many varieties of Mamono to become. Males are incubi – former humans who have ascended via infusion with demon energy. Roll a 1d100+5 to determine your starting age.

Also, there are admittedly some “monster” races like Angels, Dwarves, Elves, Fairies and Valkyries that were not normally monsters (though that's not the case anymore). If you select one of those races, you can choose whether you just become a standard mamono version of that species or become the “dark” version of that species like a Dark Angel or Dark Valkyrie.

Please note that if you have chosen a mamono species that is essentially a “living item” (Cursed Sword, Living Armor, tsukumogami like a Karakasa-Obake, etc.), you may choose to merge your monster girl form with an appropriate item that you already own (or have purchased in this jump). For monster girls that typically exist by possessing a host (Cursed Sword, Living Armor, Parasite Slime, Kitsune-tsuki, etc.), you receive a basic, blank host (basically a projection of your will rather than a sapient being) that you can summon to possess at will, should you not find someone else to take as a host.

Certain, especially powerful monster girls cost 200 CP to take as your race: Baphomet, Dragon, Dragon Zombie, Echidna, Lilim, Otohime, Pharaoh, Phoenix, Ryu, Wight.

To halve the cost of the background to 50 CP (or back to 100 CP if you chose a 200 CP monster), the weaknesses and negative traits of the mamono species you chose will be intensified for you: for instance, if you were a “fire rat” Hinezumi, just a small bucket of water would severely weaken your flames and strength for an extended duration; as a timid Cockatrice, you would have an exceptionally fearful personality, such that a sudden noise is enough to make you panic and run for your life; as a Dullahan, your head will fall off at the slightest breeze; your Dragon self will be excessively possessive and prideful beyond control; etc. Even if you’re a powerful Lilim, you’ll have to deal with the irresistible compulsion to corrupt and transform anyone you meet; no matter what species you choose, expect some sort of troublesome flaw or quirk. Companions can have the same apply to them to lower the price.

As an alternate option to halve the cost to 50 CP, you can roll to see which species you are (see Monster Girl list for numbers). If you roll, you also don’t have to pay extra for powerful species. However, only one reroll is allowed. You could get the form of an especially powerful or popular monster girl like a Lilim or Dragon, or you could end up with an average/decent at best monster girl you’re “meh” towards – or get stuck in the body of a species you really loathe like a Matango or Devil Bug. Companions can also randomize their selection to lower the price.

If you take both the random roll and the negative quirks for your species, the cost is reduced to free. However, to get the Mamono background for free, you must lock yourself into taking both halving options BEFORE rolling for your species. You can’t suddenly decide to take the quirk after rolling a monster you think isn’t that bad, or back out of taking the negative traits after you roll a monster with horrible characteristics.

Affiliation

There are a lot of different organizations throughout the world with their own causes, and I can set you up on good terms with one of them, if you would like.

Please note, though, that many of these groups have certain expectations for their members, and some of them may require you to stay in a specific location indefinitely. The “All” note for some affiliations signifies that all three backgrounds are eligible for the faction. You can only take one affiliation.

Unaffiliated (All)- Don’t feel bad if you can’t really connect with any of the groups. A lot of people, both humans and monsters, just want to live out their lives in peace. And there’s plenty for an adventurer to explore around the world. This is the default affiliation you must take if you do not select any other affiliation.

The Order (Drop-In/Local Human)- An alliance of various human nations, all united by their faith in the Chief God and drive for a holy crusade against monsters, the Order of the Chief God is the primary opponent to the Demon Lord’s expansion, with battlefronts across the world. Recognizing the dangers of demon energy, the Order’s inquisitorial branches are especially vigilant in rooting out spies, sympathizers, and heretics in general.

Demon Army (Mamono)- The core army of the Demon Lord’s forces, this army is sent out from Royal Makai to defend demon realms and expand the influence of the Demon Lord worldwide. While some of the army is fairly disciplined, and their power is not to be underestimated, the army as a whole is rather...rowdy, to say the least. Given how most of the Mamono signed up to pillage and rape, with express permission to do what they please to any man they capture in battle, it’s easy to see how the army is only loosely held together, even as it continues to conquer more and more of the world.

Sabbath (All)- A religious/magic-user organization that upholds the tenet of valuing the charm and depravity of little girls... Wait, don’t run away! The group isn’t really as bad as it sounds, and a lot of the individual branches diverge in different ways. And if you want to develop, master, and innovate magic, there’s no better place to find help than with the Sabbath’s loving black mass family. The Sabbath is split into many different groups each led by a Baphomet, and they all have their own research interests and values. You can be in an original Sabbath group of your liking, or you can choose to be part of one of the canonically known Sabbath chapters, including:

- [Kuroferuru “Black Goat” Sabbath](#) – An extremist faction that is exhausting all efforts to cover the world in mamono realms and convert all humans into monsters, with a focus on nymphomancy magic.
- [Momonika “Playground” Sabbath](#) – A Sabbath that emphasizes (im)pure childish fun all day long instead of any magic research, though all their fun has the natural consequence of accumulating vast amounts of mana.
- [Shirokuto “Sorcerous” Sabbath](#) – A Sabbath that earnestly focuses on the research and pursuit of sorcery to the exclusion of all other focuses, even ignoring the traditional Sabbath value of little girls (many Witches in the group don’t act like kids at all – though they still keep juvenile forms since it’s more convenient for magic – and instead treat men like children).
- [Runya Runya “Library” Sabbath](#) – One of the world's largest and most preeminent repositories of magical knowledge, with the goal of gathering knowledge and converting the information into books to distribute.

- [Ropurotto “Beast” Sabbath](#) – A literally wild group with the goal of combining the Sabbath’s charm of youth with the adorable nature of fluffy critters by acting like and becoming wild beasts; they first created the theriomancy magic field.
- [Marune “Farming” Sabbath](#) – Founded by a single farming village to improve the quality of and sell produce and livestock using magic; interestingly, all of the members have naturally gained exceptionally large breasts due to their farmwork, with the council of Baphomet elders choosing to recognize the Sabbath despite the enormous boobs.
- [Greilia “Medical” Sabbath](#) – Champions the ideal of saving the suffering from injuries and diseases by treating the sick via pharmacomancy magic and developing new medical techniques with magic; only those with an unshakable will to save/serve patients are ever admitted into the chapter, and people only interested in acquiring the magic for themselves or getting men are quickly shown the door.
- [Demon Lord’s Army Sabbath](#) – Run by the original Baphomet, Bapho-sama (her true name is a secret she’s saving for her spouse), who was already infamous across the world when the current Demon Lord was just a common Succubus. Exemplifying the full ideals of the Sabbath as a whole, it acts as a branch of the army and helps develop new tools, weapons, and spells to support the soldiers, though they still actively solicit the charm of little girls. Although this technically makes you part of the Demon Army, you can only count one affiliation or the other for discounts and bonuses; you cannot get the rewards from both affiliations simultaneously.

Merchant’s Guild (All)- Actually an alliance of various guilds ranging from craftsmen to bankers to merchants. Having both human and monster traders, the guild has a wide reach across the world, giving it access to both human and monster-aligned territories.

Circle of the Night (All)- A church dedicated to the goddess of life and (un)death Hel. Saddened that people are afraid of and hate death, Hel encourages her practitioners to see death as just a new beginning, like a circle with no end. Her power to change people between undead and living forms, as well as protect the undead from the holy magic that usually harms them, has made her highly popular in the undead kingdoms, with her greatest church being in the Noble Capital of Undying.

Queen of Hearts’ Playmates (All, Must be Wonderland Location)- Wonderland’s whole purpose is to keep the eternally childish (in both mind and body) Queen of Hearts entertained, but for you it’s particularly important, seeing as the petite Lilim capriciously picked you out of a crowd as one of the “guests” who shall live at her palace and keep her amused with fun things at all times. It’s a stressful job, knowing that any moment, if the Queen gets bored, she might decide to break and remake you into a “funner” form, but her constant sense of wonder and mischief is rather infectious, so it’s easy to just let go of whatever rational concerns you might have and just have fun playing along with whatever mad whim your dear Queen decreed next.

Fae Court (All)- You are now a member of the Royal Fae Court of a fairy kingdom. Which mostly means that you are getting dragged into all sorts of childish games by the fairies and being treated like a kid by your “queen” (really a big sister) Titania. If you don’t start out in the Fairy Kingdoms location, don’t worry: just a skip and a dance, and you can find your way back to your home, and maybe bring along some new friends to play with, too.

Elemental Faith (All)- You are part of a group that worships one of the four great elements that nourishes the world – Earth, Fire, Water, and Wind – and thereby give homage to the spirits who embody those pure elements

– Gnome, Ignis, Undine, and Sylph, respectively. By safeguarding these natural wonders, the adherents are granted power over those elements. Of course, seeing as said elementals are now absorbing demon energy, the noble dream of living in harmony with and enriching nature has been corrupted to a degree. As a result, there are multiple subgroups. Some remain anti-monster and view mamono mana/demon energy as simply corruption and view dark elementals' effects as a perversion of nature. Others, in particular the Elementalist Association gathered in Polove, believe that the enhanced strength and impact of corrupted elementals should be celebrated, and they encourage elementalists to collaborate on research and perform philanthropy to improve the lands of those in poverty.

Snake God Cult (All)- A faith that worships the Echidna as a goddess and the epitome of all serpents. The snake to them is the symbol of power, bountiful harvest, eternity, and womanhood. Building on the enduring ruins of ancient snake civilizations by Lamias, Medusas, and the like, cities run by the cult can be found in many wild places throughout the world, while other devotees live secretly in other cities to spread their faith.

Inari Faith (All)- You have been initiated into the service of one of Zipangu's shrines dedicated to a powerful patron Inari. The mikos and other servants offer their faith (and love) to the Inari, who in turn blesses the land and its people. You can choose to have the shrine dedicated to another Zipangu Mamono (or a Youkai/Shinto deity from normal Earth lore) instead of an Inari, but the overall sexual overtones of your "service" to the goddess (and it must be a female – males will be converted accordingly) will not change. If you do not start in Zipangu, then you are proselytizing your shrine's faith abroad, with your Zipangese deity right beside you.

Mist Civil Service (All, Must be Mist Continent Location)- The Mist Continent has a long tradition of scholars and bureaucrats, but the organizations have been fragmented between the three lands, so if you wish to take this faction you will need to decide which kingdom you will serve. You can choose any of the three lands on the continent, but humans are advised to take either the Land of the Four Gods or the Land of the Four Souls, and monsters are advised to take either the Land of the Four Gods or the Land of the Four Fiends.

Ryugujo (All, Must be Zipangu or Ocean Location)- You have found work (and rest) at one of the legendary "pleasure palaces" floating elegantly beneath the waves surrounding Zipangu. A coral "amusement city" that combines the serene dignity of Zipangu with the watery lust of Poseidon's realm, each city is incredibly hospitable to its countless guests and workers. Due to the enchantments of Otohime princesses, land-dwellers not yet blessed by the sea can still breathe and walk through the city as if they are on land, while water-dwelling Mamono seem to "fly" through the water around them.

Kingdom of the Sun (All, Must be Desert Region Location)- You loyally serve one of the ancient kingdoms in the desert, long lost to time with the fall of the Sun God but now restored as the eternally-wise Pharaohs awake in new forms.

Bacchism (All)- A religion dedicated to Bacchus, the god(dess) of alcohol. Bacchus actually has two separate forms he/she can take: a raucous man, with a mature wit and stout heart; and a well-endowed woman who is weary in manner and very drunk. However, given how most of the gods are now goddesses, worshipers generally view Bacchus as a she. Bacchus governs alcohol and drunkenness, but she takes a neutral stance on monsters and sex. She believes that alcohol and drinking should be for the purpose of celebrating life and love with people, but she also urges her followers to focus on being generous and warm toward others, and to not use alcohol to incapacitate someone for the purpose of rape or robbery. Similarly, she detests violence and wants drinking to bring love, not hate.

Most of all, Bacchus believes in mutual sharing so that everyone is happy. "Bacchism" promotes charity to people in need, but argues that selflessness is one-sided and thus harmful; you should give because you like being happy with people, not because you want to make people happy at the exclusion of your own happiness.

Due to her relatively peaceful philosophy, Bacchus' faith continues to be tolerated by the Order, and due to her sociable and lenient personality she is quite popular amongst ambassadors, merchants, and the common folk of various species across the world.

Eleusinian Mystery (All)- A quasi-religious group that worships “the planet’s bounty” – in other words, plants. Unlike Earth-focused adherents of the Elemental Faith, they aren’t so much focused on the earth that gives plants life, but rather the vegetation itself. They are well-respected across the world for their efforts in ensuring abundance of crops and preserving the proper balance of nature. As a result, they continue to be treated hospitably within Order kingdoms.

However, the priestesses of the Mystery have seen the rise of the recent Demon Lord and the newfound vitality of the demon realms as a prophesied sign of rebirth, with the former “death” brought by the monsters being given new “life” through the grace of love. Therefore, practitioners of the faith are encouraged to be friendly with Mamono plants, and they often help demon realm plants safely grow and thrive in lands that are not (yet) their natural ecosystem.

Bug Lovers Foundation (All)- Having a “creepy-crawly” appearance and often simplistic minds, the “bugs” of this world tend to get less love, but the Bug Lovers Foundation is determined to share its appreciation for all bug-like (including arachnids) creatures.

Slime Herd (All)- Slimes are generally not social creatures – if they want company, they’ll find a husband or just duplicate themselves – but you have found a particular community consisting of multiple kinds of Slimes living together in harmony – along with anyone else who wants to stay in the kingdom.

The Equites (All)- An equestrian society of horse (Centaur) lovers who train (or maybe they’re the ones being trained) their partners for races and other contests. Fitting with the club’s passion for Centaurs, the group has a knightly sense of camaraderie to it, with a long history of daring deeds and noble traditions. Since Centaurs are overall fairly safe for humans to interact with, the knighthood is given free pass through Order kingdoms.

Pedigree Patrol (All)- A club for dog lovers of all sorts, including those of Mamono canines. They have regular dog shows where the owners (or owned) of dogs can show their precious companions off. Given how dogs are considered “man’s best friend”, the club is welcome even in Order-affiliated territories.

Bird Watchers Institute (All)- An organization dedicated to birdwatching – though really a lot of the members like to do more than just watching once they find a lovely Birdman-type Mamono.

Furry Friends Lodge (All)- A club deeply passionate over all sorts of furry and fluffy Mamono – primarily those of the “Beastmen” type. Despite their semi-overlap with groups interested in variants like cats and dogs, this group just embraces the overall fluffiness of the adoraboofy monster waifus.

Horde (All)- On the edges of civilization, there are numerous bands of mamono and humans who have forged small yet effective groups with simpler and blunter goals than most: to acquire wealth and power, usually by stomping or tricking whoever’s in the way. Some resort to banditry or piracy, while others maintain nomadic tribes. Still others might be mercenary soldiers-for-hire, or seize the reins as conquering warlords. You’re now part of such a horde; it is small and humble, but you and your horde are determined to make a living and seize what you can regardless. Demihuman races like Goblins, Hobgoblins, and Ogres are the most likely to form a bandit tribe, as well as Orcs and High Orcs, but you can have your horde include a variety of other species, too. Also, humans who prove their physical strength are sometimes accepted into hordes without being raped,

married, or converted, but they'll likely need to hold off attacks and ambushes by their fellow comrades on a regular basis. Whoever's in your band, though, they like to pillage and plunder, with a taste for more sexual booties.

Orgy of the Fallen God (Mamono)- You worship the Fallen God, who is even more lecherous and debauched than the Demon Lord herself. The church preaches a doxa of complete, unrestrained depravity, and delights especially in corrupting prudish or restrained targets.

Poseidon's Domain (All, Must be Ocean Location)- The unchallenged god of the sea, Poseidon shifted her allegiance to the Demon Lord so that she did not have to hurt her precious sailors with storms as was her duty. Instead, she helps guide sailors across the sea while regularly leading her aquatic monsters to ships, which they proceed to sink and claim all the passengers as either husbands or sisters.

Humans affiliated with her are either married to Mamono under the sea, or sailors on the surface; in the case of the latter, she gives you welcome aid in navigating the oceans, but often sends her children out to "test you" intermittently.

Chaos Cults (All)- A loose alliance of various cults dedicated to the "demon gods of chaos" – a bunch of primordial and otherworldly deities who were sealed away at the bottom of the sea after a long war against Heaven. Said beings of chaos are still sealed below Poseidon's domain – or so it seems; with all the new changes to the world, nothing's certain – but the cults still continue to venerate their beloved gods of unknown darkness.

The cults, valuing chaos above all else, don't have much rules except for some wild and frenzied dances and the like to celebrate the gods, so initiates are generally given a lot of freedom. That said, the secrets bestowed by the gods are beyond the normal realm of knowledge, and it is said that once you have seen the mysteries of the abyss, there is no going back to a "normal" life.

Kitty Cat Club (All)- The religious sect dedicated to Bastet, the Kitty Cat Club got the name because there was a unanimous vote that the name was more fun and cute. The religion worships Bastet, with all cats seen as royal beings who should be honored and venerated by all lesser species, who dream of one day becoming a cat themselves. The members of the faith assist cats around the world and deal justice to those who hurt cats.

Army of Ares (All)- Repenting from her constant killing of humans and monsters alike, the God of Fighting, Ares, now serves as a "neutral" party to ensure that all wars between humans and monsters now end with "happy" and peaceful resolutions. She favors fighting to improve oneself, fighting to earn something, or fighting to protect someone, while discouraging people from fighting simply for the sake of causing harm to others. She gives her blessings to both humans and monsters, but she particularly favors the Amazonesses and Lizardmen.

While Ares mostly supports different armies, she has a special "peacekeeping" army of her very best soldiers, all of whom are devoted to her cause. They regularly train (in both war and love) at her beautiful Pallas Fort and occasionally take to the field to right wrongs and ensure peace and harmony; interestingly, though, all of such interventions tend to favor the Mamono side of things.

Erotism (All)- A church dedicated to the goddess Eros. The god of love, Eros views the love that living things direct towards other living things as beautiful, and blesses couples, while also punishing those who commit

betrayal and hurt love. She is honored by the Order, but she has great sympathy for the cause of the Mamono, who overflow with love for their husbands.

Dragonica Immigration Bureau (All, Must be Dragonica Location)- Dragonica's official immigration service – though it's really more of a tourism/wedding bureau. Lots of tourists, whether honeymooners or bachelors, come to Dragonica to see the wonders of the dragon kingdom, and you and your fellow guides are dedicated to teaching customers about the noble “heart of dragons” in the beautiful land and making their dreams come true through your tours, hopefully convincing them to stay permanently. Of course, the real reason the immigration agency exists to begin with is not only to help vacationers, but also hook up single men with dragons (such as the tour guides, for one).

Song Maidens (All, Must be Sea of Asuramis)- An extension of Court Alf's Tourism Center, these gondoliers, tour guides, and singers can be found at every island and city across the seven blessed Song Islands in the Sea of Asuramis. Each island has its own unique history and culture, but while they fought each other in the past, they have now found harmony through the miraculous song of a Mermaid (now Undine) princess. Together, the islands form Court Alf, and they strive to bring love and harmony to all who visit.

If you listen closely, you should hear the song of the spirits, the guidance of the rainbow, the voice of the wind, as the united songs across Court Alf guide countless travelers to love and fulfillment on these wonderful isles. 🎵 Though you might start out as a humble tour guide, take heart: there are plenty of opportunities to fulfill your dreams and love – who knows, maybe one day you'll even capture the heart of one of the island's wondrous Divas, or become one yourself!

Location

First, let's see where you're going to start your adventure. However, a lot of the places in this universe can be rather dangerous depending on your species (or just dangerous in general), so let's give you a few options. First, you can gain +50 CP if you choose to roll from one of several lists specifically catered to your background and overall plans for alignment in the jump (bonus increased by +50 CP for a total of +100 CP if you roll from a list that isn't favorable for your species):

Human-Aligned (+100 CP When Taken as Mamono): These are options most favorable for humans; monsters, on the other hand, might not necessarily be as welcomed in these parts. Roll a 1d16 to select from the following locations: Order Kingdom, Lescatie (Pre-Druella), Polove, Fire Lands, Dwarven Nations, Eleven Woods, Pasture, Fairy Kingdoms, Mountain Region, Zipangu, Mist Continent (Land of Four Souls), Ocean, Dungeon, Dragonia, Sea of Asuramis, or Free Choice (from the listed options).

Monster-Aligned (+100 CP When Taken as Human): These areas are largely pro-monster and very hospitable toward monsters (if you want to stay human, on the other hand, this probably isn't the best idea). Roll a 1d19 to select from the following locations: Royal Makai, Lescatie (Post-Druella), Demon Realm, Tentacle Forest, Wonderland, Desert Region, Zipangu, Mist Continent (Land of Four Gods), Ryugujo, Ocean, Cat Kingdom, Dungeon, Underground, Dragonia, Sea of Asuramis, Noble Capital of the Undying, Village of the Matango, Pandemonium, or Free Choice (from the listed options).

Neutral: A set of relatively mixed territories that, depending on where you look, can be favorable toward monsters and humans. Roll a 1d18 to select from the following: Polove, Plains, Snowy Region, Fire Lands, Pasture, Fairy Kingdoms, Mountain Region, Desert Region, Zipangu, Mist Continent (Land of Four Gods), Ocean, Dungeon, Underground, Dragonia, Sea of Asuramis, Slime Kingdom, Wetlands, or Free Choice (from the listed options).

Alternatively, you can try your luck with the whole array of locations. Choose from the following options or gain +50 CP to roll a 1d30 to determine your location:

- 1. Order Kingdom** (Free Choice for Order)- A random, anti-monster kingdom that is aligned with the Order.
- 2. Royal Makai** (Free Choice for Demon Army)- The central kingdom of the Demon Lord herself, and the greatest stronghold of all monsters. The Demon Lord's Castle stands proudly at the center of Succubus Castle Town, a metropolis of unrestrained passions that is the largest city in the world.
- 3. Lescatie-** Formerly the #1 hero-producing, Order-aligned kingdom infamous for its brutal military caste, corrupt aristocracy, and secret police, this country has been saved by the Radical wing of the Demon Army, led by the Lilim Druella. The entire land is now a [lustful yet prosperous realm](#) filled with extremely thick demon energy, where all can find love and happiness. If an ordinary human enters the castle, it is so potent that they will change into a monster just from being showered in the mamono mana.

In addition to the capital city of Lescatie, you can also check out Salvarision – formerly the headquarters for the Order of the Ice Flower knights, it is now a magical city popular with married monster couples. Though many in the Order would like to see the city reclaimed, the heroines of Lescatie – both the “Fallen Maiden” heroes and the “Dark Knights” members of the Order of the Ice Flower – have seen the beauty of love in the demon realm and are ready to defend their now-blessed kingdom.

Alternately, you can choose to arrive in pre-Druella Lescatie, but if you do that, you cannot take the Lescatie-based location bonus scenario, Fallen Salvation (see Bonus Scenario supplement); you will gain +50 CP as hazard pay, since nobody – neither human nor monster – was truly safe, free, or happy in Lescatie’s dark past.

4. Demon Realm- A random, pro-monster land that is a demon realm.

5. Plains- A large countryside that has yet to be claimed by any specific kingdom. Wander enough and you might find some small towns – as well as wild monsters.

6. Polove (Free Choice for Elemental Faith)- A once barren land, Polove has recently been blessed/cursed (depending on who you ask) with the aid of elementalists, turning it into a warzone between anti-monster and Elemental Faith proponents.

7. Snowy Region- An area of the world with cold weather and plenty of snow – perfect for monsters to blend in and ambush potential husbands.

8. Fire Lands- Heavily-volcanic territories that are for the most part claimed by the Order. In the volcanoes themselves, though, you can find monster-friendly villages and Dwarf mines protected by mighty Balrogs, greater daemons who can calm and ignite the violent hearts of the fiery mountains.

9. Dwarven Nations- The underground kingdoms of the Dwarves. They are very hospitable, but now monsters, so be on guard. Plus, the tunnels away from the main cities are filled with various monsters waiting in the darkness.

10. Tentacle Forest- A huge, expanding forest stretching out from the borders of Royal Makai. You probably don’t want to stay here too long, as the tentacles tend to get really friendly...too friendly, if you get what I’m saying.

11. Elven Woods- A large temperate forest that contains the last few sanctums for pure, non-monster Elves. Due to the dangers of corruption, they are very hostile toward outsiders, but you might also find some more friendly Elves wandering the woods – but watch out, as they’re likely turned monsters who got kicked out of the villages.

12. Pasture- A vast expanse of fertile farmland with friendly farmers and Mamono ready to greet you with local dishes.

13. Fairy Kingdoms (Free Choice for Fae Court)- A set of interlinked dimensions for the fairies. With flora and fauna right out of a children's storybook, the fairies like to play endless games in beautiful flower fields and toy-filled towns. A number of these kingdoms are getting corrupted into playing lewder games, though, so be careful.

14. Mountain Region- An area filled with tall mountains and lush valleys. Watch out for ambushes along some of those narrow mountain passes!

15. Wonderland (Free Choice for Queen of Hearts’ Playmates)- An extra-lewd, childish, and mad dimension that has a strange atmosphere like an upturned toy box, overflowing with curious and lewd happenings.

16. Desert Region (Free Choice for Kingdom of the Sun)- You are in one of the many deserts scattered across the world. Some are bright, verdant oases rule by returned Pharaohs, some are night-locked pleasure realms

corrupted by Apophises, some are ruled by budding Incubi “kings” advised by Khepri swarms, and some remain scorching wastelands – the kind you end up in is up to you.

17. Zipangu (Free Choice for Inari Faith/Ryugujo)- Called the Kingdom of Fire by locals, this (relatively) small archipelago of islands has a rather exotic nature compared to mainland kingdoms. It is a land of kimonos, shrine maidens, ninjas, and sake. While some clans specialize in monster hunting, many humans there have established relatively harmonious interactions with the local breed of Mamono, often called “youkai.”

18. Mist Continent (Free Choice for Mist Civil Service)- A vast region to the north of Zipangu. Notorious for its mist (near-impossible to see through) emitted by mysterious creatures in the rugged mountains, the Mist Continent is to China as Zipangu is to Japan, in a vague fashion. The continent is fragmented between three warring kingdoms:

- The peaceful Land of Four Gods, which emphasizes true equality between humans and monsters.
- The psychotic and hedonistic Land of Four Fiends, where the very environments warps monsters into entirely sex-crazed maniacs who see humans as nothing but sex toys.
- The human-centric Land of Four Souls, where monsters are tolerated as second-class citizens who exist to serve the humans in various ways.

Because of the wars between the different kingdoms and the dangers in adventuring through the mist, countless martial arts have developed across the continent.

19. Ocean (Free Choice for Ryugujo/Poseidon’s Domain)- The many seas spread across the world are filled with many new opportunities for explorations – and many dangers to overcome. You can choose whether you start on an island, on a ship, or in the water itself.

20. Cat Kingdom (Free Choice for Kitty Cat Club)- The personal spirit realm of the cat goddess Bastet, this demon realm is a paradise for cats. It has the overall appearance of a classic Western city, but the architecture has been altered to better suit cats, with tons of alleyways for strays and an extra, small animal-sized door attached to every building. Here, cats are by law above all other beings, and humans and the like are expected to spoil and serve as pets/toys for the diverse variety of cats, both mundane and monster types.

21. Dungeon- In a generic fantasy setting, even one as twisted as this, of course there are dungeons! You have found yourself in the middle of a large, seemingly abandoned dungeon. Feel free to search around for loot, but be aware that many monsters like to use these dungeons as their homes.

22. Underground- Beyond the civilized Dwarven Kingdoms, there are seemingly endless, unexplored subterranean passages crisscrossing beneath the surface. These dark, mysterious abysses are inhabited by numerous wild monster girls, as well as by the various cults and servants of the Chaos Gods, so be wary about what may be lurking around every bend in the caves. That said, in certain areas, you can find civilizations that have managed to make a home in the strange yet fascinating lands where neither the sun nor moon ever shine.

23. Dragonia (Free Choice for Dragonia Immigration Bureau)- And where there are dungeons, there are also bound to be dragons! [Dragonia](#) is a separate [continent](#) from the main area of this world, and dragons of all sorts call this place home. It is a mountainous region with many interesting sights – from towering peaks to mysterious caves to fertile ranches to ancestral burial grounds to even [hot spring resorts](#) – so feel free to explore

to your heart's content – just watch out if a dragon decides to make you her personal “treasure.” There are many tourist agencies eager to show you around (all the way to their bedrooms and the wedding altar, in fact).

24. Sea of Asuramis (Free Choice for Song Maidens)- Now blessed with Poseidon's gifts, this once violent sea is now a thriving center of art and wonder (and love) collectively called Court Alf, centered around seven different Song Islands. The seven islands are:

- [Al-Mar, “The Island of Blessing”](#) – The chalky white city of weddings (with waterways both between and *above* the buildings).
- [Matori, “The Island of Joy”](#) – The adventurous ship town of free-spirited, kindhearted pirates.
- [Nevia, “The Island of Passion”](#) – The world's largest art gallery and theater center.
- [Saida, “The Island of Courage”](#) – The island of soul-shaking thunder and [rock] music.
- [Mira, “The Island of Hope”](#) – A soothing water town blessed with hot springs and the natural bounty of elementals.
- [Dé Ryúa, “The Island of Love”](#) – Court Alf's number one pleasure quarter.
- [Queen Diana, “The Island of Serenity”](#) – A small, seemingly empty island concealing a massive, underwater city constructed from countless shipwrecks.

25. Noble Capital of Undying (Free Choice for Circle of the Night)- The gem of all undead kingdoms, this land is overwhelmingly filled with undead Mamono energy, thus turning the former wasteland into a paradise for the undead. Under the eternal “black night”, the undead in the elegant city pride themselves on their artistic creativity, and the whole kingdom is a hub for gloomy yet refined wonders from cafes to museums to theaters.

26. Village of the Matango- Better hold your breath! This village – and the surrounding area – had a Matango outbreak, so it's now a mushroom forest with many mushroom beings always looking to add in new visitors to their community.

27. Slime Kingdom (Free Choice for Slime Herd)- This is typically a “kingdom run by a single Queen Slime who has split herself into many copies who act as the “citizens” of the land. Since said queen usually requires a “king” to get things running, you don't need to worry too much about the Queen Slime copies bothering you, but watch out for other monsters that sometimes move into the area.

28. Wetlands- An inland region that nevertheless is filled with bountiful water ranging from crystal clear rivers to foggy bogs and swamps. Perfect place to go fishing – both for fish and for potential husbands!

29. Pandemonium (Free Choice for Orgy of the Fallen God)- The “heaven” dimension of the Fallen God, with an eternal orgy of darkness underway. There's a portal out not too far from where you are, so if you don't want to get stuck in this place, you should probably make a dash for it.

30. Free Choice- Choose any of the options from above as your starting location.

Perks (Normal/Background)

MGE certainly has some interesting powers, even if most of them are for the sole purpose of sex/fetishes in-setting. We'll start off with the perks related to the background you chose. All discounts are 50%.

Fiat Protection (Free, Jump Only)- Given the high risk for corruption in the jump, your benefactor is going to ensure that no permanent damage or change will be done to your mind or soul. When the jump ends, you will instantly be teleported to a sealed space and purged of all corruption and other things that may be influencing you. **NOTE:** This freebie perk is only usable for the MGE jump.

Romance of Fate (Free/100 CP)- Fate is an integral part of this setting, and especially likes fulfilling true love these days (monster girls only feel attracted to whoever they're destined to be with). You are now integrated into the cycle of fate and love, so you can freely romance monster girls and use the in-setting magic. Basically, anyone you fall in love with or falls in love with you will turn out to be destined as your love, so don't worry about whether or not fate is on your side (and she certainly is on your side, even if she sometimes surprises you). Not even drastic obstacles like time travel or reincarnation will prevent your destined love from being fulfilled. In exchange, any abilities you have that negate fate are neutralized, especially for things involving love.

If you take this freebie perk, you will have the fate-drawn effect active for the entire jump thanks to the way that the Demon Lord has tainted fate itself with love, but you'll lose the perk after the jump. If you pay 100 CP for the perk, though, you can keep it after the jump and freely turn it on and off at will; when you have it on, it will ensure you'll have fateful encounters with lovers, that fate won't interfere with the potential for love, and that relationships that wouldn't normally work out like monster x monster love can work out okay in the jump.

Please note that while the perk ensures that fate is on your side when it comes to romance, it doesn't mean that fate is under your control, either. You have no control over how fate will influence the course of love through this perk, so don't expect fate to do everything for you. Neglecting the opportunities for love given by the perk may result in the chances for love dwindling away due to your lack of effort. In addition, failing to take action with your love(s) may result in a romance where you're not necessarily the one in charge; fate just cares about love happening, and it is perfectly fine creating situations where your lover(s) take the dominant/master role. Essentially: this is NOT a seduction/charm skill, but rather being favored by the greater power of fate – a power that follows its own whims, not your command, in guiding you towards love.

Perfectly Normal (50 CP)- You give off this guise of being just an average person with nothing to hide. People in groups you are a part of, or societies you are mingling with, won't pay close attention to behavior from you that deviates from what they'd normally expect of you given the social and cultural norms, unless you take overt and blatant actions against the group or society. This perk also makes it easier for you to conceal physical features that would single you out as abnormal for the kind of person you are trying to appear as. The perk can potentially enhance and be enhanced by other perks; for instance, if taken with *Land of Grace and Honor*, people won't find anything at all odd with you just entering their home out of the blue and acting like you've always been there, and won't question it even after you have left.

A Real Beauty (100/300 CP)- In this setting, with the rise of the new Demon Lord and the Mamono, physical beauty is more important than ever before. To fit in with this higher expectation for aesthetic beauty, you have great "assets." Whether it's the face of an adorable angel, large tracts of land (on the chest) that rival even Holstaurs', a rather shapely posterior, or even a large "cannon" in your pants if you're male, no one can deny that your beauty is exceptional. In addition, your beauty seems to maintain itself without any help; your skin

stays smooth, your hair stays silky, scars either disappear or become aesthetically pleasing, and grime, sweat, and dirt vanishes from your body without a trace.

As a bonus, your beauty seems to never get in the way of practicability: long hair never seems to get caught in anything; volleyball-sized breasts and other abnormally large body parts seem to easily contort into armors and stay out of the way in combat or day-to-day activities; and your biology is enhanced so that these changes can be easily carried, with your muscles strengthening to handle the extra weight without any pain or soreness.

If you pay 300 CP instead of 100 CP, you can also bestow the 100 CP level effect of the perk to those around you with no side effects. However, it would take months of close contact with you to bestow the full effects of this perk. Even so, this time period could likely be shortened if you were to “exchange spirit/demon energy” with an individual. The aesthetic beauty of the perk can be toggled on and off as you desire.

Parasite’s Compromise (100 CP)- It’s so cruel to hate a parasite – it just wants to live like any other living thing. It’s just that its survival instincts tend to create conflict with its host. However, you know how to make the experience mutually beneficial. If you are infected with a parasite, you can merge with the parasite and take control of it, thus preventing it from harming you; in fact, the parasite, having merged with you, will now often be beneficial for your body, covering defenses that your body alone could not handle. You will essentially be sharing the same mind and memory (with you in charge), and since the host (you) is now bonded with the parasite, there will be no further conflict over living space or control.

On the flipside, if you are in the form of a parasite and have infected a living host, by gaining consent from the host or by overpowering the host’s will, you can merge with the host, you becoming the host and the host becoming the parasite. Either way, parasite or host, you remain the dominant one in the bond, though you can willingly give more control to your partner if you want (but you can always regain control). If you wish to break off the merge on either end of the spectrum, you can separate again, on condition that the parasite (even if it’s you) will be automatically ejected from the host’s body.

Please note that the perk applies not only to physical parasitism, but also spiritual forms of parasitism such as possession (which is also pretty common here with things like Cursed Swords and Ghosts).

Pleasure Rune Basics (200 CP)- You now have the knowledge and skill to brand [Pleasure Runes](#) (also called Pleasure Insignias) on yourself and others. This insignia, which mainly uses a heart shaped design, has the power to increase the pleasure induced in those engraved with it by leaps and bounds. The pleasure increase due to pleasure insignia will be proportional to the size of the area in which the insignia is engraved.

Pleasure insignias even affect organs which are normally incapable of sensing pleasure such as the eyes and ears. For example, if pleasure insignia are engraved below the eyes, just having one’s lover in one’s field of vision will itself cause strong delight. And runes on the womb will melt the heart and mind with utter lust. What’s more, if pleasure runes are also engraved in other places, the pleasure induced by senses such as vision and hearing will cause all other insignia to activate as well, throbbing and seeking pleasure as if answering the call. Also, the more pleasure insignia are used – i.e., the more pleasure is induced in the place where the insignia is engraved – the more their power increases. Thoroughly used insignia will start filling with heat and throbbing in pursuit of pleasure even when not having sex, causing the body to constantly flush, which brings about randy feelings.

Several other runes are also included in this package. The [Essence Siphoning Insignia](#) turns whatever body part it’s engraved onto into an essence siphoning organ and enhances any preexisting essence siphoning power that

was originally there, too. It will now be easier and more efficient to absorb mana at those points. Naturally, this in turn enhances mana replenishment. With this insignia, essence siphoning efficiency is absurdly fantastic, making it easy to regain magic after casting spells. The [Insignia of Temptation](#) turns the body parts containing the runes into “seduction points” that naturally draw viewers’ gaze and lust towards those areas. You also know how to embed all of these different insignias/runes into clothing while still retaining the full effects.

Beast Insignias are not included in this perk (see separate *Beast Insignias* perk).

Magic Prodigy (200/300/400/500/600 CP, Special Discounts for Sabbath)- You have a gift with magic that comes all too rarely to generations. You can easily learn different schools of magic that have been created, and you are able to find innovative ways to effectively use even spells that are normally marginalized as useless. Furthermore, you are now able to learn (with enough practice) and use any of the magic spells existing in the MGE setting without needing spirit or demon energy for it to work.

In addition, for the 200 CP price, you start out with a specialization in one of the seven main schools of magic: *archaeomancy* (the orthodox magic system), *hieromancy* (holy/light/divine rituals traditionally used by clerics/heroes of the Chief God), *necromancy* (life/death magic), *nymphomancy* (succubus magic), *pharmacomancy* (healing), *teletomancy* (extra-big/strong spells), or *theriomancy* (“beast” physical enhancement). You’ll immediately know some of the key spells and have an easier time learning spells in that school; if you take the time, you have the potential to eventually master the full depth of your chosen art.

For each extra 100 CP you pay, you get access to another school of magic (300 CP for two schools, 400 CP for three schools, etc. Finally, for 600 CP total, you gain immediate access not only to all seven schools but to all forms of MGE magic in general, with the potential of developing more schools of magic in the MGE-style in the future. You’ll also have a knack for crafting magic items, as all the schools dabble in crafting to some degree. The 600 CP purchase also gives you some degree of skill in Elemental magic, though not nearly as much as you would have with Elemental Faith perks (that said, having this perk will strengthen those perks and vice versa).

In addition, regardless of which school(s) you choose, you’ll automatically learn one of the most widespread spells in the setting: anthropomorphosis, which lets the user physically transform their external form into that of a human at will; physical traits like tails and wings are fully morphed away, but special abilities remain active.

Members of the Sabbath affiliation can get special discounts on this perk; see *Magic Prodigy Discount* perk for more details.

Chimaeric Fusion (300/500 CP)- With their new forms, beings such as Chimaeras that used to have multiple heads and bodies have fused together into single forms, with one face and one body yet the powers of the different parts combined. Similarly, you can combine different physical bodies you have into a form that combines different aesthetic qualities of each form and allows you to access all of the abilities normally restricted to the single forms. However, none of the fused powers from one of the forms will be quite as strong as they would be if you just used that single form.

For 500 CP, in addition to the benefits listed above, you have learned the ancient sorcery used to create Chimaera hybrids by fusing multiple beasts together and enchanting their heart(s) with darkness if they were not already demon beasts. Furthermore, you can use this magic to also fuse beasts to your body to gain their own special powers. However, since they are not a natural part of you, the beasts can resist the fusion, with the level of success depending on their willpower and intelligence; even after they fuse to you, their individual

personalities will remain intact, and may lead to your mind shifting to their personas now and then. You can reverse the fusions at any point if you want to.

Gremlin Glitches (300 CP)- This is a magic/luck-based perk that, when you choose to have the power active, causes items in the vicinity to malfunction; it doesn't matter whether the item/construct is mundane, technologically advanced, or magical. A device meant to ward off monsters will instead summon monsters, a golem/robot will stop listening to its orders and go out of control, a massage machine will start aggressively assaulting you, etc. You can also reverse the perk to prevent items around you from malfunctioning and make repairs to them, even tech normally hard to understand/use like that from ancient civilizations.

Lilim's Beauty (400 CP)- Lilims are the embodiment of the Demon Lord's might as the pinnacle of succubi seductiveness, and you take the word gorgeous to a new level, enough to make even other mamono envious. Even without using magical charms, or even speaking a word, your beauty is enough to charm almost any viewer. In essence, your beauty embodies the very concept of "first love".

When people see you, they will have that unmistakable feel of love at first sight, and any kiss you give will have the same wonder of a first kiss. Anyone who just catches even a glimpse of your appearance, whether male, female, young, or old, will have that encounter seared positively into their memories. Someone you had sex with, for instance, can still freely have sex with other people, but they will always be reminded of you every time they make love to another. Go on a date, and it'll be such a charming experience that they'll relive those memories whenever they do those activities again, whether watching a movie or eating at a fancy restaurant. Even someone fighting you will forever burn the grace of your movements and the strength of your sword-arm into their brain, such that they'll subconsciously compare all future fights to the one they had against you.

People won't be mind-controlled into worshipping you, but they can't help but fondly remember your interactions with them as something positive, even if they hate you in every other way. And even if they only catch a glimpse of you, that memory will still surely haunt their thoughts and dreams. If the perk is active, before even using other charismatic powers, your appearance is often enough for people to walk right up and offer themselves to you.

A Lilim's Touch (600 CP)- Lilims are infamous for the transformations they "bless" humans with, but it's not just their ability to transform people into any monster that makes them stand out. It's also in how they make the transformations into an art, seemingly knowing the perfect mamono form for any human they find. With this perk, at the very minimum, you gain the basic Lilim power to polymorph people mamono; this perk is usable regardless of your own form. Not only that, but you can transform subjects into kinds of mamono not normally accessible to Lilims, such as angels, fairies, elementals, elves, and golems – while you can't turn people into Lilims, you can turn them into any other kind of mamono, though the especially powerful variants like Baphomets and Echidnas require vast amounts of mana as well as compatibility in the target. But that's just the tip of the iceberg.

Your abilities to transform people (both for this perk and any other perks or powers that morph others, whether from this jump or another) are sharply enhanced, becoming more effective, versatile, and flexible than they normally would be. For instance, the *Ritual of the Snake God* normally requires a lengthy process to turn people into Lamias and the like, but if you've also taken this perk, it'll be a snap, possibly just by touching the target.

In addition, you now gain innate insights into the transformative potential of individual people. You'll instinctively know which people have the best potential for transforming, and which ones will be receptive to

being transformed. You'll know what their ideal form(s) will be – which one will bring out their true power, which one will let them fulfill their innermost wishes, which one would make the most ironic/fun opposite of their current personality, etc.

While this perk allows your mamono transformations of others (and other powers for transforming others) to easily overcome curses, blessings, and other locks that would normally inhibit transformations, the mamono transformations that you cause through this perk require the consent of the target to work (please note that this requirement does not apply to other transformative perks/powers that are enhanced by this perk). That said, if you can “persuade” a person that they'd be much happier turned into a mamono, one way or another, the perk will count that as consent and take effect. Even them being subconsciously willing but denying it counts as consent for the perk.

Corruption Resistance (100 CP, Free Drop-In)- You have great endurance in resisting spiritually and mentally corruptive forces. Even if the corruption starts to take a hold, you will still find the strength to resist and potentially push it back out of your system. This also includes resisting subconscious urges forced into your mind. In addition, you can share your ability to resist with people around you.

True Love (200 CP, Discount Drop-In)- For all this world is supposed to be about finding love, a lot of the relationships are too forced or sex-focused for genuine, mutual love to develop. Fortunately, you come from a world where much thought has been put into the whole process of love, and you can find a way to make things really work.

First things first, you know that love goes both ways. This means that on the one hand you know how to grow and change to make your love happy without giving up key parts of your character. On the flipside, you can convince your lovers that change is also necessary on their end of the table, so that neither side is forcing their ideal onto the other. With enough work, you can build enduring and sincere romantic relationships – even harems, though the perk is not exclusively limited to that type of relationship.

Plus, the perk helps you recognize the “compatibility” of potential lovers – a low compatibility doesn't mean that the two of you aren't meant to be, but it does warn that certain traits of you or the partner will lead to pain in the relationship if things are not improved. In addition, you are able to apply your relationship skills to helping other people around you establish equally happy and truly loving bonds.

There's More to Life than That (300 CP, Discount Drop-In)- Oftentimes, fetishes and their settings elevate certain activities to a point that they seem to become the sole meaning to life. You, on the other hand, know better than to put all your value on just one thing. You gain full immunity to all forms of addiction. No matter how unbelievably good something is, whether it is impossibly delicious food or beyond perfect sex, you won't lose your sight of a balanced lifestyle, and won't become addicted to that pleasure. In addition, you are able to purge yourself and others of addictions.

ABCs of Survival (400 CP, Discount Drop-In)- If you want to last long in this world without getting overwhelmed, there are several special skills you'll need, all generously provided for in this perk. The first, Suppress, allows even a normal human without any other powers to protect themselves from being overwhelmed by sex and sexual appeal, letting you even throw off the impossible allure of a Lilim. Just slowly inhale, then exhale, and your feelings will calm down a bit. Suppress also allows you to resist being overwhelmed by other potentially addicting things. However, this resistance is only temporary, so don't rely on it too heavily.

Focus lets you temporarily slow your perception of time, such as during an act with a mamono. This lets you think more clearly and carefully plan your actions in those split seconds. When used correctly, this skill can enable you to outlast mamono rather than being dominated, or find a way to escape their clutches. However, turning Focus off after using it overloads your senses momentarily with incomprehensible pleasure, so don't waste it foolishly.

Begging gives you access to a "Beg" option whenever you are having sexual activities with someone. By using Beg, the person you are having sex with will submit to whatever sexual/kink requests you make, even if you're having sex with an extremely domineering monster girl. You could even make them stop teasing you and just strip and get on with the sex even when they'd just like to leave you hanging at first. Whatever special kink you request, the pleasure will be 10 times its normal level. Repeated requests to the same girl will make her more obsessed with you and make her more pleasing to your liking, but you will also become more vulnerable to that kink (and make your partner aware of that weakness), so be careful with this double-edged sword.

Anti-Corruption (600 CP, Discount Drop-In)- A big issue in the MGE isn't just the demon energy's ability to infect almost anything, but that it is almost impossible to remove once it's set in. That is, until you arrived. For starters, you can get people who have been corrupted by darkness, lust, and other ill things to "wake up" and recognize that this may not truly be what they want in life, making them desire to be free. Then, by concentrating and releasing a projection of the inner "aura" of your soul, you can slowly but surely peel away at the layers of physical, mental, and spiritual corruption infecting something, until they are completely freed from the corruption, even undoing transformations caused from the corruption.

The amount of energy, effort, and time you will need to dedicate to the cleansing process will depend on the level of corruption. Also, you can share the powers of the perk with other people around you so they can help in the purification efforts. Within this jump, the perk primarily applies to demon energy, but in other worlds you can apply the perk to purge other corruptive forces.

Spirit Provider (100 CP, Free Local Human)- All living things in this world, except for monsters and elementals, contain a special life force called spirit energy, or mana. Of course, seeing how most things are being converted into monsters, humans are the main source of the energy these days. You are now able to store and access spirit energy in your body in any form you take, even in worlds where spirit energy does not normally exist. Your reserve replenishes itself naturally through rest and exercise, but you can also gain more spirit energy by naturally absorbing and converting natural energy around you (plants, stones, etc.) or by consuming food and converting the nutrients to energy; however, these latter methods may expose you to invasive forces if the energy/food sources have been corrupted.

Spirit energy can be used as a source for magic – though the exact sort of magic used depends on how you shape it. Plus, the perk increases your transfer rate (from you to other things) for not only spirit energy but any other energies you have in your body. After the jump, assuming that you took this perk, you can continue to produce and gather spirit energy in other settings, regardless of whether or not you're in a form native to MGE.

Please note that while local humans can already produce spirit energy, taking this perk will significantly boost your output in that regard, beyond what your spirit energy reserve would be normally. Mamono who feed off spirit energy with this perk will become super-charged, instantly fulfilling what would normally require a week's worth of nonstop sex for their energy needs. Naturally, if you yourself are a mamono and draw upon the spirit energy you create in this perk, you can get the boost yourself.

Staying Myself (200 CP, Discount Local Human)- One of the greatest dangers that humans born in this world must face is the likelihood that, one way or another, they will be transformed into a monster. Fortunately, you have a little extra protection. While the perk will not give you the power to resist transformations imposed on you, it does ensure that you will resist mental and spiritual changes that accompany the transformation. You will remain true to yourself and your ideals even when transformed, and those who transform you in the hopes of turning you against your friends will get a nasty surprise when you refuse – and likely attack them for payback instead.

Of Humans and Monsters (300 CP, Discount Local Human)- The destinies of humanity have always been intertwined with that of monsters in an eternal dance, since the very beginning of the world. Whether as antagonists or as partners, humans and monsters have always had an invisible connection to each other.

This perk has two parts to it that you can switch between at will. The first half embodies the longstanding history of antagonism between monsters and humans. When active, it makes monsters in the area more hostile to you, but it also greatly enhances your stats (health, strength, etc.) whenever you fight a monster. The second half of the perk does not increase your stats when encountering monsters, but instead attracts monsters to your location. The monsters lured to you in that manner have their hostility lowered, and they are more likely to be friendly at first.

Great Catch (400 CP, Discount Local Human)- Well, there's one thing going for humans seized by monster girls as husbands – they rarely if ever break up with you. The perk, when active, makes you highly attractive to people around you. Everyone you interact with on a positive nature, as long as they don't intensely and specifically despise you, will start to like and potentially even love you. Moreover, it helps you build a stable and lasting relationship with lovers. Your lovers will remain faithful in their affections toward you, and gradually any hostile or violent tendencies toward you will be lessened. That said, the perk doesn't grant control over how the lovers handle their feelings – for instance, while the perk may cause a hostile dragon to become affectionate toward you, she may still choose to keep you captive, as the perk does not prevent her from doing what she wants.

Chosen Hero (600 CP, Discount Local Human)- Whenever the Chief God needs a hero to set back the monsters, it's almost always a human from this world who is chosen for the honor. Though admittedly, all humans in fact have the potential to evolve to the superior state of a Hero, surpassing the normal limits of humanity, but it takes the boon of a god (or becoming an Incubus, an equivalent upgrade) to ascend. For one reason or another, the Chief God gave you the standard hero package given to those favored by the Chief God – in essence, you are an extra-strong paladin with enhanced physical and magic abilities to fight monsters, while also having enhanced healing powers. However, that's just the beginning, as the Chief God does not truly hold the monopoly on heroes.

Whenever you worship or serve a god and perform some sort of great feat in said deity's name, your god(s) will feel compelled to give you their blessing, granting you another hero form tailor-made in the image of that god. For instance, a Hero of Eros would resemble one of her angels (pink hair, heart eyes, etc.), and you would become a songstress who inspires emotions filled with love and hope in people, able to revitalize people's hearts just by singing. Worshipers of Hephaestus would acquire superhuman concentration and surgical precision, becoming craftsmen who create weapons and armor that are even favored by the gods. You can switch between the different hero forms you gain at will. If you belong to one of the religious affiliations (Circle of the Night, Bacchism, Orgy of the Fallen God, Poseidon's Domain, Kitty Cat Club, Army of Ares, Erotism), you can make your default hero form reflect your respective godly patron instead of the Chief God's paladin package.

Instinct Immunity (100 CP, Free Mamono)- Unlike most monster girls, you come from outside this universe, and that's enough to give you an edge over the imposed instincts that drive all monsters to some degree. You now have the ability to ignore and reject instincts and imprinted behavior – whether physical or spiritual or mental – that your body has inherited. Demons will not be born in sin, even in settings where your very existence as a demon would naturally taint you with evil. Predatory races can overcome natural killing instincts that are normally ingrained in their psyche. And more importantly, it means that you being a Mamono won't force you to have the instinctual sex drives that the Demon Lord has imposed on all monsters. You can still choose to access those instincts if you wish, but you won't get locked into them, and you can shut them down when you feel the need (meaning the instincts can't make you decide to never lock them back up again).

Marking Your Man (200 CP, Discount Mamono)- Despite the competition over available men, monster girls rarely steal away a wedded [to a Mamono] man, in part because they mark their husbands with a special scent. With their consent, you can mark your companions, family, and lovers with a normally undetectable scent. When people interested in potential sex or romance with your marked ones (or simply have ill intentions toward the marked ones) approach them, though, they unconsciously smell the aroma and instinctively feel that those ones are off limits and that they should keep their distance.

Demon Energy Outlet (300 CP, Discount Mamono)- Like most Mamono, you have the power to manipulate demon energy. Like spirit energy, demon energy is the catalyst for many forms of magic, and demon energy is especially good at empowering charm spells. It also sustains a Mamono's body and allows her to corrupt things around her. In the current setting the corruption will largely be toward the Demon Lord's preference for the sexy, but you could potentially manipulate the corruption of targets in other directions with enough work. However, you do not produce demon energy, so you'll have to get it by absorbing spirit energy and converting it to demon energy; you can also potentially change other forms of energy you absorb into demon energy.

With the perk, not only are you able to get more spirit energy from available sources as a Mamono, but you can gain spirit energy from any living thing you have sex with – even if you're not a monster girl. Through sex with another person, you absorb spirit energy, which in addition to using to restore your demon energy gauge you can alternatively use convert to other energy you need to refuel on. The amount of spirit energy you gain will determine how much benefit you get in those areas, though. Generally, you get more spirit energy from beings who take pleasure from the act of sex (the more sapient, the better), and people with high magic levels also tend to have high levels of spirit energy to share. Taking away the spirit energy (or maybe it's the necessary physical action) tends to wear out most subjects and lower their spiritual defenses, so try not to drain too much from them at one go. Also, if you took the *Spirit Energy* perk, you can convert your own spirit energy into demon energy. After this jump, assuming you took the *Demon Energy Outlet* perk, you can continue to produce and manipulate demon energy regardless of form (even if you aren't a mamono).

I wish to emphasize that you can convert the spirit energy into other forms of energy besides demon energy – in fact, given how corruptive demon energy is here, I highly recommend that you avoid gathering demon energy except when you are a Mamono. However, if you create demon energy in another setting, one where the Demon Lord cannot force her Succubus nature on the magic, the demon energy you produce will lack the sexual and corruptive effects that it would in this current universe (unless you want the energy to have those sexy/corruptive effects, that is – if you wish, the demon energy you produce can retain those properties; admittedly, given how demonic energy can potentially create sapient monster species from non-sapient plants/animals or even inanimate objects, it's not like the corruptive energy doesn't have its uses).

Environmentally Adaptive (400 CP, Discount Mamono)- One of the greatest strengths of monsters has been their ability to branch out via subspecies to thrive in nearly any environment possible. By spending enough time in a specific type of habitat, your body's form will gradually change so that it is better suited for the setting.

For instance, living in a desert or volcano will grant you heat resistance, living underground will let you see even in pitch blackness, and living on a snowy mountain will give you resistance to cold. Keep in mind that “environment” can also mean social environment – live in a certain culture for long enough, and you will gradually blend in with the culture and become skilled in activities that the culture specializes in.

However, this is just the tip of the iceberg. Focus especially strongly on living in a specific environment, or expose yourself to intense magic in that area – powerful magic absorption alone is sometimes enough to change your body, even without a special environment – and your body will fully transform into a new state that, while somewhat resembling your normal form, can be considered its own unique subspecies. These subspecies often have unique powers associated with the circumstances behind the transformation. If your adapted form becomes fully distinct from your original form, you now have access to both forms and can switch between them as you like. You can also share a minor degree of your adaptive powers such as elemental resistances or seeing in the dark with your lovers.

Wonderful Waifus (600 CP, Discount Mamono)- Whatever might be said about the faults of Mamono, it must be admitted that they make amazing, loving wives – most of them, at least. You are now endowed with the skills to be the perfect waifu/husbando to your lover(s). For starters, you are exceptionally skilled with sex techniques, such that sex with you will seem infinitely superior to any similar pleasure they have experienced prior or in the future. And since beauty is also a key part of the equation, you tend to have this sense of gorgeousness to your appearance, such that even forms that would generally be viewed as “ugly” are now drop-dead beautiful. Moreover, you have a loving charisma that helps you understand and account for your lover’s needs in a caring fashion, gradually worming your way permanently into their hearts. Such is the matrimony that even people who have been kidnapped and taken unwillingly by you will come to love you.

In addition, the perk ensures that, as long as you are genuinely in love with and faithful to your partner, you will be protected from hypnosis, spells, and other tricks that would make you involuntarily break your matrimony; after a while, the perk will also protect your lover from involuntarily breaking faith in their love for you either. Also, when taken in combination with *Marking Your Man*, you instinctively memorize your lovers’ “scent” and can spiritually sense their location. Furthermore, if you took the *Environmentally Adaptive* perk, your lover(s) will start to adapt to you – the more time you train with or just spend time with them, the more you shed “excess experience” onto your lover, so that they’ll gradually grow stronger to match you.

However, the perk’s charisma, as well as the protection from things that will involuntarily break your matrimony, will only be fully effective when you have genuine affection for the people in question; should you have callousness toward them or betray your matrimony with them, the perk’s effects (aside from the beauty and sex skills) will sharply diminish.

Perks (Affiliation)

Whoever you decide to work with in the jump, it will reap you some benefits one way or another. All discounts are 50% off.

I Want to Be Left Alone (100 CP, Free Unaffiliated)- Plenty of humans and monsters alike want nothing to do with the ongoing conflict, and would rather just live peacefully on their own. You have increased luck in finding hospitable yet isolated areas where you can live in relative peace without being bothered by people you don't like – those you do like can still find their way to you. However, increased luck doesn't guarantee security, so you should be ready to defend yourself if something or someone wanders by and disrupts your little slice of paradise.

Why Don't You Write About It? (200 CP, Discount Unaffiliated)- You gain strong writing skills, and you are especially talented at drawing on and applying your experiences in your adventures to fiction and nonfiction works. Any written work you publish will become very popular on a global scale. Most of all, you are skilled in writing exceptionally useful, engaging, and pertinent travel guides.

I Need a Vacation (300 CP, Discount Unaffiliated)- In this coming new era of romance, the world is full of opportunities to explore and have fun, especially for the purpose of love. You have a gift for finding great opportunities for romantic experiences with your lover(s), from the perfect place for a dinner date to ideal honeymoon and anniversary destinations that will bring out the best in your relationship. It also gives you exceptional luck in encountering compatible partners when you are on holiday.

However, while the perk is most effective when applied to love, the perk also helps you find perfect vacation destinations in general; in fact, you can alternately set the vacation luck filter so that while bonds between you and fellow vacationers remain strong, you won't get sucked into romantic comedies, harem hijinks, and other things that would bother you when you really just want to relax.

Wandering Scholar (400 CP, Discount Unaffiliated)- In a world where you can't even trust the creator of the setting to be reliable, there is plenty of potential research for an intrepid scholar – and now you have the skills you need to accomplish this research without getting a Bad End in the process! You have renowned luck at reaching normally inaccessible locations and people for the sake of gathering information from them, and even if they have hostile intentions you have the tendency to know just the right time to leave, having collected as much knowledge as you could before leaving. Plus, since a lot of the people in this world have rather biased opinions and deceitful demeanors, you are a sleuth for unraveling the truth; even if they won't tell you the truth about things, just by interacting with them and noticing minute clues in your surroundings you can make critical and accurate discoveries.

Dungeon Delver (600 CP, Discount Unaffiliated)- There are dungeons galore in this world, waiting for brave young people to explore them and uncover their secrets. You gain increased luck in finding dungeons, and you become better skilled in understanding the overall feel of the dungeon and its gauntlets of traps and puzzles. You also gain insights, whenever you learn of a new dungeon, on both the danger level of the dungeon and whether or not the dungeon is a trap (an important thing to keep in mind, given how Echidnas and other monsters often use dungeons to find suitable husbands). Most of all, the perk will through a combination of luck and personal boosts ensure that you and any members in your adventuring party can reasonably survive any dungeon and be able to obtain all potential loot within.

Bulwark of Humanity (100 CP, Free Order)- Encompassing much of the world and including a multitude of nations and fiefdoms, the Order symbolizes a vision of pure humanity in this universe. With this perk, you have a greater tendency to find favor and hospitality among human groups and nations, especially if you are in the form of a human yourself. This won't stop people from turning against you if you oppose their social norms, but it at least ensures that they will be less likely to treat you hostilely at first.

Monster Slayers (200 Discount Order)- As monsters are the main enemy of the Order, every soldier is instructed in the art of killing them. You are now an expert at killing monsters, and you also find it easy to instruct others how to kill them. Some things are easier to learn than actually do, though, so don't expect the knowledge alone to get you through each battle. The perk updates with each jump to account for new monsters and the like in the current setting.

Voice of God (300 CP, Discount Order)- "God" talks to you on a regular basis, giving you oracular insights into the future and urging you to stay true to your ideals to your last breath. This is normally the work of the Chief God, but seeing as the Chief God isn't too reliable (and a number of monsters imitate the voice to deceive the devout), the voice you are hearing is a jump-fiat voice that automatically sees the future and embodies your idealized set of virtues. If you are willingly serving a god, you can selectively choose to have your channel open to that god; if so, it still cannot be hijacked by anyone else.

Blessings of Light (400 CP, Discount Order)- You have an untold mastery of the "divine light" magic of hieromancy gifted to faithful servants of the Chief God – and better yet, this version doesn't require the support of the Chief God to work. You can use light-based magic in a couple of different ways. For the offensive, you can use light magic to target beings that qualify as monsters or "enemies of light" while leaving everything/everyone else unharmed; even beings with some resistance, as long as they somewhat qualify within the parameters, will at least become temporarily dazzled or nauseated – and at full intensity, the attack not only damages but annihilates the enemy.

Second, you can use light magic in more of a support role to heal injuries or temporarily boost and invigorate allies with enhanced physical strength and magic potency; however, these support functions only work to the extent of the normal capacities for the recipients' species – for instance, while a boosted human could have more physical strength and magical power, he or she still couldn't attain something considered "superhuman", nor could he or she be saved from a grievously incurable wound with the light healing alone.

Trainer of Heroes (600 CP, Discount Order)- The Order works hard to train its soldiers into heroes, and help those already chosen by the gods to fulfill their destinies. You have a strong sense for finding people with the potential or destiny to become heroes and can then help give them guidance and training to strengthen their powers to that of a great hero. You can even take ordinary people from the streets or army and train them into excellent heroes – they won't get the special powers that a destined hero might get, but they will gain enhanced physical and spiritual power such that they are the next best thing to the greatest of heroes, pushing at the very border of their natural limits.

If this perk is taken in addition to *Blessings of Light*, you can give the empowerment into a true hero to people who either have the aptitude/destiny for being a hero or have received the full extent of your training, even without a god's blessing. When someone becomes a true hero, they overcome the natural limits of their body, allowing them to contain more mana/magic than physically possible, endure beyond their body's normal capacity, and become stronger than they could have if they had trained for a 1000 years. Moreover, the upgrade to hero is high-irremovable (so the effects can't be nullified or sealed away), making it much more potent than a limited/temporary enhancement spell.

Oath of the Demonic Knight (100 CP, Free Demon Army)- Just like human knights, the Dark Knight orders of the Demon Army also make vows and oaths to show their dedication, but unlike Order countries, these oaths are not for loyalty to their country, but rather loyalty to their husband and sister comrades or loyalty to their own lust. These oaths are not just mere words, however: by making these oaths, you can temporarily boost your physical stats and your magic. The level of the boost increases with your level of sincerity towards the vow and how much the vow is connected to ideals of love (or lust).

You can also teach others to make oaths for similar boosts to themselves; in addition, when multiple individuals who have a very strong and positive bond with each other make similar or linked oaths, the “resonance” between the oaths will significantly amplify each individual oath and share the benefits of the oaths with each other in addition to causing you to share a instinctual bond on the battlefield that allows all of you to work in sync in a way that even trained armies would envy. With enough of these oaths, you can turn a squad of 'normal' Dark Knights into a group that could match even a true Hero.

Breaking in the “Recruits” (200 CP, Discount Demon Army)- The Demon Army rarely if ever kills its enemies, but rather “embraces” them. In fact, there is a whole regiment of elite heroes who fell to monsters and were converted to the Demon Lord’s side. Whenever you have defeated and captured an enemy in battle, you have increased skill in convincing him or her to switch sides, especially if you use sexual methods of persuasion. Even mighty heroes can be persuaded to lay down their arms and join your side, becoming exceptionally loyal followers. However, you’ll need to beat and capture them first. Also, people you have turned fully over to your way of thinking through the perk’s power gain increased ability in using the same power to persuade people they defeat and capture. Plus, the perk makes it easier for you to train people under you to greater levels, whether it’s better self-discipline, greater knowledge/wisdom, or stronger fighting skills, if you add sexual components to the training; doing so also enhances the resonance of *Oath of the Demonic Knight* for groups trained with this perk.

Downfall of King and Kingdom (300 CP, Discount Demon Army)- It is amazing how the Demon Army has managed to, with just one fell swoop, overtake countries that seemed invincible just a week before and turn them into exemplary demon realms. The truth is, not all that glitters is gold, and many of the Order’s proud bastions in fact have many doubts, injustices, and other weaknesses already hindering them from the inside. It’s just the matter of finding just the right spot to target, and with just one stroke – sometimes even without having to fight – the kingdom has fallen.

You are a master at discerning the weaknesses, both physical and emotional, in not only individual people but also in larger armies and societies as a whole. You also understand the linchpins that hold groups together and have greater success at defeating the larger group whenever you successfully deal with the key players (which you also have greater effectiveness against due to this perk). The perk becomes even better when combined with *Breaking in the “Recruits”*, enabling you to quickly and fluidly convert and consolidate individuals, armies, institutions, governments, and so forth into your own group(s) once you target their weak spot.

S.S. ~ Seductive Succubae (400 CP, Discount Demon Army)- Since the Demon Lord herself is a Succubus, it is only natural that the Succubus arts influence the Demon Army’s tactics and fighting styles. Every aspect of the Succubus is designed to enable her to bewilder and charm men, and they have learned to flaunt their beauty even in the chaos of battle. You are now an expert at seduction, capable of bringing men (and women) to their knees in lust even while fighting for your life. Even the simple swings of your weapon(s) and the way you dodge attacks somehow highlight the beauty and flexibility of your body and work to seduce all viewers, including opponents. Furthermore, you are now armed with one of the diverse battle skills known by the Dark soldiers of the Demonic army:

- [Dark Knight](#)- If you choose to be a Dark Knight for one of the converted knight orders, for instance, then you gain great skill with the blade in addition to possessing the powerful magic. At a base level, you can project magic sword strikes that cut even when you are far from the target, control the flow of a duel in such a way that you gradually incite the lust of your opponent, and ride a horse with great skill even when wielding heavy weapons or battling ferociously. Veteran Dark Knights can greatly increase the range, speed, and force of their magic projectiles; coat their own blade in a highly corruptive demonic energy that will gradually infect enemy armor and weapons, turning even holy swords into demon blades; use demon energy to strengthen any horse they ride on; and even access the Dark Knights' most potent skill, Blade of the Eclipse, which transforms an enemy's hatred and aggression against monsters into a desire to be with or become one (the more they hate or loathe monsters, the stronger this effect is).
- [Dark Warrior](#)- As a Dark Warrior, a mercenary from the Demon Realms, you exchange the finesse and magical power of a Dark Knight for overwhelming your enemy with raw physical power. At a base level, you simply possess greatly increased strength and speed in comparison to what is normal for your race. At higher levels, however, you can use your strength to smash apart even durable magic weapons, give out battle cries that incite the lust of both your fellow warriors and your opponents, trap enemies in an iron like embrace, and even gather all your magical power, strength, and lust into one ultimate attack that would leave all but the most stalwart of enemies completely powerless.
- [Dark Musketeer](#)- As a Dark Musketeer, you are the master of the relatively new weapon the demonic musket, and while you may not be able to be out in the front lines like your sisters-in-arms, you would be amazed how a single bullet could change the tide of battle. At the basic level, you possess incredible skill with the musket, keen eyesight, an uncharacteristically patient mind to make just the right shot, and the ability to fire magic bullets, which when they hit someone knock a person unconscious if they are male or turn them into a monster if they are female. At higher levels, Musketeers gain the ability to create special magic bullets, such as shots that disable limbs, shots coated in demonic energy that causes a human to be drawn to the shooter, and shots that additionally create a large rain of bullets from a single shot. The ultimate skill of a Dark Musketeer is to create a single bullet glowing with the power of a Lilim (usually Druella; when it hits a target, it not only instantly transforms them into a monster, but also uses their own spiritual energy as a fuel to cause those around them to turn into monsters too. This bullet, when used on someone with massive amounts of spirit energy such as a hero, could turn almost an entire army into monsters at once and can completely turn the tide of a battle.
- [Dark Armor](#)- As a Dark Armor, you have trained in the usage of the Demon Realm's heavy armor and long spears, and as such you act as a moving fortress on the battlefield, one that only someone on the level of Heroes could hope to beat. However, unlike normal monsters who typically wear light armor and possess speed far faster than the average human, your class instead tends to move so slowly that even the average human soldier can outrun them. In addition, the strength of your heavy armor comes from the incredible amount of Demon Energy stored in it, and it takes skill and willpower to use it without immediately going crazy from lust.

At a beginning level, not only are you skilled in manipulating the huge stores of demonic energy trapped in the armor, easily allowing you to reinforce any parts of it to be even tougher, but you also can launch corruptive magical blasts from your spear, similar to the Dark Knight's magical sword strikes. Any enemy that dares try to strike you will find their body penetrated by the demonic energy stored up in your armor, with the speed of monsterization depending on the potency of your stored energy. At higher levels, you can 'tempt' enemies into focusing solely on you while forgetting or ignoring your allies. You

also can use your demonic energy to expand your armor or weapons into many times their normal size, increasing their defensive or destructive power.

Your two most powerful skills are the magical armor prison and magical armor “complete release”. Using the magical armor prison causes your armor to expand rapidly and create a pocket dimension within it, trapping your opponent in its embrace and exposing them to the full power of the demon energy stored within the armor, likely causing them to monsterize instantly and go mad with lust (of course, you are also trapped and deprived of your armor while using this, so I hope the sex that happens was your intent). Finally, by releasing your armor’s limits, you seem to completely absorb, and even enhance, its defensive properties into your body while gaining incredible mobility. However, the energy that you absorb from the armor will cause you to go into a berserk, lust-filled trance, demolishing anyone who gets in your way as you track down your mate or find some poor sap to let out all your sexual aggression on.

- *Extra Info-* Furthermore, if you also took *Chosen Hero*, you will not only start out with all the strongest techniques for your chosen variant, but you’ll additionally gain access to the high-level powers only possessed by the “Dark Braves”. Like the Dark Knights and Dark Armor soldiers, you too can fire a blast of magical energy; however, the difference between their magical blast and your own is like a small spout of water versus a tidal wave. This enormous blast of magical power would scatter any arrow or magic used against you and turn entire platoons of soldiers unconscious or into monsters instantly. The power is transferred no matter what weapon you use, with arrows striking with the power of tornadoes or musketeers conjuring forth a storm of bullets more akin to a machine gun than a musket. Additionally, you possess demonic energy of such potency that just being around you is akin to being in a Dark Demon Realm, not only monsterizing those caught in it, but also forming into a powerful shield that overpowers and corrupts any magic used against you.

Finally, you have a corrupted version of a hero's charisma which makes people more easily put their trust in you, not only allowing you to easily convince others to give into the same corruption you have, but also filling others that gaze on you with envy and admiration for your beauty and decadence. You likely would become a popular figure among monsters, both normal and former humans, filling them with confidence as soon as you grace the battlefield while filling humans in turn with dread (or desire).

Linked by Lust (600 CP, Discount Demon Army)- The Demon Lord’s greatest ability is how she influences the bodies and minds of all her monster followers, and her daughters the Lilim seem to bring some of that contagious charisma to their own troops – Druella’s regiments, for instance, influenced by their mistress’s charm and pure-black mana, become stronger than ever and zealously fanatical in their devotion to her. You can now “share your power” with anyone who can be considered a follower, comrade, or ally of yours. You can transfer energy from yourself to them and share physical and mental traits with them, though the effect on individuals lessens with the more people you spread around the shared energy/powers with.

In addition, you can influence their state of mind to fit with your own ideals and personality, though it is possible for followers to resist to a degree if they dislike the changes (however, any charisma skills you have will help lower their resistance accordingly). If you took *Breaking in the “Recruits”*, you can apply the link to anyone you train. If you took *Downfall of King and Kingdom*, you can apply the link to opponents if you have already started to chip away at their resistance. This perk also strengthens vows made with *Oath of the Demonic Knight*, and enables you to exchange such oaths with anyone qualifying for the link under this perk.

Magic Prodigy Discount (0 CP, Sabbath Only)- Not all magic practitioners are part of the Sabbath, but pretty much all Sabbath members are magic specialists. So you get a big discount on the *Magic Prodigy* perk purchase(s). The initial 200 CP for your first school of magic costs only 100 CP, and each additional school only costs 50 CP instead of 100. And the 600 CP option to get all seven schools at once only costs 300 CP. See *Perks (Normal/Background)* for more details on *Magic Prodigy*.

(Im)Mature Magic (200 CP, Discount Sabbath)- Why be a stuffy old grown-up when you can be even stronger as a fun and cute little kid? The more childish you are in appearance, mind, and action, the more potent your magic becomes. You also become smarter and more charismatic in that state. To be more specific, your magic's potency doubles whenever you are childish in appearance, mind, or action, and those boosts stack on each other. When acting, thinking, or looking childish, your intellect and charisma also increase by a quarter (and those boosts stack, too). Furthermore, the longer that you stay childish in action, appearance, or mentality (no stops), the more the level of the boost will increase beyond the initial rates, first gradually and eventually exponentially.

Familiar Contract (300 CP, Discount Sabbath)- You have the power to form magical “pacts” with individuals as a sort of life bond. You can access the senses of the person you are bonded to, and vice versa for that person. The bond also allows for the sharing of health, magic, and other energies one of you has with the other. There is no distance limit to the bond, so you could potentially conduct transfers even when the two of you are on opposite ends of the world or in different dimensions.

The terms made for the contract are ironclad and cannot be broken by you or the other party as long as the pact's bond remains in place. However, you are especially sly and able to use your charisma to convince people to make contracts with you even when the terms of the pact clearly favor you rather than them, as long as you offer them at least some small reward for their service to you.

Furthermore, the perk allows you to assert control over familiar contracts and other such bonds, both for this perk and for other bonds you become linked to. Even if someone were to bind you as a familiar/servant, with enough power and time you could completely reverse the contract so that you are in charge and your “master” is the true servant. And due to your control over the familiar bonds, you can easily determine whether the person you are bonded to wishes to end the contract or happily remains bonded as long as you like. In regard to the specific type of familiar contract enabled by the perk, you can make and keep as many such links to different people as you wish.

Mind Over Magic (400 CP, Discount Sabbath)- For eons, magic had been pretty straightforward, but now the Sabbath has developed new and revolutionary kinds of different magic. How'd they do that? They realized that it's not the magic you have, it's what you do with it that counts.

You can take magic spells and other magical/energy-based powers and control the specific properties of the power with your mind/heart, even when the spells are normally rigid. For instance, you could alter a normally devastating spell so that it can still crush through a mountain yet not injure a single living thing within it by focusing on your love/compassion for those people, or vice-versa make a normally harmless spell have harmful properties by focusing on vicious hatred. And that's just the tip of the iceberg: with this perk and enough work, you could potentially reshape your spells/powers into completely new forms.

On the downside, when accessing this perk, your control over the form/effects of the spells depends on your emotional state, so it will be hard to make the magic do things that disagree with your heart; however, you can shut down the perk's effect anytime to use the standard forms of your spells/powers.

Magical Renaissance (Discount Sabbath, 600 CP)- Not only has the Sabbath found many new ways to adjust the usage and effects of numerous spells, even ones though useless, but they've also created a lot of new ones, too. Once you have a basic understanding of a magic system, you can easily start designing entirely new spells of your own make. And if you know multiple schools, you can start fusing the different schools together to create new spells that bring out the best elements of each parent. This perk blends very well with other magic abilities for even greater effect; for instance, if combined with *Mind Over Magic*, not only will you be able to better shape and reshape your own spells and others', but you could start connecting with magic systems on a deeper level...and maybe do a little tinkering to how they're set up with a little mindpower.

Ambassador of Commerce (100 CP, Free Merchant's Guild)- As long as your main purpose is to hawk your wares and you do not take other actions outside of your business operations that conflict with local laws, you can freely travel into any territory or domain without being stopped by authorities. Even in the case that there is an organization particularly opposed to you, you can always find someone who is willing to look the other way and buy from you.

Harvesting the Veins of Land and Life (200 CP, Discount Merchant's Guild)- The legendary, magical tools and weapons that have become prolific in the current age of monster girls come from a variety of mystical materials – Demon Realm Silver, Dragonium, Demonic Ore, etc. – and those materials seem to stem from the very prosperity of monsters and their lands, even sharing some of the same attributes. With this perk, you now have a high likelihood of discovering precious minerals and resources that possess magic attributes strongly tied to the local environments and the creature and beings that reside in them. The more magical the local fauna and environs are, the more magical the materials will be. Even if those minerals wouldn't normally exist in the setting, they will now that you've found them. And all these materials will prove to be exceptionally useful ingredients when constructing magical items, weapons, potions, and gear; fortunately, the perk also gives you basic skills at forging magical items, potions, and the like, with the potential of even greater craftsmanship with enough practice.

No Monsters Were Harmed in the Making of This Product (300 CP, Discount Merchant's Guild)- The bodies of monsters are useful resources for all sorts of things (Dragon scales make nifty armor, Slime substances can be used for various potions/elixirs, Demon Realm Boar meat is incredibly healthy and invigorating, etc.), so now that monsters are friendly (sometimes too friendly), it's become easier to obtain these once-rare ingredients. However, this leads to a dilemma: how to extract the items without hurting the innocent Mamono.

At the lowest level, this perk helps you “sense” what parts of a creature's body could be useful/profitable, and gain at least a basic understanding of their potential use(s). But more than that, the perk enables you to easily extract things from a subject's body without actually harming the individual, even if doing so would normally hurt or even kill the person. The subject will generally heal any scars without trouble afterwards, and any removed parts that are irreplaceable will regenerate. Plus, you gain increased skill at preserving the extracted materials for extended durations until you can find a good use for them or hawk them off to buyers.

Tainted Goods (400 CP, Discount Merchant's Guild)- Given how the items from demon realms have led to the downfall of so many humans, the merchants distributing those corruptive items may very well be the greatest threat to anti-monster kingdoms, more than even the Demon Army. You have a natural talent in getting people to ignore any negative effects of items you sell to them, such that they will even remain oblivious to obvious signs that the thing they're about to eat is poisoned or tainted with demon energy – heck, they might not even notice after they've eaten it!

But keep in mind that the perk covers more than just the action of transmitted actual tainted items; it also accounts for tainting things that are not material items, and for things that you give away, barter, or slip over into people's possessions. For instance, you could use the perk to subtly poison a sewer system, transmit malware-infected "apps", and serve clearly corrupted foods at a feast you're hosting, and the similar effects of ignoring the warning signs will still influence the victims.

Ultimate Usurer (600 CP, Discount Merchant's Guild)- At their worst, Mamono merchants such as the Gyoubu Danuki have brought (and bought) entire nations to their knees through money schemes. Whenever you acquire or win ownership of something – no matter how much you cheated to gain the ownership and no matter how outrageous the item in question is – as long as the person who owes you the item has ownership of it, you can claim ownership with no questions asked. Even if the "item" is ownership of whoever lost the bet, or an entire city was offered up to sale, you can claim ownership once the sale or bet has been made without any legal consequences.

Regeneration (100 CP, Free Circle of the Night)- The undead used to be despised for their degenerate bodies, but Hel's blessings have given them new life and vitality. Your body parts will gradually regrow over time, and you will not truly die until your whole body is entirely destroyed. This also helps stabilize your body such that having your bones break or head fall off is more of an inconvenience than a serious, painful injury. Furthermore, you gain increased resistance to holy and "life" powers that normally harm the undead, such that healing spells might truly heal you rather than hurt you even if you are undead and thereby should be vulnerable. The strength of *Regeneration's* effects rises with every other Circle of the Night perk you take.

Ghostly Haunter (200 CP, Discount Circle of the Night)- You can turn yourself into a [MGE-style] ghost – though you don't need to be female. Your body will vanish, and your form will consist of the various energies you had stored inside you. You retain your mind, but the specific energies that now make up your "body" may influence your thoughts to a degree – for instance, demon energy tends to make Mamono ghosts go bonkers with lustful daydreams. Your ghost form is usually intangible, allowing you to slip through walls but inhibiting your ability to interact with physical things; however, you can assert a more physical form as a ghost, albeit at the cost of expending some of your energy reserve.

As a ghost, you can flow into and possess individuals. If you overcome their spiritual resistance, you can take control of their body, temporarily unifying their thoughts with your own. You can project your thoughts into the possessed subject and control his or her physical actions. If you absorb enough additional energy from the possessed being, you can manifest your ghostly body in a more physical form that can interact with other things. Plus, by drawing upon the thoughts of the possessed victim, you can give yourself a form that mimics a person from their memories to the point of being practically identical in both appearance and demeanor. If you wish to return to normal, you can summon your dissipated body back to you.

Cage of Will (300 CP, Discount Circle of the Night)- Like a Will-o-the-Wisp, you can transform your negative emotions such as envy, loneliness, and rage into powerful flames that can either burn targets or inflict those emotions on them as you see fit. In addition, you can turn part of your body into a Gothic-like chandelier/bird cage to store up these emotion-flames. The longer the flames are stored in the cage and the more they come into contact with each other, the more potent the fire will become. You could also potentially transform the cage to trap other things and people inside, thus exposing them to the raw intensity and passion of those flames.

Furthermore, the cage serves to trap both body and soul, such that even if a person were to die within your cage, the soul would remain trapped for you to do with it as you please. This also means that you can capture souls that are "drifting" around you and store them inside as flames that empower you; it helps that, when you

summon your cage body, you gain the ability to detect souls around you. If you took *Monarch of the Undead*, you can find the souls of the dead around you to capture, and you can turn any captured souls (including still-living captives) into undead mamono of your liking. You can manifest the cage around your possessed target in your *Ghostly Hunter* form.

All the World's a Stage (400 CP, Discount Circle of the Night)- As with ghosts (see *Ghostly Hunter*), you can project thoughts to people around you, but you no longer need to possess them. More than that, though, you can produce incredible visions that are shared with all targets of your choice within 100 feet of you. With these fantastical but seemingly real illusions, you can blur the line between fantasy and reality and drag your captive audience into a spectacular drama in which they play the various characters. The more you immerse your targets in the fantasy, the more they will see those visions as reality, and see the path you want the story to go as their destiny. This effect lasts even after the illusions vanish, so that the emotions and desires they felt while under the vision will continue to influence them in reality. On the flipside, you can immerse yourself in these delusions to live out stories in your imagination.

You also gain the ability to speak in exaggerated yet professional, theatrical dialogue, such that you can turn even simple and childish statements into monologues worthy of a play. If you took *Cage of Will*, anyone you trap in your illusions can be fluidly transferred to your cage, as your soul cage becomes a great theater for your caught souls. If you took *Monarch of the Undead*, by placing people into acting out the roles of undead, once they fully embrace those visions as their true reality, you can turn them into those undead on the spot.

Monarch of the Undead (600 CP, Discount Circle of the Night)- You have a decadent yet alluring beauty that, combined with your sense of elegance and dignity, gives you a strong charisma, especially in commanding the dead (and this perk at gives you at least basic-level skill at raising undead, if you don't have such abilities already). More than simply necromantic enslavement, lower undead will recognize your rank above them and follow you out of loyalty, even making will saves to resist being turned against you. Even undead individuals who are stronger than you will at least treat you with respect and hospitality.

In addition, the undead under your leadership can gradually evolve beyond their current state, such that a shambling zombie would eventually become a beautiful and intelligent undead drawing on you as a role model. And this evolution is not linear: the undead are able to ascend to whatever kind of undead best suits their personality and passions, so that even a ghoul could become a ghost, vampire, death knight, skeleton, or even a dracolich/dragon zombie; furthermore, if you focus your will on the ascending undead, you can make them become whatever undead mamono you want (potentially even new, undiscovered kinds), even if it's different from what they would naturally become (this also means you can lock them in a specific undead mamono form if you don't want them to evolve any further).

Plus, your undead now gain resistance to the holy and life-giving magics that many undead are normally vulnerable to, and particularly powerful undead might even heal from such things rather than take damage.

If you also took *Regeneration*, all of your undead, regardless of power level, heal when exposed to holy and life-giving magics. If you also took *Ghostly Hunter*, you can turn yourself into an undead at will. In addition, the *Monarch of the Undead* perk enhances other undead-raising perks, powers/abilities, and items in your repertoire; for instance, if you took *Loyalty Beyond the Grave*, a soul having sworn fealty to you is enough to raise them as Ochimusha (this includes undead who perish after vowing to serve you).

Making Sense of the Nonsense (100 CP, Free Queen of Hearts' Playmates)- Wonderland is full of crazy little spells that affect the very physics of the world, such that deep kisses teleport you from the castle to the shopping district and singing in the aphrodisiac rain lets you fly. It doesn't help that things are constantly changing as the Queen of Hearts wishes. But for the locals, all of these things are perfectly normal and understandable. With this perk, you have increased ease at understanding the rules – whether social or natural or magical – around you and finding a logical way to comprehend and work with them.

We're All Mad Here (200 CP, Discount Queen of Hearts' Playmates)- While Wonderland is a perfectly rational place (to you), new visitors have such a hard time getting their heads wrapped around the (il)logic. But you're here to help. You retain your wits/intelligence even when driven mad, so even though you are still certainly mad, you can still perform complex plans that normally wouldn't come to your mind in such a state; for instance, if you entered a berserker mode, you would still feel compelled to attack, but you could strategize and use complicated tactics.

Plus, the perk gives you a strange charisma that allows you to present nonsensical ideas in a way that makes them seem more logical than sane things. This allows you to comport yourself in a manner that makes you appear sane no matter how mad you really are. Even the insane things you say will be said in a fashion that, unless you look closely enough to see and challenge the gaping holes of logic, will seem like reasonable things you should just accept without question. Your brand of insanity is so "natural" looking that just from observing your behavior one would almost be deluded into thinking it was normal – until it truly becomes accepted as a normal thing.

Door Between Sleep and Waking (300 CP, Discount Queen of Hearts' Playmates)- Like the Dormouse, you love your sleep, but you like being social, too, so the solution is to sleep and talk at the same time. Easy, right? When you sleep, you can choose to keep yourself in a transitory state that is not quite submerged into dreams but not fully awake either. Therefore, while nevertheless sleeping and gaining the benefits of sleeping, you can remain aware of your surroundings and even understand words you hear people say around you – in fact, you are able to comprehend the things happening as you sleep better than a Dormouse can. As a result, you are perfectly able to hold conversations, go walking, or even have tea and cake while fast asleep. With enough training, you could even enter dream worlds while still being able to consciously act in the waking world, too.

Card Bridge (400 CP, Discount Queen of Hearts' Playmates)- The Trumparts have taught you their special card tricks to enter a secret pocket dimension that exists between all cards in Wonderland. By physically touching a playing card or one of the four traditional symbols for the cards (Clubs, Diamonds, Spades, or Hearts), you can instantly shift to the location of another such card portal nexus that is within a 100-foot radius of your starting location. Touching any of those symbols also boosts temporarily your physical stats such as health/ vigor (as well as your magic power).

Wonders of the Heart (600 CP, Discount Queen of Hearts' Playmates)- The Queen of Hearts created many of Wonderland's unique monsters herself by changing existing Mamono to new forms that she thought were more fun. By standing right in front of someone and touching him or her (or, if you have *Card Bridge*, simply by touching a card symbol while the target is also adjacent to a card symbol), you can spiritually touch the "heart" of the person – or rather, a specific quality that the individual values or embodies. You can then alter that heart piece to transform the body and habits of the person. You can either boost that heart piece so that it overpowers all other qualities the person has, make the heart piece go in the opposite direction so he or she now values the opposite, or twist the heart piece so that the overall concept of the value is retained but shifted in a new direction of your choice.

The overall form of the person stays true to his or her original body – humans will stay humans, and monsters will stay monsters – but will have "evolved" into a physically, mentally, and spiritually different variant. This

transformed being would therefore represent a new species, and while able to breed with beings it could in its past form, all children will be born with its new form and mindset. The target can resist the change by having stronger willpower or magic than you are drawing upon. Also, the ease of forcing the transformation decreases the farther you go from the original form – and there always must be at least some physical reminder of what it originally was. For instance, turning a Dragon into a Jabberwocky – or even giving a Harpy some catlike features – would be relatively easy, but you would need to invest an incredible amount of time and energy to make a Werecat into a full-fledged, birdlike Jubjub with no cat features.

Childish Games (100 CP, Free Fae Court)- Many a man causing trouble in the fairy kingdoms was stopped simply by a Titania appearing before him and using her magic to compel him to play with the fairies. Using this perk, you can emit a spirit of childishness that infects people around you (within a 50 meter radius, generally). Those affected will begin to act more like children, and be more willing to play kiddie games. The magic wears off after 24 hours, but continual exposure tends to make people embrace that childish outlook permanently. You can also apply that magic to yourself to gain a more childlike, fun personality; the more you act like a child, the more that other people affected by the magic will see you as a “big sister/brother” they should respect and listen to, thus deepening the spell’s effect on them.

Inviter of Happiness (200 CP, Discount Fae Court)- You can form a large ball of white fluff around your body to become as light as pollen, thus letting you travel long distances via the wind. Also, you can produce and release fluffy white pollen that contains hallucinogenic compounds and makes people want to “feel happy.” While you are in this form, people will see you as a source of good luck. You can also give yourself that carefree feeling of bliss that others get from your pollen. Fill their or your own head with enough happiness, and happy will become the default, normal state of feeling.

Size Change (300 CP, Discount Fae Court)- You can freely change the size of yourself and of people within a 10-foot range of you. For instance, you could turn yourself into a giantess, or change yourself and a lover down to smaller than a leaf (with you now taller than your partner even if you used to be the shorter one). The more you shrink yourself, the more that people will feel compelled to see you as an innocent, sweet person no matter what mischief you get into.

Artistic Muse (400 CP, Discount Fae Court)- You can feed on the spiritual energy embodied in works of art, from paintings to literature. Essentially, when viewing the art in question, you absorb energy from it, and while you can only absorb a certain amount of energy from each piece of art, your “feeding” will not damage the artwork. Using that energy and potentially coupling it with creative insights you have developed on your own, you can bless a person with great creativity and drive for art by making physical contact with him or her. You can also place a subtle charm into your gift that will cause the recipient to gradually become obsessed with you, as whenever they try to think of creative new ideas the first thing that will pop into their head will be thoughts and dreams of you.

Away With the Fairies (600 CP, Discount Fae Court)- Firstly, the spell lets you mark certain locations for “fairy travel”; said locations must have a nature and/or fairy theme to them. By dancing around in a circle, you can create a portal that automatically sends you and whoever is encircled to one of those fixed points. On your own, the ritual will take you at least eight hours to complete, but the time is drastically reduced when you get other people to join you in the dance. The spell is especially powerful when performed between dusk and dawn.

However, there’s more to the “fairy ring” than simply teleportation. While you and the other active participants in the dancing circle are unaffected, whoever is the “guest of honor” in the center will be enspelled by a geass upon traveling through the ring, making him or her acknowledge the destination as “home.” Wherever he or she ends up, the person will be compelled to feel attached to the location and not wish to leave. If you have a

special association with the overall area of the location, the effects may be even more powerful. For instance, if the ring took someone to a kingdom you ruled, he or she would automatically feel like a subject of that land and view you with great loyalty, and if the destination was your home, he or she would start to associate you with the concept of “family.”

Covenanter (100 CP, Free Elemental Faith)- It is common for those with a passion for the natural elements to make covenants with elemental spirits. While it is possible for anyone to form covenants with enough effort, this perk gives you basic knowledge and skill in making covenants with elementals, both in this world and others. Furthermore, you gain an enhanced affinity with one of four elements – earth, fire, water, or wind (ice and shadow are also permissible) – which will increase your aptitude for forming covenants with that element; elementals of that type will be more welcoming towards covenants, and your bonds with them will be stronger than normal. In exchange for giving them energy through various rituals (which usually involve sex in this world), the elementals you make the pact with will loyally serve you with the magical power, while also teaching you and strengthening you in their specialty of magic. Elementals often have a mind of their own, so even after you bond with them, you’ll need to find ways to cooperate with them best.

While you can potentially bond with multiple elemental spirits, since each individual elemental uses some of your energy for the covenant, it may initially be difficult to keep a lot of covenants steady simultaneously. The elemental spirits you bond with can follow you between jumps, but you initially can only have four elemental spirits in active status at one time, with the others being kept in a hibernation/stasis state until switched out; even so, the inactive spirits still require a minimum degree of energy from you to stay around. Elementals released from your service will likely move to the nearest environment that embodies their element; in the case that they have followed you across worlds, they will have the option of either returning to their homeworld or choosing to stay in an environment in the current setting, though they can quickly rejoin you should you call upon them again.

You can buy this perk multiple times to boost your affinity with multiple elementals, but there is no affiliation discount/freebie for extra buys, and everyone must pay 100 CP for each extra element; see *All are the Elements* capstone for exception. Acquiring affinity enhancements for all six of the notable elements from MGE (earth, water, fire, wind, ice, shadow) will automatically upgrade your elemental skills to that of a genius elemental like Saphirette Spherica, who singlehandedly resorted the vitality of her forsaken homeland with her precious elements.

Elements Taking Shape (200 CP, Discount Elemental Faith)- By focusing your power into an element, it will begin to gain self-awareness and intelligence, and eventually a human form, becoming full-fledged elementals with enough time and effort. If you are interacting with a personification of that element but it lacks human form, the perk will help it reach a humanoid form, and give it sapience if it didn’t have it already. Said beings would therefore qualify for contracts under *Covenanter*. Moreover, the perk compels elementals you link your power with to treat you in a friendlier manner. You start out with a strong affinity for applying this perk to a specific element of your choice, but you can apply this perk to any kind of element.

Spreading Nature’s Heart (300 CP, Discount Elemental Faith)- You can apply your power to the elements to expand their positive influence over the region you are in, as if you’re an elemental yourself. Earth will create fertility for plant growth and encourage the growth of land. Fire will encourage “warm” things in the environment, from sunny days to hot springs, while also fueling the hearts of living things with “fiery” vigor. Water purifies water and protects it against stagnation and pollutants, while also multiplying the amount of water in existence. Wind naturally enhances the, well, wind, providing sufficient amounts of wind to carry the currents of life throughout the world while also tempering more violent aspects such as tornadoes and storms. Apply enough power over an extended duration to an area, and the elemental improvement will merge with the

natural environment and become a permanent fixture of the region. The one downside is that the perk only lets you enhance the elements' prosperity to the limits of their natural levels (the maximum possible benefit they could provide naturally, without external interferences), not to artificial levels beyond their natural capacity. While you'll initially have the most success enhancing the effects of a specific element of your choice, you can affect all elements in this manner.

Dark Power (400 CP, Discount Elemental Faith)- Through access to the elements, you can corrupt them with a dark power. Under the influence of this perk, elementals you make a covenant with or help gain human mind/form will shift into females and become lecherous. An element you help spread with the "blessing" will spread the corruption, such that Earth will produce demon realm plants, Fire will make people go berserk with passion, Water will corrupt those who drink the contaminated waters, and Wind will spread the corruption to anything that breathes in the contaminants carried through the air; plus, once the hold is solidified, the corruption will become a "natural" and fixed part of the environment.

The corruption has its bright side, though, as it significantly enhances the magical power of the element to a level that it could not ordinarily reach. The default corruption is demon energy, but you can also use other forms of "darkness" or energy you have access to, potentially altering the ensuing changes (for instance, an evil-themed darkness would make things eviler, while a martial arts-oriented energy like ki might give everything a martial arts-styled theme). Since you are creating the corruption, you don't need to be worried about being infected yourself from the corruption created by the environmental spread; even Demon Energy will become harmless to you after the jump (unless you actually want the corruption to corrupt you as well, that is). While you will initially specialize in corrupting a certain kind of element, you have the potential to corrupt any kind of element.

All are the Elements, Elements are All (600 CP, Discount Elemental Faith)- While specific practitioners focus on one element or another, the Elemental Faith has always given equal respect to all elements, and you are one of the lucky few who have reached the epiphany that the individual elements aren't separate at all; they all intermingle and blend together, creating the wonder we call life. You now have an increased affinity for all elements, and insights on how to connect and harmonize them for improved effects. In fact, you can take abilities and affinities you have for specific elements and find ways to apply them to other elements. You can potentially apply your powers to all other elements, whether scientific ones or metaphysical ones that embody the world around you. In addition, this perk will significantly improve your affinity with all elements accessible in different worlds, making it easier for you to find, build, and strengthen connections to those elements.

This perk also impacts the other perks in the Elemental Faith perk line. You now start with a strengthened affinity for all four main elements (earth, water, fire, wind) for *Elements Taking Shape*, *Spreading Nature's Heart*, and *Dark Power*, rather than initially focusing on just one element. In addition, as long as you have paid full price for *Covenanter* once (Elemental Faith members only have to pay 50 CP), you will start out with an enhanced affinity for all four main elements, though you must still make additional buys to enhance your affinity for other kinds of elements.

Serpentine Flexibility (100 CP, Free Snake God Cult)- The wish of every human worshipper in the faith is to one day become a snake or be married to one. So, as the first step, they learn to move their body like a snake. In general, you now have the ability to use abilities naturally gifted to snakes even if you currently lack the physical attributes that would normally be necessary. You gain increased flexibility such that, even when you're not a serpent, you can imitate snake movements such as slithering at a fast speed – even up trees if you want to! You know how to bend your body around targets and bind them in your "coils." You can even use your tongue to smell (and sense the direction of smells) and speak/understand the secret languages of snakes.

Plus, your mouth and throat can now expand much like a snake's to swallow much larger things than you normally could.

Slithering in the Soul (200 CP, Discount Snake God Cult)- To turn human devotees into the proper form of a snake monster, the cult performs a special ritual in which a multitude of snakes are absorbed into the girl in question, causing them to then manifest in her hair. You have a variety of mundane snakes inside your soul as an extension of yourself, and you can manifest them onto your body at will (and make them recede again if you wish). It is easiest to have them take the place of your hair, but with enough practice you can have them replace other body extensions such as teeth, tongue, toes, arms, and tentacles (assuming you have those body parts to begin with). You can control the snakes remotely, but they can also function independently so you can focus on other things; they are reflections of your soul, so they will generally still do things that you would want them to do if you were focusing on them.

Predatory Gaze (300 CP, Discount Snake God Cult)- You can now, when you choose to have the perk active, give your eyes several effects when they make contact with other living beings. First, like the Medusas, your petrification gaze will cause anyone who you make eye contact with to harden into stone. Living things petrified by your ability never die from it, and you can selectively have only certain parts of the body harden while others are left unstiffened (though the penis of a man might certainly still be stiff in another fashion!). The petrification generally wears off after a few days, but you can also dispel the effect yourself, and there are a few spells and the like that could do the trick, too.

Then there are the “evil eyes” of the Basilisk. The gaze actually “poisons” the target with a venom that, while not truly harming the victim, relaxes all muscles in the prey's body while also inflicting a burning sensation like a monster in heat. The venom is particularly virulent, converting internal energy sources like ki and magic into more venom to increase the effect. As a result, it becomes very difficult for the prey to think clearly. You can also choose to use the more deadly version of the gaze from ages past, which can kill a man slowly over a single day with but a single glare. For the “evil eyes” victim to be cured, every last drop of the venom must be removed from the body at once. And despite what some myths say, you cannot be affected by your own gaze being reflected back at you (unless you specifically choose to allow it for some reason).

Ritual of the Snake God (400 CP, Discount Snake God Cult)- You can now singlehandedly perform the sacred ritual to transform human women into beautiful serpent Mamono – or just into humanoid serpent monsters in general if that's your preference. You must have the subject in question sit on a magic square you have prepared, and then order snakes you have prepared for the occasion to coil around her. The snakes will eventually seep into her body and transform her, and the extent of the transformation in part depends on the number of snakes used and the amount of magic applied to the snakes beforehand.

It just takes a couple of days of magic exposure (under normal levels of application) to get the snakes ready to transform a girl into a Lamia, while it would take months to a year to prepare for a woman to become a moderate-ranked serpent such as a Medusa or Shirohebi. For a human to ascend to the rank of an Echidna, the greatest of all serpent kind, at least several years of preparation would be necessary, and potentially a decade or more for a particularly powerful Echidna. The inclusion of unusual (by Earth standards) snakes in the ritual, such as special magic/alien varieties could result in new species of serpent women. Eventually, you might be able to find a way to use a similar ritual to transform males and nonhumans as well.

This perk also means that, if you also bought *Slithering in the Soul*, you can bind more snakes, even exotic and magical ones, to your soul so they can manifest on your body.

Mother of Monsters (600 CP, Discount Snake God Cult)- The Echidna is considered the “god” of the faith in part from her ability to give birth to any kind of monster in existence. In a vaguely similar fashion, you can pass on copies of your different body forms to your offspring, even ones you adopted or created. Any special physical/magical abilities associated with that form, as long as they do not stem from the individual mind/soul, will be passed along to your child’s form. You can only pass one form to a child at a time, though your children can accumulate multiple forms.

Children who are your natural offspring can be automatically given a copy of one of your forms, but for any subsequent forms, or for children that you have created unnaturally or adopted, there is a special ritual to give them another form. You must swallow them whole like a snake swallowing an egg (in the case that you do not have *Serpentine Flexibility* or another similar power to enable this, you will be able to perform this action solely for the completion of the birthing ritual).

After a couple of hours, your child will instantaneously appear outside of you in a large, snake-like egg that will hatch in one day. Upon hatching, the child will have the form you wish to pass on, and now can for all purposes be considered a natural offspring of yours. The body of anyone you swallow for the ritual, or any creature you consume (or have had sex with), becomes one of the forms you can select to pass on through the perk; this does not mean that you can access those other forms yourself unless you have some other way to do so.

When giving one of your children a new form, you can selectively choose the specific form yourself, or you can let the form be chosen at random. If you choose to let it happen randomly, there is a 5% chance each time that the result will in fact be a special fusion of two separate forms, thus having the combined abilities of the two forms. Please also note that you can only use the perk to affect people that are truly your offspring or genuinely viewed by you as your children; you cannot force yourself or be forced into seeing someone as your child to get the perk to work.

Land of Grace and Honor (100 CP, Free Inari Faith)- The people of Zipangu, both human and monster, are notable from other cultures in how they have such an elegant, polite flair to their every action, such that even an aggressive monster’s advances somehow seem more demure.

With this perk, you can make any non-hostile action seem more graceful and polite. People seeing you act in that manner will therefore be more hesitant to view you badly. Even if you lock the doors and start to sharpen your knife, they’ll think that it can’t be that bad, since you did it all so beautifully. Even without asking or doing anything direct, people will feel charmed into taking initiative toward actions you desire of them, such that you can gracefully claim that you did nothing but oblige what they asked for of their “own volition”.

Furthermore, if you give off the right sort of charisma, a mix of politeness yet authority, you can reverse the normal lines of host and guest such that the people of a home you walked into would treat you as the rightful master (or mistress of the house), serving you their finest food and perhaps even comforting you in bed if that were to be your wish. The perk’s power fades when you actually take direct, hostile action.

Blessings of the Kami (200 CP, Discount Inari Faith)- You (and any gods you are loyally serving) can establish a mutual relationship with a community. In return for giving them blessings like safe childbirths, plentiful crops, and steady rain, you will be honored by them and given various gifts. As long as the community gives you sacrifices, you can perform these small miracles, and as long as you perform those miracles you will have loyal followers. Over time, your worshippers will insist on giving you “sacrifices” as thanks even without asking, going as far as to offer their sons and daughters to you for marriage and service.

Mana Strengthening (300 CP, Discount Inari Faith)- By concentrating your spirit and performing a unique combination of breathing and other actions, you can temporarily increase your mana (spirit energy) or demon energy gauge beyond its normal capacity. This also temporarily increases the amount you can expend at one time, thus increasing the potency of spells. You can maintain your concentration even if your mana supply runs dry, letting you continue spells that cast or maintained before you ran out; however, doing so puts considerable stress on your body. Plus, the perk makes it easier for you to focus your energy to specific parts of your body.

Furthermore, if you focus enough, you can master the ultimate technique of this art: forcefully transferring the energy to a target via physical contact; at lower levels this may be beneficial for the target, but if you push enough energy in, the target's body will overload under the pressure, potentially with fatal consequences. With enough work, you can apply these abilities to other energy systems in your body (magic, ki, etc.).

Loyalty Beyond the Grave (400 CP, Discount Inari Faith)- You can give this blessing to anyone working under you, whether as an accountant or a soldier, with no limit to how many you can give it to. If any of those people die carrying out their service to you, and they wish to return to aid you once more, a miracle happens. Their corpse will automatically absorb any latent energy in the nearby vicinity and, on enough energy is gathered, will resurrect as an [Ochimusha](#) undead. Please note that as long as the physical remains of the deceased person survive to some degree, the person can eventually resurrect as an Ochimusha once enough energy is absorbed, even if there was not enough energy in the area initially for the transformation. If you also took the Monarch of the Undead perk, swearing loyalty to you is enough for people to be resurrected as Ochimushas.

Like most undead, the Ochimusha gradually regenerate from damage, and their regeneration is in fact enhanced when given “affection” by their lord - anything from a pat on the head to a kiss to full-blown sex. The Ochimusha have their intellect and strength enhanced, and they can enhance their weapons with yokai energy that releases a mysterious light and makes them more skilled than ever before with that chosen weapon; this energy also causes those slain by the weapon to not truly die, but rather to be reborn as yokai (Japanese/Zipangu-style monsters).

The exact physical (and sometimes mental) form of the Ochimusha will depend on the energy it absorbs – ones born from absorbing demon energy will likely become Mamono, areas with ki/chi might give birth to martial artist Ochimusha, ones that awaken in mana-filled environments may have more arcane abilities and knowledge, Ochimusha in chakra-filled regions may lean more toward the ninja style of fighting than that of samurai, undead in lands that embody certain elements may in turn specialize in that element, etc. – but in all cases they are highly dedicated to you and will risk their lives to protect you if necessary.

Form of a God (600 CP, Discount Inari Faith)- “Holy” beasts like the Ryu can transform from their humanoid form into their true, bestial form as they wish – they just prefer not to, as it scares away worshippers. With your deity's blessing, you can now transform yourself into a bestial version of the race your god symbolizes (a giant, white fox with nine tails for Inari; a giant green dragon of the sky for Ryu, a sea monster for Poseidon, a dove for Eros, etc.). Your own form is not quite as powerful as your goddess, but it is certainly above the average representative of that race. You retain that extra form even if you should leave the service of your deity.

Similarly, if you are following a god in another world, you can transform yourself into a bestial, blessed creature that symbolizes the respective deity (and maintain access to that form even if you leave the god). Your form is not at the same level as the god in question, but it still embodies key attributes of the god. For instance, if you served Zeus (Greek Mythology), you could turn into a giant eagle that spews out lightning; and if you

served the goddesses Kanako and Suwako (Touhou Project), you might turn into a frog, snake, or hybrid of the two with the power of weather/earth.

You can access multiple forms based on different gods you served/serve, and you can turn into and back from your godly form(s) at will. For your ties to a deity to apply for this perk, you must have served the deity for at least a year and a day, though the time requirement is lifted if you perform an exceptional service or sacrifice (which must be of significant and personal value to yourself) for the deity to demonstrate your devotion. Gods you have served prior to gaining this perk can also qualify.

Concentration is Key (100 CP, Free Mist Civil Service)- Across the whole Mist Continent, scholars are expected to be able to concentrate on important matters – though the values of what is important varies between kingdoms. At the very least, people now see you as a very good source of advice, and they will come to you whenever they need advice, particularly if you advertise your wisdom on a specific topic. Even if the advice you give seems obviously stupid, people will still see it as a wise suggestion. And even if you give bad advice to everyone, people still tend to seek you out, but watch out for repeat customers, who may be a little upset that your advice didn't work. Furthermore, the perk allows you to split your concentration between physical and mental activities without sacrificing focus on one or the other. It also ensures that you can avoid becoming truly distracted whenever you are focused on studying or academic pursuits. Thus, you could have intense sex while continuing to study for an important test.

For the course of the jump, your ability to focus and give advice will be harder (but not impossible) if you do not focus on things that fit with the values of the specific land you affiliated with; if you didn't choose the Mist Civil Service Faction, you can pick which of the restrictions apply. For the Land of Four Gods, you are best able to concentrate on and share information that emphasizes how people can get along well in mutually positive ways. For the Land of Four Fiends, you are best able to concentrate on and share information about ways to accumulate power. For the Land of Four Souls, you are best able to concentrate on and share information about ways in which others can best serve you.

You can also affect the concentration of others with the perk, with similar restrictions in place: for the Four Gods, you help others concentrate; for Four Fiends, you ruin the concentration of others; and for the Four Souls, you make it difficult for the target to concentrate on anyone except you. This perk can be purchased multiple times for different land ties, but if you chose the Mist Civil Service faction, the freebie must be the land that you chose to ally with.

Jiangshi Master (200 CP, Discount Mist Civil Service)- You are a master in the art of summoning the undead [Jiangshi](#), a physically strong and intelligent undead that can move about by stretching and hopping. With her body restored to prime condition and her mind retaining its faculties, she is even capable of complex martial arts, magic spells, and other advanced battle tactics. In addition, the toxin of her nails can turn living women into Jiangshi like her. You know how to create “spirit recalling talismans” to transform corpses into Jiangshi and alter the talismans to enhance their powers or reprogram them accordingly. However, you can never fully enslave a Jiangshi, so please treat it well or it might run away. With enough work, you might be also able to create/use talismans to take control of other kinds of undead beings.

Touch of Knowledge (300 CP, Discount Mist Civil Service)- By simply touching something or someone, you automatically gain scholarly knowledge about whatever you touched. Your mind is now like an infinite encyclopedia that can store as much information as you want without getting jumbled or overloaded. In addition, you can share a copy of the knowledge you hold with others by touching them. You can even imprint

your knowledge into your children, as long as you contribute some of your DNA to their birth. Knowledge isn't the same thing as experience, though, so it's best to find a healthy balance between study and practice.

Martial Arts of the Mists (400 CP, Discount Mist Civil Service)- With the constant struggle to survive in the mist and monster-filled mountains and the constant warfare, it's no surprise that most martial arts come from the Mist Continent. You get the option of purchasing one of several schools of Mist-based martial arts; you can purchase the perk multiple times to select additional schools, but the affiliation discount only applies to the first buy. Each school you purchase you can also teach to others; the rate of success for teaching the art to the students varies depending on the complexity of the art and the aptitude of the student, but generally the student will develop a basic level of mastery between a week and a month and will reach the higher levels of the art within several months to a year (this does not account for other perks that may boost your teaching capabilities). Here are the available schools:

- *Five Animals*- The first option is the “Five Animals” school – a set of five different techniques based on the local animals of the Mist Continent. The first animal, the “Tiger”, embodies the Jinko and reflects her sudden shift from passivity to aggressiveness during mating season; the technique emphasizes lightning-fast and powerful strikes to stretch out and grasp the enemy. The second animal, the “Deer”, embodies the Hakutaku and reflects her scholarly concentration; the technique focuses on controlling your inner organs/bones and maintaining your health reserves during battle. The third animal, the “Eagle”, is for some reason actually the mouse-like Hinezumi; the technique emphasizes aerial combat via jumps and the targeting of pressure points (which includes the application of mana and other internal energies to those weak points for extra damage/effects). The fourth animal, the “Leopard”, is actually the foxlike Youko, and reflects her sly nature; the technique focuses on hit-and-run techniques to outsmart your opponent while also steadily building up your internal energy reserves. The fifth and final animal, the “Mantis”, is not based on an actual animal but rather the undead Jiangshi zombie, whose stiff posture sometimes resembles a mantis; the technique uses a combination of close-range arm/leg strikes for offense and whip-like motions to defensively deflect attacks, while also encouraging the stiffening of one's muscles for increased durability. As these techniques are all part of the same school, they can be used interchangeably and together for different combinations.
- *Chi-Tai*- The second school is “Chi-Tai”, developed through collaborative efforts of Hakutakus and Jiangshis. The school values the art of understanding one's surroundings and opponents, and the style allows you to avoid enemy attacks while gradually understanding your opponent's patterns and determining the precise path to victory. It also allows you to slowly but surely strengthen your fighting skills outside of combat by exercising your mind and learning new knowledge. Plus, this particular school is exceptionally easy to teach to people.
- *Monkey Fist*- The third school is the “Monkey Fist”, a martial art developed by the Kakuen monkeys. It appears to be a drunken-like, clumsy style that reflects the wild nature of the monkeys, but its seemingly silly nature conceals its cunning edge. The style allows you to fight on instinct to accurately target enemies despite having no solid concentration on anything, making it difficult for people to predict your movements/targets. It also enables you to trick enemies to let their guard down for critical strikes and even muggings. Furthermore, like a monkey, you are able to climb and jump nimbly even in the midst of fighting, and grab onto objects with even a single appendage of your body, such that you could fight while upside-down and hanging onto a branch with your foot or tail.
- *Bamboo Sage*- The fourth school is the “Bamboo Sage” style, a Ren Xiongmao-developed art based on the use of poles – anything from wild bamboo shoots to bo staffs – as weapons. The body movement of the style seems cumbersome like the bear, but this conceals the true power of the art, as it allows you to

develop complex strategies with your staff's attacks to catch the opponent off guard. You also learn the art of "sliding" around a pole for circular motion that increases your velocity. The highest level of the school's teachings is the "Bamboo Forest" technique, which involves the use of a potentially infinite number of weapons. At this advanced level, the user will be able to use any appendage to swing a pole (or anything close to a pole), and you know how to throw these poles high in the air and have them land at specific points of your choice in the battleground. This results in a "forest" of ever-falling poles that the user constantly shifts between using before throwing them back into the air while also spinning between them to bewilder the enemy.

- *Kingdom-Specific Choices*- In addition, there are three other schools that can be purchased, each of which originates from one of the three primary kingdoms on the Mist Continent. In the case that you chose the Mist Civil Service faction, you will receive the school associated with your territory for free upon purchasing any of the above schools, though you will have to make a separate purchase for the others. The "Path of Partners" school, originating from the Land of Four Gods, is a teamwork-oriented style that enables you to better cooperate with allies in battle so that you fluidly support each other; since the style itself teaches you how to make the partnership work, it isn't necessary for the partner to already know the technique for it to work when you use it, though the effectiveness will be enhanced even further if your partners know the school as well. The "Path of Power" school, originating from the Land of Four Fiends, is an aggressive style that focuses on physically and psychologically imposing dominance over the opponent until he or she submits to you. The "Path of the Master" school, originating from the Land of Four Souls, is technically a teamwork-oriented style but focuses on a master-servant relationship: the technique involves having your allies redirect their tactics to support you, even when doing so leaves them weakened; the style involves a lot of charisma so that your allies accept this unequal relationship on the battlefield.

Secret of the Mist (600 CP, Discount Mist Civil Service)- Like the mysterious monsters lurking in the mountains, you can exude your mana stores and other internal energies as a pervasive mist. At the bare minimum, your mana and other energies' production and storage capacities are significantly boosted. In addition, you can generate a mist reminiscent of the continent's mist around you in a 50-foot radius. It becomes difficult for other people to see in the mist, but you can see through the mist perfectly. Furthermore, you can "taint" the mist with special properties of the specific energy that you use: succubus-style demon energy makes the mist monsterize people, element-based energy empowers elemental beings of that element's affinity, undead energy makes it easier for the dead to rise up as undead, etc.

Courtesy of an Invitation (100 CP, Free Ryugujo)- If a lady gives you an invitation of hospitality, it would be rude to decline, wouldn't it ~? When you offer an invitation of hospitality to someone, he or she is compelled to accept the invitation without protest. The power of the perk increases the more you have genuine intentions of hospitality toward the guest; that said, being exceptionally hospitable and convincing guests to stay forever...isn't that essentially fulfilling the same goal as taking someone prisoner?

Slippery Touch (200 CP, Discount Ryugujo)- You can produce a slimy membrane across your body, and you can control the level of slipperiness of the mucus. This means that you can control *how* people slip when they make physical contact with you. For instance, you could have a man slip deeper into your embrace when they really wanted to get out of your arms, or have an attacker grabbing you slip right away from you into a pedestal to knock them out. The nutritious mucus also gives enhanced vitality and stamina to whomever touches or consumes it – and if you are producing the mucus, you will get the same benefit.

Cry of the Helpless (300 CP, Discount Ryugujo)- Whenever you are apparently in a vulnerable position, you can create one of two effects on observers. The first option causes their sadistic feelings to rise and go wild, such that they will take their time and slowly toy with you instead of being quick and done. The second option makes onlookers feel protective of you and viciously attack anyone they perceive as a threat to you. You can also affect different people around you with different effects at the same time. In fact, simply through ordinary speech and behavior you can induce irresistible feelings of sadism or protectiveness.

Paradise of Pleasure (400 CP, Discount Ryugujo)- Despite the sexual themes of the Ryugujo cities, they are nonetheless seen by most outsiders and even visitors as refined fun parks instead. You can now merge sexual themes with a product, service, or institution that embodies separate themes, and people as a whole will focus on the non-sexual parts of the resulting mix from a distance. For instance, you could make your fancy, five star restaurant all sexy, and gourmands and reviewers will focus on the “French cuisine” and turn a blind eye to the sex going on; likewise, you could mix porno elements into a kid’s cartoon, and censor groups will still believe it to be G-rated. This doesn’t stop the people actually experiencing the thing from realizing the truth, but anyone learning about your creation from hearsay will remain ignorant to the sexual elements. You are especially skilled at making sexy theme parks and attractions.

Domain of the Sea (600 CP, Discount Ryugujo)- You can bend the sea to your beck and call. This lets you manipulate things like sea currents, whirlpools, and tsunamis with ease, but it also gives you control over the very way in which you and other people interact with water. You can manipulate the water around you (within a 50-foot diameter) so that any living thing that is not adapted for swimming and breathing underwater will seem to be on land; it will be as if the water does exist to them, meaning that they can breathe air but also that they can’t swim. Similarly, “wetness” effects will be absent – if people need moisture to for essential functions like gills, they’ll still get it, but they and objects in general won’t get soggy or face any other negative effects of water. You can also give yourself that effect if you wish, but you can also maintain your default state in the water, as is the case for things that normally live underwater; you and they can continue to breathe the water and swim through the space, as if you are “flying” in the eyes of the land-locked beings. You can also temporarily give a person (up to 25 people at a time) the ability to breathe underwater for 24 hours, thus allowing them to also swim freely in the “air space” you make in the water; they can also repel water from their bodies to keep themselves and their clothes dry.

Riddle Me This (100 CP, Free Kingdom of the Sun)- You are a master at solving and inventing riddles. More than that, you have strong hunches on just the right riddle for every occasion – if you want someone to succeed in a riddle, you can come up with the perfect one they can succeed at without feeling like someone cheated, and if you want them to fail, you can come up with one that they will only have themselves to blame when they inevitably get it wrong. You can also cast a charm when you ask a riddle, causing the loser to fall in love with the winner; however, you cannot use the part of the perk that lets you pick the perfect riddle when you cast the charm, so it’s a gamble whether the person will fall for you or you’ll fall for them.

Wishmaker (200 CP, Discount Kingdom of the Sun)- Your body and soul are innately endowed with the spell formula for granting wishes. In general, unless you practice a lot, it will be difficult to focus your power into fulfilling an objective unless you are given a worded wish by someone other than yourself; however, you get to choose whether or not you grant the wish. Keep in mind that the stronger the wish, the more energy you’ll need to supply (and for a longer duration) for the wish to be fulfilled – eternal wishes like immortality, for instance, might require an eternal amount of energy to work. In addition, the extent of wishes is bound to the universes in which they occur in, nor can they go past the admittedly-considerable range of the magic systems within the MGE verse.

The King is the Land, The Land is the King (300 CP, Discount Kingdom of the Sun)- The Pharaoh is said to embody the very heart of the kingdom, and through sheer will and magic influences the form of the region. At

the very least, the perk allows you to fill the land around you with newfound life, such that springs would gush out and plants sprout even in the harshest of deserts. Furthermore, you can shape the kingdom to match your overall mood. If you have a virtuous and noble heart, you can make the land into a paradise where the sun never sets yet everything is temperate and the land is green with life under the ever-bright sun (your blessings will take strength from the sun, by the way). If you wish for debauchery and pleasure that never ends, you can instead transform your realm into a land of everlasting night where the sun never rises yet plants and animals are sustained with vigor for wicked deeds under the light of a full moon (and the moon enhances your power over that style of realm). The rate/level of influence increases if you rule the land around you.

Long Rest (400 CP, Discount Kingdom of the Sun)- By resting and meditating, you gradually collect divine power that strengthens your soul and powers. This effect is rather small usually, though, so for a major change you'd need to sleep for thousands of years. However, this is an open possibility, as when you rest you enter a state of suspended animation that will protect your body from aging until you choose to awaken, even if it is hundreds of years later. In case that you don't have that much time in the jump for all that, you can cause the clock for the jump's timeframe to stop while you sleep; however, you can only pause the clock once in a jump, so no waking up in between! Also, your body is still vulnerable to harm if exposed, so you probably want to find a safe place to store you while you sleep with the gods.

Royal Power (600 CP, Discount Kingdom of the Sun)- A legendary, blessed gift of the Pharaohs that consists of three integral qualities of character that are significantly boosted by exposure to the sun. Number 1, the royal talent of grasping the hearts of the people, allowing them to see the inner motivations and desires of their citizens. Number 2, the divine power to "illuminate" people, shining a light into their heart so they can see what they truly wish for. And Number 3, the devilish charm of monsters that convinces people to do things the monster's way and believe that it's what they wanted all along; however, this last aspect relies on the sexiness of monsters, so unless you are aesthetically beautiful and act sexy, you won't be able to use this third element.

When you combine all three of these powers together at once, and gain enough power from the sun, your charisma can become very powerful. At full intensity, with all three powers active and the sun at its strongest phase in the day, the Royal Power gives you an aura of leadership, such that people upon seeing or hearing you will feel compelled to kneel and bow in submission, and they will obey without question or hesitation any command you issue. The only way to resist the kingly authority at this high level, other than when the order is something rejected from the bottom of the heart, would be with godly abilities. The potency of each individual power, along with the combined effect, diminishes with lack of sunlight, and moonlight will significantly sap the strength of this perk (the moonlight weakness is eliminated if you also took *The King is the Land*).

Drunk in Heart, Not in Mind (100 CP, Free Bacchism)- The Satyros and other followers of Bacchus may be drunken hedonists all the time, but they are also startlingly elegant hedonists, giving off a sober demeanor even when dead drunk. You are able to maintain a clear mind even when drunk or intoxicated by other substances; you'll retain whatever happy feelings come with the intoxication, but you will still be able to see and think clearly. People who observe you, unless they already know you were drinking, might think you are cold sober even after you've gotten completely drunk. You also have a greater capacity for alcohol and are barely affected by any of its negative effects. The perk works whenever you are suffering drunk or intoxicated effects, even if you are not actually drunk or intoxicated by anything. For instance, if you are taking a drawback that gives you drunkenness when consuming soda or when poisoned, the perk would still take effect under those circumstances. Likewise, the perk will still apply if you are merely under the drunken effect of a Satyros' voice and have not actually gotten drunk on alcohol.

Embodiment of Drunkenness (200 CP, Discount Bacchism)- With this perk, you can make every little action you make embody drunkenness, and impose that drunkenness on others. You can "breathe out" drunkenness,

such that the way in which you play music, caress the body, or even speak words carries with it a magic spell that makes those exposed to it feel like they've been intoxicated with the finest alcohol. Better yet, the spell imposed by your actions ignores the subject's normal resistance to alcohol and intoxication. The effect of your actions increases the more effort and emotion you put into the acts, such that a simple kiss on the cheek might make you just slightly drunk while a full-blown, tongue-and-all kiss would make you completely drunk and tipsy.

Bacchus' Blessing (300 CP, Discount Bacchism)- You can turn any liquid you touch into a form of alcohol. If you want, though, you can instead let the liquid retain its original form and properties yet still absorb the intoxicating quality of alcohol, so that while it appears like its normal self, anyone who drinks or touches the liquid will feel intoxicated as if they drank actual alcohol. The effect spreads across the entire liquid with enough time, though it will stop spreading once you cease contact with the liquid, so you could feasibly, if you're willing to sit out by the shore for weeks on end, turn an entire sea into water that nonetheless makes you drunk.

Colors of an Oni (400 CP, Discount Bacchism)- Just as different-colored Oni have different powers, you can turn your whole body certain colors to gain various benefits. Red, like a Red Oni, will give you enhanced strength and appetite, allowing you to push forward to obtain what you desire. Blue, like a Blue Oni, will give you increased intelligence and calmness, such that you can think straight even when angry and avoid becoming irritated when you want to be happy. Green, like an Ogre, will give you enhanced endurance and determination, such that you can pull yourself up for another go even when you should be at the point of exhaustion. Black, symbolizing the dark fear that Oni create, helps you sense weakness in individuals and imposes an aura of fear that makes people hesitant to oppose you. Yellow, symbolizing how some Oni are revered as soldiers of the gods, allows you to impose dominance over people through charisma, or on the flipside make people discontent so that they stir up trouble.

Bacchus' Party (600 CP, Discount Bacchism)- If there's one thing that Bacchus is loved for, it's her wild and happy parties, where everyone's invited. You have the ability to get people to have large parties and make it so that anyone who might like to attend will know about the party and be able to come for it. Anyone who passes by the party or even distantly sees or hears it will be attracted to it and compelled to take part. The more people there are at the party, the happier everyone participating will feel.

Moreover, Bacchus is known for blessing food and wine. As the party continues, all resources at the party will be multiplied so that there will always be enough to satisfy people; even if you were to host a nationwide party in an impoverished country, everyone would be able to feast and drink like kings. In addition, the parties help people find "strength in oneself" to live their lives as they wish, such that a village beggar could, after stumbling into one of your parties, become a successful and happy businessman.

However, the longer and more intensely you party, the more that fatigue and hangover effects will gradually kick in, and eventually the resource multiplier will cease, meaning you'll have to find more supplies for the party yourself or call it quits. There is also a cooldown period before you can start another party with the perk, but the length of the cooldown will be three times the length of the previous party; for instance, if the party lasted just 6 hours you could party every night, but if you partied for two days straight, you'd need to wait the better part of a week before resuming the festivities.

Vegetal Shepherd (100 CP, Free Eleusinian Mystery)- An important tenet of the faith is to do everything possible so that any plant can grow anywhere she wishes. This perk allows you, by personally tending to plants regularly, ensuring that they can grow in any environment, even ones that would normally harm them. If you stop tending to them, though, they will lose that protection and potentially die as a result. You will need to

personally care for and sing to the plant twice every day, at least for the first week. After the first week has passed, you only need to tend to the plant once a day. After the first month, you only need to complete the necessary rituals once a week. After six months have passed, once a month will suffice. And after a full year has passed, the plant will be capable of surviving in the environment on its own. However, the rituals only ensure that the plant is able to stay alive and relatively healthy; for it to be especially fruitful, you may need to give extra care and love. Also, once the plant has reached the one-year turning point, depending on the severity to which the environment would normally threaten it, the plant may alter its physiology to better suit its environment; this may result in the plant becoming an entirely new hybrid.

Sticky and Bouncy (200 CP, Discount Eleusinian Mystery)- Plants have a variety of different textures – sometimes sticky, sometimes bouncy. The perk has two aspects to it. First, you can selectively make your body sticky like glue. The “glue” is very difficult to get off, and it is strong enough so that you could use it to anchor yourself to a rock in the midst of a powerful sea current. People and things that touch you in this state will naturally get stuck to you, though you can dismiss the sticky effect as you wish. The sticky slime can also be used as a tasty and nutritious additive to meals.

The second option allows you to generate a [fruit-like gel](#) around your body, covering up everything that you want it to cover. The fruit is incredibly bouncy, to the point that you could potentially make yourself into a “super ball” and bounce around accordingly. You can make the fruit gel permeable if you wish, but when you reassert the bounciness whatever was still inside will be trapped, with any attempt to escape causing them to bounce right back. Like the slime, the fruit juice is delicious and healthy.

Lovely Fragrance (300 CP, Discount Eleusinian Mystery)- You can emit a cloud of pollen that has an amazing fragrance to it. A seductive fragrance, in fact. Depending on what you want, the scent will either drive whoever smells it mad with lust and cause them to quickly seek you out; or it will imprint the scent in their mind and make them unconsciously home in on the scent’s location in a gradual, less noticeable process. People who are caught in the spell of the aroma and then encounter you up close in-person will be caught in an overwhelming whiff that will addict them to your presence if that is what you wish. You could also potentially bottle and sell your scent as a sort of perfume.

Plant Puppeteer (400 CP, Discount Eleusinian Mystery)- You’re the brains of the operation, and you can get plants around you, whether they’re flowers, vines, trees, or tentacle plants, to do your bidding. You can even link up with the senses of those plants and “see” through them. Your control covers a 50-meter radius around you. Plants that are sapient can resist your control, but on the flipside, if they are willing, you can help coordinate them for a fluid relationship. In addition, you can cause plants to grow around yourself, such as a flower or fruit.

Trees of Life (600 CP, Discount Eleusinian Mystery)- Dryads are considered sacred beings by the Mystery, and you have been inducted into one of the greatest and most secret rites of the cult so that you have a degree of the tree mistresses’ power. You can enchant trees to protect them from fire, lightning, disease, and other threats, with the application of magic and other energy sources strengthening the enhancements. More than that, you can merge into the tree for protection from harm. The interior of the tree when you enter spiritually hollows out into a cozy, delightful little home that you can decorate as you please. You can also, when inside a tree, teleport to any other tree within 50 meters of the tree (this includes the trees’ branches and roots).

Furthermore, if you want, you can bond your soul with a specific tree of your choice. You and the tree are now a single being, so to speak, and you remain eternally youthful and alive as long as the tree lives. If your body is destroyed outside the tree, your soul will automatically travel back toward the tree; once it’s nestled inside, your

soul will gradually heal until your body regenerates. However, if the tree dies when you are bonded, you'll die too. Also, you cannot travel more than two miles from your tree at any time. You can still use your power to travel into and between trees, but only one tree can be bonded to your soul at a time. You can dismiss the bond and take your soul back at any time you wish. When you enter a tree, you can bring people and things with you, but unless they have their own means of exit you get to determine if they stay or leave. If something or someone is left spiritually inside a tree for more than one week, they will become bound to the tree, though unlike you they can only travel up to 50 meters from their tree.

Silent Clues (100 CP, Free Bug Lovers Foundation)- Due to their primitive personalities, many bug Mamono are unable to even speak or write, but their dear husbands are still able to figure out what they want. You have a way of getting people to understand the feelings and thoughts you are trying to convey to them through body actions – or even just staring silently at them. This is not so much a communication perk, but rather a luck perk that makes people more likely to grasp what you want to say. The interpreted messages are generally simple summaries of overall feelings and ideas, and lack the sophistication of sentences, much less conversations, but it's still better than nothing. On the flipside, you can understand similar messages from others without speaking or writing simply by observing their body "language" and the way they look at you.

Bountiful Harvest (200 CP, Discount Bug Lovers Foundation)- Despite being often seen as vermin, bugs often are the heralds of bounty, as in their gluttonous acts they often make the land more fertile. The more food and wealth you spend frivolously, the more food and wealth you will get back. At the barebones, you'll get enough back to break even, but consume excessive amounts and you'll start getting back even more than you exhausted in the first place. Similarly, the more you raze and consume vegetation around you, the more fertile it will become for the next generation of growth. That said, the newfound food, wealth, and plants won't reappear immediately, so if you're not careful you could have some short-term problems.

Poisonous Pest (300 CP, Discount Bug Lovers Foundation)- You are able to produce different poisons in your body and transmit them to parts of your body – from teeth to claws to spines. The effects of your poisons range from paralysis to more dangerous kinds of poison. The perk doesn't give you immunity to poisons you are exposed to, but you are immune to the poisons you produce and can resist poisons you are exposed to from outside sources; plus, any outside poisons you are exposed to can then be reproduced in your body.

King/Queen of the Hive (400 CP, Discount Bug Lovers Foundation)- A key social behavior of many insect species is how they group together in communal swarms and hives. When you have gathered willing companions and allies around you (within a 1-mile radius), you can create a "swarm" with them. Each individual's general stats are slightly boosted, with the boost increasing with the number of people in the group. Moreover, the different members of the hive gain an instinctive connection to each other, such that they can quickly relay their observations and ideas to each other (even without vocal communication) while remaining largely united in objectives. As the leader of the swarm, you can control the overall goals of the hive and their movements, as long as they are not significantly opposed to your intended objectives. You can also emit pheromones to leave messages for your followers to pick up, even path markers for navigation.

In addition, if your swarm pulls outsiders into its fold, such that those people are essentially surrounded on all sides by your hive, you can gradually shift their mindset to one embraced by the hive. For instance, if the swarm values violence, you can make peaceful people caught in your "net" more eager to fight, and if the hive embodies peace and harmony the swarm could quell the violent tendencies of even naturally-aggressive beings – and once their values line up with those of the hive, it's likely that they'll be willing to join the group.

Worm Vessel (600 CP, Discount Bug Lovers Foundation)- You can summon a monstrous worm that resembles the outer form of a [Sandworm](#) to surround you as a "shell". The worm "shell" is linked to your own body, and

you can control and sense things through it as if it were your true body. You can alter the size of the worm shell as you wish, so that it can be small enough to fit on you like clothing or be up to twelve times your actual body's size (this means that the potential size of the worm vessel increases with your own body's size. The outer body of the "shell" is hard as rock and very difficult to damage, but the interior walls are soft and fleshy, making it a very comfy home. As long as the "mouth" is closed, the interior will be fully protected from outside hazards (sand, heat, etc.). Given the potentially spacious interior, you could potentially live inside it indefinitely along with other people. In addition, the worm is able to "swim" through solid materials, whether it's sand, earth, stone, or something else, without leaving any tunnel or trace behind it.

Slime Coat (100 CP, Free Slime Herd)- You can now produce a general slime substance that covers your body without damaging your body or anything you're wearing at the time (unless you want it to for some reason). In addition to the general sort of slime, you can also alternate between the different slimy substances produced by different kinds of Slimes in this world. Furthermore, you can potentially learn to create new kinds of slimes (as in substances, not monster girls) if you mix your slime(s) with new substances. Also, you can change your body's color, from skin to hair, to match the color of the slime you are producing. When your slime is more than 20 feet away from you, it will quickly begin to dissipate.

Bubbling Purifier (200 CP, Discount Slime Herd)- This perk, in addition to giving you a general immunity to the negative effects of toxins, allows you to absorb toxins around you into your body and convert them into harmless substances that you can then release back into the environment. The catalyzing process may sometimes release a foul smell depending on the potency of the toxins, but you will personally be protected from the bad odor unless you choose to expose yourself.

Amorphous Body (300 CP, Discount Slime Herd)- You can selectively control the solubility of your body. For instance, you could become like a liquid/slime so that swords will simply pass through your body without actually harming you, or twist your body to squeeze through small cracks. You can also ensure that when you are in a liquid or semi-liquid form that your body will not mix with other liquids in the area. Furthermore, if you adjust your solubility, you can become light enough to drift through the sea (or instead float against it). If purchased with *Slime Coat*, you can choose to merge your liquid body with the slime substances you produce, and same for the toxins you absorb if you bought *Bubbling Purifier* – and don't worry, you can cancel the fusion and eject the slime substances and toxins whenever you want, though you can also choose to store them for later use.

Droplet Division (400 CP, Discount Slime Herd)- You can create extra copies of yourself. Each time you split a new copy off yourself, you need to expend a fair amount of stored energy/mass from your current body to create the new body, so the division may temporarily weaken you if you haven't gathered enough resources for the split ahead of time. But once your copy has been generated, it can subsist on its own. Each copy has your basic body form from when you initiated the division, but the copies will not normally inherit any perks from you except for *Droplet Division*. In their normal state, the copies lack minds of their own and instead have simply an instinctual desire to follow you. However, you can focus to implant certain knowledge and memories into individual droplet copies, thus allowing you to transfer knowledge-related perks. But to do so requires you to expend even more energy/matter.

Slime Core (600 CP, Discount Slime Herd)- You can generate a "slime core" nucleus within your body to act as an extra storage container for magic and other energies within your body. The core lets you store energies such as magic inside it and enhance the potency of the energy the longer it's stored in the core. In addition, the core acts as a sort of "back-up hard drive" for your mental processes, so as long as the core keeps running you can retain complex intelligence/thoughts even if your body otherwise lacks the capacity for that level of thought. If you also purchased both *Slime Coat* and *Amorphous Body*, you can regenerate your body slowly but surely as

long as your Slime Core survives. If you also purchased *Droplet Division*, the Slime Core allows you to pass on knowledge to your copies without having to expend extra energy/materials.

Two Parts (100 CP, Free Equites)- The Centaur's horse body actually has two vaginas – one like a horse's and the other like a human's. You can use the perk to give yourself multiple vaginas and penises, but the perk also lets you duplicate body parts and place the second body part on any area of your body. Furthermore, the second body part does not have to be the one that would usually correspond to your current body – it can be the equivalent part from any other body form you have.

Keeper of the Ancient Ways (200 CP, Discount Equites)- The Centaurs have a long history of sages and wise guardians due to their great respect for honoring the past. You are able to easily learn, remember, and honor the histories of the families, organizations, and cultures you are a part of, to the point that you could recreate an accurate history of your bloodline despite a scarce paper trail and even learn unique skills that were kept – even to the grave – by your ancestors. You also become skilled in teaching these traditions and skills to the “next generation” – anything from your actual descendants to new initiates for your organization to immigrants assimilating to a culture you're a part of.

Nightmare Rider (300 CP, Discount Equites)- By being physically next to an individual who is asleep, you can enter that person's dream and take charge of it. In the dream, you can appear in a persona of your choosing, even if in reality you look nothing like what you do in the dream. You cannot physically or spiritually harm the dreamer when you are in the dream, but you can take control of the dream's direction. Furthermore, you have the ability to drain energy from the sleeper by having sex with him or her in the dream (or possibly other ways, if you already have other methods of energy draining). Also, you can empower weapons you hold to “cut” portal-tears into dream worlds, though the holes gradually patch up over time.

Horn of Purity (400 CP, Discount Equites)- You can make a [Unicorn's horn](#) appear on your head. The horn symbolizes purity, and it has strong healing powers that you can draw upon. The horn is filled with its own replenishing supply of energy, and the power of the horn's healing abilities increases with how pure your energy is (meaning the less you use other energies to power the horn); the power of the horn also increases the purer and more loving you act toward the person you wish to heal – meaning that you could potentially restore a person burnt to ashes back to full health in body and soul if you sincerely, deeply cared about him or her.

Bi-Harem (600 CP, Discount Equites)- With this power, you can bless those you love with the ability to attract harems. By marking a person, you make him or her highly attractive to other people, and he or she will have great luck in drawing in especially compatible partners. Moreover, the scent of the mark makes those attracted to the marked person open to the idea of sharing love in a harem style without coming into conflict with each other. If you are already romantically tied to the person you blessed, the people attracted to your lover's harem will automatically recognize and respect your position in the harem. In addition, the perk allows you to fan the desires of those you mark so that they consciously start to desire a harem. And unlike a normal Bicorn, there is no limit to how many people your marked lover can attract to his or her harem – nor is there a limit in how many people you can mark with the harem master scent. The harem blessing cannot be given to yourself, though others who have the perk could in turn share it with you.

Man's Best Friend (100 CP, Free Pedigree Patrol)- There's just something about the cute, devoted behavior and appearance of dogs that they can instill great love in their owners, despite the dogs' inability to use any sort of charm magic. You have a very sweet and adorable demeanor that makes you very likeable and easy to love, with the power of the perk increasing with the level of devotion and love you show in return. And since the power is not actually a charm spell, the perk is not nullified by magic-neutralizing powers.

Alpha of the Pack (200 CP, Discount Pedigree Patrol)- You have a strong yet wild sense of leadership that allows you to take command of small groups (no more than three dozen individuals at a time) and guide their behavior and actions. Even rowdy and wild packs that are little more than feral dogs in their lifestyle will be willing to listen to you and accept your commands, such that a completely undisciplined regiment could become a well-oiled squad that moves with the perfection of elite units.

Mood Monitor of Maids (300 CP, Discount Pedigree Patrol)- You are very sensitive to the subtleness of human emotions and can intuitively recognize what people want. Reading the mood of people, you could tell their food preferences, pet peeves, and even degree of pent-up lust without them ever saying a thing to you. You also gain increased skill in maid work.

Sixth Sense of the Sith (400 CP, Discount Pedigree Patrol)- You have especially high olfactory senses that not only strengthen your normal senses such as smell and hearing but also give you an ability to sense danger. You are able to sense threats to both yourself and people you care about. Furthermore, you have a “study sense” that helps you concentrate and develop skills that will help the people you care about; for example, if you wanted to help a wizard companion in his studies, you would be able to master enough sorcerous skills to competently assist him, and if you were part of a royal court you could quickly pick up proper etiquette so that you never embarrass your mistress during official functions.

Rebel Against the Gods (600 CP, Discount Pedigree Patrol)- It is said that the Hellhound was made by a god of the underworld to serve as a guard, only it was impossible for even the gods to tame them. You have an unbridled determination to remain free, such that you can never be forced or kept in a servant position against your will. Even gods will be hard-pressed to get you leashed to their will, much less keep you leashed for long. To assist in your desire to be free, whenever physical or metaphorical “chains” of submission are forced on you, your heart and body begin to overflow with a dark, magma fire normally found only deep in the abyss of the underworld, giving you a significant will and strength boost.

Watch the Sky (100 CP, Free Bird Watchers Institute)- Birds fly up very high, so it’s important that they have eagle eyes to find targets below – and it’s equally important for birdwatchers to be able to keep track of things coming from up above. Your vision is greatly improved so that you can see for miles. More than that, you are able to instinctively sense and fully see anything you see below or above you. For instance, you could sense something watching you from up in the clouds, and just by looking up you could instantly tell if it’s a Harpy, a plane, or Superman. Similarly, you could quickly identify and make out key features of things far below you while flying up alongside the clouds.

Run With Your Cock (200 CP, Discount Bird Watchers Institute)- You can run as fast and agilely as any bird flying in the sky. In fact, whenever you can see something flying in the air, you can make your running speed match that of the flying thing as long as you keep sight of it. In addition, anyone you pass while running will be granted a significant boost to their own running speed as well.

Shinzuuriki ~ Way of the Daitengu (300 CP, Discount Bird Watchers Institute)- You have been taught in the fighting style of the Daitengu, the greatest of all Tengu. This special kind of martial arts called “shinzuuriki” almost crossed the line to sorcerous magic, as it allows you to effortlessly move about in the air as long as you are in the midst of your battle techniques (and it lets you gracefully land afterwards as well). Furthermore, the techniques allow you to “bend the wind” to either limit air resistance against you or cut through armor with “blades” of wind. Because of this, the style is especially suitable for aerial combat. In addition, the practice emphasizes careful observation and accumulation of knowledge, such that your accuracy and ability to find weak points against an enemy increase the more you watch his or her movements. There’s one other feature for the perk: you can change the size of your nose, and the larger and longer your nose become, the stronger you

become both spiritually and magically (on the other hand, the bigger the nose, the more your sense of pride swells, so be careful).

Egg Laying (400 CP, Discount Bird Watchers Institute)- You can at will lay birdlike eggs, though none of them actually contain an embryo. They can range in size from chicken eggs to the size of chickens to even large enough to contain a full-grown ostrich. All of the eggs are hard as rocks and near-impossible to even crack. However, either at your command or when a hostile person comes within 20 feet of the egg, the egg can hatch to reveal a [yolk-bodied slime](#). When you lay the eggs, you can imprint certain commands into the yolks to determine what the slimes will do when they awaken. Please note that the perk allows you to lay eggs regardless of your sex, such that you could lay eggs (usually through the butt) even if you're a guy. Actually, you don't really "lay" eggs but rather summon the eggs out of thin air, so you don't need to worry about your anatomy getting in the way. If you want, you can also set the eggs to have a small chance of instead hatching into a full-fledged, love-hungry Harpy of sorts, ready to pounce on whoever is present when her egg hatches; the default breed is [Jubjub](#), but you can select other variants if you want – maybe even hatch a new kind of bird.

Thunder of the Heart (600 CP, Discount Bird Watchers Institute)- Your heart is like a bolt of lightning, ready to strike at a moment's notice. You can generate magical lightning that can either cover your body or be shot out like lightning at a target – and since it is literally lightning, it's going to certainly be a swift attack. The default state of your electricity leaves no physical harm but temporarily paralyzes victims with a sensation of shocking pleasure; you can change the electricity to the normal, harmful kind if you wish, though. And unlike a normal Thunderbird, you won't have to worry about losing control of your lightning if you get too emotional. In addition, you can absorb outside energies you make contact with and add them to the electricity you're storing for an even more intense voltage; that said, you'll need to consciously activate the absorption power before you make contact with that energy.

Born to Be Wild (100 CP, Free Furry Friends Lodge)- Like beastmen, you have your physical and wild attributes enhanced. Your sense of hearing and smell will become a little stronger than it normally would, for instance, and you would be a little faster and stronger. The boost isn't incredibly big, but it will enhance these attributes and more beyond what they would normally be for your body (including beyond any other enhancements already in effect). It also teaches you how to instinctively use bestial seduction gestures to appeal to a target's animal instinct to reproduce and make them see you as a "suitable mate".

Magic Repository (200 CP, Discount Furry Friends Lodge)- Fun fact: mice are excellent catalysts for magic rituals since they naturally accumulate and store magic within their bodies. Like mice, you can find it easy to store magic and other energies in your body, essentially increasing your overall storage capacity. The storage expansion is gradual (and will gradually return to your normal storage capacity as you use up the excess energy), so be careful about absorbing a lot all at once, but your storage space will eventually increase to accommodate the energy you're storing, no matter how large. It also becomes easier for you to naturally absorb magic and energy from your surroundings. And unlike mice, you aren't locked out from actually using/releasing the magic you build up inside you, so don't worry about that.

Beast Insignias (300 CP, Discount Furry Friends Lodge)- You can manifest tattoo-like insignias on different parts of your body – not only the infamous ["beast" wolf pattern](#) of the Beast Sabbath but also other animal symbols like [vixen \[fox\]](#), [rabbit](#), and more. These different sigils sharpen both your body and mind in various ways depending on the specific symbol. Generally, you will get physical enhancements and a mindset parallel to the type of animal pattern. For instance, the wolf insignia heightens your senses while also releasing the bestial instinct of a predator, the vixen insignia grants you the crafty mind and alluring charm of a fox, and the rabbit insignia puts you in heat like a rabbit while also helping you sense love/lust around you.

Each individual insignia's enhancements and effect on your mind are limited, though, and generally have the most effect in the place you summon the emblem; if you have a wolf pattern on your face, your eyes and nose will sharpen considerably (and those senses will also drive your predatory lust), while if you had it in the mouth, you'd have a rich sense of taste as well as a lustful desire flow through your mouth. It is possible to summon multiple insignias of the same or different type on various parts of your body for an accumulated effect physically and mentally. You also know how to implant these markings on others through physical contact.

Howling Force (400 CP, Discount Furry Friends Lodge)- A theriomancy spell invoked by howling or roaring like a crazed beast. Anyone within hearing range who is considered a "pack member" of the howler (family, friend, ally, etc.) will temporarily receive any buffs that the howler is currently enhanced by. You can also selectively choose what buffs to share while howling. The shared buffs will remain in effect as long as the howling has not stopped in the last five minutes or the original buffs have not worn off the first howler. Also, if the individual has the *Born to Be Wild* perk, that boost will also be shared among those affected. The effects of the howl are heightened the more members of the pack howling, as once the original howl starts their own roars will qualify as this perk as well. That said, the power of the individual buffs being shared won't be increased by the number of howlers, so it's best if each individual howler shares their own separate buffs for the most efficient use of the perk.

However, the howl has another effect, as it is not simply a call out to pack members but also a cry for pack members – meaning that the roar is also seeking new potential members for the pack. Anyone with strong affinity or compatibility for the "pack" who hears the bestial call, even if they were not previously connected or allied with the howlers, will themselves be compelled to join the wild pack. If they embrace the compulsions of the howl, their mindset will gradually shift to being a fellow "pack member" toward the howlers, thereby enabling them to receive the buffs and join the howl themselves.

Trust Your Instincts (600 CP, Discount Furry Friends Lodge)- Beastmen and other wild Mamono tend to favor the theriomancy school of magic because it, unlike other schools, doesn't rely on chants, rituals, or thinking at all. Rather, it all comes down to your primal instincts. You can enter a bestial "berserk" mode where you act completely instinctual like a beast, though your normal mindset still influences you (you'll recognize allies/companions as comrades, you'll know if you have a specific goal to accomplish, etc.); this also lets you instinctively sense when you would, if you were in your normal state, desire to switch out of your berserk mode, so don't worry about getting locked in a loop.

In this berserker state, you are able to activate magic spells and the like (as long as you already know them) naturally and near-instantaneously as if they were simply extensions of your body, with no need for specific incantations and the like. And because you're functioning on pure instincts, you'll often have heightened insights on the best spells and abilities to activate at just the right moment. In this mode, the *Born to Be Wild* and *Howling Force* perks are also strengthened.

Violent Thrills (100 CP, Free Horde)- Like an Ogre, you now gain a strong sense of pleasure and thrill in fights. The more your opponent fights back, the more your fighting spirit will rise, temporarily boosting your morale and strength. The boosts start out low, but their potency will increase exponentially the longer the fight lasts. Your fighting spirit (and resulting boosts) also rises when you are passionate about something or someone. Naturally, the same applies to your sexual activities, with your sexual pleasure increasing the more that your partner fights back or dominates you. In addition, this perk increases your overall stamina.

Trippy Tricks (200 CP, Discount Horde)- Goblins and other demihumans are notoriously stupid, but they're also very cunning, and not to be underestimated. The perk allows you to selectively shift your wits and overall

brains to the goal of mischief and troublemaking. This allows you to come up with very sneaky tactics that surprise enemies, but it keeps your wits from helping you with other thought processes, making you very stupid in other aspects. You also know how to disseminate your wits back to their normal, distributed form when you're tired of being a silly but very clever trickster. In addition, the dumber and clumsier you act, the luckier you get, to the point that silly and embarrassing stumbles on your part may actually deal critical blows to your enemies. Also, the dumber you are, the bustier you can make your physical appearance (muscles, breasts, butt/hips, penis, etc.), even potentially to cartoonish proportions – and the bustier you are, the stronger your charisma will become.

High Odor (300 CP, Discount Horde)- You can release a peculiar odor akin to that of a High Orc's, with two possible effects that you can selectively alternate between. The first effect of the feminine stench is to cause all allies who catch even a whiff of it to suddenly gain enhanced bravery, stamina, and physical strength, perfect for a mass berserk charge on the enemy. It also makes them more eager to follow your command. The second effect you can choose will make targets feel an overall sense of defeat and submission to someone of your choice, as long as said person is within the overall field of the stench. In both cases, the scent fills everyone affected with wild, excited lust. You can also have both effects selectively active on different targets of your choice if you like.

Red Cap (400 CP, Discount Horde)- You can summon a [long stocking cap](#) onto your head. It fits snugly on you and cannot be removed unless you choose to dismiss it. The cap acts as “extra space” for energies in your body, allowing you to essentially keep a spare surplus of energy without overloading your body's capacity. You can transfer energies inside your body to the cap, or have energy you absorb through various means go directly into the cap. The cap is normally white, but once energy is put into it the cap will start to change color to suit the energy. When stored in the cap, the energy will “boil” into a more refined, potent state that has more power than the energy normally has.

However, the “boiling” process is right next to your head, so the energy stored in your cap may leave a temporary imprint in your mind that influences your behavior depending on the sort of energy contained; for instance, a red color typically associated with demon energy would increase your aggressiveness and lust. Also, as long as you are keeping energy in the cap, you can transfer some of the energy to whatever weapons you are physically holding, thus temporarily enchanting your weapons with that type of energy. If you dismiss your cap, the energy will normally transfer back into your body, but any energy beyond your normal storage capacity will be lost.

Troll Garden (600 CP, Discount Horde)- You have a strong affinity with the earth, such that your body metaphysically qualifies as “fertile soil.” Meaning that when you have the perk active, whenever you are hit by sunlight, the “soil” will cause plants to grow on your head – and other parts of your body if you wish. You can selectively change the type of plants that grow on your head as long as you have previously eaten the plant, but the default state is a bouquet of aphrodisiac flowers. Whatever plants you grow, they will be in optimal health and possess all special qualities of the specific plant.

Keep in mind that since the plants are rooted in the soil of your head, the qualities of the plants will influence your body. For instance, aphrodisiac plants will make you “space out” with the dizzying sense of lewdness coursing through your veins. In most cases, though, the plants you grow on your head will increase your physical strength, as long as you are exposed to sunlight. Once you are out of the sun, the plants will slowly shrivel away until they are ready to spring back to life under the sun. In addition, the plants bless your body with the ability of “regrowth”, such that you can quickly regenerate from wounds.

Every Inch of Passion (100 CP, Free Orgy of the Fallen God)- The devotees of the faith believe that you should be able to orgasm through a simple touch from any part of your body. Now you can make every single part of your body, inside and out, sexually-stimulated to the maximum potential. Also, any energy-absorption skills that you have can now be performed by any part of your body, even through simple skin contact.

Promotion for Misconduct (200 CP, Discount Orgy of the Fallen God)- The followers of the Fallen God most of all follow the creed of self-hedonism, such that they will abandon the mission of spreading the faith as soon as they find a husband – and they are actually rewarded for this disloyalty by being granted access to the (un)holy realm of Pandemonium. With the perk active, you actually get rewards and potentially promotions from your leaders and supervisors for neglecting your work and being hedonistic.

World Without Time (300 CP, Discount Orgy of the Fallen God)- You can now mimic a degree of the Fallen God's Pandemonium, and create a fifty-foot radius space around you that has a uniquely warped sense of time and space: the normal rules of exhaustion, ageing, and appetite are suspended as long as the perk is in effect. The perk also gives you insights into how time and space can be warped, so you can potentially extend the range and versatility of your power over time, such as potentially creating small pocket dimensions and the like.

Fallen Eclipse (400 CP, Discount Orgy of the Fallen God)- In a world where every monster specializes in corrupting the innocent to the ways of lechery and hedonism, you are a master of the art beyond the common corrupters. Through a combination of charisma, dark magic, and the Fallen God's own hieromancy, you can corrupt even the holiest of heavenly servants and the purest of chaste nuns into utterly lewd parodies of their former selves.

Usurper of the True Divine (600 CP, Discount Orgy of the Fallen God)- One of the Fallen God's greatest tricks is to tap into the link a priestess normally has to the holy Chief God, and take the god's place in advising the girl. With the perk, you can reach out to people who believe in a certain deity and mentally communicate with them, either seizing control of a pre-existing link or creating a link of your own. The subject will believe you to be the god they normally speak to, and their very faith in that god now works to fool them into trusting you. They might resist if what you tell them is too far against their beliefs, but gradual tricks to slowly change their views tend to be more successful. If you are serving a god yourself, you can also turn the link over to your own god and let him or her speak to the bewildered follower.

Grace of the Ocean (100 CP, Free Poseidon's Domain)- You have been blessed by the protection of Poseidon. Whenever you are in or on a body of water, you can soothe any furies in the water, thus reducing storms to calm weather you can easily sail through without trouble. Plus, you have gained a carefree, wistful personality that, much like the sea, is ever eager to explore new things and enjoy life's beauty.

Flexible (200 CP, Discount Poseidon's Domain)- You have an exceptionally flexible body like that of an octopus (or Scylla). As a result, you can bend your body in all sorts of ways, and even squeeze yourself into narrow little crevices and openings that you normally wouldn't fit into. Plus, it gives you many new possibilities for positions when having sex!

Darkness of the Deep (300 CP, Discount Poseidon's Domain)- The seas go a long way down, and you have gotten used to the darkness, so why not share that lovely atmosphere with others? At will, you can spew out pitch-black ink, to the point that you can cloud an 80 square foot field around you in pure darkness. Magically enhanced, the ink's spell is darker than night, making it impossible to physically produce light in the area and inhibiting magical means of light as well. You, on the other hand, can see perfectly well in the darkness, and you can also at will make yourself glow as the sole source of light that others can see in the darkness. You could also use your ink as fuel for "dark lamps" which produce a pseudo-night of darkness instead of light.

Nesting Hole (400 CP, Discount Poseidon's Domain)- You can summon and seal yourself inside a human-sized, barnacle-shaped rock with a large hole at the top. This "[nesting hole](#)" is harder than steel and strongly resistant to both physical and magical attacks. The interior is actually a separate dimension that is more like a giant cave, able to hold a large number of guests and treasure at once. When you are in this form, you can freely move about the interior, but you cannot leave the shell or move the rock from its starting location. Fortunately, you can bring what you want to you: this form allows you to summon great whirlpools that can drag in anything in the area (or specific targets you select). If you don't want to keep everything you pull inside, you can reverse the whirlpools to specifically eject what you don't want. Your Charybdis-like form was intended for use in the water, but with enough work you could probably get things to work on land, too, making whirlwinds or sinkholes in the place of whirlpools.

Marriage to the Sea (600 CP, Discount Poseidon's Domain)- You have been given the great honor of helping Poseidon link more people to the sea. Whenever someone is fully exposed to water (aka drowning), by touching the person you can "wed" him or her to the sea. The marriage alters the individual's body into an aquatic form that can easily breathe and move underwater (interestingly, the transformation does not take away any existing abilities to live outside of water), and also gives him or her a natural scent that causes other aquatic organisms to recognize him or her as a fellow "child of the water" and thus treat him or her with less hostility.

Of course, it's possible for people, through willpower, to resist the holy transformation, but fortunately you have a strong charisma in convincing people to love the ocean and water, such that someone terrified of water will, after talking with you, see water as the most wonderful thing in the world and wish to live under the sea. The perk also gives you the right to conduct marriages between willing couples when beside water – and once you complete the ceremony, the marriage will be legally and spiritually binding.

Staring Into the Abyss (100 CP, Free Chaos Cults)- Whether it's in the midst of an endless blizzard or in the depths of uncharted caves, the creatures birthed by the chaos gods are used to living in darkness. This perk gives you enhanced ability to see when things are normally inhibiting your vision, so that you could see even in magically-enforced darkness. The perk also protects your eyes and body from any damage that would normally be caused by these factors – things like sandstorms, blizzards, and polluted mist won't sting your eyes or choke your mouth, for instance. Furthermore, the perk gives you increased protection from going mad by seeing things that normally induce madness.

Maddening Allure (200 CP, Discount Chaos Cults)- You have a stunning and...otherworldly beauty that comes to the fore when you choose to activate the perk. Your beauty is amazing...and maddening. Anyone who gazes at you when the perk is active will begin to go mad. In the old days, this would have turned people into gibbering wrecks, but in this new age it instead makes people go mad with an unrestrained lust and love that is inhuman, such that making love to you is more important than anything else in the world; you can selectively determine which effect takes place. People can resist your chaotic beauty with enough willpower, and anything blocking their view of you, whether it's clothes, a mask, or pitch-black darkness, will reduce the effect.

However, the perk has a secondary aspect to it that comes into play whenever something prevents someone from fully seeing you. Whenever that happens, the person will slowly become obsessed with seeing you in your entirety – which, of course, would mean exposing themselves to the full madness of your appearance. To protect you from the effect, you are immune to the effects of seeing yourself. You tend to adopt a manic, untamed grin whenever you draw on the power of this perk, and those infected with your chaotic madness will come to sport similar expressions.

Mental Tentacles (300 CP, Discount Chaos Cults)- You can summon purple, slimy yet sensual tentacles anywhere on your body. These tentacles are physical manifestations and can be used for a variety of tasks, but they take an entirely different form whenever they can access an opening into a person's body – whether it's the ears or the anus. Once they enter the body, they become intangible, psionic projections that home in on the brain without harming any part of the body.

Once the tentacles are coiled around the brain, you can “melt” and “stir” the mind. For starters, you can “slurp” up memories and thoughts from the individual to mentally view them yourself and consume them for sustenance. The “slurping” does not erase or remove the original memories and thoughts from the target's mind, but you can also “stir” to bend, seal, and implant memories and thoughts into the victim. You could give your victims new memories, such as convincing a human (even a man) that “she” is a monster girl. These mental effects can also influence the body's senses; for instance, if you made someone believe he was a fox, he would have enhanced olfactory senses like a fox. You can also implant subliminal messages, such as one requiring them to return to you every fortnight and then forget about it.

However, while you can twist around the mind, you cannot truly enslave or alter it permanently. Whenever the affected victim prepares to commit an act that he or she would wholeheartedly refuse with a free mind, such as murder their family or sleep with someone other than their true love, the person will instinctively begin to resist and potentially break free entirely.

Body of a Servant (400 CP, Discount Chaos Cults)- Like a [Shoggoth](#), you can reshape the cells of your body to create any organ you wish, and that's just the tip of the iceberg. You can also split off and shape your body's cells/organs into various items that mimic the function of the actual items. For instance, even if you are normally vulnerable to fire, a frying pan you made with your body would be resistant to heat. It's fairly easy to make mundane items using your body, but especially complex items, such as magical artifacts or especially advanced technology, would require a lot more concentration on your part (and maybe a little extra energy) to get things right. Please also keep in mind that these items are being created from your body mass, so unless you have a way to regenerate your mass you might not want to make too many things at one time.

Attached to the Nacha (600 CP, Chaos Cults)- At will, you can turn yourself into an ominous-looking, huge (size of a truck at the least) [spider](#). Your “head” is a strange orifice with wiggling tentacles and fangs that can inject targets with a bodily fluid that contains energy from your body. You'll be quite a formidable beast just on your own, but you can take things to a new level with a partner. By pulling a living being (it should probably be someone smaller than you) into the opening with your tentacles, the two of you can, by mutual consent, “fuse,” with your partner functioning as your “head/upper body.” The two of you can see through each other's senses and cooperate in sync, such that if nobody saw your transformation, they would mistake the fused being for a single creature.

By “biting” into your attached partner with your fangs, you can transmit your personal energies to the partner, or absorb the partner's. If your partner is of the opposite sex, the position of the two of you allows you to essentially have sex indefinitely by transmitting the necessary genetic carriers between your halves of the body. Your large abdomen will always be the one that gives birth to the young, and, similarly to the high breeding rate of bugs, can potentially give birth to over a hundred children at once if the two of you put enough effort into it. You can dismiss the transformation at will, which will instantly separate your fused partner from you.

While the default monster form available to you is a giant spider, you can alternatively choose several other equally gargantuan and monstrous forms: a squid (that can safely move about on land/water), a slime amalgamation, an antlered beast, or a tentacled bat creature. Only the spider has the breeding abdomen, but each form has its own advantages.

- Squid- Can unleash psionic mind blasts that daze and confuse people caught in the wave, and the tentacles can safely “swap” the brains of targets.
- Slime- Its substance can selectively dissolve most materials (except those you choose to let it harmlessly pass over), and living things exposed to the slime have a 5% chance of their body chaotically altering in some manner.
- Shaggy Antlered Beast- Increased resistance to cold/ice, and can summon blizzards at will; the antlers can also project illusions, like making it appear that there are four of you instead of just one creature.
- Bat- Can fly without making any sound, and it perfectly blends in with darkness to become invisible; it also does not need to breathe, so it can fly through space.

All of these different forms, though, retain the “fusion” aspect of the perk, such that someone can merge his or her body with you as a second “half” of your form, and the two of you can transfer energies back and forth accordingly. You can purchase this perk multiple times; doing so will not only give you access to multiple forms, but also a fused version of all the purchased forms, much like how a man married to several different Cthulhu-type monster girls will become an amalgamation of their forms.

Cute and Coy as a Kitten (100 CP, Free Kitty Cat Club)- Cats are rather selfish and capricious, but in a way that is part of their charm. You have a certain aura of cuteness that encourages people to fulfill your desires, with your power growing whenever you act like a childish and spoiled cat.

Feline Grace (200 CP, Discount Kitty Cat Club)- The human worshippers of Bastet deeply wish to one day be granted the bliss of becoming a cat, so it’s only natural that they prepare themselves for that ascension. You have been granted access to some of the natural abilities of cats, such as enhanced climbing and agility, along with the ability to always land upright. It also allows you to understand and communicate with cats.

Cat Curse (300 CP, Discount Kitty Cat Club)- By scratching a target in the manner of a cat, you can impose a 24-hour curse on the subject that makes him or her especially vulnerable to cats. This means that feline attackers will deal extra damage to the enemy, and also that whenever a cat touches the victim, he or she will feel a sensation of pleasure that will sap away his or her strength. If you took *Feline Grace*, seeing as you technically fulfill the qualifications for a cat, the target will also be vulnerable to you.

Luck of Cats (400 CP, Discount Kitty Cat Club)- If a black cat crosses your path, that may actually be good luck for you, as you were so kind as to let it cross before you – and help it out more, and you might be even luckier! Whenever you perform a good deed to help cats, you will gain an enhancement on your overall luck for the next 24 hours. The perk also helps you sense whenever a cat in your vicinity needs help.

Blessing of Bastet (600 CP, Discount Kitty Cat Club)- How lucky! Thanks to Bastet’s generosity, you can now transform at will into any mundane cat, anything from a housecat to a tiger; you can turn back from a cat to your normal form whenever you like. If you go to other jumps, you can additionally turn into new types of cats, even unusual ones, if you personally encounter them in the setting. You can also share the “blessing” with others by casting a spell that will turn them into cats. The spell can be resisted with sufficient willpower, though. But since the spell is often used as a punishment for criminals who hurt the hearts of cats, the forced transformation on others will be very difficult to reverse unless you choose to allow them to change back; since

it is a spell made by Bastet, it will take a god or divine source to undo the “blessing” once it takes effect. Once transformed, the cats instinctively feel a sense of camaraderie and loyalty towards you.

Gentle Strength (100 CP, Free Army of Ares)- While recognizing the necessity of fighting, Ares blesses her soldiers to ensure that things don’t get out of hand. You now know how to fight in a sexy style that ensures that you will not seriously wound or kill an opponent, yet still incapacitate. Essentially, you know how to limit your attacks just enough so that while they will bring down enemies, they won’t kill them. Also, you have an increased likelihood of striking erogenous body parts with this style, thus immobilizing foes as they have sudden rushes of euphoria. Since Ares never learned much magic, though, the perk only applies to physical attacks.

Is It Right to Kill? (200 CP, Discount Army of Ares)- Ares helps to ensure harmonious monster-human relationship by gently encouraging humans to hesitate when about to slay their opponents, thus allowing the Mamono to claim them. Whenever you are on the verge of defeat and someone is preparing to make a lethal attack on you, they will hesitate, taking pity on your forlorn appearance. You instinctively know when they are showing mercy and are granted a boost to your strength to seize the moment to your advantage. The perk is less effective on specific individuals who especially want to kill you for personal reasons (instead of it just being a job or duty). However, you can also channel the effect over a full battlefield (with a maximum of a 1-mile radius) to give similar benefits to your allies.

Honor Duel (300 CP, Discount Army of Ares)- You can call out a single enemy combatant in a battle to engage you in a one-on-one duel, and the person will feel honor-bound to accept. No other combatants on either side will be able to interfere in the battle. The perk can only be used once per battle (and a large-scale battle such as one in a war will count as a single battle, even if there are multiple skirmishes and phases of the battle). Also, you cannot use the perk to call out an opponent if he or she is the only enemy combatant in play (or if you’re the only combatant on your side).

Flaming Passion (400 CP, Discount Army of Ares)- Your heart burns brightly like a volcano under Ares’ loving care, and you fight that the fire intensifies with every battle you take. As the challenge level of your opponents in battle increases, the fire in you grows, boosting your energy and raw strength while also filling you with incredible happiness. You can also make the fire emerge physically on the exterior of your body without harming you. In addition, while the fire normally burns and hurts enemies that touch it, you can also temporarily transfer the flame to others so that they feel the same rush of exhilaration that you do in a fight, encouraging them to fight ever harder.

Divine Voyeur (600 CP, Discount Army of Ares)- It is said that Ares watches on with glee when Amazonesses have public sex with their partners. Whenever you have sex with others, or whenever you act sexy in battle, Ares will be watching and will award you “points” for your performance. The points will enhance your combat stats such as strength, vitality, and agility for a limited duration, with the timeframe and level of enhancement depending on how many points she gave you – with the lowest rank just giving you a minor boost for maybe 10 minutes.

Part of the score is determined by your sexual prowess, but it’s also based on Ares’ appreciation for “honest love” – the less private the affair is, and the more people that witness your actions, the higher your score, such that making out in a crowded town square would bring Ares’ full approval. A “perfect” score of 10 would make you the equivalent of a mighty hero for 24 hours, but there’s really no limit to the number of points and equivalent boons you can earn from the goddess, assuming you have enough stamina and passion for the job. The perk also lets you visually see any sexual acts or battles within a 100-meter radius (and since Ares is watching what you watch, you’ll also score performance points for sexual activities and sexy battles you view; however, you can only focus on one such incident at a time.

Honored Saint (100 CP, Free Erotism)- Despite Eros' work in bringing together humans and monsters, the Order still honors her as a good-aligned deity and gives her servants (the Erotists) safe passage through Order-aligned territories. In fact, the idea of harming them is sacrilege! The perk embodies that effect by making it so, as long as you preach and practice a moral code valued in a community, people there as a whole will see you as a good person, even if you commit other actions that go against other codes they value. They won't take action against you unless you are blatantly hostile with your actions that go against their morals, and even then they will be reluctant to hurt you because, since you follow some of their other values, surely you must be a saint at heart – you must just be testing them to see if they have the same goodness to resist your temptations, and if they fall it's their own fault.

Eternal Virgin at Heart (200 CP, Discount Erotism)- Like the Houri, you have the persona of an “eternally newly wedded bride.” Meaning that every time you have sex, it will feel to all parties like your very first time, and similarly dates, kisses, and other actions of love will have that unforgettable feeling of the very first time every single time, never getting old. You can share the virgin embodiment with your romantic partners. The virgin aspect only applies as long as you choose to have the perk active, but the happy feelings you get from that state will remain in your heart for some time after you stop being a virgin.

Melody of the Gandharva (300 CP, Discount Erotism)- The wise (and lustful) winged Gandharvas have taught you to play and sing their beautiful music. By playing the “melody of love,” you encourage people to embrace their feelings of love for others, to the point that you could potentially even bring a war to a grinding halt by reaching out to the hearts of the combatants and helping them find love for their comrades and enemies. Moreover, the Gandharva's charm affects all the human senses. Therefore, the perk ensures that music-related powers are guaranteed to affect anyone in range, even those unable to hear it, as long as they have other senses active.

Dance From the Heart (400 CP, Discount Erotism)- You have been taught the many wondrous dances that the Apsara use to teach love to the world. Your “dance of love” is designed to make watchers notice and admire every part of your body, enrapturing them with love while also granting them vigor and energy. Your “celebratory dance,” traditionally performed at weddings, accentuates the charm that a couple offers to each other, thus permanently strengthening any bonds they already hold for each other.

Moreover, dancing for you is a way of life that permeates even into your daily activities. Therefore, any action you take that involves movements of your body – even waving your hand or walking a few steps down the stairs – counts as “dancing” and therefore qualifies as empowerment for any abilities you have that use dancing as the focus. On the flipside, this means that you can perform almost any common standard action through a dance, such that you could cast spells or pickpocket a victim even while keeping up a complex, elegant dance.

Arrows of Cupid (600 CP, Discount Erotism)- You can now fire the arrows used by Cupids to spread Eros' message of love with others, with different effects depending on the arrows:

- Golden “Arrows of Love”- Cause targets to swell up with love, greatly amplifying even minor feelings of affection into overflowing passion.
- Black “Arrows of Lead”- Make a target lose their love for certain things, and are generally used either on people unhealthily attracted to partners who don't love them back or on people who have love for things other than people, such as “love of gold” or “love of knowledge.” The black arrows don't make

their targets dislike love, though – on the contrary, now that they have felt the pain of losing love, they will thirstily seek out genuine love somewhere else.

Both the golden and black arrows are less physical objects than the spiritual embodiment of “immortal love,” so the arrows will ignore all physical defenses when piercing a target and have strong power in overcoming other resistances; moreover, once the arrow has locked someone into or out of love, it will be practically impossible to break free of the compulsion, even after a thousand years, unless the individual has divine assistance or opposes the compulsion with all their heart. You can also fire an arrow born from the feelings in your heart; this is usually used as an extra-strong love letter to propose to lovers by the Cupids, but you could potentially use other parts of your heart besides love/lust to power those arrows, with different effects.

Prideful Power (100 CP, Free Dragonia Immigration Bureau)- Dragons are often known as “rulers” of the earth because of their sheer pride and raw strength both magically and physically. Really, if you look hard enough, it becomes apparent that the greatest aspect of dragons, if only to themselves, is their unabashed pride, which gives them unrivaled power. You can now convert internal willpower, determination, and pride you have into a power boost to your physical strength or magical power (or both, if you like). Essentially, you can substitute strength with will or give yourself extra magic to draw on with will. The more pride and determination you have in yourself, the more you can do, such that not even mountains will get in the way of whatever goal you have.

Of course, willpower isn’t infinite, though it can replenish itself if you give it enough time. So make sure that you don’t go too far in using up your will for the sake of power, or you might suffer some physiological nausea or emotional turmoil due to the loss of will/pride. On the flipside, since dragons get their pride from their great strength and magic, the stronger you are physically or the more magical power you have under normal conditions (not accounting for enhancements from this perk), the greater your full pride and willpower reserve will be. Become strong as a dragon, and your pride and willpower will soar to a suitable height (though you can choose to lower your pride at any time if you wish).

Draconic Breath (200 CP, Discount Dragonia Immigration Bureau)- You can now selectively breathe out several different magical substances, though only one at a time:

- The first is the fire that normal Dragons have. The fire is intense enough to incinerate almost any material, though it may take prolonged effort to melt especially durable materials. You can choose to have the fire not harm living things that would normally be vulnerable to the flames, and the fire will instead “burn” away their strength, thus weakening them significantly. The only other limit to the fire’s power is that it is unable to harm things that are specifically made from or immune to the element of fire (it could melt hardened lava, but it would do nothing against a magma slime beast, for instance).
- The second breath ability is the “rotten breath” of Dragon Zombies. Like a miasma, the vile gas rots away at the victims’ rational mind and resistance until they have nothing left but lustful instinct. In the case of women, they will further corrode into various undead monsters; you can also choose to alter its effects so that everyone who breathes it in becomes an undead.
- Finally, the third option is the forgotten “breath of the earth.” This metallic, rocky breath causes whatever is caught in the cloud to turn into natural stone. Inorganic material that is already hard like rock will harden even further, making it harder to even scratch. Living things petrified by your ability

never die from it, and any body parts not caught in the spray will remain normal. The petrification will naturally wear off over a week or two.

Bond of Champions (300 CP, Discount Dragonia Immigration Bureau)- The greatest dragoon partnerships between man and dragon are ones of deep love and affection. You and people you are directly partnered alongside with for a task, whether it's running a club fundraiser or fighting in battle, now have increased success working together fluidly and accomplishing the desired task, with the boost increasing the more each of you cares about the other. Keep in mind that this must be a direct partnership, so it won't automatically extend to allies in general unless you are cooperating with specific individuals for a certain goal; this means that while you could use this to boost your attack combos alongside a comrade in a tough fight, you probably wouldn't be able to have the same enhancement spread out across the entire army you're fighting as a part of. But more than that, you can bless the partnerships of others (even ones with domesticated beasts like pets or steeds). For the blessing to work, each partner has to be willingly committed to the partnership/goal.

With the blessing applied, the more each partner spends physical time alongside the partner, the more they will strengthen their bond and understand each other, which in turn boosts their success in accomplishing tasks and challenges. In addition, the blessing has the potential to instill romantic feelings between the partners. This is a voluntary aspect that requires consent on both sides (meaning they need to be sapient, for starters): essentially, the blessing makes the partners more open to considering romance, with the prospect becoming more attractive the more time they spend together.

From Parts of Bodies to Bodies of Their Own (400 CP, Discount Dragonia Immigration Bureau)- There used to be double-headed dragons and the like, but the two heads didn't fit well with the Mamono aesthetic, so instead each head became its own separate dragon. Whatever form you have chosen for the jump can now switch to and from a two-headed form. But that's only the beginning. Whenever your current physical form has multiple consciousnesses or thinking body parts, you can split yourself up into multiple individuals, each "sibling" being the manifested version of the individual component. For instance, if you had two separate heads or even ten or more, each head would become a separate "sibling". It even applies to odder, independent body parts, like say literal snake hair or a tail that can bite. If you have distinct and separate mental personas, you could have each persona become its own separate body.

Generally, each body will look like the standard version of the form you split up, but with things singularized. So if you're a six-headed dragon, each new body would be a normal, one-headed dragon; if you were a two-headed giant, each body would be a normal, one-headed giant, and if you were a twelve-headed hydra, each body would be a one-headed albeit giant lizard. If the individual body part/persona has a unique form, such as a snake-headed tail when you're a cat, that specific extension would maintain that other form (a serpent in this case) while your other self would lack that body part now (so you'd be a cat without a snake-headed tail). You can selectively choose to not force available parts into separate bodies; in that case, each body would maintain that body extension (if you were a three-headed chimera and has a snake-headed tail, for instance, you could give the three heads separate bodies and let them all have a snake-headed tail).

Once the split takes place, each individual body is a separate, autonomous individual with its own consciousness. They are all still "you", but each under the circumstances would have its own unique "soul" and be considered an individual person. The individual's personality will be similar to how it behaved when it was still a part of your united body, and if it had no real personality, it will be given a suitable one by Jump-chan. Furthermore, it's possible for the individuals to develop new interests and views over time now that they can go about on their own. Even so, all of you are ingrained with the view that the whole of all your split selves are "close family" that you love like brothers and sisters, so while you may have differences of opinion you'll

always want the best for each other and cooperate. You all feel naturally coordinated with one another, like you are different parts of the same body, and you can instinctively divide up tasks in an optimal manner that helps all of your body part selves. Each individual, unless it had a full consciousness prior with memories separate from your own, will have a set of your memories and knowledge (this does not account for memory-related perks, though).

If a specific body part/consciousness was the primary source of a specific power, that power will be given to and monopolized by that individual once it gets its own body. In general, powers and perks that you would have had if you were all in a single body will be copied and shared with every individual after the split, albeit with the ability's overall power level for each body being divided by the total number of people you're splitting into. In the case of powers, perks, and the like that cannot have its power level subdivided, they will be distributed randomly (but evenly, if possible) between the different individuals. If you have different physical forms you can switch between, like distributed perks each will be given to a single individual after the split, meaning that that individual you will be able to change into that form if he or she wishes but nobody else.

By mutual consent between at least two of your separate bodies/individuals, you can merge your bodies back together. After merging back together, the individual body parts retain any new memories or skills or powers they acquired during their time as individuals. If any of you wish to merge back, all of the others will instinctively sense that one of their number wants to merge, and they can then choose to merge back no matter how far away they are from you. Individuals who do not want to merge back right then can stay separate as long as they wish, and as there is no distance restriction, each individual can potentially go as far away from the others as he or she wishes. This could lead to partial merges, such as going from a three-headed dog to three individual dogs to a two-headed dog and a lone one-headed dog. However, as all of you care about each other, it's not like any of you would refuse to merge back if it's important to do so.

If one of the individuals dies, the body part will merge back with at least one of the others; even so, said body part will be wounded after the merge, so it's probably good to heal up after that. Furthermore, all of you still count as a single person in the scope of the jumpchain. This has multiple ramifications. At the start and end of a jump, you are all merged back into a single body. As a result of this, you can only make a single decision on whether to stay or go after finishing a jump, and only a single, whole you will be buying stuff for the jumps. And drawbacks you select for a jump, and curses in general that you receive when you are whole, will be applied to every individual after the split.

True to Form (600 CP, Discount Dragonia Immigration Bureau)- When the most recent Demon Lord took power, she forced all monsters to become part-succubus Mamono, locking them all in the forms of humanoid women. But the dragons, while still gaining Mamono forms, were too prideful to truly give up their old selves, and as such they can turn back into monstrous dragon forms at will. At the bare minimum, the perk allows you to turn into a dragon. However, the real beauty of the perk is that it ensures that, by your sheer willpower, you are able to resist being locked into a single form. It does not prevent someone from forcibly transforming you into something else, but it does ensure that you can turn back to your previous form as you wish. And once you turn back to your previous self, you can now change to and from the other form you were changed into as you please like any other form you have access to.

However, special traits and curses embedded into the form you were turned into will continue to affect your other forms even though you can change form. For instance, if you were turned into a genie in a world where genies must obey wishes, you could change back into a human, but you would still feel compelled to grant wishes, just as how the dragons retained their Mamono lust for men even when they turned back into real dragons. To eliminate the forced aspects, you would need to do what you would normally need to do to break the power that was meant to keep you in that form; however, after you break free, you can still access that form

if you like. Even if you weren't forcibly turned into something else, the perk prevents you from becoming locked in any of your forms.

In the case that it is somehow impossible even with all that to transform, there is one other option: using willpower, you can project a physical manifestation of one of your other forms around your body as sort of a cocoon/armor. This approach has a couple of downsides though. First, since it needs to cover your whole body, the manifested form adjusts with the size you are currently; you could give yourself a giant's form around you when you're a mouse, for instance, but if you were a huge dragon your manifested body would have to be even larger than you are now. Second, since it's a manifestation of your internal will rather than an actual form change, it will only last as long as you have willpower to keep it running; once you are weakened enough from expended will, the projected form around you will dissipate and leave you still stuck in whatever form you were locked in.

Guided "Tour" [Date] (100 CP, Free Song Maidens)- Many of the song maidens of Alf Court present themselves as simply humble tour guides, helping their guests see and experience the amazing sights on the islands. In actuality, though, the guides treat their tours as dates, and whatever activities one takes in their tour – whether it's making candy, taking a gondola ride, or visiting a museum – they all serve to create "flags" to bring the guide and guest closer and closer together – until the tour's end culminates inevitably with a mutual love confession.

Now you can turn any activity you take with a partner of interest into an ideal date. Whoever you're taking on the "not a date" will feel compelled to just accept the course of the activities as normal, even as their feelings for you blossom over the course of the activities. In addition, you can designate a specific location with sentimental value to you as your "special place". If you finish your dates at this "special place", and the activities have sufficiently enhanced your partner's affection to you, ending the date here will automatically culminate in a mutual confession of love (and probably something extra, too! ♥). Of course, these enhanced activities, much like regular dates, will be less effective if the target is disinterested in or hostile toward you. Also, the effectiveness of the dates fades with the more people you are directly engaging in the activities with (though it's fine if there are others doing their own thing separately).

Love Supports All (200 CP, Discount Song Maidens)- Stories often say you must give up your love for a gentleman or your dreams – if you don't give up one, you cannot seize the other...but this story isn't one of them. As humans and mamono alike across Court Alf have discovered, finding love does not require you to sacrifice your dreams and other passions, but rather, you can use your newfound love to support and strengthen your dreams, achieving things that wouldn't be possible without your love. Now, love will never negatively interfere with whatever dreams, hobbies, ambitions, etc. that you have, nor will it hinder those of your lovers. Instead, you will find ways to connect these seemingly separate interests to your love, improving them in the process. Business ventures, acting careers, combat skills, and more will be boosted in one way or another the more passionate you are in your love. In addition, especially passionate love can boost you and your loved ones' magical powers, such as *Seven Songs of the Divas* and *Song of Tears*.

Seven Songs of the Divas (300 CP, Discount Song Maidens)- Each of the seven Divas – one for each island in the Sea of Asuramis – has her own song, passed down from the Great Diva who ended the war between the islands. Each song has its own mystical effects on listeners, capable of enchanting an entire city. With this purchase, you get to choose one of the seven great songs to master for yourself; you can purchase this perk multiple times to get multiple songs, but the faction discount only applies to the first purchase (to get all of them at once, see capstone Song of Tears). You'll also get a sublime singing voice to properly convey the melody.

- Al-Mar's Song of Blessing bestows couples the blessing of a bond of love. Beyond merely a wedding song, the Song of Blessing captures and preserves the wonderful feelings of that moment as timeless memories within the couple. The vows of love, the feeling of the kiss, the thrill in the heart...it will all remain as strong as it was in that perfect moment, in turn making their love eternal. So as long as the wedding itself was positive, the love will remain positive and eternal, such that the lovers will never willingly separate.
- Matori's Song of Joy makes listeners aware of each other's others positive qualities. You may notice a new and attractive side in that person, or you may find what you think is good even more attractive. Simply put, this is a song that makes you love another person more and more, as you come to recognize and appreciate the mutual joy you feel spending time together. Also, unlike the other songs, this one can be learned and sung by other people, though your version remains the "true" version that essentially harmonizes the rest.
- Nevia's Song of Passion ignites a blaze of love and dreams in those lacking the flames of passion, revives the love and dreams of those whose flame was once extinguished, and then, to those whose flame is already lit, continues to bring the heat to even greater heights. It isn't limited to love and sensual affairs – artists with a strong passion for things such as art, song, literature, and theater often hold dreams in their heart and are born as new artists through the song. The effectiveness of the song increases the more you understand, imagine, and empathize with the story you are telling and the listeners you are trying to reach. Naturally, the flames of love flare up the most.
- Saida's Song of Courage, which shocks listeners with the intensity of lightning, helps release one's self by making the listener discover their own charm. In contrast to Matori's, which is about noticing the positive things about others, the Song of Courage strengthens your resolve to confront yourself, to find confidence in who you are. People trying to challenge themselves, people trying to change themselves, people trying to confront their weaknesses... the Song of Courage supports those people.
- Mira's Song of Hope – also called the Song of the Spirits – is a type of elemental magic. Sung yearly during the Spring Festival, it has the effect of temporarily raising the amount of monster mana in the surrounding environment and invigorating local, preexisting spirits, increasing the potential for them to attain human (monster girl) form. Furthermore, the song enriches the mana in key places embodying "nature" (a spring of beautiful water, the root of a large tree, etc.) so that those places become nexuses for elemental power. However, this boost is only temporary, and it can only draw on and enrich what natural environments and spirits are already present. Without the environment getting additional sustenance/support in some way, the blessing will only last for a few months at best; in fact, be careful about overexploiting the nature points, or you might deplete them entirely. The Song of Hope strengthens the potency of Elemental Faith perks, and Elemental Faith perks likewise boost the output of the Song of Hope. In addition, the song temporarily boosts fertility while also increasing the desire of living things to breed.
- Dé Ryúa's Song of Love unbearably raises the listeners' "love" – more specifically, the "love related to lust". All listeners will be filled with sexual lust for one another. Furthermore, if the person listening isn't a mamono, they'll start connecting love and lust together, just like monsters do. Basically, this song heightens the feelings referred to as "love" and "lust". You can also direct listeners' attention to specific things in sight – body parts, specific people in the audience, etc. – and the song's effect will be enhanced and directed at that target; if the target of attraction is something general like boobs, then listeners might also start showing interest in that aspect in each other as they listen.

- Queen Diana's Song of Serenity brings complete serenity to those that hear it. Those who listen to this song will feel enveloped with relief as if embraced by their mother, calming their hearts, and bringing them peace. The anger, fear, panic, envy, anxiety...their heart will no longer be fooled or go mad from such feelings. And then, the flow of time will begin to feel very slow, and they can understand and think more deeply about things as they are. Thus, with a serene heart, listeners will perceive things more deeply.

Ceremony of Inheritance (400 CP, Discount Song Maidens)- The Divas are typically unmarried, and once they find their true love, they retire and pass on their song and responsibilities to an especially talented or passionate song maiden. With this perk, you can give up specific powers or perks you personally have and pass them on to someone else. Whoever gains the power or perk will be able to access and use that ability fully. To do so, however, you give up your right to that power, and that perk/power will no longer be at your disposal. You will eventually recover what you gave up (though whoever you gave it to will still keep it, too), but if you transferred something you couldn't learn normally like a perk, it will take significant time and effort to regain and build it back up to what you had originally – certainly more than a single jump's duration.

Song of Tears (600 CP, Discount Song Maidens)- The wondrous song sung by the Great Diva who brought peace to the islands. Her song was able to reach the heart of every combatant across every island, resonating with them and convincing them to find happiness and harmony together. You now have access to such a song, which can stop the battle and heal the hearts of all those driven by fear and anger, sadness and despair. The range of the song is so great that you could make an entire country hear your voice, coast-to-coast. The song essentially works by individually (and collectively for groups) tapping into whatever positive feelings are inside those people (even ones the listeners never knew they had) and providing them with an epiphany to let go of their hate and sadness. For instance, captives and captors might hear a song embodying a shared future where they can all be happy. A paranoid police state might hear a song that makes them remember and rekindle their forgotten friendship and trust for each other, as they come to empathize with each other's suffering. This is a miraculous song that could end a fierce war and bring unity to all sides. However, though the song is more effective the longer you sing, extending the song also strains your energy, so be careful about singing for too long, or you may very well perish like the Great Diva did before she was revived.

If you have already bought the *Seven Songs of the Divas* perk, you now have access to all seven of those songs, since the Great Diva shared individual fragments of her greater song with the individual islands, thus creating those wondrous songs.

Items (Normal/Background)

The setting has some interesting and...unique goodies you'll have trouble finding in other worlds (thank goodness). All discounts are 50% off. Any items that are used up, lost, damaged, or destroyed will reappear in mint condition in your Warehouse after a month has passed. You can also buy items multiple times if you want, though any discounts only apply to the first purchase.

Please keep in mind that while you may be able to find many of these items on your own within the jump, you will need to purchase them here for the jump fiat to prevent them from infecting you and others with a myriad of corruptive curses, transformations, and the like. In addition, please keep in mind that even when not mentioned, all weapons in general originating from demon realms are built with realmsilver, which has special properties (see Demon Realm Silver Weapon for more details).

Items – both those you purchase in this jump and those you already possessed – can potentially be merged when buying items in this jump, as long as the merged items fit the overall same type. For instance, you could make a sword you already own (or another sword you buy in this jump) gain the attributes of Druella's Sword once you make that purchase. You can also merge items you gain as rewards for bonus scenarios (see Bonus Scenario Supplement) – though in that case, you will only gain the fused item after completing the respective scenario.

MGE Wiki.RIP (Free)- You now have full access anytime, anywhere to the publicly accessible [Monster Girl Encyclopedia Wiki](#), which features not only pages covering all the encyclopedia entries and world guides, but also records of KC's Twitter posts/interviews, Roleplay forums, What Would You Do scenarios, Fan-Made Monsters (even entire regions), Fan Fiction, Fan Art, and much more.

Unfortunately, a biased purge of “lewd” wikis killed the MGE Wiki on Tuesday, December 14, 2021. But with this freebie, it's as if the wiki never died, and you can still freely access it, with the fandom remaining active whenever you're on. You'll also get access to the back-up/alternate sites that the wiki moved to after the fateful shutdown, such as the new wiki on [Miraheze](#). You are registered as a member on all these sites and can freely participate in the forums as you please. However, your version of the wiki does not include access to the official encyclopedia entries and world guides; to see them on the wiki, you'll first need to buy the separate *Monster Girl Encyclopedia* item.

Book of Properly Dealing With Monsters (Free)- A massive book of studies by Hakutaku scholars on how to “deal with monsters.” Of course, the actual goal of the studies was how to make monsters friendlier toward you, with “effective actions/items” being things that would make the monsters like you and attract them to your location. The book grows in each jump to account for monsters in that setting, but again the guide will, despite its misleading language, be about how to become friends (or more) with those monsters.

Mana Cage (Free/50/100 CP)- A [revolutionary magic tool](#) that can gather up the mamono mana that overflows from mamono and their partners when they join, and store it. The simple version of this container is quite inexpensive, and they are almost universally used by all monster and monster-friendly states, to the point that states provide them as free amenities to citizens.

You receive a basic Mana Cage for free, but any additional cages cost 50 CP apiece. If you pay 100 CP, you'll receive a higher-grade Mana Cage that has greater mana-gathering efficiency and can store more mana while being more compact (it can remove impurities from the mana, too). For the advanced model, you can also set it to only collect the mana of a specific species of your choice).

Wardrobe (50 CP)- A collection of all clothing shown on monster girls and other characters in official illustrations for the setting. Even for the ones that were made for monsters with awkward body parts, you can somehow get them to fit on you nicely. None of them have any of the special properties that the originals would have had, but then again, that might be for the better.

Agarwood (50 CP)- A rare type of wood grown in Zipangu that is used by youkai-slaying clans due to its monster-repelling incense. The wood grows heavier the longer it is submerged in water, and it makes a pleasant aroma when burned.

Mamono Realm Ink (50 CP)- Also called [Demon Realm Ink](#), this collection of inks is made from minerals in various demon realms, with varying magic properties. These enchantments can range from protecting the words from physical wear to preventing anyone from tampering with the letter to even charms that send the words and feelings of the message straight into the reader's head, eroding and charming the reader's heart with passionate desire. However, the magical effect contained in this ink will not manifest in an insincere nonsense sentence, and you also cannot make someone believe in a lie.

Intimacy Vegetable (50 CP)- A [demon realm vegetable](#), also known as demon realm taters. Resembling a reddish potato, the vegetable is notable for naturally absorbing adjacent magical energies when planted in the ground. The root plant then converts all of the energies into “intimacy”. It should be noted that the plant never contains any demon energy or aphrodisiac effects, but when it is eaten, it instills the eaters with the unique mix of intimacy and love that it gathered while growing. The exact form of intimacy is shaped by the specific energies and even the location of the crop. For instance, the plant will naturally pick up the “kinks” and feelings of the people who tend to it, especially romantic couples. As a result, no two taters are alike, and there are hundreds to thousands of different potential variants, each with its own unique taste – there are even some larger than boulders, or transparent like ghosts.

Inari Kitsune's Cooking Class Master Book (50 CP)- A hefty cookbook assembled by the teachers from Inari Kitsune's Cooking Classroom, a culinary school meant to teach monsters (and men) how to cook delicious meals for their lovers. The cookbook contains recipes from around the world, from Zipangu cuisine to “western” (main continent) styles to demon realm delicacies, with the recipes coming from both humans and monsters as well. The cookbook is easy to understand, such that even a complete, wild novice, someone who is likely to break the knives or eat the plates, could quickly learn to master these meals as well as all the other steps such as setting the table, applying condiments, and using different utensils. The book also contains a ticket granting you and anyone else you wish free study at the school to learn even more.

Talisman (100 CP)- A Zipangu talisman with charms that prevent transformations, even ones forced on you by others. It won't help you if you or someone else removes the talisman, though.

Lescatian Earrings (100 CP)- Seemingly ordinary albeit pretty [earrings](#) made from demon silver, these can actually transform into demonic silver daggers in a heartbeat. When worn, they naturally gather mana from your surroundings, letting you turn them into a small demon silver weapon in case of emergencies. Furthermore, the concentrated power in the dagger is more potent than an ordinary demon silver weapon, such that an enemy pierced by it will lose all their strength in the blink of an eye. However, the earrings can only store a tiny amount of mana – just enough to maintain dagger form for five minutes tops before returning to its earring state – so its battle form is usually reserved for a last resort. Monster girl soldiers like wearing earrings containing mana from their husbands, and they'll also give earrings to the men they want. You get a good handful of earrings with this buy, and if all the earrings are being worn/claimed by various people or destroyed, you'll gain a new batch in a week.

Kobold (100 CP)- A [dog Mamono](#) who has a simplistic and loyal personality akin to that of a normal dog. They are very popular as pets even in Order kingdoms and are considered the most harmless of all Mamono species. She cannot learn any charm magic and does not have any inclination for violence. Yet her gentle warmth for her owner, and the upfront emotions she expresses with her entire body, make her quite charming and lovable. She is very obedient to you and will follow your every command. As a pet, the Kobold does not count against companion restrictions unless specifically imported as a companion.

Kikimora Maid (100/100/200/250 CP)- You get the service of a [Kikimora maid](#) – a special type of beastmen (with both canine and birdlike traits) that takes pride as a servant to her master. With a devoted and gentle disposition, she takes pleasure in treating her master to the fullest. Highly capable, she can perfectly complete any kind of housework, including cooking, laundry, and cleaning. Sensitive to the subtleties of human emotions, she can identify her master's personal tastes and even food preferences simply by observing their physical appearance, and she can likewise read her master's mood and physical condition, letting her optimize her personalized service accordingly. She will take care of your every need without fail. However, while she does not directly assault or tempt her master, her aura of purity indirectly instills beastly desire into her master, until a union of love between master and servant is inevitable.

As with other items, you can buy this multiple times, but alternately, you can pay 150 CP to receive a squad of a half-dozen Kikimora maids. For 200 CP, you get a Kikimora who is not only a maid but also a trained bodyguard, such as a gunslinger like in a doujin that KC likes; you can likewise purchase this level of the option multiple times, or pay 250 CP for a full squad of a half-dozen Kikimora maid-bodyguards. Your Kikimora servant(s) do not count against companion restrictions unless specifically imported into companion roles.

Griffon Quill Pen (100 CP)- A [special pen](#) made from the feather of the valiant Griffon, it embodies the beast's prideful guardianship of treasures. You can use it to write runes on things and people you closely cherish, and enforce your assertion of ownership to protect your precious treasures from harm. The runes will cause the item to warn you whenever they sense desire or hostility towards it, while also making the affected item resist whoever is trying to take your treasure away.

Engagement Rings (100/50 CP)- Two engagement rings, each fitted with its own unique [Magic Gem](#). When two people wish to solidify their bond to that of marriage or something similar, they may kiss their ring, which will infuse it with a personal signature of their internal energies/soul, and give it to the other. When you are wearing the infused ring of the partner, you will feel his or her comforting presence wherever you are, such that you will never feel alone. You can place the ring into a subspace if you don't want it to be seen or on your finger, but its signature flare is still always wrapped around your finger, with a light that can only be seen by your partner. Since the signature is unique to the individual and impossible to replicate, you can immediately identify your partner due to the ring, or recognize an impostor due to the lack thereof.

The gems reflect the state of the marriage and will not lose their luster as long as the marriage is happy. If stagnation, neglect, or abuse occurs between the couple, the stones may lose their luster over time and eventually become ordinary stones. If one of the two people dies, the ring he or she was wearing will become an ordinary stone, but the one containing his or her energy will remain until the partner also dies. Can be purchased multiple times; after the first purchase, the price is lowered to 50 CP. If someone is the recipient of multiple rings (such as if multiple partners of the same jumper all buy rings binding them with the jumper), the recipient can choose to fuse all of those rings together into a single one.

Moonlight Pub Storehouse (150 CP)- A well-kept storehouse ([styled like a bar](#)) that, while the size of a small shack on the outside, is the size of a gourmet kitchen on the inside and filled to the brim with all the various special foods and drinks that have flourished in the monsters' cultural renaissance. You'll find everything from Ryugujo-style sushi to Dragonia "dragon" steaks to the popular demonic wine "Lescatie de Rouge" to the Bubble Candy of Al-Mar. From Zipangu to Dragonia to Lescatie, to Court Alf, all of the local dishes can be found here (basically all the various foods advertised in the world guides) None of the foods and drinks stored inside have any exceptional powers besides some minor magical properties, but you'll find that many are rejuvenating and (sexually) arousing in a diverse variety of ways. All the food and drink are pre-prepared, so you can have a feast at a moment's notice. The storehouse replenishes its supplies whenever anything is taken from it, but it can take up to a week for the full stock to be replaced.

Inma's Rod (150 CP)- A stiff, [rod-like staff](#) shaped like an incubus's tail. Also called Inma's Guide When you are looking for a specific person you have strong feelings of love (or lust) for, the rod can accurately point you in his/her direction. It won't specify the exact location or indicate the distance, but even if your target is across an ocean or even in a spirit realm, so long as you follow the tool's directions you will eventually find your beloved without fail. The rod can become flexible at your command and even fuse onto the ass as a literal tail.

Intoxication Fruit (150 CP)- A [grape-like fruit](#) that grows in the demon realm; while the version you get has had the demon energy and monsterizing properties neutralized, it retains the other special abilities. The red liquid inside is like mellow wine, and it's mixed with a perfect balance of sweetness, sourness, bitterness, and astringency, thus easily making all who eat or drink of it pleasantly intoxicated. Furthermore, the plant's juices and skin are highly nutritional, both for eaters/drinkers and plants/soil. Exposing soil to the dew of the fruit would significantly enhance the growing properties of the land, such that a patch of land that could normally just sustain a few flowers would become a vibrant field of flowers. If the seed of a plant were to be regularly "watered" with the fruit's juices/dew, the plant would become a "super" version of its normal self; for instance, a relatively normal-level plant monster like an Alraune or Mandragora would grow into an individual with enough power to rival a high-rank monster like a Baphomet or Dragon.

Sanri (150 CP)- A swarm of small, [scorpion-like vermin](#) with an eye on its stinger-tail. These timid yet voracious bugs love to eat crops, and they have found a great way to divert farmers so they can raid the plants: their tails spray liquid magic that fills anyone hit with deep arousal, often causing them to have sex with one another on the spot. Interestingly, the liquid magic actually fertilizes the soil in the process, allowing even more plants to grow. You can also order the swarm to merge together into a giant "boss" monster; its spray is comparable to a tsunami and could result in a massive orgy breaking out.

Couple's Fruit (150 CP)- Two fruits, [one red and one blue](#), kept in separate containers to prevent them from merging together. There is no particular effect if one person eats both fruits or if one person eats one fruit and no one eats the other. Once one person has eaten one fruit and another person has eaten the other, though, the two fruits will subconsciously influence their eaters to seek each other out. Each person will subconsciously feel drawn to the other's location. Once they meet, they will seek to be "joined" in various ways, ranging from holding hands to kissing to outright sex. In any case, any actions they take to get close to each other emotionally or physically become more pleasurable to them, and they will feel more interested in being together even after the fruits' effects wear off.

After the fruit works through and out of each person's digestive system, the effect wears off; however, once both have been eaten, the fruits' digestive processes synchronize, so if the first person ate it one day ago and the second person ate it just ten minutes ago, the first fruit will slow down so that it leaves at the same time as its partner's. After both pieces of fruit have been eaten or one of the fruits was fully digested and ejected without the other having been eaten, the two fruits will regenerate so they can be used again.

Call-Back Bed (150 CP)- A [fluffy bed](#) that embodies comfiness, such that you want to bellyflop right onto it at just a glance. Whenever someone sleeps on the bed, you can make the bed remember the “essence” of that individual. From then forward, whenever the target falls asleep elsewhere, or even just faints or falls unconscious, he or she will be instantly teleported back to the bed. The bed can only memorize one person’s scent at a time, but you can make the bed forget a targeted individual to imprint on someone else.

Lilim Cloth (150 CP)- A [special cloak](#) uniquely designed to fit you and enhance your seductive appeal. The cloth does so by creating an internal demon realm designed specifically for you within the cloak; therefore, even if it looks like you’re wearing a raincoat in everyday life, the demon realm’s power will make you sexier and maximize your appeal. You can arrange the mini demon realm to your liking, such as making it feel like a tropical night. In addition, you can wrap yourself and your lover within the cloth to have fun in a pleasant environment separated from the outside world.

Please note that the internal demon realm has limited space. Normally, the demon realm will snugly wrap around you like clothes. If you and/or lovers go inside it, the space will expand just enough to comfortably fit all of you, but it will still remain snug for an intimate atmosphere.

Emblem of Satiation (150 CP)- A [small crest](#) engraved with the design of a goddess with insect wings. One of the extremely valuable legendary magical tools made by a certain human sage for the purpose of overcoming "hunger". It gathers the mana and other energies in the air and transfers it into the body of the person that wears it, transforming it into the life force necessary for living. In other words, as long as you wear this, you will not starve, and it becomes possible to live without eating. However, this magic tool tries to take in all the surrounding mana into one's body indiscriminately and without hindrance. In places where the local energies can have side effects (such as demon energy, for example), you should be careful about wearing the emblem.

In addition, men (and other beings with spirit energy) who wear this emblem will have literally have their balls filled all the time with mana, making them highly attractive to monsters. No matter how much spirit energy is squeezed out of you, your balls will remain full and primed for more. If you also have the *Spirit Provider* perk, expect your balls and body to be impossibly full of spirit energy even beyond what was stated prior.

Baphomet’s Eye (150 CP)- A [spherical, eye-like tool](#) that, at its most basic state, enables you to identify the aptitude of people for magic and childishness. You can potentially adjust the focus of the eye to focus on people embodying other ideals, but it always at the least can detect when someone has great potential for magic.

Dragoute (150 CP)- A [magic flute](#) made from the bones of a Zombie Dragon, containing the strong emotions of undead dragons who never found their mate. If you play it gently, you'll get a sound like a dragon's cry reaching the heavens, and your melody will reach any dragons you are close to or have as pets/companions (having a dragon form is enough for a companion to qualify), and it’s possible to talk via the flute sounds with enough practice. If you blow hard into the flute, the sound turns into a dragon’s roar, shaking the surrounding space, and you temporarily gain dragon-like powers. However, be careful if you blow the flute and do not have any strong bonds with dragons yet; in that scenario, the flute will consider you “unmarried” and will turn whatever you play into a dragon mating call, which will attract dragons from miles away, even (and especially) undead ones, and compel them to mate with you on the spot. Funnily enough, the flute is enchanted to attract lonely men and make them want to play the flute.

Sacred Chain/Pedestal (200 CP)- A pedestal and golden chain like that used to seal [Gargoyles](#); this one is missing the monster, though. If you bind a target to the chain and pedestal for a full day and night, the prisoner

will turn to stone and be cast into a stasis-like state; the person remains awake and can still potentially communicate, but not by physical means obviously. If the pedestal or chain is damaged in any way, the prisoner will be free to move, but he or she will now be a “gargoyle” being; while the person could move about freely at night, he or she would retain stone-colored skin and would instantly turn back into a statue (as well as anything the person was touching at the time) whenever the sun is up. Also, being a Gargoyle naturally used to being a living statue, the person will gradually accept his or her new form and actually find pleasure when turned to stone (same goes for living things trapped in the stone with them).

Kamaitachi Sickles (200 CP)- Three sets of double sickle blades that you can summon on your body or dismiss at will. The longest sickles are heavy and dull but can be easily wielded by you; they generate strong winds that create shockwaves to knock even strong and immovable foes away or to the ground. The medium-sized sickles are the sharpest of the three and can create sharp winds that cut through almost anything; living things wounded by the sickles won’t be hurt, though, and instead the cut areas will heat up and throb with arousal. The shortest sickles aren’t good for fighting and can only produce gentle breezes, but they can instead summon a jug filled with a strange, watery liquid; the secret medicine is used to make someone into a being “compatible with a [Kamaitachi](#)”, not only healing the subject’s wounds but also giving them enough energy and vigor to satisfy three separate people (with sex) in one go (and making them open to that idea).

Dragon Lamp Flower (200 CP)- A red-colored Dragonian flower able to grow even in harsh conditions such as at the top of a tower with very little air, due to its unique means of sustenance. The plant naturally absorbs the energy of dragons in the area. The drain is generally minimal to the dragon unless you could somehow make the flower take more, but even the bit it takes is enough to give it a bright glow even at night. Due to it glowing brighter when dragons are near, this could be a way to detect dragons. But more than that, much of the dragon magic is stored in the flower over time, and with the right work, you might be able to draw on that power.

Demonic Lescatian Warhorse (200 CP)- The traditional breed of [war horses](#) used by knights in Lescatie, they were corrupted by demon energy during the invasion. Your horse has a terrifying appearance, with a dark, black body like night itself, and red streaks across the body and flashes when it’s running. Despite its foreboding appearance, it is actually quite friendly and loyal to you; however, anyone else who tries to tame it will have quite a rough time. The horse at its core is a mass of concentrated magic rather than truly organic. Therefore, it never suffers damage in combat, but rather loses some of its magical essence in the process; it can restore its full magic by consuming magical energies. It can even convert part of its magic into armor, shields, or weapons to aid you in battle. If you already have a horse in your possession, you can turn it into a Demonic Warhorse with this purchase, and it will retain whatever qualities it had prior while also gaining the abilities of its new form.

Lescatian Dark Wind Pegasus (200 CP)- A rare subspecies of the corrupted Lescatian horse, this is a winged horse with great magical power over the wind. Not only can it fly through the air, but it can control the wind and corrupt it with demon energy. If you already have a horse or pegasus in your possession, you can turn it into a Lescatian Dark Wind Pegasus with this purchase, and it will retain whatever qualities it had prior while also gaining the abilities of its new form. Furthermore, if you also bought the Demonic Lescatian Warhorse, you can choose to fuse the two steed options together, with the resulting mount having both breeds’ powers.

Dark Armor (200 CP)- Glowing with darkness, the armor is infused with many tentacles that constantly stimulate the wearer to boost his/her magic power and mana/magic generation – at the cost of inflaming the wearer’s lust, of course. And if the wearer is not the proper owner (such as you if you bought it), the tentacles will instead corrupt the would-be thief into a depraved monster with lust rivaling the Radicals. The armor can be a normal kind found in the setting or an armor you have in your possession from another jump. It can also be

a more exotic/unique form of “armor” like some forms of mechas/mechs (Evangelion, Gundam, etc.). If you buy a separate armor option for this jump, you can fuse the two options together for a single armor capturing both items’ attributes.

The durability of the armor is significantly stronger than what a mundane equivalent of it would be. Moreover, the Dark Armor can sense lust in you, and when you have strong and lewd enough passions coursing through you, the Dark Armor will further shield itself with a dark aura that is especially strong at resisting (and corrupting) magic; just keep in mind that the aura will in turn magnify your feelings, so it will be very hard to calm yourself down after you get into such a state. However, unlike a Living Armor, the Dark Armor lacks true intelligence or sense of self-identity.

Tentacle Medicine (250 CP)- An [eerie potion](#) that transforms the drinker into innumerable tentacles. The transformed subject’s intelligence normally drops sharply to the level of a tentacle plant (next to nothing), so you might want to see if you can find a way around that limitation. If you drink it yourself, you can control all the tentacles produced, and if someone else drinks the potion, you can still control their tentacles, too. Unlike the potion usually produced within the setting, it is actually able to turn other drinkers, even women and monsters, into tentacle beings; humans and other beings that don’t have any particularly notable attributes will become simple tentacles, but Mamono and other beings may turn into Tentacle monsters that might reflect aspects of their original selves (a fire-based Mamono would become a fiery tentacle, for instance). The number of tentacles produced by the drinker increases with the amount of mana and magical/spiritual energies within the user. Fun fact: the tentacles all function as male genitalia, and they usually take the shapes of penises, though other lewd shapes are possible as well.

Doppelganger Potion (250 CP)- A [potion](#) with a mysterious color of blue and black continuously mixing and separating. It is used by the husbands of monsters to temporarily duplicate themselves when the Mamono wishes for gangbang sex but cannot think of having sex with anyone but her husband. Depending on how much of the medicine you drink at once, you can produce from 2 to 12 identical copies of yourself. Each copy has access to all the user’s physical, magical, and special abilities. That said, your consciousness and soul are split between all of them, thus splitting the potency of your overall powers and significantly fragmenting your mind. Therefore, if you don’t have a way to offset the effects, your mind and various bodies lose rational thinking due to the chaos of feeling all those sensations from different directions. Even so, all the individual copies retain a sense of unified connection and purpose, like different limbs of the same body, so they won’t ever quarrel with each other. The “doppelgangers” generally disperse after six hours, at which point they will merge back with you into a single body and consciousness.

Celestial Sphere of Trysts (250 CP)- A [massive, half-dome slate](#) representing a hemisphere. The slate’s surface alters to reflect the current hemisphere of whatever world you’re on; go to a different hemisphere or world, and the slate changes accordingly. By calling out the name of a specific species or organization, every location where that species or group currently resides will faintly shine. With the special variant available in this purchase, you can also make it focus on a specific individual, but, as the magic is connected to emotion, you must have personally encountered the individual and have significant emotional connection to activate this secondary function. Please keep in mind that this is more of a rough representation of the hemisphere and does not show smaller-scale features like towns and forests. Also, if the species/group is spread all across the whole world, you’ll basically just get lights everywhere.

LongQuan Stones (250 CP)- A dozen pebble-sized stones mined near the legendary [LongQuan Spring](#), an untouched oasis whose waters are said to bless those who bathe there with the power of dragons. Similarly, if you crush one of the stones and put it in hot water, the resulting mixture will temporarily produce the same effect for any who bathe in or drink the water. The dragon power-up will only last for about a day’s time,

however, and though you can recharge the power by absorbing more of the water, once the enchanted water evaporates, cools, or is drained, you will need to grind up another stone to replicate the effect. Once all the stones are gone, you will receive another full set in a year's time.

Red Dragon Robe (250 CP)- Also called the Cloak of the Red Dragon, this is a powerful magic armor created from the dragon queen's own flames, given to Dragon Knights in Dragonia. The mantle itself is fire and is highly resistant to all types of heat. In addition, this mantle constantly maintains the same temperature, which has been used in rescue operations to save victims suffering from hypothermia and heatstroke; along with stabilizing the victim's temperature, contact with the cloak will transfer some of the dragon's magic energy to the victim to somewhat restore their health (but it's not a substitute for outright healing).

Magic Spear of Binding (250 CP)- Also called the Lance of Shackles, this is a lance that you can turn at will into a snake to bind your foes. However, you can also transfer your own magic/energy reserves to the serpent, which enhances its binding power and lets it erode the victim's resistance. In addition, the lance enhances the power for the *Ritual of the Snake God* perk and lets you perform it instantly on any target you hit with the weapon. Can be merged with other spears you already have in your possession or have purchased in this jump.

Berit's Sword (300 CP)- A [pink-bladed magical sword](#) belonging to a schoolgirl-turned Succubus from another world. The sword inflicts no actual wounds or damage on targets it hits, but it "seals movement." Essentially, the body part that the sword strikes will remain active and healthy but be unable to move, such that legs "cut" by it would no longer be able to walk and an arm hit would no longer be able to swing a weapon. You can also selectively define the movement restriction so that movement is allowed as long as it is "movement that does not oppose you" – meaning that a victim could still freely move about as long as he or she did not take actions that are against your wishes. The sealing effects on the movement of targets generally last for up to 24 hours, though particularly strong-willed victims might be able to break free sooner. Striking the sword against already sealed parts allows you to either modify the degree of movement restriction or undo the seal as you see fit. While the sword is most useful against living targets, the sword can also halt the motion of nonliving objects, such that cutting a boulder or a car in the right place could halt them in their tracks, even if the rock was tumbling down a hill or someone had the car's gas to top speed. If you already have a sword in your possession, or you have bought a separate sword for this jump, you can merge it into this purchase.

Spear of the Fallen Dragon (300 CP)- A "Dragon Spear of Vow" weapon exported from Dragonia to demon realm Lescatie, where it was corrupted into a new type of weapon; it has since been exported back to Dragonia, as many dragons like the new version. The spear is enchanted with a "rune of attraction" that transfers an energy boost and lustful excitement to the spear's target; once hit, the target becomes full of fierce passion and desire like a dragon, making it quite likely they will seek to make love with the attacker. You can also access the original power of the Dragon Spear of Vow, and its own rune of fury; this significantly boosts your spirit energy and arousal when activated in a fight. Can be merged with other spears you already have in your possession or have purchased in this jump.

Golem (300 CP)- An [artificially-made monster girl](#) programmed to obey you; her programming cannot be overwritten by anyone else except with your permission. She is very loyal to you and wishes to serve (and love) you to the best of her abilities. She can be anything from a common Golem to a more specialized variant like a Living Doll or Automaton. Your Golem is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Spell Books (300 CP)- A collection (practically a library) of the various magic tomes used by humans and monsters for different magic spells. Anyone who reads one of the spells will learn the spell and be able to cast it, even without spirit or demonic energy. Be warned, a lot of the spells are...strange, especially the monster ones. Please also keep in mind that some of the spells require various ingredients and rituals to work.

Wurm Tentacle (300 CP)- A unique type of [tentacle plant](#) that grows in the subterranean “Wurm Nests” of Dragonia. Unlike most tentacles, the Wurm Tentacle is rather intelligent, though still somewhat simple-minded in its affection for you. Blessed with the power of dragons, it is a “boss”-level monster and has high physical and magical stats, both in attack and in defense. And like dragons, the tentacle can switch from its relatively humanoid form to a dragon-sized, monstrous tentacle plant. Interestingly enough, the plant also acts as an enhancer for alcohols, and any wine, drink, or fruit placed in close vicinity to the tentacle plant will become richly sweet and intoxicating, though the effect diminishes the longer it’s away from the plant. As an item, the Dragon Tentacle does not count against companion restrictions unless specifically imported as a companion.

Cursed Sword (300 CP)- A [foreboding, ornate sword](#) that has what looks like an eye on its hilt. The sword is in fact possessed by a battle-hungry spirit and wants above all to cut people. Unlike a normal sword, the Cursed Sword does not leave physical wounds, at least on living things (she can physically cut through non-living things with no problem), but rather targets the enemy’s internal energies such as spirit energy. Each “cut” causes the victim’s internal energy to “bleed” out and be replaced by the sword’s demon energy. As a result, people cut by the sword enough will turn into Mamono. The sword also grants the user inhuman strength, such that a simple villager could become a formidable swordsman.

Under normal circumstances, such a sword would parasitically corrupt the user to go on berserker rampages, but with this purchase the sword will recognize you as her rightful owner and “sheath”, and therefore will not corrupt you, whether you are male or female (even so, she will telepathically urge you to use her to cut as many people as you can, though you can choose to ignore her advice). Still, you can “fuse” with her such that you and the sword you hold are a single being in existence. You maintain control and can break off from the fusion whenever you like, but when in the state you will feel the full aggressive intensity of the sword. Since your sword will be able to sense what you sense with your body, and you will be able to sense whatever your sword senses (and that eye is real, remember), in the fused form you will become incredibly skilled in sword fighting, with lightning-fast reflexes and eagle-eyed precision. Plus, your sword can summon an empty (in mind and soul) female body for her to possess, thus allowing her to serve you, her precious owner, in new ways.

Your sword retains her MGE powers in other jumps, but if you wish she can swap her powers out to her original set before the Demon Lord’s changes; in that form, she would be able to cut and leave physical, cursed wounds (which cannot be healed until the curse is broken) on enemies, and anyone who endured the cursed wounds long enough without dying first would turn into a regular, non-Mamono monster. She can also change her sword form into a gauntlet when necessary. You can change the sword between these different forms as many times as you like.

Seeing as she recognizes you as her sole owner, she refuses to be anyone else’s sword; if someone else tries to use her, she will resist to the best of her abilities. The sword can be of the type(s) available in the setting, or it can be a sword you already have in your possession from another jump. Powers that the sword has from other jumps may influence the form and powers of its summoned body to a degree. You can similarly make any other sword you bought in this jump gain the attributes of the Cursed Sword. Your Cursed Sword is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Living Armor (300 CP)- A monster that, to all others but you, appears to be a normal set of armor, but you can see her as a [half-transparent female](#) wearing the armor. If she wishes, she can also make her true appearance visible to all. The armor can be a normal kind found in the setting or an armor you have in your possession from another jump. It can also be a more exotic/unique form of “armor” like some forms of mechas/mechs

(Evangelion, Gundam, etc.). Or you can use a separate armor item purchased in this jump. She will customize herself to perfectly fit on your body alone, and you will never feel constrained or weighed down by her.

In either case, the demon energy of the monster significantly strengthens the armor's endurance beyond its normal capacity, for instance, a mundane suit of medieval armor, upon being enchanted with the spirit of the Living Armor, would become strong enough that an attack able to crush or melt steel wouldn't even faze it. The female armor will also retain any special properties that the original armor had. You can "wear" her, but nobody else will be able to put her on, as she shifts her body specifically to fit your form. When worn, the two of you will "fuse" and be able to exchange energies between each other. However, the Living Armor won't transmit demon energy to you unless you command it to (so you don't need to worry about getting transformed if you're a female). The two of you will share each other's senses, and your physical senses will be increased to the same level as the armor's.

When not worn by you, the Living Armor can still float through the air by her own free will. She and you can also upgrade her with further enhancements and weapons with enough work. Your Living Armor is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

Genie's Lamp (300 CP)- You now own a [golden lamp](#), which is the very source of existence for a powerful genie. Keep in mind, though, that the genie's wish-granting power comes from drawing on mana and other energy to convert into a spell formula for miracles; therefore, while simple wishes can be easily be fulfilled with just small energy uses, heavy-duty wishes require a lot more fuel, and if the genie doesn't have enough power for the wish, you'll have to supply some extra energy to her for the wish to truly take effect.

Fortunately, the lamp automatically collects mana from its natural surroundings, so don't worry about draining the lamp and genie dry. Also, your genie is mischievous and independent to a degree, so she will try to stop you from making wishes she disagrees with. Your genie does not count against companion restrictions unless specifically imported as a companion.

Kurobinega (100 CP, Free Drop-In)- A doujin group that follows you between jumps and gives you access to all events and markets for doujin materials, with a license to distribute any doujin or manga material regardless of lewd content.

Art Museum (200 CP, Discount Drop-In)- A collection of various artworks made by humans and monsters alike throughout the setting, as well as a collection of all fanart and comics made by fans for the setting. All curses and enchantments from demon energy that would normally be on them have been neutralized, though you can shut off the safety mode if you are brave or foolish enough.

Monster Girl Encyclopedia (300 CP, Discount Drop-In)- A collection of all published works for Kenkou Cross's Monster Girl Encyclopedia, as well as a full set of the Wandering Scholar's writings from within the setting, including section that he has not officially published yet (meaning, notes and entries not available in any official MGE publications). All demon energy enchantments are selectively removable at your discretion. Updates with entries to account for monsters in subsequent jumps.

Proto Scan-Shield (400 CP, Discount Drop-In)- A prototype device cobbled together from the fragment of a Celestial Sphere of Tryst. While not able to provide as many details as a Celestial Sphere (it won't identify specific species), it can detect and locate monsters and sources of demon energy in the vicinity (with 50 km) when activated. The prototype also uses components salvaged from another tool to temporarily suppress the

corruptive effects of demon energy around it; however, it can only run for a short period, and the scanning component spot demon energy if you're nullifying it at the time – plus, the stronger the monsters in range, the more likely the suppressor component will overload and shut down.

D.E.P.A.2 ~ Demon Energy-Proof [Almost] Armor (600 CP, Discount Drop-In)- A full, single-piece bodysuit that, courtesy of jumpchain fiat, fully shields you from demon energy and its associated effects, no matter how powerful the mana. However, the suit's sole protection is against mana, so it is utterly vulnerable to all other kinds of damage. And due to its fragility, it breaks and becomes useless if damaged at all (though it will regenerate by the next jump). So be careful about wearing this “armor” into combat or into strenuous conditions, or it might break at the worst possible time.

How to Be a Good Husbando (100 CP, Free Local Human)- A guide on how human men can best get along with their Mamono wives, with chapters on how to build the best relationship for each sapient species (there's also a small one for humans). Just by reading the right section, you will start to mold yourself toward your wife/partner's ideal you, even learning essential skills that she would like you to have. Of course, the focus is more on making your wife/partner happy, so it won't always help you take charge of the relationship. Updates to account for new sapient species in each jump.

Canteen of Magical Supply (200 CP, Discount Local Human)- A seemingly-empty [canteen](#) that readily produces water whenever mana is applied to the canteen to power it up. The canteen normally produces normal water, but extensive exposure to specific kinds of energy can cause the water to be infused with that energy; however, your canteen (unlike most others available in-setting) has a remarkable filter, so the canteen will not become permanently locked on a specific energy or permanently tainted by one unless you want it so – instead, once the corruptive energy is gone, it will go back to producing regular, untainted water.

Alraune Nectar (300 CP, Discount Local Human)- A half-translucent, [amber-colored liquid](#) that is very sticky and syrupy – the bodily fluids of an Alraune monster girl! It has aphrodisiac and stamina-boosting effects on whoever drinks it, and it also acts as great monster bait by attracting them with its sweet, intoxicating scent. It also makes great honey.

Holstaur Milk (400 CP, Discount Local Human)- A bottle of eternally [fresh milk](#) squeezed from the breasts of a Holstaur. The milk is both delicious and nutritious while also boosting the drinker's stamina. It also acts as a beauty product by giving the drinker expanding and maintaining the size, resilience, and luster of breasts. The bottle refills when used up. All potential monsterization effects of the milk have been nullified.

Raging Mushroom (600 CP, Discount Local Human)- A [spicy mushroom](#) that, when eaten, appears to “strengthen” the eater's physical power in battle. What it really does is generate an aura that causes enemies in close range of the eater to lose some of their physical strength and endurance, such that a mundane human, even a sickly one, could potentially overcome a strong monster like an ogre or even a dragon. The mushroom has the side effect of filling the eater with a lust for battle.

Monster Literature (100 CP, Free Mamono)- A library's worth of various books written by Mamono. The books are quite diverse, but they all embody themes that favor love, sex, and monsters – even the children's books! Also comes with *How to Be a Good Waifu*, a companion to *How to Be a Good Husbando*; it teaches monster wives how to please their husbands while simultaneously wrapping them around her finger and has specific sections on how to use their special abilities to improve their matrimony.

Arachne Silk (200 CP, Discount Mamono)- An endless strand of silk from an Arachne that can be used in [making clothes](#). Clothes made from the silk are extra durable, so that even a wild beast couldn't leave even a

tear on them. Semen and other stains on the cloth are easy to remove, but magical energies applied to the clothes have a trace of them absorbed and stored inside the clothes, giving off the scent of the energy.

Demon Realm Silver Weapon (300 CP, Discount Mamono)- The official equipment for soldiers in the Demon Army. A sword made from [demon realm silver](#) (also called realmsilver), causing it to not inflict physical wounds on a target, but instead drain away their magical energy (spirit energy, demon energy, etc.). The sword does not generally drain away essential life force, so the opponent remains alive, but the gradual loss of energy with each blow will weaken him or her, allowing you to defeat them without having to kill them. In the case of women, demon energy will flow in to replace the lost energy, thus potentially converting them into monsters with enough cuts.

A magical wound from the weapon is not accompanied by pain or bleeding, but demonic energy seeps into the body, bringing a feeling of heat and weakness. If this is a deep wound, then the place hit by the blow cannot move, and if it is a blow that would be fatal when using conventional weapons, the body will not be able to move on its own, sometimes it leads to fainting. Essentially, the effects depend on what the level of wounding would be with a normal weapon: light wounds cause feelings of weakness and heat, deep wounds cause immobility in that area, and conventionally fatal wounds immobilize the whole body or trigger outright fainting. Interestingly, the sword is super-effective on Mamono and monsters in general, quickly knocking them out with but a few strikes, though it mostly just paralyzes/disables them instead of killing them.

Please note that while swords are the default option for purchase, you can select demon realm silver weapons from a variety of different tools ranging from lances to whips to even magic-powered guns. If you have a separate weapon in your possession, you can also choose to make that weapon into your Demon Realm Silver Weapon. Please note that pretty much all the special weapons available in the items sections that originate from demon realms (Druella's Sword, Cursed Sword, Spear of the Fallen Dragon, etc.) also contain realmsilver by default.

Cursed Blessed Equipment (400 CP, Discount Mamomo)- A variety of different sets of armor and gear enchanted with the mana from specific types of Mamono (one is Dullahan, one is Werewolf, etc.). If a human puts on the armor, the armor will normally lock on him or her and expose the subject to the demon energy, hastening their conversion to an Incubus or the specific monster that "blessed" the equipment. You, on the other hand, can take the equipment on and off and won't be permanently affected by the curses. In addition, the armor will grant you special enhancements depending on the type of Mamono it is built around. For instance, the Ogre armor would give you greater strength, while the Yuki-Onna suit would give you ice magic. If you are a Mamono yourself and are the same species as the type embodied in the armor, your special abilities for your race will be strengthened (and if you chose to be a Mamono for the jump, you can be sure that there will be at least one set of armor matching your type). If you already own armor/gear (including any others you buy in this jump), you can fuse it with this purchase accordingly.

Demon Realm Boars (600 CP, Discount Mamono)- A mating pair of two [Demon Realm Boars](#). With a jet-black coat, gigantic tusks, and a huge body, each mighty boar is larger and stronger than an ox. Due to their gentle and friendly personality, as well as endless endurance, they are popular pets, beasts of burden, and war mounts, leaving aside their nutritious meat, which is potent enough such that an ordinary man could copulate nonstop with a monster for three days and three nights fueled by a serving of the meat alone. Oh, and don't worry about feeling guilty; the boars are able to "shed" fresh meat like sheep getting wool sheared without any harm to themselves, so it's perfectly fine to have a nice helping of boar meat after playing with your pets. Being pets, they don't normally count against companion limits unless specifically made into a companion.

Items (Affiliation)

The different organizations across the world have manufactured a number of neat little gadgets and treasures that they like to share with their members (or distribute to unsuspecting victims). All discounts are 50% off. Any items that are used up, lost, damaged, or destroyed will reappear in mint condition in your Warehouse after a month has passed. Please keep in mind that while you may be able to find many of these items within the jump, you will need to purchase them here for the jump fiat protecting them from infecting you and others with a myriad of corruptive curses, transformations, and the like.

Travel Booklet (200 CP, Discount Unaffiliated)- Instead of being a scholarly overview of the world, this is more of an in-depth tourist's guide, with info on must-see attractions, dining experiences, and inns among other things. The booklet updates to include tips for the current setting in each jump.

Magic Gems (400 CP, Discount Unaffiliated)- A bag full of a couple dozen [magic gems](#). Magical gemstones are prized for their use in magic because they can absorb and permanently contain the first source of energy that is directly poured into the stone. Once the energy enters, it becomes locked inside, and no further energy can be absorbed. The color of the gem alters not only depending on the type of energy used but also the specific person who applied the energy, making each stone uniquely beautiful. Powers that can detect the "aura" of a specific individual will also recognize the gem that was formed by that person accordingly. Your bag refills with new, unadulterated gems whenever you push energy into one.

Hero's Gear (200 CP, Discount Order)- A set of holy armor, sword, and shield given to the greatest of heroes. It embodies light and holy magic, making it highly effective against dark powers. If the gear was corrupted by darkness, it would become even stronger, albeit in the opposite direction. If you already own similar equipment (including other items bought for this jump), you can merge them with the Hero's Gear purchase.

Sword of Lies (400 CP, Discount Order)- A prototype weapon created by the Order, based on legends of a sword said to bestow upon its possessor with the power to "attract the future they desire." Said sword was actually a Mamono weapon blessed by Druella herself, whereas the Sword of Lies (though the Order claims it really is the Sword of Truth) was made by the Order so you can avoid "bad ends" with monsters and remain blindly loyal to the Order. Essentially, the Sword of Lies lets you reset from "bad ends." Whenever you are in a state that could be considered a "game over" (though it must be something sexual or involve you being transformed/mind-altered to work) and there is no way to escape the coming doom, the sword will activate and take you back to right before the key decision you made that sealed your fate. This reset will occur even if your mental faculties have been compromised, such as if you were transformed and brainwashed into a Lesser Succubus.

You will have no lasting physical effects after the reset, but be careful! The memories you retain from those bad ends can traumatize your mind and potentially, if left untreated, continue the aborted corruption. If you want, you can make a sword you already own (including one you bought for this jump) into the Sword of Lies. For the real Sword of Truth, see the *Fallen Jumper and the Magic Sword of Truth* drawback's reward.

Dark Soldier Squad (200 CP, Discount Demon Army)- A special gem badge of Demon Army officers that lets you summon your own personal squad of loyal and dedicated soldiers. They can be a mix of the various kinds of soldiers in the Demon Army, or they can be a specialized branch such as musketeers or heavy cavalry. You could even have a [Dark Strategist](#), who leads troops to victory with excellent tactics and obscene magic. The number of soldiers can range from six to a full dozen individuals, but since their overall power level will be

split amongst the battle unit, their individual capabilities will lower with the more soldiers in the squad. The squad does not count against Companion limits unless specifically summoned into a Companion role.

Druella's Sword (400 CP, Discount Demon Army)- The most powerful [magic sword](#) in Lescatie after being remade into a demon realm. The weapon was personally blessed by Druella, making it much stronger than other magic weapons. A terrifying stream of demonic energy that incarnates as dark matter swirls around the blade, and you can flood the entire space around you with scarlet demon energy, increasing the transformation of humans and the land itself. If magical power has accumulated in the sword, then it can be sharply released in one attack, which blows away the opponent's magic with a flow of demon energy and can knock the target unconscious.

However, the main ability of this special magic sword is that it allows the wearer to look into the hearts of opponents and see their desires like Druella herself can. When you cross blades with an enemy, their secret desires will gradually be revealed, such as who they are in love with and what they secretly want in life. Furthermore, instead of just turning the opponent into a Succubus like other demon energy-infused swords do, you can direct the enemy's transformation into other races of monsters, matching them up with the race most suitable with their hidden desires. If you want, you can make a sword you already own (including one you bought for this jump) into Druella's Sword.

Sabbath Uniforms (200 CP, Discount Sabbath)- You get the separate member uniforms from all the canonical Sabbath groups (as well as the uniform of your own group if you joined a different Sabbath chapter). Each Sabbath outfit has its own charming aesthetic as well as some magic traits. All the uniforms count as the same item, meaning that if you are wearing one of the clothes, you can instantly switch between it and the other uniforms at will. You can even fuse them together for a uniform that combines the traits of all the outfits, though their magic powers are slightly dampened in this merged form; you can split them back up into their separate uniforms when you want. If you are male, the uniforms will turn into the versions meant for the Sabbath's male "onii-chans", with relatively the same charming aesthetics and magic but now applied to the set-up of a male; for instance, instead of giving you big breasts, the male version of the Marune uniform will give you a big penis.

Below are the uniforms from the different Sabbath groups:

- The [Demon Lord's Army Sabbath uniform](#) is the kind you see on the encyclopedia entry for Witch, and it was introduced by Bapho-sama to replace the formerly terrible visage of witches with the charm of little girls. It includes a typical witch's hat, cream colored short skirt, and striped knee socks. The costume is etched with a means to soften blows from physical weapons, thus protecting against the traditional weakness of magic casters. Plus, the design of the golden line from the chest to the skirt can boost your power of corruption, and the more you embody childishness while wearing it, the more it will gather viewers' carnal lust to empower your magic.
- The [Kuroferuru Sabbath uniform](#) boasts the greatest exposure of any Sabbath, and members willingly wear the dubious glossy black leather material to absolutely assert that they possess a lascivious heart. The inside of the black leather boots and robes are packed with engraved arts, and small tentacles of mana continuously caress the limbs. The lining of the black leather hat also has an insignia engraved, which inhibits thoughts based on reason and morals. Please also note the "Black Goat's Seal" carved on the abdomen (which you also gain whenever you wear the uniform): "Pleasure Runes", "Runes of Insemination", "Temptation Patterns", and many others are combined into this rune, so that anyone who lays eyes on your appearance can't help but thrust their penis (or other parts) and start screwing.

- The [Momonika Sabbath uniform](#), called the “Teen’s Charm” clothing brand, was created by Momonika herself. It is arranged with plenty of heart marks that delight mamono children, so that while emphasizing childlike cuteness, it is a design that also brings about lewdness, and grabs childish hearts that want to stretch to be like an adult woman! The clothes are also imbued with seduction magic so you can monopolize your onii-chan’s gaze. Teen’s Charm clothes are designed to be worn in combination with other clothes, so you can mix in other clothes without changing out of the uniform.
- The [Shirokuto Sabbath uniform](#), in which deep green invokes a feeling of intelligence due to the design that expands from the chest to the skirt hem, creates a lovely silhouette. At the same time, by daring to conceal the waist and obscure the lines of the body, causing one to imagine the delicate flesh hidden within, it is made for the purpose of inviting more of a man's lust and corruption! Furthermore, the Shirokuto Sabbath, being practical, built in a variety of useful features. On the hat, "Mamono Realm Glass" feathers with the property of storing mana belonging to darkness and demons are arranged, and the uniform, made by firmly tempering fabrics and threads with mana, has a high affinity for magical power.

The widely spread sleeves are made so that magic flowing inside of them is allowed to stay, greatly enhancing stability while using magic. For protection in large scale magic experiments, it can defend against effects on the practitioner and damage to clothes brought about by the aftermath and backlash of mana, and even if it is damaged it can easily be repaired by putting in a little mana. However, this variant of the uniform is weak to physical force and can easily be torn.

- The [Runya Runya Sabbath uniform](#), which doubles as a librarian outfit, harmonizes with the quiet space of libraries, and although it has a tidy and composed design, it doesn't forget to complement the charm of a young lady! Although the uniform gives a firm image, it doesn't feel stiff, as Runya Runya put emphasis on comfort and ease. The secret is a proprietary fabric recipe that makes you feel volume even though it is thin enough to use around the chest and sleeves. If you touch it lightly, it feels very fluffy just as it looks, but on the other hand, the moment Onii-chan's hand strongly touches the chest, because of that thinness it's as if that touch is transmitted directly to bare skin.
- The [Ropurotto Sabbath uniform](#) was made under the idea of fusing the cuteness of beasts and young girls, so it's fur clothing with fluff adorned everywhere. It includes a magic hat that hides your original ears when worn and causes beast ears to pop out of the hat. The beast ears possess sensation as if they were from the original person, and twitch along with the witches' emotions. Hearing ability is also properly equipped, and it's possible to sensitively capture Onii-chan's voice and breathing with bestial hearing.

In the same fashion, the tail springs up from the bottom while wearing the uniform, and moves according to the will and emotion of the witch; the sensation of the tail being touched is properly transmitted to the person wearing it. Also, when the uniform is worn by species that originally have ears and tails such as beast folk, the ears pop out the top of the hat and the tail shoots out of the clothes.

- The [Marune Sabbath uniform](#) promotes the charm of a simple girl by simply being a normal village girl's outfit. The clothes are made by the hands of the tailor of Marune's village, who uses a durable fabric suitable for farm work and raising stock without any magic involved. The big pockets and hand-sewn goat embroidery are lovely. Your version of the uniform with this purchase gives you giant, enlarged breasts befitting the Marune Sabbath whenever you wear it, and the combined charm of your udders with the humble uniform draws dirty eyes toward your chest even without magic to help you.

- The [Greilia Sabbath uniform](#) is pure white to show a heart of untainted affection that should be held as a user of pharmacomancy, with the heart marks adorning the hat and buttons representing the spirit of service that sticks to the patient. By coloring the pure white uniform with a sense of cleanliness with red, including the flower-like sweetness the girls possess, it results in a wonderful finish that makes you feel the "immorality" staining it! The uniform includes magic to limit nervousness in patients. Since the uniform that touches the patient must be clean, magic that purifies all filth except cum is incorporated, preserving the "pure white" of the uniform.

In addition, the hair used while in uniform of course is also given strong protection magic so that the hair and body hair of the wearer does not fall out. Also, although the material used is thick, it perfectly covers the body of the witch, and when glued to the patient, the tender feeling of the young flesh underneath and the heat held by a small chest are clearly conveyed through the clothes.

Familiar (400 CP, Discount Sabbath)- An [artificial race](#) created by the Baphomets to be living magic conduits to enhance the powers of “magical girls”. On top of being proficient speakers, they look adorable and behave in a friendly manner, so those who listen to their words lower their guard and listen with rapt attention. Even the monstrosity obscene tenets of Sabbath are naturally imprinted in the mind when they speak. They can also cast the spell of lolification and make human women into Witches if they’ve started embracing the Sabbath’s values.

The Familiar contains a small but potent fragment of the Baphomet’s true power in addition to any other magic she soaks up, and you can siphon off that power to temporarily enhance your magic and charm. If you took *(Im)Mature Magic*, your youthful charm and magic will be enhanced even greater with your Familiar, and if you took *Familiar Contract*, your bond with the Familiar will be virtually unbreakable. If you bought *Sabbath Uniforms*, your Familiar will also get the same uniforms to wear, with their charms enhanced whenever you are together and wearing the same uniforms.

Plus, since your Familiar has a strong compatibility with you, the two of you can fuse together at will and thereby soar to unfathomable heights in your magical power and seductive charm, with even elements of a Baphomet seeping to the surface (as noted by the horns growing on your head). Just keep in mind that with two consciousnesses in one body, even though you’re in charge, your combined emotions and desires will swell up to nearly uncontrollable levels. You’ll probably come to fully embody one of the Sabbath’s virtues such as Purity, Indulgence, Sexual Love, or Motherly Love. But don’t worry, you can split back to your normal selves.

Due to the strong bond you share, your Familiar will likely wish for you to share your “Onii-chan” and other relations/lovers with her, just as she’ll share anyone she has affection for with you, since by her reasoning, the two of you are two halves with a common sense of purpose and desire. Technically considered an item, your Familiar won’t count against companion restrictions unless specifically imported as a companion.

Succubus Nostrum (200 CP, Discount Merchant’s Guild)- A set of [“beauty products”](#) that contain “medicine” with the demonic energy of a Succubus. Whoever the “health and beauty enhancer” is applied to will transform into Incubi or Succubi depending on the gender. Anyone who sees the set and is uninformed of the true effects will believe that they are simply beauty items that they can use to look prettier.

Dwarven Glass Bottle (400 CP, Discount Merchant’s Guild)- A set of a dozen glass bottles and containers made by the East Giyamante Dwarven Craftsmanship Firm. Each piece is a testament to Dwarven art with its

beautiful etchings, but furthermore they're magically reinforced to resist both magical and physical damage, and they will preserve whatever is stored inside indefinitely, even organic liquids that would go bad after a week.

Undead Grey Lamentation (200 CP, Discount Circle of the Night)- A [rare mushroom](#) that has a grey-colored cap resembling a human's face. The spores emit a "scent of death" that attracts those seeking death, and the mushroom is very tasty for all undead beings. When eaten by a being that is not undead, he or she will, over the course of 7 days and nights, transform into an undead. You can also choose to revert individual mushrooms back to their original state, in which they instilled a curse of fear on those who saw it and would make those who ate it die after 7 full days.

Phylactery (400 CP, Discount Circle of the Night)- A item used by [Liches](#) to serve as the "vessel" for their soul. From the soul, you can remotely control your body and see through it. Since the phylactery keeps your soul separate from your body, your mind remains unaffected by hormones, spirit energy, pain, and other sensations that would normally disrupt your concentration – perfect for making studious notes even in the midst of sex. If the phylactery is damaged, your soul will automatically return to your body.

Dormouse Tea (200 CP, Discount Queen of Hearts' Playmates)- With tea parties considered daily national holidays, tea is a precious commodity in Wonderland, and some of the finest tea is produced by [Dormice](#) – and now you have a steady supply of said tea. The demon energy of the Dormouse has a sweet, molasses-like flavor that makes for excellent tea when mixed. Anyone who drinks the tea and chooses to sleep afterwards will have a deep rest that soothes the body and takes you to a wonderfully sensual dream. And the version you've bought has been adjusted slightly, so women who drink it no longer need to fear being turned into Dormice (unless you want them to).

Hatter's Hat (400 CP, Discount Queen of Hearts' Playmate)- A [strange hat](#) plucked from the head of a Mad Hatter (don't worry, the hats grow back!). The hat ordinarily seems to be a felt or cloth hat resembling a giant mushroom, but when worn, you can turn it into a mushroom that temporarily fuses with your head. The spores (which have been adjusted with the purchase so they don't permanently infect and turn you into a Mad Hatter) will give you greater clarity as your mind is able to move much faster than it can normally. When you take the hat back off, the intelligence boost recedes. If you put the hat on someone else, you can alter the effects so the wearer gets infected and becomes a Mad Hatter; you'll get a new hat as a replacement afterwards.

Fairy Powder (200 CP, Discount Fae Court)- A rainbow-colored powder made from the shed scales of [Fairy](#) wings. It is an especially potent and useful ingredient for magic potions, runes, and the like. Also, if sprinkled on your head, it attracts all fairies in the vicinity to your location and makes them friendlier toward you; this works with fairies from other settings, too. Furthermore, the power is also effective in attracting/befriending beings with childish bodies or mindsets (Imps and Goblins within MGE, for example).

House Tree/Mush (400 CP, Discount Fae Court)- A cute little tree or giant mushroom that has a spacious interior containing individual rooms and furniture, allowing for a naturalistic and childish home. It has an organic feel to it, but it has various magical equivalents of modern conveniences (bathroom, kitchen, etc.); also, the house magically keeps itself clean and tidy. Being a living thing, the house will grow bigger over time, but you can restrict the outside growth of the tree/mushroom if you wish.

Can be summoned by you to a location of your choice in each jump. Plus, reflecting the storybook-like land it originates from, the tree/mushroom can think and talk; it has an innocent, childish personality and views you as a close friend/family. The tree or mushroom does not count against standard companion import limits unless you specifically make it a companion.

Sun of Darkness (200 CP, Discount Elemental Faith)- The primordial, unborn form of a [Dark Matter](#), it is a large orb the size of your head, dripping in pure darkness. You can either move it about and throw it like a physical item, or at your will have it levitate through the air. Whoever makes physical contact with the sphere will be instantly corrupted by lust and pleasure. The substance naturally erodes and absorbs magic, such that any magical attack used against it will only cause the sphere to grow bigger and stronger. Also, it can become incorporeal to pass through walls and other physical barriers.

The orb is currently mindless and subject to your personal control, but you can “awaken” the Dark Matter inside at your command, allowing it to perform more complicated actions, though at the price of it becoming a lustful Mamono that may or may not obey you (though she still looks up to you as her “parent”). On the flipside, you can clamp down on the demon energy influence so that it instead embodies true darkness; people struck by the item, instead of being corrupted primarily with lust, will instead be corrupted by the sensation of evil.

Scepter of the Ice Queen (400 CP, Discount Elemental Faith)- Taken from an [Ice Queen](#), the tall staff embodies the full ferocity and heartlessness of winter. While wielding the wand, you can freeze targets with ice intense enough to freeze the [metaphorical] heart. Anyone trying to even approach you will be beset by increasing gales of loneliness and despair. You can also use the treasure to produce items of pure ice and snow, from thrones to entire palaces. The ice you produce is vulnerable to fire – both the element and the “fire” of love.

Shed Skin (200 CP, Discount Cult of the Snake God)- A molted skin that was discarded by a [Lamia](#) and subsequently enchanted with magic. By wearing the skin over the lower half of your body, you can temporarily take the form of a Lamia, but you can only wear the costume for 24 hours at a time; once you take it off, you will have to wait another week before you can wear it again. You can also access the memories that the Lamia had up to the point that she shed her skin, giving you important insights on Lamia culture and lore.

Echidna Dungeon (400 CP, Discount Cult of the Snake God)- A very generous [Echidna](#) “god”, having finally hooked up with a husband at last, has decided to leave her favorite dungeon to you, designed to lure in potential hero suitors with many magical items and test them with various traps and mazes. You, of course, have the blueprint so you can get past all of those things. The dungeon follows you between jumps and can be placed at any location of your choice in a jump. None of the traps and the like are deadly, but the Echidna had high expectations for her hero, so overall the dungeon is able to challenge even the greatest of adventurers.

Tsukumogami (200 CP, Discount Inari Faith)- An item in your possession has been granted life due to its strong feeling of gratitude toward you, and is now a Mamono with the appearance of a girl faintly resembling that object. She is incredibly loyal to you, and if you are male would love to give you a “worthy reward.” The item in question can either be a simple item you picked up in the jump such as an umbrella or musical instrument, or it can be an item that you already owned before coming here (or a separate item you bought in this jump). Either way, the item should typically be no larger than a truck in size.

Generally, the item receives, in addition to the standard abilities of Mamono, enhancements to assist in its original “purpose” (for instance, a [lantern](#) could convert her energy into a flame that lights/heats up her body, and an [umbrella](#), reflecting her original purpose of protecting her owner, could now repel rain, swords, and even magic that makes contact against her canopy). The Tsukumogami can switch between her Mamono and standard item forms, and her powers are shared between her forms; this means that special enhancements in the original item can be used by the Mamono in her humanoid form, and her new monstrous powers like producing demon energy carry over to when she is pretending to be a normal item again. Your Tsukumogami is considered an item and therefore does not normally count against companion imports unless specifically made into a companion.

You cannot use a Tsukumogami purchase to get the equivalent of a Cursed Sword or Living Armor; see their own item entries to buy them.

Yukaku (400 CP, Discount Inari Faith)- You own the deed to one of the many “pleasure districts” for Zipangu “youkai” Mamono; they are especially popular for young youkai seeking lovers. The Yukaku consists of a pleasant set of traditional Zipangese (Japanese) streets and gardens that have a cultured flair while also having a natural aesthetic. Sakura petals fall from the sky with no end (without burying people either), and the domain in general gives off a pleasant feeling that invites love.

Youkai can instinctively seek out and access the Yukaku wherever they are, but the area has an imposed geass that requires all who enter to be peaceful with one another; active youkai can still “hunt” guests for fun, but they cannot take action to harm anyone. Humans also have a high chance of being “spirited away” to the Yukaku if they are the kind of humans that would be preyed upon by youkai (though in the Yukaku, they’ll be “preyed upon” in a different fashion, as befitting mamono). In addition, the area has a spell that increases the luck of people finding lovers while in the Yukaku, with extra luck given to pairings with youkai.

The Yukaku is a pocket realm that follows you between jumps and you can access from your Warehouse or place it in a location of your choice in different worlds. If enough youkai and humans settle in your Yukaku, the district can gradually expand in size, maybe even becoming a town in its own right. In addition, the Yukaku is always linked to whatever the current setting’s version of Japan is, so you can open up portals between your pocket realm and a location of your choice in that Japan. Likewise, any “youkai” in the setting you are in – creatures that embody Japanese monsters, monsters found in Japan, monsters found in parallels to Japan, etc. – can access the Yukaku as a guest.

In general, youkai feel attracted to the place and enjoy visiting. And as love always finds a way, even the fiercest of youkai will likely find themselves blessed with happiness and love, even with a human they’d have otherwise eaten, when they visit the Yukaku. You can also regularly collect rent from the district.

Jiangshi Servant (200 CP, Discount Mist Civil Service)- A [Jiangshi](#) that you have brought to (un)life. Due to technically being an “item”, she does not normally count against companion restrictions unless specifically made into a companion. The exact attributes of the Jiangshi depends on which kingdom you chose to serve under the Mist Civil Service faction (if you buy it a second time, you can choose a different version than your kingdom’s); if you did not choose that faction or wish to pass on the discount, you can choose from any of the three following options:

- **Land of Four Gods-** Your Jiangshi is fairly strong physically/magically and quite intelligent, giving her a healthy balance of strengths, but this also means that she sees you as an equal partner rather than a master; she starts out as a loyal helper who might become a lover over time, but don’t expect her to unquestioningly follow your every command.
- **Land of Four Fiends-** Your Jiangshi is exceptionally powerful in physical strength and magic, but she has a highly independent and sex-crazed mind that is difficult to control, such that she is constantly seeking to flip the board and assume her rightful place as your master.

- **Land of Four Souls-** Your Jiangshi is a docile, blank canvas who is absolutely obedient to you and can be programmed as you see fit; that said, she isn't the strongest physically/magically, and her lack of independence means that she will depend on you for complex directions.

Great Wall (400 CP, Discount Mist Civil Service)- A special contract that lets you summon Mist Continent workers wherever you are (even in another world/jump) to build a wall around any property/land that is completely yours. The workers will all vanish like mist once they've completed the project, but the wall will be just as grand as any of the formidable, towering walls used by the various kingdoms in the Mist Continent to defend their holdings. The walls are strengthened physically and spiritually, and, assuming the perimeter is long enough, will contain various fortifications and structures for defending the wall.

Furthermore, when building the wall, the workers can use a special technique to absorb latent mists in the area into the very foundation of the wall. Any such mist will strengthen the wall's defenses, and if the mist/fog had any special properties, the wall will also gain similar enhancements in a way that will support those defending/defended by the wall; for instance, a poisonous miasma that harms those who breathe it would hurt those who attack the wall, yet leave people stationed on the wall unharmed.

Underwater Palanquin (200 CP, Discount Ryugujo)- A small palanquin that is fit for royalty and surprisingly has enough room for a half-dozen people inside. The litter functions safely underwater without letting water inside, and it could be used in conjunction with aquatic carriers as a form of water transportation. More than that, though, you can designate the palanquin to travel on autopilot between two fixed points connected by water. The covered litter will move at a sedate speed but is guaranteed to get there eventually. As long as the palanquin is moving between those locations and the passengers do not exit, the transport will be safe from attacks of any sort, as no one would wish to mar such a lovely vessel of the sea. However, it does not protect you against natural hazards, though it will do its best to move around them. Plus, as soon as you and others exit the vehicle, you are no longer granted that protection.

Tamate-Bako (400 CP, Discount Ryugujo)- Have you ever had the feeling, just after you wrapped up your vacation, that you missed out on some opportunities and now it's too late to experience them? Well, now your troubles are over! Open this ornate box when you are doing a recreational activity (going to an amusement park, taking a cruise, going on a road trip, etc.) and keep it open until you finish the overall experience – after that, you need to close it. When you later reopen the box, magical smoke will fan out and engulf you in a lifelike simulation of whatever activities you missed out on during your recreational outing. You'll get the full sensation of food you missed out on, feel the bubbling laughter from a comedy act you were unable to see, and experience the in-depth warmth of a romance that could have been. However, once the simulation is over, the smoke will fade away, and the box will reset to its default state; if you want to experience those extra things again, you'll have to go there and do it yourself for real this time.

Messenger of the Sun (200 CP, Discount Kingdom of the Sun)- A [giant red cobra](#) larger than a tall human. These sacred beasts, the only monster said to have lived as long as the Pharaohs themselves, serve as the royal attendants/guardians of the pharaohs, and yours is highly loyal to you. It lacks fangs, but it specializes in sun magic to produce magical shields to protect you and allies of your choice from attack or unleash powerful beams of light at enemies, for example; you can also transfer magic from yourself to it to boost it. Plus, it certainly packs a good wallop as a "staff" (it can instinctively stiffen its body at will to be as hard as stone yet lightweight to hold, allowing you to wield it as a weapon); it can also turn itself into an actual, ornamented staff if you so wish (in such a state, it will retain its sun-aligned magic). In addition, it can float in the air and curl itself just right for you to sit on it like a throne.

The cobras are generally calm and wise servants who serve their masters for eternity, and yours is loyal to the death to you and cannot be tamed by anyone but you. The cobra does not count against standard companion restrictions unless you specifically import it as a companion. The purchase also comes with a golden “crown of the sun” for you to wear; as said crown symbolizes the sun, wearing it makes it as if you have access to the sun even when the sun is not present, thus empowering sun-based abilities such as *Royal Power*.

Guardians of [Jumper’s] Eternal Rest (400 CP, Discount Kingdom of the Sun)- Just as the Pharaohs were dutifully watched over during their eons-long slumber by their loyal servants, you in turn have bodyguards to protect you when you rest. You can assign them whatever tasks you want, but their primary purpose activates whenever you sleep or even just rest. For as long as you rest or sleep, your guardians will faithfully protect you so that nothing disturbs you. However long your rest takes, they will not stray from their sacred duty for even a moment. (This will be especially handy if you are using the *Long Rest* perk.)

Wise and powerful, they will not only drive off threats by force but also develop creative defenses to confound intruders. In addition, they are skilled at comforting you in your slumber – such as with lullabies, massages, incenses, and even serving you in the bed if that is your command – all for the purpose of ensuring you have the best sleep possible; they will give you privacy if ordered, but you will find that they are masterful servants of discretion, able to remain present and even fight off intruders without being the slightest nuisance to your relaxation.

If they have but one flaw, it is that they consider it a grave taboo to disturb your rest prematurely. You can tell them that they can wake you up (or allow others to do so) under specific conditions – after a certain amount of time has passed, if you are having a bad dream, if you are in lethal danger, etc. – but they will require specifics each time you go to rest; otherwise, they will faithfully protect your rest, and provide aid if you are troubled while resting, but they will never wake you up, and will actively stop anyone attempting to do so.

With this purchase, you gain seven monster girl servants, whom by default consist of one Sphinx as the leader and six Anubis subordinates; you may choose to swap them out for other kinds of desert-based mamono if you wish (Mummy, Khepri, Girtablilu, Basilisk, etc.). You can buy more sets of guardians (Kingdom of the Sun buyers only get a discount once), each time receiving 7 more guardians. However, you can only buy up to six sets (including the first one), for a grand total of 42 guardians.

Oni Sake (200 CP, Discount Bacchism)- Two massive (the size of a dog at the least) jugs with a seal neatly attached to the bottom of each. [One jug](#) pours out red-colored sake, while the [other bottle](#) pours out blue sake. Those who drink the red sake will gain enhanced strength, enough to crush boulders with one punch, while those who drink blue sake will gain a boost to their intelligence; however, as the enhancements only last as long as the alcohol is in the system, either way they’re going to end up incredibly drunk! The seals on the jugs prevent the sake from emitting demon energy, but if the seals are removed, people who drink them will gradually become Red or Blue Oni respectively.

Robe of Bacchus (400 CP, Discount Bacchism)- A copy of Bacchus’ toga, which can be worn regularly or inside-out without trouble. Just as Bacchus can change form and gender, though, so too is the toga enchanted. Wear the toga normally, and you will take the form of a man. Wear the toga inside out, and you will take the form of a woman. Find a way to loosely wear the robe so that your body touches both the inner and outer sides, and you will take the form of a hermaphrodite with both male and female parts. You can determine the overall appearance of each form, and you can also select the overall personality you have in that form. Make the forms different enough, and it will be near-impossible for people to tell that your different forms are the same person

unless they're told. And no matter which way you wear it, the robe will grant you enhanced drinking [alcohol] capabilities.

Barometz Wool/Juice (200 CP, Discount Eleusinian Mystery)- Wool and fruit juice extracted from a merry [Barometz](#) sheep/plant girl. The wool is exceptionally and eternally fluffy, and never deteriorates over time. The juice is exquisitely sweet, and just licking it causes a thick sweetness to spread through the mouth. Plus, there's an ancient legend that if you soak the wool in the juice and then wring the juice back out onto grass or similar vegetation, a Barometz will grow there; whether the sheep-plant grows into a Mamono or its original form depends on the nutrients it absorbs as a sprout.

Mandragora Roots (400 CP, Discount Eleusinian Mystery)- The roots taken from a [Mandragora](#) monster girl (don't worry, it doesn't hurt her – in fact, she enjoys it). The roots are renowned worldwide by humans as a cure-all panacea for natural diseases/afflictions – and by monsters for its use in aphrodisiacs and other obscene substances. It even works as a cooking ingredient to enhance the flavor of meals.

Soldier Beetle Armory (200 CP, Discount Bug Lovers Foundation)- You gain access to the variety of different natural weapons “worn” by [Soldier Beetles](#) – “scissors” claws, “lance” horns, shields, blades, and even spray “cannons” that launch various liquids and chemicals that do anything from blind to nauseate enemies – or even glue them down with sticky substances. Despite being “natural” outgrowths of the body rather than actual items, they are just as strong as regular versions of those tools, so that the weapons can pierce through thick metal and the shield can deflect boulders and the like. These various weapons are stored in your soul, and you can summon them onto your body as natural armor/weapons or dismiss them at will.

Ant Hill (400 CP, Discount Bug Lovers Foundation)- An abandoned [Giant Ant](#) colony, consisting of a maze of complex tunnels and underground chambers that you and your friends instinctively know how to navigate through. The colony follows you between jumps and can be summoned into a location of your choice in each jump; you can also access it from your Warehouse.

Slime Jelly (200 CP, Discount Slime Herd)- A collection of jellies made from the dispensed goo of various Slimes, with a lot of different kinds to sample. The exact taste and effects differ between types of Slime, but don't worry, we've made sure that the truly addictive elements of the jellies have been reduced to a manageable level. The jellies could also feasibly serve as handy catalysts for various magic spells and potions. The jellies refill once per week.

Slime Mold (400 CP, Discount Slime Herd)- An experimental device that resembles a giant capsule, the sort of thing you would insert wax to mold/harden. The capsule is large enough to hold a single human. Once you have placed a subject inside and locked the container, twist the knob on the back of the capsule to set it to a specific type of Slime ([Normal](#), [Red](#), [Sea](#), [Bubble](#), [Dark](#), [Queen](#), [Nureonago](#), [Humpty Egg](#), etc.). Once you're, just push in the knob to start the process. The interior of the capsule will then release that specific type of Slime, and, unlike how most slimes don't transform human women, this slime will make the victim into that type of Slime. The goop will melt away the subject's mind and body with unfathomable pleasure until all that is left is a new “slime core.”

The subject will then reform their body to that type of Slime, with an appearance similar to how they were before the transformation. Their knowledge and intelligence as humans will remain intact, but they will be driven by the instincts of the Slime. Please keep in mind that the container is not invincible on the inside or out. And as a safety measure to prevent contamination, should the capsule be ruptured midway through immersion, all of the slime goo will instantly vanish, thus potentially stopping the transformation before it is complete. You can try to use the item to change beings that are not human, but doing so may result in drastically new and different kinds of Slimes.

White Horn Coat (200 CP, Discount Equites)- A heavy winter coat traditionally made from the shed fur of a [White Horn](#). Despite its thick nature, the coat is surprisingly lightweight. The coat naturally produces heat at a level to balance out the level of cold it is exposed to, such that it will get comfortably warmer the colder the surrounding environment is. Interesting, the warmer the coat, the more your body will flush, to the point that a permanent blush might spread across your cheeks, and you may become sexually excited. The coat fits snugly on you without hindering your body movements, but it can be expanded to fully bundle up two people together if necessary.

Twin Corns (400 CP, Discount Equites)- Two hollowed out [Bicorn](#) horns that make for good drinking cups. Whenever different liquids are poured into one of the cups, they are instantly mixed together. Similarly, any energies applied to the cup are converted to a liquid form and mixed together; also, the energy of each individual person has its own unique flavor. Each cup can hold up to three liquids together, but if you lock the two horns together and shake them, the liquids of both horns will merge, and you can use a small opening at the tip of either horn to drink the full cocktail – thus receiving the unique blend of different liquids/energy types fused together.

Maid Broom (200 CP, Discount Pedigree Patrol)- The old-fashioned broom used by [Kikimoras](#). When you are wielding the broom, you can make any dust or other small particles that touch the broom immediately vanish from existence. In addition, if you can use special energies, you can replace the dust particles with that energy, invisibly filling the room with that energy the more you sweep.

Cu Sith (400 CP, Discount Pedigree Patrol)- A dog that has, out of a deep wish to love and serve you in a better form, transformed into a [humanoid canine Mamono](#). Your pet views you as her master and can sense danger and hostility toward you. Moreover, her breed is highly intelligent and adaptable, such that she can learn new skills to better serve you at what you need help with most. If you want help with food, for instance, she could gradually train to be a master chef, if you need a loyal knight she can become a fierce warrior, or if you want someone to help you with sorcery, she can learn magic spells and rituals; the main requirement is that you must be there to teach her some of the steps along the way for her to fully learn.

The Cu Sith is normally a dog from the setting, but if you already own a dog before beginning the jump, you may import your dog into the role; in the case that your dog already had special attributes or training, her Cu Sith version might start out with special skills – a hunting dog might now be a full master as a gamekeeper and hunter, and a [D&D] “Blink Dog” with a natural ability to teleport might retain that ability and in fact be able to use it better than ever before. As a pet, the Cu Sith does not count against companion restrictions unless specifically imported as a companion.

S.O.S ~ Songs of Sirens (200 CP, Discount Bird Watchers Institute)- A magical CD (comes with a player but can play without any player if necessary) that contains all sorts of songs sung by some of the greatest [Siren](#) idols. All of the songs are utterly magical and beautiful beyond words. Crowds who listen to the songs will become more loving and lustful, while also having their bodies filled with newfound vigor.

Record of Deeds (400 CP, Discount Bird Watchers Institute)- A large tome in the style of the books used by [Crow Tengu](#) to record their observations of humans. The book automatically fills itself with information you learn by observing and interacting with people, and the book will intuitively assemble the different pieces together into an organized format while also reaching new yet startlingly accurate conclusions using the information available. And since the book assembles the notes even when you do not have it directly with you, this allows you to record important notes you gather without letting the people you’re watching know it.

Weresheep Wool (200 CP, Discount Furry Friends Lodge)- Three bags full of wool shaved from a [Weresheep](#). The bags refill whenever all three are used up, but the supply will only regenerate slowly, one bag at a time. The wool can be used for a variety of cloth products from pajamas to pillows. When used, the wool induces a deep, comfortable sleep that thoroughly restores you from fatigue, such that you can feel fully refreshed even after a short nap with such a pillow. Also, this wool is safe for human women to use without fear of turning into a Weresheep.

Selkie Suit (400 CP, Discount Furry Friends Lodge)- The cartoonish, zippered, and surprisingly comfy seal outfit worn by [Selkies](#). When you wear the suit, it magically bonds with your flesh so that it responds as fluidly as part of your body, and you'll find that swimming seems to come to you naturally while it's zipped up on you. Moreover, the inner fur lining insulates magic released by the user and uses it to generate pleasant warmth throughout the outfit, keeping you nice and toasty even on icy beaches and in the far frozen depths of the sea. The costume can also stretch to let two people share the inside, letting them be warm, comfy, and intimate, though it won't be as easy to swim in it that way.

Goblin Bag (200 CP, Discount Horde)- While Goblins and their ilk are best known for their bandit-like raids, they also keep up a steady business as merchants by selling the goods they loot. But with such small bodies, they need special bags to handle all the excess items. The Goblin Bag has infinite storage space inside, but there's a catch: much like the Goblins' haphazard manner of collecting things, the storage in the bag is random. You can choose to activate the bag at any time and tell it to store any item in your inventory, but the bag will choose the specific item at random. Likewise, you can only take out items one at a time, and each time the selection is random. No more than 20 items can be taken out of the bag in one day, though there is no such limit on putting items inside the bag. The one exception is for capturing living targets: the sack is exceptionally handy in catching someone by pulling the sack down on their head, and once the person has been shoved inside you can automatically pull him or her out of storage at will.

Goblin Club (400 CP, Discount Horde)- A [big wooden club](#) that is always just slightly bigger than you in size and twice as heavy as your own weight. Even so, you can wield it effortlessly. The special gift of the club, though, is that when you manage to make a solid blow to a single target on the head, you can choose to give up all potential damage that would be dealt; instead, the victim will be suddenly and comically dazed and immobilized by the blow to the noggin – the perfect time to take a prisoner! If you already own a club, you can give it the respective qualities of the Goblin Club.

Paradise ~ Fallen Garden (200 CP, Discount Orgy of the Fallen God)- A copy of the legendary painting held in high-security storage by the Royal Demon Realm Art Museum due to its tremendous danger. It is an illustration of Pandemonium, which features countless individuals having endless sex all over the place. In fact, watch carefully for long enough, and the positions will gradually change as the lovers switch partners and the view pans around to cover the entire dimension. There's another effect that you can selectively turn on and off: people who view the painting will be filled with increasingly hedonistic thoughts that will turn them to the Fallen God until they pray to become one with the orgy, at which point they will instantly teleport into the painting and become part of the living art. This is because the portrait is in essence a nexus to the true Pandemonium. You are immune to the effect, of course, unless you want to experience that pleasure.

Unholy Armory of the Heavens (400 CP, Discount Orgy of the Fallen God)- A set of equipment – including battle armor and weapons – that belonged to [Angels](#) and [Valkyries](#) of Heaven before they turned to the Fallen God's darkness. The gear is highly enhanced by dark-aligned magic, and, since the items were originally holy, they actually have an advantage against holy powers, such that they can resist holy powers that would normally be highly effective against darkness and pierce through light-aligned defenses that normally ward off darkness.

If you already own similar equipment (including ones bought for this jump), you can merge them and this purchase together.

Merrow's Cap (200 CP, Discount Poseidon's Domain)- A beautiful, red, feathered hat traditionally worn by a [Merrow](#). It is waterproof and grants the wearer of the hat the ability to swim and breathe underwater even if they had zero experience prior; however, those benefits only work when you're wearing the cap. Plus, the hat embodies the Merrow's boundless sense of romantic lust, so you can choose to tap into those emotions to fill your head with the pink, lovely romantic thoughts of a Merrow. Also, since the cap is impermeable to water, it makes for a handy drinking cup. Any liquid (even Mermaid's Blood) that is placed in the cap and swirled around for at least 10 minutes will be purified and enhanced with the lustful feelings of a Merrow.

Mermaid's Blood (400 CP, Discount Poseidon's Domain)- A vial containing the blood of a [Mermaid](#) (don't worry, the removal is entirely harmless!). Anyone who drinks the blood will have their lifespan extended for at least several hundred years. If a couple with strong ties of friendship or love drinks the blood together, the blood's magic will at the very least ensure that the one with the lower lifespan now has a lifespan matching that of the higher lifespan of the other, such that they can spend as much time together as they can.

Wendigo Coat (200 CP, Discount Chaos Cults)- The warm and comforting coat of a [Wendigo](#). It appears to be a shaggy coat that can completely cover your body and leave absolutely no part of you exposed. The fur is naturally warm and comfy, so that you can stay warm in the coldest of snowstorms while wearing it. In addition, the size of the coat expands to cover whoever is under it, so if you want you can share your coat with someone so you'll both be nice and toasty.

Web of the Abyss (400 CP, Discount Chaos Cults)- A mystical web carefully woven by a subterranean [Atlach-Nacha](#). At its normal size, the web is about as big as a common carpet, but its elastic nature means that it could feasibly be stretched out to cover a much larger area, such as a baseball stadium or maybe even bigger. If you set up the web underground, you can perform a special ritual, though first you will need to circle the full web while chanting 108 times and infuse the full web with magic.

Once activated with the ritual, the web will do two things. First, assuming you carried out the ceremony yourself, you gain the title of "lord" of the abyss, meaning that subterranean beings will feel a natural compulsion of loyalty to you. Second, a beam of dark light covering the full area of the web will shoot upward to the surface. The surface will turn into an "abyssal gateway," with many passages opening up to the underground. Living things on the surface at the time of the transformation will change into "abyssal" forms – meaning that they will gain enhanced senses and other features that are useful for living in caves and the like – especially pitch-black environs. Moreover, they will feel a natural discomfort toward life on the surface, and they will try to migrate underground at the first opportunity.

Matatabi Fruit (200 CP, Discount Kitty Cat Club)- A special plant whose fruit will intoxicate any cat who takes a whiff, diminishing their sense of reason and making them more ferocious than if they were in heat. You can use this to get an edge over cat enemies, or use it to befriend cats.

Bastet Figurine (400 CP, Discount Kitty Cat Club)- A small statue of Bastet. Show this to cats and they will recognize you as an ally and friends of cats and treat you accordingly. Furthermore, carrying the statue with you gives you protection against illnesses and a slight boost to agility and strength during battle.

Ares' Armory (200 CP, Discount Army of Ares)- A large collection of different weapons and armor gifted to Ares by her various devotees, from the scale-incrusted swords of the [Lizardman](#) to the fire-forged sabers of the [Salamander](#) to the tribal gear of the [Amazonesses](#).

War Tattoos (400 CP, Discount Army of Ares)- A book with charts and a large bucket of unknown goop that you can trace either onto yourself or others, just like the special markings that [Amazonesses](#) wear on their bodies. The symbols are actually botched pleasure runes, but Ares has improved them so that they enhance your physical stats in battle while also giving off a sexy appearance that may charm enemies during combat. The book also has instructions on how to turn the designs into proper pleasure runes that will flood wearers with ecstasy at the slightest touch.

Maiden's Perfume (200 CP, Discount Erotism)- A special perfume made from the fragrance of a [Gandharva's](#) feathers. Anyone who wears it gives off an impression of “purity” by suppressing lust and other transitory emotional impulses. Normally, the kick to the perfume is that it in fact amplifies lust when the wearer sees someone whom he or she already had some feelings for. However, you can selectively choose whether or not the perfume will have that extra element to it.

Amrita ~ Elixir of Perennial Youth and Beauty (400 CP, Discount Erotism)- A bottle of the pure, unadulterated “ocean of milk” that the Goddess of Love Eros made, stronger than any second-hand milk produced by the [Apsara](#). Whoever drinks the liquid will be granted a beautiful, youthful body while also retaining the strength they had in their prime - essentially, it's an elixir potion of eternal youth and beauty, making you forever young and pretty.

Dragon Soul Necklace (200 CP, Discount Dragonia Immigration Bureau)- Considered a [national treasure](#), there are only four of these ancient artifacts which date back to the Kingdom of Dragai – and this fifth special copy for your own. It gives you the power to reshape your magic, from single spells to larger-scale magic, into the form of a dragon. Since dragons embody both power and wisdom unmatched, your “dragon spells” will have enhanced power as well as a limited level of intelligence. The stone is also both physically hard and magically resistant, making it virtually impossible to break.

Dragon Sword (400 CP, Discount Dragonia Immigration Bureau)- A special [variant of cursed sword](#) that, rather than be directly possessed by a spirit, instead carries the “blessings” of a dragon. The sword can become your “dragon heart” and merge with you to transform you into a mighty dragon. Similarly, people cut by the sword (and like a dragon's claws and teeth, the sword can tear through most materials barring the way) will gradually transform into some sort of dragon.

The exact transformation depends on the attributes of the individual: average people will generally become standard Dragons, particularly weak or dumb people might become Wyverns or Wurms, people especially strong in physical strength, magic, or willpower may ascend to a high-rank dragon like a Ryu, Otohime, or Bahamut, and non-human targets might become a new variant of dragon. The transformation also affects people other than you who try to hold the sword. Furthermore, the sword likes to act as a “dragon matchmaker” and charms dragons you encounter while holding it to become romantically interested in you (though this is not always helpful, mind you).

The mighty weapon was forged of the legendary ore Dragonium, which has been enchanted by dragon's breath to dissipate magical energy around you while not preventing you from using your own magic – in fact, magic attacks channeled through the blade tend to spread more widely than usual. You can selectively deactivate and activate these powers as you see fit. If you want, this sword can also be a sword you already own (including others bought for this jump).

Marian Glassware (200 CP, Discount Song Maidens)- Seven cups made from beautifully patterned Marian Glass – a specialty glass trade in Al-Mar. Each glass is carefully engraved with a unique design representing

one of the seven Song Islands in Court Alf. Plus, each properly engraved island pattern is also a magical tool with amazing power!

- Al-Mar's is an emerald/blue glass with bubble and mermaid patterns; if you pour water into it, it will instantly be cleansed, no matter how dirty – if you drink it, your body will be purified of all pollution in your body and mind, and will be given a purified heart full of love.
- Matori's, painted white/yellow or white/pink, has patterns of wind, ships, and sirens; it makes a beautiful chime whenever it touches another Marian glass, with a unique sound for each glass (you can even manipulate the atmosphere of a place with these beautiful sounds, like a Siren's voice).
- Nevia's has patterns of roses and embracing couples, and it is made-to-order with custom motives; as long as you regularly change the water, a flower put in the cup will never fade – in fact, it will eventually turn then into flowers of the Demon Realm, which release demonic energy outwards.
- Saida's is mixed with the island's specialty Thunderstones, and the glass displays thunder and storms; water poured into the glass becomes a spicy soda water that causes an erection that will not go away until properly tended to.
- Mira's glass features patterns of water surfaces and grapes, and it is the most famous of the seven glasses; enchanted by local elementals, the glass adds a feeling of elemental intoxication to any drink poured into it.
- De Ryua's engraved image displays a picture of raging waves that almost seem to ripple; turning water in it into an aphrodisiac, the cup is so potent that one sip will turn a human girl into a lustful mamono no matter how pure she is.
- Queen Diana's goblet, depicting the seabed with fanciful drawings of fish and coral, turns water into Kraken ink, enabling you to create a pseudo-night space; if a man and woman drink the water poured into this glass, they'll be able to see each other even in pure darkness.

Spirit House (400 CP, Discount Song Maidens)- A communal home for singing maidens on the island of Mira. Blessed by the local spirits, these residences prepare budding song maidens for their future careers, teaching them not only tour guide things but also management skills so they can run their own shops and businesses. Retired divas are also known to gather at spirit houses to decide the next island diva.

Your spirit house becomes a hub for elemental spirits (the first come with the building, but any others you encounter/befriend can also access the house) who will kindly teach you and others how to be tour guides and run restaurants and shops. Moreover, they'll teach you and others about the elemental arts – how to commune with and call upon the elements/spirits, how to pray to (and enrich) nature and gain blessings from nature, how to manipulate the elements, etc.; the lessons will be basic at first, but with enough study, those tutored here will become first-class elementalists.

In addition, the spirit house becomes a hub for “song maidens”, and anyone fitting that description (gondoliers, tour guides, singers, restaurant servers, etc.) will be able to find this place, with the spirit house acting as a place for all these wonderful guides to meet and share their stories, in the process finding newfound determination to find happiness in their occupations.

Also, if you so wish, you can collect rent from your boarders (this can be monetary or promise of service – tour guide work, serving food, elemental blessings, etc.), and you’ll get 10% of the profits from any successful business ventures founded by students from the spirit house using what they learned there. Your Spirit House is accessible from your Warehouse, and you can summon it to any location you want in whatever world you travel to.

Companions

Whether for protection or for romantic bonds, it's good to have people with you through your adventures. Please note that neither of the companion options below will give you any of the canonical or original characters that are offered as companions for bonus rewards in drawbacks or scenarios (see *Bonus Scenario Supplement* for more details on how to get these canon/original characters as companions).

Friends to the End (50/400 CP)- You can import/create up to 12 companions, paying 50 CP for each or paying 400 CP for all 12 of them at once. The individual companions can arrive at your own starting location or select other starting locations for free. Each companion receives a free background, affiliation, and location, and gains +800 CP to spend on different purchases. As an extra option you may pay 100 extra CP to grant your companions an additional +100 CP. This option may be invested in multiple times. All discounts for the backgrounds apply. You can choose to pay 400 CP again to import 12 more companions and so forth, but only the original 12 get CP. Each can start in any location you want.

Love (Free/100/200/300 CP, Can be Taken by Companions)- This world's all about everyone finding love, and you'll have the chance, too. The true depth of love will depend on the price, though. For 100 CP, you basically find someone deeply interested in you sexually; they'll be very passionate toward you, but there won't be much else to the relationship. For 200 CP, your love is interested in more things than simply sex and cares about other aspects of you, but your relationship is still average. For 300 CP, you find someone who could very well be considered your soulmate, with the two of you finding an especially satisfying and healthy relationship.

Each level of purchase also comes free with a wedding at your discretion. Your love gets a free background and affiliation, and he or she receives either 500 CP (100 CP level lover), 800 CP (200 CP level lover), or 1300 CP (300 CP level lover) to spend on purchases.

If you want, you can take the Love option for free and give your lover any of the three general personalities (sex-interested, average relationship, or soulmate-esque), but they will not receive their respective stipend until you pay the respective price. You can purchase more than one lover if you so wish. You can also transfer your own CP to your lover(s) to spend on a 1-to-1 ratio. Companions can also purchase these options and gain them as companions, who will be primarily interested in the companions who purchased the option rather than you at first.

Roll for Waifu (Free, 50 CP for Emergency Reroll, Can be Taken by Companions)- Mimicking a gimmick feature on the Monster Girl Encyclopedia Wiki, this option gives you a random waifu. When you take this option, you roll dice to determine which of the many species from Monster Girl Encyclopedia (official species entries only) you will get as a waifu. Your monster girl will appear with you at the very start of the jump, ready to be your wife – and she won't take no for an answer.

Maybe you'll get one you love for their personality or power like a Lilim or Echidna, or maybe one that disgusts or irritates you like a Devil Bug or Matango, or something in between – it'll be down to the luck of the roll, for better or worse. Whoever you get, don't expect to love 'em and leave 'em; you wished for a waifu and got one, and she's never leaving.

Can be taken multiple times, rolling each time to determine the waifu (it is possible to get repeats, giving you more waifus of the same species). Each time you roll, you can pay 50 CP for an "emergency reroll" to roll one more time if you get someone you don't like; however, you can't reroll the reroll, so you'll be stuck with whatever result you get next.

See *Monster Girl List* to match your rolled number to a specific mamono.

Doujin Love: Maristea (200 CP)- Are you ready for a white wedding? ♥ Because this pale-skinned and haired Succubus sure is! [Maristea](#) is young for a succubus, having only been around for about 200 years (218, to be exact), but is an ardent romanticist who has spent much of her life yearning for a traditional Order marriage, complete with a proper human-style wedding ceremony and of course a never-ending bridal night. She even wears a twisted outfit reminiscent of a bridal gown, but far more resembling lingerie – capturing both the radiance of a succubus and the preciousness of “pure love”. Don’t get her wrong, it may be hard to remember between her naughty nature and being tied to the bed, but her love for you is as pure as can be. She has all the traditional skills of a succubus, but her claim to fame is her ability to make even the most innocent of scenarios seem steeped in naughtiness. She fancies luring you into the bedroom and lustfully joining with you, who have become her prey and love. Like other inma, her whole body is an erogenous zone, but her nipples are particularly sensitive.

Doujin Love: Lastena (200 CP)- Rather than have a pure white bride, wouldn’t you rather have a black bride who’ll drag you deep into her grasp? ♥ [Lastena](#) is a young, black-haired Lamia (19 years old), but despite her youth, she is already revolutionizing domestic sorcery. Like all lamia, she can hypnotize with the sinuous movements of her snake-like body and can melt the mind with her syrupy words. Yet she also has a never-before-seen talent for mixing chemicals and incense to create an alchemical mixture that can bring about all sorts of sensations, thoughts, and desires.

But that is not the only unique thing about her; she was born physically unique, as despite being a member of the desert-dwelling lamia clan, she is sensitive to the sun. Her milky white skin and delicate purple scales burn easily. That’s a fair price to pay, as her exotic beauty stuns even those of her own kind into silence. She’s a devoted and quiet wife, but like all of her kind, she is overtaken by an abnormal attachment to you and is relentless in her love for her partner. She refuses to moderate herself, and she will constantly be in physical contact with you and direct her lust at you even in public. Fear not though: she keeps her skin covered when around others; only you can see her face. She will get deeply jealous if you “get along” with other women, but she will not become violent. Instead, she will simply trap you in your love nest and subject you to her sorcery, until you’re addicted to her and only her.

Doujin Love: Rupuri (200 CP)- Representing delinquent girls everywhere, [Rupuri](#) is here to steal your heart~! ♥ This blonde-haired Harpy is the young (18 years old) daughter of her clan’s chief, and despite her responsibilities as her clan’s shrine maiden; she’s a complete featherbrained ditz. She has an unbelievably short memory, truly only capable of remembering family but would never forget you and of course the faces you make when she shakes her tan ass during clan festivities. Her strong attachment makes her perfect for you, her mate. She’s hedonistic, but this is a side-effect of her unusual body sensitivity. In fact, receiving a kiss from you (her favorite activity) will leave her a drooling mess. She’s not just a pretty face, as she’s spent many years becoming a master chef and is as skilled with the claws hidden within her wings and her talons as any chef with a knife. She’s a fruit connoisseur, so expect a lot of healthy and sweet dishes. She’s not much for battle or magic, but she’s strong enough to carry an adult man through the sky.

Doujin Love: Etora-Etora (200 CP)- This white-haired, foreboding figure is a former servant and messenger of one of the Supreme Beings beneath the sea. 525 years old (though she spent much of that time asleep), she travelled the far ends of the world destroying any threat to her master’s resurrection, until finally her god pointed her toward you as perhaps the greatest threat yet. Upon touching your soul, however, she was overcome by feelings she’d never had before and soon declared you to be her one true Lord. ♥ [Etora-Etora](#) is a

Nightgaunt: an incredibly dangerous follower of the chaos gods. With just a brief touch, she can obtain all there is to know about someone's body and soul and can then take that information to perform a variety of dangerous magical arts upon them.

Etoro-Etoro carries a gloomy atmosphere about her and frequently talks about how you and she will bring about a true era of darkness, or how you'll drown in the abyss, one that not even the Supreme Beings can touch. Melodrama aside, she's a loyal servant and can act as a messenger, scout, or even assassin. Exposure to her will slowly turn you into a beast of shadow and abyssal power that will be symbiotically bonded to her. This transition is incredibly pleasurable, but also reversible at any time, though she will beg you to remain in your "true form". Her sensitive skin makes her whole body tingle from just a touch, and her bare skin easily feels the pleasurable sensations of caresses and tickles.

Doujin Love: Seyres Seyrenya (200 CP)- [Mama Seyres](#) the Kraken has been lonely for far too long and, having heard how her friends were finding their own partners, was searching for her one true love at the ripe old age of 1,038, before she found you with a sinking ship and fell in love at first sight. ♥ She'll devote herself entirely to your happiness, but she has the "bad" habit of acting like an overprotective mother towards you. You've now got a big mommy squid capable of crushing ships to splinters with her tentacles and a body durable enough to survive the depths of the ocean. Expect her to treat you like you're made of glass and to respond to threats (or merely other women) by spewing enchanted ink to blind them (and you) and prevent you from seeing anyone but her; in her inky darkness, she is the only being who will reflect into your eyes. Her tentacles also specialize in massages that feel so good, they'll turn your mind and heart to mush. Mama Seyres is weak to having her breasts sucked, and she can't help but find you adorable when you suck on her ample tits like a needy babe. She has a unique ability among her kind to change her coloration, often with her mood; her natural color is purple, but she can also turn red when lusty, green when particularly angry, and white when extra-motherly.

Doujin Love: Princess Meiluce (200 CP)- This young Alraune has drawn you to her with a scent that defies all reason and a body that oozes fertility. [Meiluce](#) is the princess of all Alraune, a title given to her by the rest of her kind for the unbelievable beauty of her flower, the full figure of her stamen, and her scent which overshadows all the flowers in the land. Those who smell her scent are instantly captivated and lured to her. She can control the effects and can custom-tailor a scent per person and exude them simultaneously. Her body is unbelievably sensitive, as its only purpose is to be bred. Her title has gone to her head, leaving her haughty and vain, but rather than abuse others, her vanity has led her to seeking a means to brighten the rest of the world around her until all are as gorgeous as her. You, however, are her most prized possession. The moment she saw your face, she was smitten. Your scent was intoxicating, and you had a beauty about you that only she could perceive. She wants only to trap you in her petals until you two blossom as the most beautiful, demonic flower in the world. ♥

Doujin Love: Clestoria Chiron (200 CP)- [Clestoria](#) is a proud and honorable Centaur knight of the Demon Army. Her bloodline has fought hard to defend the motherland, and Clestoria in particular has distinguished herself as a knight of peerless skill and brutal efficiency. The secret to her family's success is their "Power of Prophecy" – a blessing from when Centaurs were warlords of the steppes and followed the words of their "Sage". This power lets her read her opponents' movements in battle and effortlessly overwhelm them. Not only is she incredible in rank-and-file combat, but she has spent time as a nomadic hunter and even has training as one of the rare "Mage Knights", capable of wielding magic alongside their arms. She lives for battle and sees men as little more than prizes to be won and then passed on to her fellow soldiers. In fact, she even looked down upon her fellow soldiers for their obsession with men. She had never once felt the throbbing in her heart that her peers speak of, nor had she even seen a man who interested her. This all changed when she faced you – perhaps it was on a battlefield or a forest at night, it matters little, for you have lit a fire in her. Gone is the stoic

cold knight; she has been consumed by the selfish hunger of her ancestors of old. She wants nothing more than to tease and dominate her new squire, but woe be to any who so much as touches a hair on your head. ♥

Doujin Love: Uruka (200 CP)- [Uruka](#) is the one mamono you trust more than any other. A childhood friend, you've spent your entire life with her. But things are changing. She's finally come of age, and now the puppy-like [Werewolf] girl has turned into a raging beast. Her extraordinary sense of smell allows her to find you no matter the distance. Her body is powerful beyond belief, but she can push herself even further when it comes to you. Unbeknownst to you, this is no radical change. She has been waiting for this moment her whole life, her need to claim you omni-present. She even rubbed her scent on you every single day to keep other beastmen away, her breasts growing truly gigantic from the constant rubbing. She's always loved to make you embarrassed by often sitting with her legs spread, keeping her clothing see-through, or wobbling her breasts in your face. ♥ She'll often dye her fur whenever she gets bored; her favorites have been blonde, white, and brown, before going back to her natural bluish-black. (If you're a drop-in, you still get the reincarnated memories of being her childhood friend, and she instantly recognizes you as her dear friend.)

Doujin Love: Kiguuyama no Sakura (200 CP)- [Sakura](#) is an Red Oni girl in the prime of her life. Bold beyond measure and friendly despite being rather selfish and superficial. Not all that bright, she's been carried forward in life by an uncanny intuition unique to her alone. It guides her and allows her to live without really ever having to think. Like all her kind, her monstrous strength can grow even greater when she's experiencing heightened emotions, something aided by the alcohol she keeps always on hand. She also just enjoys that getting drunk makes her far more sensitive to pleasure. Her intuition guided her to you. During her yearly flower viewing, she and the other oni were gathered for a drinking party not far from the human's own. Guided by her intuition, she spotted you in the crowd, and trusting everything to her instinct, she made you drink oni liquor until you tumbled into her bed. And she doesn't intend to let you leave. ♥

Doujin Love: Princess Asha Antersea (200 CP)- [Asha](#) is one of the young princesses of the Mermaid kingdoms. Like many of her kind, she is capable of singing enchanting songs and calling upon the power of the ocean and storms. When happy, she hums for you, enchanting you into indulging in her body, and when she's angry, the skies darken and rumble. She spent her childhood longing for the fairy tale relationships of "prince and princess". And as befitting her nobility, she one-sidedly declared you to be her prince while visiting the surface for the first time. She makes a fierce appeal, begging for you to complete her fantasy; however, it seems some of it was lost in translation, as she believes a princess to be some sort of maid and a prince to be the master. Which explains why her royal clothing is distinctly frilly and mostly black and white. It is nearly impossible to say no to her, as she showers you in love and devotion, constantly fantasizing about being bred by you. Despite her royal upbringing, she is skilled in homecare, cooking, and of course esoteric service. Still, in the end she's a spoiled princess; when things go her way, she's the perfect partner, but if you refuse to indulge her fantasy, she becomes upset, and the skies tremble. As an aside, all of her outfits reveal her belly, and she's not shy about how sensitive and erotic she finds you touching it to be. ♥

Doujin Love: Dina Veil (200 CP)- It's not an uncommon sight in Royal Makai to see poor, unknowing men lured into the Devil's Night Party. An on-the-nose name given to the routine party held by a powerful, ancient Demon for the rest of her kind to feed. In all her 892 years, [Dina](#) has become as skilled at seduction as any Lilim. Her sweet words penetrate the hearts of those around her, making them admit their darkest desires and plead for their fulfillment. She has a taste for the finer things in life, and while always in keeping with the fashion of Royal Makai, she ensures her clothing is suited for enflaming your lust – an exposed thigh, easily revealed breasts, and always showing off her armpits. A fetish she seems intent on cultivating in you. Like all her kind, Dina pays no mind to morality in pursuit of her food, so she thought nothing of approaching you, entranced into entering her party like all the others. You were so stunned at her devastating beauty, you didn't see she was equally stunned by you. Soon you found yourself alone with her, the hall cleared of life. You will drown in pleasure beyond anything the human mind can handle, and you will worship at her feet, seeking only

her body and favor. In return, Dina will pour even more love and pleasure upon you, hopelessly addicted to the rapture she bring you. Together, you form the eternal contract that all Devil and Demons dream of. This marriage contract she proudly displays on her womb marks your union as you oversee the next great Night Party. ♥

Doujin Love: Fell (200 CP)- Hopping her way to your rescue is this rare specimen of winter mamono. Fell is a young Snow Rabbit, a plush and fluffy cousin to the Wererabbit. With fur so white that she makes snow look dark, and crimson eyes peeking out from under her bangs, she shares the same cold and expressionless nature of all Snow Rabbits, speaking in a dull monotone and with as few words as possible. Her job is to patrol her snowy mountain home and rescue those injured or caught in distress while wielding her trusty carrot-like dagger. She's uniquely suited to this, with her powerful leaping ability allowing her to clear vast distances of deep snow effortlessly, and her high body temperature allows her to ignore the biting cold of her sub-zero environment. Despite her cold nature, she was always fond of you, but her lack of expression made it difficult to have any real interaction, until one fated day. You were lost and freezing on an ill-advised expedition into the mountains. She found and guided you back to a rescue hut, where you discovered the truth. She revealed she has loved you all along, and since Snow Rabbits are perpetually in heat all year round, being alone and so close to you destroyed what self-control she had. Unable to resist her powerful lower body, you're helpless as she bounces and grinds her way into your heart. Still, you finally got to see an expression on her pale face: a lurid smirk as she licks her lips. ♥

Doujin Love: Nerys Itomur (200 CP)- Ready to spoil you rotten, next up is the alluring Nerys, a predatory Arachne reaching Christmas Cake status. This sly onee-san wears beautiful hand-spun clothing, which accentuate her large bosom, and obscures her extra eyes with her silver hair so as to not terrify others, though she can do nothing to hide her monstrous lower half. Like all her kind, she captures her prey with sticky webbing before applying a neurotoxin which debilitates and knocks out threats. She is a waitress at the "Arachne Café", a restaurant attempting to change the hearts and minds of the local populace who find Arachne to be terrifying for their appearance and predatory attitude. By providing delicious food and drinks and having only the most beautiful Arachne for staff, the hospitality of the restaurant can make anyone feel warm and safe. Something you found out yourself, as the alcohol soothed your nerves and left you flustered. In a haze, you noticed you were the only customer in the restaurant; in fact, you found Nerys was the only waitress, with only the clacking of her legs audible in the deserted café. "Sir, you've had quite the celebration, haven't you?" You drunkenly wondered why, as she rose up to tower over you and enveloped you with her many legs, why in that moment she had the face of a predator. ♥

Doujin Love: Loli Demon Saint-chan (300 CP)- The reborn incarnation of a [young girl “saint” \(and later Arch Demon\)](#) who loved you, her precious Onii-sama, for in that past life you were a paladin who protected her Order-aligned city. She was a good girl – honest and obedient – and a portion of the Chief God’s power dwelled in her, allowing her to bless many heroes for her holy nation. Her dream was to become your bride, but she thought it to be impossible, as she was sickly. One day, she was supposed to perform a ritual at the Soul-Purifying Fountain to sacrifice herself to the Chief God and become fully devoted to her nation. However, a troublesome Lilim (Druella) appeared and, hearing the saint’s true desire, tainted the fountain and transformed her on the spot.

She became a selfish, uninhibited “bad girl” Arch-Demon, powerful enough to transform a whole country into a monster realm just by having sex and storing up mana. The Chief God still blesses her, but now she uses the holy power only for you, her Onii-sama, and she’ll do anything to have sex with you. Her dream – which she makes come true every day – is to become your bride, woman, master, and sex-slave. She’ll reverse-rape you, tempting you to understand the goodness of her body that is exclusively for Onii-sama, and also tempts you to violate her over and over again, and she’ll make you be a “bad” Onii-sama.

Your Loli Demon Saint-chan has a slim and girly figure, with smallish breasts and ass. When you meet her for the first time in the jump, it will be like an ending cutscene (with BGM of sweet voices of happiness and ecstasy), as she reverse-rapes you in the cowgirl position while on a terrace overlooking the country. Afterwards, she'll say, "Ehehe, matching red hearts... ♥ This is all Onii-sama's fault, you know.♥ To think you'd hold such carnal passion for my young body.♥ It's Onii-sama's fault for shooting it inside me to his heart's content... ♥" You'll also get into the habit of twisting your fingers around Saint-chan's boobs and rubbing them whenever your hands are free, instilled by the naughty Saint-chan, and so even now, her slovenly loli tits continue to lewdly grow.

Thanks to her holy power, your dick (and she can give you one if you're missing one) is constantly hard. When you're with her, your libido rises sevenfold and you're like a beast, the two of you copulating like animals. She'll constantly have you pour more semen into her, so she can use her power as much as she pleases. She can usually be found on your lap, burying her face in your chest as you subconsciously stroke her delicately plump loli ass and rub her breasts as if embracing her. The Dark Insignia over her womb accelerates the corruption of her soul every time you shove inside and pours semen into her womb, and her once pure, saintly soul has been corrupted into the soul of a lecherous Inma – just as you will be corrupted through your love for her.

Death and reincarnation alike cannot separate the two of you, and even without memories and in new forms, you'll always find and remember each other, as all the happy memories come rushing back. You can alternately buy her original, uncorrupted saint form, but more likely than not, the blessing of monster love will still run true, and inevitably draw her to a path of corruption and lust in the end. In fact, even in her Demon form, she can still turn back into her previous Saint form, and her current favorite kink is having you violate her Saint form as a demonic, debauched villain while she pretends to be chaste and innocent.

Succubus Heroines Eroge Companions (50/100/150 CP, 200/400/600 CP for Full Set)- The five characters below are from a non-MGE project that Kenkou Cross worked on a long time ago. They are basically a set of profiles tied to a non-existent game. Said game would have been a dating sim eroge where Nishizumi High School is corrupted by a Succubus from the Demon Realm, and the main character's romantic interests from the school are all turned into Succubi who are out to capture you. Unlike MGE, where all species are related to the Succubus but are their own separate species, all the girls below are of the Succubus species, albeit with different physical features that sometimes make them look like separate species (perhaps a precursor to MGE's set-up).

With the buys, the girls will recognize you as the reincarnation of their high school crush from the eroge. For 50 CP each, you get their original, non-Succubi characters. For 100 CP each, you get their Succubus forms. If you pay for both versions of a character (for a total of 150 CP), you can choose whether you get them as separate characters or as a single character with access to both forms (for the single character option, you can also choose if they retain their Succubus personalities in their human forms or revert to their human personalities in that form).

Alternately, you can purchase the full set of all 5 characters, for a discounted price: 200 CP for all non-Succubus forms, 400 CP for all Succubi forms, or 600 CP for both versions of everyone.

Asuna Yumemiya "Astaroth" – [Asuna](#) was a childhood friend of the main character, having always lived next door to him. She has a bright, cheerful personality and she's kind to everyone, but that's not to say she's not without her flaws. She tends to botch things up. She's been in love with the main character since she was a young girl, but couldn't tell him how she feels.

Now called Astaroth, she was the first victim of a succubus who came from the Demon Realm. Pink-haired in both forms, she is the most dressed of the girls, but still scantily clad, with fanciful red ribbons by her hips. Her

love for the main character hasn't changed, and she's still overwhelmingly bright and cheerful. For a succubus, she is obedient and easy to manipulate. She is extremely dedicated to pleasing you, and to that end, she'll do whatever it takes. In order to make him a harem, she went around and slept with other girls close to the main character, turning them into succubi - and she'll likely do the same to girls close to you. When she interacts with you, she becomes a pure masochist, and she's happy no matter what is done to her as long as you're the one doing it...

Sakuya Aima "Leviathan" – [Sakuya](#) was a classmate of the main character and Asuna. She had a quiet personality, and was extremely timid, so much so that she couldn't even have a conversation with someone she just met for the first time. For that reason, her classmates often made fun of her. She fell deeply in love with the main character, but due to her timid nature, she couldn't even talk to him, let alone tell him how she felt.

Now called Leviathan, she was the second victim of a succubus who came from the Demon Realm. Her once-blackish hair is now bright blue, and there are (pleasure) runes along her hips. When it happened, she was thoroughly educated, and as a succubus, her power is vast. Perhaps as a reaction because of her long repression, she is extremely aggressive and confident compared with Sakuya. She made the students of Nishizumi High obey her: one after another, the boys were entranced by her beauty, and she turned the girls into succubi. She acts just like a queen. She harbors great animosity and jealousy towards Asuna, who is always at the main character's side. She attacked the main character in attempts to make him into her very own personal slave. Also, she absolutely adores the succubus who initiated her transformation.

Riri Yomari "Lilim" – [Riri](#) was a first-year student at Nishizumi, one year younger than the main character. She was the main character's younger sister, but she went with her mother to America after their parents divorced, so they had been separated until now. When she was a young girl, she was strongly attached to the main character and very clingy. She used to have a meek personality, but now (before turning) she can be very verbally abusive with him. For some reason, she's become very cold. Another thing: while living in America, she skipped grades. She was such a genius girl that she was able to attend college early. Her only problem was that she looked a lot younger than her actual age. Also, she has always been great friends with Asuna. Riri was never honest about the way she feels, but it was apparent to Asuna that, even now, she still loves her brother. Upon recognizing that fact, Asuna changed her into a succubus.

Now called Lilim, her greenish-brown hair turned blonde, and her mostly bare body is lined with strange markings (pleasure runes). The transformation into a succubus caused her personality to revert to being completely childish. She has become so clingy that the main character even called her a nutcase. Guided by the instinct of the succubi, she tried to have intercourse with him; however, he turned her away because of incest. Special pleasure amplification runes have been engraved over half of her body by Asuna. Thus, her whole body has become extremely sensitive to pleasure. So much so that even a simple pat on the head feels like sexual pleasure for her. Even after becoming a succubus, her genius level intellect is still intact; only now, it is used primarily to develop various sex tools that are to be enjoyed with the main character. Though her succubus name is Lilim, there is no relation to the Demon Lord's daughters.

Enishi Isami "Berit" – [Enishi](#) was a third-year student at the school, and the main character's senpai. She was the captain of the kendo club, and the successor of the "Isami Fencing Dojo." Thanks to the way her strict father raised her since she was a little girl, she has an incredible swordsmanship ability, and valued law and justice. She had an extremely serious personality and formal manner of speech. She was always being hard on herself. She never acted conceited or used her power recklessly. Up until now, it seems she had never been romantically involved. She practically had an anal-retentive disorder in that sense.

Berit, after being turned into a succubus by Asuna, has white hair instead of her previously black hair, and strange tattoos (pleasure runes) line the side of her mostly naked body. Perhaps because she had been very repressed, there is hardly a trace left of her former self; she enjoys flaunting her power, and wields her blade for the sake of her own desire. When she wants something, she'll use force to get it. To that end, she has a magic sword that causes no external wounds, but instead seals the movement of whatever it strikes (see *Berit's Sword* item). For her, you are a trophy. Night after night, she enjoys assaulting and raping you thoroughly.

Kei Inui "Cerberus" – [Kei](#) was a classmate of the main character. Even though she was a first-year student, she was the ace of the track and field club. Even though she's a girl, she has a rough, crude personality, and she uses coarse language. That's why her classmates treated her as a tomboy. She's incredible at sports, but fails hard when it comes to other things like studying or cooking. The way she interacts with the main character, it's almost like she's another guy friend. They get into fights sometimes too. But even still, she loves animals and cute things. It seems that she was really worried about being seen as manly.

Cerberus, after being turned into a succubus by Asuna, resembles a werewolf, but her "ears" are actually succubus horns, and her extra set of large "claws" are really vestigial, deformed wings. The high energy she used to use for running is now entirely used for sex. Perhaps as a backlash because of her complex, she's obsessed with her own femininity. She uses all sorts of means to try and assert it to you. She is extremely sensitive to the odors of men, and especially yours. She attacks like a beast hunting, and tries to fuck like an animal. She appears to be almost like a bitch in heat.

Drawbacks (Normal)

Things aren't safe as they are now, but if you want to take some extra risks, go right ahead; I guess you get a kick or kink out of losing in the end. You can take up to +2500 CP in drawbacks (this includes background and affiliation-tied drawbacks), but taking "*Gift of the White Inma*" lets you take as many points as you want.

Companions may take drawbacks from all of the given sections (Normal, Background, Affiliation) for points (up to +600 CP in total), but they may only take drawbacks specifically stated to be available for them; however, all Affiliation drawbacks can be taken by companions). In the case of drawbacks with failure scenarios, the companion failing the scenario will not lead to the forfeit of the jump – instead, the companion will be stuck with the consequences of the failure and will not be saved until the jump ends; for instance, if a companion were turned into the Dark Mage's familiar for *The Coming of the Wicked Witch* drawback, he or she would be permanently stuck as a brainwashed, transformed familiar of the mage until the jump ends, but after the jump, the companions will be back to normal. Also, any potential companion or reward options upon surviving a drawback will be given to the companion taking the drawback; for example, the companion taking *The Coming of the Wicked Witch* would be the one to decide if the Dark Mage shall come along as a companion.

Toggle (+0 CP)- The overall danger level of this world is fairly balanced in the canon level – with a lot of fun and happy things you can do yet many dangers lurking in the darkness and light. But the fans tend to argue on just how bad or good things are. If you do not toggle the level at all, drawbacks remain at their current canon levels, where there are still a few problems to overcome in the world but things seem to be moving smoothly towards a positive, harmonious future. If you make the setting more lighthearted and safe, other drawbacks will give you (and companions) only 50% of the CP they normally would. If you increase the negative parts of the setting past its canon level, the CP from other drawbacks are now multiplied by 1.5.

Caught and Kept (+0 CP, Requires Drawbacks with Capture Failure Conditions)- This drawback does not provide any bonus CP on its own, but it works in tandem with drawbacks in which being captured by certain individuals, groups, etc. counts as failing the jumpchain. By taking this drawback, qualifying drawbacks will have their bonus CP increased by +100 over their original tally. However, there's a catch if you're caught. Normally, failing the jump by being captured in those drawbacks just means that you are ejected from the jump and/or jumpchain and are sent home. Now, meeting the failure conditions causes you to be locked into the "stay" option for this world. There is no escape whatsoever from your loving captor(s), who will cherish and keep you close forever. Failure has never been so permanent, nor so sweet...

Extended Stay (+0 CP)- Monster girls have long lives, so why not spend some more time with them? With this option, you can extend the length of the jump to up to 100 years at the maximum.

Monster Effect (+0 CP)- If you wanted to be part of *Mass Effect*, you could have just stuck with that to begin with, you know? Now the whole *Mass Effect* thing is more than just a joke; the world of *Monster Girl Encyclopedia* now exists somewhere in *Mass Effect*'s Terminus Systems. It is 2157 CE, and while much of the galaxy's attention is focused on a rising conflict with a new race's use of a Relay, an Asari survey vessel is approaching the system and planet you are on. Whether this first contact remains unnoticed and forgotten in the galaxy's coming events (as it would have in the standard timeline(s)) or changes the fate of the universe for better or for worse, that's up to you.

Alternately, if you already took the *Mass Effect* jump, you can instead have your arrival into Monster Girl Encyclopedia (with first contact with the larger galaxy happening at the same time) be right after your original Mass Effect jump ended, with all the effects of your time in Mass Effect still present.

Monster Boys Encyclopedia? (+0 CP)- This swaps things around so that Mamono are now monster boys, which will likely switch a lot of other things around. With everything being changed up, can't really predict what might happen now, sorry.

Fan Designs (+0 CP)- A lot of fans on sites such as Monster Girls Unlimited and the (old) Monster Girl Encyclopedia Wiki have designed their own Mamono in homage to the Encyclopedia, complete with their own encyclopedic entries. From [primates](#) and [reptiles](#), to fantasy lands based on [Camelot](#) and [Oz](#), to [Lovecraftian chaos gods](#) and their progeny, to crossovers with [Transformers](#) and [Kingdom Hearts](#) and [Shadow of the Colossus](#), there have been enough fan monster girls to make a whole new encyclopedia. You can now selectively have those fan creations – ones made and published online – exist in this universe. However, they must be consistent with the overall setting and cannot replace any canonically existing Mamono – though offshoots or hybrids of canon species are fine; if you want to outright replace a canon species, you'll need to pay 50 CP. Should certain fan mamono be connected to other specific fan lore such as fan-created regions, those things can be brought into the setting, too.

If you are taking the Mamono background, you may choose to make your species be any of the fan creations you have imported into the setting – same goes for any companions with a Mamono background; if you are taking the randomizing option, please add all the fan creations you have included in the jump to the bottom of the *Monster Girl List*.

Fan Fiction = Fact (+0 CP)- Apparently, at least in the Japanese community, KC takes the stance that fanfiction and doujin works for MGE can be considered canon – or at least alternate universes of canon. With this option, you can make fanfiction and doujin stories of your choice for Monster Girl Encyclopedia become part of this jump. If these fanfics sharply change the setting, such as ones taking place in a modern version of MGE, this may impact other parts of the jump accordingly. You may import multiple fanfics/doujins as long as they do not directly conflict with each other.

Futa Fun (+0 CP, Can be Taken by Companions)- KC has stated that “futas” – intersex people with both female and male genitalia – exist in MGE, though he doesn't focus on them. With this drawback, people you are in love with or fall in love with have an increasing likelihood of turning out to be futas with both girl and guy parts. New companions that you have romantic/sexual interest in also have an increased likelihood of turning out to be futas. If you take this drawback, you can also choose to make your body for the jump be a futa, too; doing so will not decrease the likelihood of your love/sexual interests actually being futas.

Silent Sinner in Pink (+50, Can be Taken by Companions)- You are mute and cannot speak anything aloud. At best, you can give out garbled, unintelligible sounds. Hopefully you can find other ways to communicate.

Extra Imports (+100 CP)- Monsters and creatures you have encountered in other places before this jump, even ones you have only heard about, will start popping up in Mamono forms in this world. However, their backgrounds and abilities will be adjusted to fit the MGE setting, they cannot replace canon Mamono, and their power level will be adjusted so that it is no greater than the highest power level available in the MGE world and that it is slotted into a level appropriate to its past relation to the power hierarchy. Essentially, this means that the power of an imported monster cannot be higher than the Demon Lord or Chief God, and if the import would normally be stronger than the Demon Lord but was low in the power hierarchy of its original setting, it would not be simply limited to the Demon Lord's power level but would rather be reduced to the power of a low-rank Mamono.

Isekai Invitations (+100 CP)- You're hardly the first person to arrive in this universe from another place entirely. Many other people from other worlds have also been pulled into MGE for one reason or another. Now, various people you have encountered in previous worlds will start appearing in the MGE verse. They could be friends, foes, or even people you just passed on the street. They'll be displaced to random locations throughout the world (sometimes even to separate realms like Wonderland or Pandemonium), so you'll never know when and where you might spot a familiar face. The displaced people cannot be people already taken with you as companions or followers.

Culture Clash (+100 CP, Can be Taken by Companions)- There are a lot of cultural elements unique to this world and its different social groups, and you're having trouble adjusting to them. You have a tendency to make a critical faux pas due to misunderstandings about the culture, which can have consequences ranging from frowns to shotgun weddings to being burned at the stake.

Lightweight (+100 CP, Can be Taken by Companions)- Even a tiny cup of sake or wine is enough to get you dead drunk, which can be risky given how there are a lot of people who might take advantage of you in that state.

Sleepy (+100 CP, Can be Taken by Companions)- You must sleep for at least 10 to 12 hours a day or else you will be very groggy.

Dom (+100 CP, Can be Taken by Companions)- You have a very dominating personality, and in fact enjoy the pleasure of being able to dominate someone. Whenever you have the opportunity, you will favor toying with and asserting your dominance over others, even if doing so delays or compromises other objectives.

Pain, Not Pleasure (+100 CP, Can be Taken by Companions)- Whenever your sexual organs are stimulated, you feel sharp pain instead of pleasure, with the level of pain increasing with the amount and intensity of the sex.

Clumsy (+100 CP, Can be Taken by Companions)- You are very clumsy and constantly tripping and stumbling all over the place.

Exhibitionist (+100 CP, Can be Taken by Companions)- Uh, oh! Looks like you ate too many Melting Vegetables! Any clothes you wear, even the lightest of garments, start to melt and burn up as soon as you put them on. Plus, you feel uncomfortable wearing clothes, as they make your body feel itchy.

Bound for Trouble (+100 CP, Can be Taken by Companions)- Tails, vines, webs, tentacles, hair, tongues, whips... There are a lot of ways you can find yourself in a bind in this world. And unfortunately, now it seems that Mamono interested in bondage – and beings in general that have ways to bind you – are attracted to your location and determined to tie you up. To make matters worse, somehow just seeing those wonderful things that are going to wrap around you, and even more so once you're captured, makes you overwhelmingly giddy and aroused, so it's going to be tough to resist/escape.

Racist (+100 CP, Can be Taken by Companions)- You are very prideful of your own race, and cannot resist boasting about your species' greatness at any given opportunity. Moreover, you have difficulty cooperating for any length with other races.

Limited Translation (+100 CP)- Everything in this world – no matter the language – sounds like gibberish to you. You can gradually learn to understand the language, but it will take a lot of work and you will never truly master it. You can still communicate with companions, though.

Cost of a Sin (+200 CP, Can be Taken by Companions)- Whenever you take an action that injures a female or makes her feel hurt inside, you must pay a penalty: your strength will temporarily weaken, and you will be cursed with bad luck. It is possible to be cursed multiple times for sins toward the same person (with the effects stacking up in intensity) if you do more than one thing to hurt her, and you can also stack curses if you hurt multiple women.

These ill effects gradually fade away given enough time, but you get more whenever you commit more of those “sins”, and if they accumulate enough your bad karma may never go away in the jump. The only way to neutralize the curse other than waiting it out is to “repent” and do whatever is necessary to make the woman you hurt happy and healthy again; you must offer to do anything she wants to gain her forgiveness, and whatever she requests must be fulfilled by you to get rid of the curse – well, part of the curse, at least, seeing as it only accounts for the single curse inflicted for that individual sin. And refusing to do something the woman requests you do to make things up to her...well, that would be a sin, too.

Sub (+200 CP, Can be Taken by Companions)- You have a submissive nature and tend to go into that mode whenever you face someone with a dominant personality.

Favorite Color (+200 CP, Can be Taken by Companions)- Pick a color. Whenever you see that color, you become highly aroused and violent. Can be taken multiple times.

Virgin (+200 CP, Can be Taken by Companions)- You are a virgin, never having had sex before. As a result, the first time you have sex will be overwhelming, potentially addicting you before you’re finished. And virgins are an especially prized commodity for single monster girls...

Pink Head (+200 CP, Can be Taken by Companions)- You have pink hair, and that’s not the only thing pink! It may as well be said that the inside of your head is also entirely pink, meaning that you are obsessed with sexual and romantic thoughts.

Stupid (+200 CP, Can be Taken by Companions)- You have a very simple (and dumb) mind that’s like a bunch of bricks shoved together.

Lonely (+200 CP, Can be Taken by Companions)- You become very lonely and depressed whenever you are alone, to the point that being fully alone for several weeks could kill you. As a result, you desperately seek out companionship whenever possible.

Food Frenzy (+200 CP, Can be Taken by Companions)- Pick a common type of food that is eaten at meals. Just smelling the food in question makes you drunk, and actually eating the food will drive you crazy with lust. Plus, it’s now highly likely that you will find the food all over the place. Can be taken multiple times.

Treasure Hoarder (+200 CP, Can be Taken by Companions)- You now have a deep lust for treasure, and you are very possessive of it. You will do almost anything to get your hands on treasure you find or even hear rumors about. On the flipside, you become intensely hostile to anyone you even in the slightest suspect of potentially taking or damaging your precious hoard. And you never give any of your treasure up, not even the smallest piece.

Mischief Maker (+200 CP, Can be Taken by Companions)- You have a highly mischievous personality and just love to cause trouble for people whenever you are given the chance – and if there isn’t an opportunity, well, you’ll just have to make one happen yourself, right?

Shake and Shudder in Surprise (+200 CP, Can be Taken by Companions)- It seems you've caught the eye of the supernatural and shy. This young skeleton sends a shiver down your spine with her cold and expressionless gaze. Unfortunately for your nerves, she has no intention of leaving you alone, always watching from a distance, no matter your destination – be it the battlefield or the bathroom. Any attempt to confront her will have her simply stand there ... menacingly. Actually approaching her will earn you a ear-piercing screech (not from her, of course – she doesn't talk – but from the multitude of floating skulls she surrounds herself with).

If all of that wasn't bad enough, she seems intent on tormenting you in more proactive ways as well: expect your sleep to be interrupted with some of the worst trumpeting you have ever heard. Searching for the source will find the normally stoic skeleton swaying and sliding around whatever place you've made your base, animatedly tootling on a trumpet of bone, the floating skulls accompanying her with horns of a wide variety. Choosing to not give her any attention might find you waking to the quietest yet startling "boo" you can imagine as she stands over your bed. Her antics have left her ostracized from the rest of mamono society; perhaps she is merely misunderstood. If you can survive the many sleepless nights and terrible frights, you may take this spooky skeleton and her silly but scary antics with you post-jump as a companion.

Double Trouble (+200/250 CP, Can be Taken by Companions)- You have been split into two separate individuals. Each of you will get half of your soul and therefore have a distinct personality from the other, so while the two of you tend to cooperate well, don't expect the two of you to always agree with each other. Likewise, perks and other abilities will be either halved or divided amongst the two of you. Each of you can only travel 50 meters away from the other. If your current form is already split into multiple individuals like a Liliraune or Kamaitachi, each individual will be divided in half accordingly. For +250 CP, the two of you are fused together and you'll have to learn to live with each other, for better or worse.

Pacifist (+300 CP, Can be Taken by Companions)- You cannot stand the very idea of hurting someone. You can never bring yourself to hurt someone else, even in the midst of combat, and you feel an urge to protect anyone who is about to be hurt.

Chivalrous Idiot (+300 CP, Can be Taken by Companions)- You have made a vow to never make a woman cry for any reason, so you will do anything you can to make a lady feel better if she gets upset. The drawback does not obligate you to consent to sexual requests, but you can still get caught in fairly obvious ploys, such as stopping to dry the tears off an Alraune after you cut yourself free of her vines, accepting an Arachne's offer of clothing, or allowing an Alice to spend the night in your bed because she's scared of the dark.

Oblivious to the Obvious (+300 CP, Can be Taken by Companions)- You tend to ignore key warning signs of trouble around you, from suspicious aspects of gifts you've received to how a maiden just happened to be lost in the heart of the dungeon. Who cares why this chest is here in the middle of nowhere, let's see what's inside!

Typhoid Mary (+300 CP, Can be Taken by Companions)- Regardless of other things corrupting you, you carry a particularly virulent curse of demon energy. Wherever you go, anything you interact with for an extended period will gradually absorb demon energy and be corrupted accordingly.

Pride Cometh Before a Fall (+300 CP, Can be Taken by Companions)- You are very prideful and arrogant, seeing yourself above other people and never doubting your own righteousness and power for even a second. Even if you recognize minor errors on your part, you'll never admit them. However, if something significantly challenges your view of yourself, your ego will not simply lower, but shatter completely, leaving you a meek and submissive person who has lost all confidence in yourself.

Monster Bait (+300 CP, Can be Taken by Companions)- You have a strange, unique scent that attracts Mamono of all sorts to your location and makes them eager to do things to you.

Daily Shifts (+300 CP, Can be Taken by Companions)- Your personality (and power) changes with the cycle of the day. In daytime hours, you have a very submissive and kind personality, combined with weakened strength and overall powers. At night, your powers are back and possibly enhanced slightly, but you become especially sadistic and violent. Furthermore, your recollection of your memories shifts to match your current personality, so while you have memories of what's happened in the other half of the day it will all be through your current lens of thinking, and you won't be aware of your alternate personality.

Devilish Palpitation (+300 CP, Can be Taken by Companions)- You have taken your first step towards incubushood. Now, you can't ever refuse a mamono's sexual advances, no matter whether they're offering, asking, or demanding. If she gives even the slightest indication that she wants sex, you must answer in full. But on the plus side, you gain increased resistance against the sexual advances of non-mamono.

March Madness (+300 CP, Can be Taken by Companions)- Whenever you are talking to someone, your mind floods with wild, lustful fantasies, and you will misinterpret anything they say in the most sexual way possible. For instance, talk about food like "Sure tastes delicious" would make you believe that they're clearly talking about your body, and talk about the weather being "hot" will make you think they're saying you're hot (while talk about being cold could make you conclude they're saying they want you to "warm" them up). No matter how far removed a topic is from sex, your mind will translate it into utter obscenity. Even if you try to consider other possible interpretations, those alternate translations just seem silly and nonsensical to you, while the sexual interpretation always seems the most rational.

Mouse Hunt (+300 CP)- You stumble upon a cute, innocent Large Mouse who is lost and scared, and you decide to offer a helping hand. Overjoyed at your kindness, she insists on following you around wherever you go. Don't worry, she's perfectly content just being with you and enjoying amenities that are considered luxuries for her kind, so she won't try anything sexual; if anything, she's more like a cute mascot, daughter, or little sister (in a non-romantic/sexual way).

The real problem comes from her especially numerous family members, who are overly protective of her and were distressed when she wandered away from them and got lost. They believe that you have abducted their innocent little girl and will not stop trying to take her back – and punish you in the process. They're very clever and troublesome, and will come up with all sorts of devious traps and tricks that wouldn't be out of place in a Tom & Jerry cartoon. Not to mention that their mischievous activities sometimes rile up much stronger monsters like Dragons or Ushi-Onis, and they'll inevitably set you up as the fall guy, such that the harassed monsters will blame you for the trouble that the mice caused. Letting the mice take their little girl back won't solve your problems; they still want you to take responsibility for the perceived harm you caused (aka a shotgun wedding to the clan), and in any case, the little Large Mouse will probably sneak off to be with you again, which the family will interpret as another kidnapping.

The mouse clan won't try to kill you (not intentionally, at least), but if they ever manage to capture you and carry you off to break you in as a docile mate for the clan, you will fail the jump. If you manage to survive to the end of the jump, you can bring along the friendly Large Mouse as a companion – and her family, too, if that's what you want.

Triple the Trouble (+300/350 CP, Can be Taken by Companions)- You have been split into three separate individuals – each with a third of your soul and powers. In general, your powers will be sorted and distributed

according to a “trinity” of themes (strength, speed, healing; wisdom, power, courage; youth, mature, elder; etc.), with each of you filling one of those roles in powers and personality.

Since each of you is a distinct, autonomous individual, even though you find it relatively easy to cooperate as a team, each of you has your own view on things and may disagree with the other two. All of you have a spiritual bond to each other, and none of you can travel more than 50 meters from the others. If you are in an already divided form like a Liliraune or Kamaitachi, each separate individual will be split into three accordingly (six of you for a Liliraune, nine for a Kamaitachi, etc.). For +350 CP, the three of you are awkwardly conjoined physically to each other.

Infected Items (+400 CP)- A massive explosion of demon energy erupted in your Warehouse, corrupting every item in your possession (including those purchased for the jump) with demon energy. The corruption’s effects on the items will disappear once the jump is over unless you choose otherwise. Does not account for any items you get after starting the jump, such as the rewards for bonus scenarios.

Soft Spot (+400 CP, Can be Taken by Companions)- Like Achilles’ Heel (she has a different story of her fall here), a small part of your body is highly erogenous, such that even a faint touch of it can make you blush. If someone really felt it, especially in the midst of sex, it may very well be too much for you to bear. Can be taken multiple times.

Sex isn’t Safe (+400 CP)- The monsters have been programmed to be (relatively) nonviolent to humans and other races, such that even at their worst they won’t significantly damage their partners, much less kill them. Now, though, the monsters have not fully lost their violent streak, so there’s a fair possibility that you could get killed during the sex.

Tulgey Tumtum (+400 CP, Can be Taken by Companions)- You accidentally drank an experimental potion developed by a Diamond Trumpart to solve a perplexing problem in Wonderland: how a flock of poor Jubbjubs can fasten themselves to the same man at the same time. The Tumtum Potion will make your cock grow (even if you didn’t originally have one) until it’s the length of a tall pole. Then extra penises will branch off and blossom, creating a “Tumtum Tree” with cocks for branches. All of your “branches” are quite sensitive, and they now all emit a special pheromone that will attract Jubbjubs from miles away to perch, and scent hatches all Jubjub eggs in the area, too. Even if you aren’t in Wonderland, your scent will drift in through the tiny gaps left behind when people enter Wonderland, and your tree’s aroma will be so strong that Jubbjubs will literally break out of Wonderland to get to your perches. Other Harpy/Birdman mamono won’t automatically be attracted to you like Jubbjubs, but if they ever get curious and check you out, they’ll discover that your branches are the perfect nest, and they’ll want to perch on you, too. Once they nest, they’ll never leave, at most switching branches with each other now and then or briefly taking a flight before swiftly returning.

Naturally, this will all be quite awkward for you, even before the birds start to nest, and it’ll take a while to get used to it before you can move that well. Furthermore, the “blessing” of the potion ensures that every bird that wants to mount you will get her own branch; therefore, whenever all your cock branches are claimed, you will sprout additional penises. With enough birds, your Tumtum Tree might even grow to become a “Tulgey Wood” – a massive, mobile forest of ever-stiff cocks and ever-happy chicks. Unless you find a way to make an antidote – and the entire process will be hard and crazy even by Wonderland standards – you’ll be stuck with it for the whole jump. And if they learn you are trying to get rid of “their” wonderful branches, the birds will try to stop you: Sirens will entrance you with their song, Harpies will scare away the ingredients you’re hunting, Jubbjubs will jostle your branches extra hard to make you lose your concentration, etc. If you cure yourself or simply finish the jump, you will be able to grow and retract your “Tumtum Tree” at will, and you can bring

along your flock, though they will never leave their perches on your branches except for brief flights, and will disappear/reappear when you dismiss/summon the tree.

Kamai Conundrum (+400 CP, Requires Triple the Trouble)- Good news – the three of you are no longer limited to staying within 50 meters of each other. The bad news is that you attracted the attention of a trio of Kamaitachi. The three of them have been having trouble getting along recently, and while all three of them are attracted to you, each of them has a separate “you” they want for themselves. So in the blink of an eye, the three ambushed and knocked all of you out, just long enough for each of them to pick one of you and spirit each of you away in separate directions. They have no intention of reuniting with each other, or letting their newfound mates go. Unless you reunite all three of your selves by the end of the jump, you will fail the jump.

Each of you three will need to separately convince your respective Kamaitachi to return to the old home the sisters used to share. As each of the Kamaitachi sisters is especially strong even for her kind, this won’t be easy, and you’ll need to impress her by carrying out a challenge related to her own skillset. For the strongest sister, you must prove your own strength by, without anything boosting you, push a massive, nigh-immovable boulder back. For the sister with the sharpest sickles, you must master the art of cutting clothes and armor alike to shreds – even the strongest armors. For the sister who specializes in medicine, you must recreate the famous Kamaitachi medicine from scratch (something that few who are not Kamaitachi have ever mastered). Please note that using the Kamaitachi Sickles item for these challenges won’t count.

Only you have proved yourself to your Kamaitachi will she listen to your request and head back to the sisters’ old home, where she knows they would all go if they wanted to reunite. Each of the sisters will only wait at the reunion site for a year before giving up and leaving with you once again, so you had best hope that all three of you were able to complete their respective challenges. Even once the three sisters reunite, they aren’t entirely sure about getting back together, so the three of you will need to work together to convince them to become a team once more. If you three can combine the individual skills you learned for your separate challenges and perform some sort of spectacular feat, the sisters will realize they were wrong to break up and agree to stick together – and share the three of you with each other. If you overcome the drawback, you will gain the Kamaitachi sisters as companions.

And Then There Was One... (+400 CP, Can be Taken by Companions)- In these parts, it’s dangerous to go alone, but you seem to have bad luck finding a reliable party. Whenever you are in a group (starting at two or three and going up from there), there is a likelihood that either you will get separated from the party or that the individual party members will leave you one by one, as they get snared by monster girls and fall into other traps. It’s also likely that at least some of your allies are in fact spies planning to betray you.

Jumper Encyclopedia (+400 CP, Can be Taken by Companions)- There is a detailed, printed description of you widely distributed around the world, including your face(s), behavior, and powers. While the printout won’t cover everything, it will still cover a lot, so hopefully you don’t have a problem sharing that info with the world.

Amnesia (+400 CP, Can be Taken by Companions)- You have lost all of your memories from before this jump.

Magic Circle (+500 CP, Can be Taken by Companions)- You ended up arriving in this world right on top of a demonic magic circle. Now all your physical and magical abilities have been significantly sapped, such that you are barely stronger, at the most, than a common human. You may be able to gradually regain your strength and magic through significant effort, like training yourself up to the level of a Hero or seeking out powerful magic spells or artifacts - of course, given your current state, accomplishing those goals will be anything but easy.

Ancient Seal (+500 CP, Can be Taken by Companions)- You have been trapped in an ancient spell and sealed away far from any help. The seal will not harm you and will keep you in healthy, unaging stasis, but you cannot escape it on your own. All of your special powers are locked away while you are trapped. It is possible for someone on the outside to free you, but finding you and the seal won't be easy, much less undoing the powerful magic. Also, while the seal protects you from all harm, it does not impede certain energies – like say, demon energy – from leaking in, so hopefully you'll get rescued soon or else you might be very different by the time you are freed.

Tattoo Troubles (+500 CP, Can be Taken by Companions)- You somehow offended [Miss Rubiana](#), the talented Succubus insignia artist who runs the world-renowned Femme Rouge insignia parlor. Thinking you dismissed and insulted her craft, she decided to make you into an involuntary test subject for ALL of her designs. She has engraved your entire body – from top to bottom – with various pleasure runes and insignias that are ALWAYS active; not a centimeter of your body will be left unmarked. At the very least, the runes make even the slightest touch or feeling on your skin become intensely (and sexually) pleasurable, with sex in particular having a most wondrous feeling. Even a simple pat on the head can make you sink into dizzying euphoria. With the constant feelings of pleasure overwhelming you, be careful or you'll find it hard to think of anything but sex sex sex sex SEX!

Plus, each insignia has special effects depending on its location on your body. The hips' insignia boosts the pleasure of sex, the chest insignias boost the pleasure in your breasts when sucked or massaged (and may also influence your emotional state, like your sexual arousal or the love in your heart), the arms' runes kick in whenever you do any sort of grappling (and affect the entire arm), the legs' enhance the desire to be connected and the pleasure of skin-to-skin contact, the ones on or below the eyes “gift” you with the quick-sightedness to notice and focus on lewd things (and those directly on the eyes will even impart lewdness into whoever you gaze at), tattoos around the mouth will enrich your taste towards sexual things (kissing, sucking penis, etc.) as well as compel you to express your fondness for loved ones in words without embarrassment, forehead insignias will indirectly make your thoughts notice and focus on specific things depending on the insignia (most often lewd things) to normalize those thoughts in your head over time, womb insignias enhance runes to their fullest potential and influence and dominate all of you (both body and even your heart), etc.

There will be plenty of diverse rune designs. These designs include but are not limited to: [Pleasure Insignias](#), which amplify the pleasure of sex by leaps and bounds; [Essence Siphoning](#), which causes you to absorb mana (and demon energy) at an increased rate; the [Insignia of Temptation](#), which attracts people's gaze to the site of the rune and entices them to sex directed towards those targeted areas; [Beast Insignias](#), which awaken bestial instincts and desires within you, forcing you to go into heat while sharpening your natural senses towards sexual things; [Vixen Insignias](#), which forces upon your mind and body the alluring demeanor of a fox monster, altering your daily conduct, behaviors and gestures to match the traits and mentality of an enchantress who desires to tempt others; and the [Rabbit Insignia](#), which starts out with “just” a fever and spacing out but then advances to a body and mentality that constantly burns with desire for mating and breeding.

Furthermore, she imprints you with [Fiend's Contracts](#) linked to her: whenever one such rune experiences sexual pleasure, it will share that sensation with the other person's insignia. And she has plenty of other, never-used runes she'll test out on you, including new Beast Insignias based on other creatures. Oh, and all the runes are enchanted to affect whatever clothing you wear with more insignias, meaning that whatever sensations your clothes are exposed to will reverberate back to you and make your pleasure even worse.

After the jump is finished, you can choose to keep the markings on you without them having any of the previous effects (unless you choose to activate them), and you will be able to make them appear and disappear at will. Also, if you manage to withstand giving into all the combined effects on your body and mind for a full month (this will include Rubiana occasionally tampering with the effects when you least expect it), Rubiana

will take pity on you and release you from the enchantments, and let you freely summon and dismiss them at will; in addition, admiring how you have endured her best insignias that broke even the greatest heroes, Rubiana will join you as a companion (see Bonus Scenario Supplement for bio).

Mari's Mischief (+500 CP)- You have attracted the attention of the (fanmade) Lilim [Mari](#), whose thirst for adventure makes you quite appealing to her. While she may not necessarily see you as her destined partner for love (though she's still perfectly fine having some sexual fun with you and others if she can convince you to join in), she will insist on accompanying you wherever you travel – and with her sheer power, she won't take no for an answer. Although Mari can sometimes be useful, such as helping you when you're in danger, she is mercurial and loves to have adventures (and if an adventure won't come to her, she'll make one happen herself).

Aside from her usual Lilim tendencies to transform human women into monsters (she likes to reverse their personalities, like turn a timid girl into a wild Ushi-Oni), she will also cause chaos in a myriad of other ways, from starting a pub brawl in a bar full of Oni to dragging you to an abandoned (and dangerous) dungeon to stealing a Dragon's treasure and purposefully leaving a trail for the Dragon to chase her (and you) down. Well, at least now you will always have something “exciting” happen around you. At the end of the jump, you can choose to bring Mari along as a companion, as well as her Werecat familiar (see Bonus Scenario Supplement for bio).

Voice of “Jump-chan” (+500 CP, Can be Taken by Companions)- What an honor! From the very moment you start the jump, you will be in constant communication with your Benefactor, who will always be there to give you advice and keep you on the right path. But for some reason, however much the voice gives reasonable justification for its commands, you will be increasingly pushed to go against your normal morals. But it's all for the good, right? Surely your Benefactor would never betray you?

Unfortunately, the voice is truly the “voice of your own desires” – a manifestation of your repressed inner desires mixed with the taint of the Demon Lord. Fortunately, you are completely unaware of this when the jump starts, and I advise you to keep it that way: the revelation that the voice you were hearing was not from a greater power but only from your own heart will rock you to the core – and in your madness, you will allow yourself to be subsumed entirely by those unleashed desires.

Fallen Jumper and the Magic Sword of Truth (+500 CP)- When you arrive in the jump, you briefly have the vision of a distant ruin, where a voice is calling out to you, saying that it's waiting for you to prove you're worthy and release it. It turns out that you have somehow formed a bond with the Magic Sword of Truth (called Derkleim), which Druella created as a favor to a human friend who wanted to choose the best monster form to become. The sword has two roles: to help you see the truth in your heart and to bring about the “best future” (from the perspective of a monster). Even though you start out a long way from the sword's location, it can still telepathically communicate with and “bless” you.

Whenever you encounter a Mamono, the sword bends reality to show you a vision of what could potentially happen between you and that monster girl in a “bad end” that results in you being transformed and/or charmed by her. The sword can even hijack the demon energy of mamono to create the bad end situations, like rerouting a Cheshire Cat's portal to Wonderland or making truly safe Holstaurus milk become inexplicably tainted, so that you experience the bad ends even when they're otherwise unlikely to happen. This also means for any drawbacks with a failure scenario that involves you being transformed and/or seduced by monster girls, you will get a full vision of those bad ends once you meet said girls.

After the full experience of the bad end in mind and body, you will exit the vision, and it will be as if it never happened in reality. In fact, reality will now be altered so that you can easily avoid those immediate futures, as long as that is what you want. However, you retain the full memories of the bad ends, and the mental trauma (well, more so happiness, as each bad end brings you more and more joy) can continue to corrupt you indirectly. The more bad ends you have, the more likely it is that you'll eventually decide that the potential future offered to you in your vision is your destiny, and what you want more than anything else. If you wholeheartedly embrace the future of a bad end you experience, the Sword of Truth will conclude that this is the destiny you have chosen for yourself and allow you to repeat that future in reality, sealing your fate.

The only way to escape this drawback is to make it all the way to the Sword of Truth, which is in a distant location. The ruins it is hidden within contains numerous mamono, each offering her own bad end encounter. Make it all the way to the sword without giving into one of your potential destined ends, and the sword will acknowledge you as its destined master, and the drawback effects will cease. Derkleim the Magic Sword of Truth, which is a fully conscious and sapient item, will join you as an item/companion. It is basically a wise and powerful sword with an imprinted copy of Druella's personality, and it will loyally follow you – though it still feels compelled to “help” free others from their “chains” of humanity by showing them potential futures and monsterizing them accordingly.

The Sword and the Suit (+500 CP, Can be Taken by Companions)- When you start the jump, you will find that you have somehow fused with two especially strong-willed items: a Cursed Sword and a (Dark) Living Armor. The armor is locked onto your body for the duration of the jump, and it is impossible to get it off. Likewise, the sword is somehow magnetized to your body and will swiftly return to you whenever it is pulled (or thrown) away from you; at most, you can clip it on your side when you need to use your hands for something important like eating or opening a door, but she'll return to your hands as soon as you're done.

And each of the items has already been corrupted greatly by lustful darkness, and wants to corrupt you in turn. The Cursed Sword is constantly urging you to use her to attack and cut things, and whenever she does damage to a foe, a similar amount of “damage” is dealt to you – but not to your physical body but rather to your resistance, as she molds you into a wielder worthy of her; and seeing as she's so strong that each strike by her is likely to be a critical hit, you can be sure that the damage will quickly rack up.

The Living Armor is quite the opposite and wants to protect you from harm. Being a particularly durable Living Armor enhanced by darkness, she can absorb almost any damage you take. However, whenever she protects you from harm, a similar amount of “damage” will be applied to your resistance to her own corruption, as she wants to make you into a wearer worthy of her. If either item – or both – manages to fully corrupt you to her desired state, you will fail the jump. If you manage to last the whole jump without succumbing to either item's wiles, the items will obediently submit to you and no longer attempt to corrupt you.

You can then choose to take the two items with you if you want. While the items can be handled as two separate items, they can also count as a single, fused combination of the Living Armor and Cursed Sword items, merging with you for a three-way fusion that combines the individual powers of you and the two items. The two items will no longer be locked onto you (and they'll now have human forms), but you can still activate that component when you wish to draw them to your side and prevent them from being wrested away from you. You can choose, if you so like, for the sword and/or armor to be equivalent items that were already in your possession prior to this jump; however, this won't make the drawback any easier - and depending on what sort of items you used, it might make it even harder.

Coming of the Wicked Witch (+500 CP, Can be Taken by Companions)- A Dark Mage has scried you with her crystal ball, and she wishes above all else to make you into her eternal familiar, whether you like it or not. Using her magic to track you wherever you go, she will launch various schemes to make you hers. Whenever you stay somewhere for more than a couple of days, she will soon arrive and begin to convert the area into a demon realm environment for the purpose of ensnaring you, and either turn the locals into monsters or threaten them with that fate should they not deliver you to her as a sacrifice. Any close companions, friends, lovers, or family you have may also become targets, as she will cast enchantments to transform them in body and mind into monsters loyal to her, so that they can assist her in capturing you. If all else fails, she'll show up in person to bring you to heel with her diverse and powerful spells.

Unfortunately, she also has enchanted herself with a special failsafe that will always teleport her to safety when she is in danger. The only way to truly defeat or capture her is to confront her in her personal territory, which is easier said than done. She resides in a remote bog-forest that is very difficult to locate, and even harder to traverse. In addition to the monsters lurking in the swamp and the trees, the domain has been enchanted with insidious spells meant to lead you astray until you end up right where she wants you. Here, in her home, the Dark Mage is at her strongest, and she will use any spell and trick she can to seduce you into serving her as a loyal, loving familiar. Should she complete the familiar ritual to bind you to her service for forever and a day, you will fail the jump. If you successfully finish the jump without being made a familiar, you can bring the Dark Mage along as a companion, if that's what you want. You can take this drawback multiple times to be pursued by multiple Dark Mages, but while there's a small possibility that they will see each other as rivals and fight each other, it's far more likely that they'll form a coven together to ensnare you for their shared use. Each additional Dark Mage only gives you +100 CP apiece.

Tribal Troubles (+500 CP)- You have become caught up in a tribal dispute between two (unmarried) queens of the jungle: an Amazoness and an Ocelomeh. Fierce rivals ever since childhood, each of them wants to be the sole, undisputed queen of the jungle, and refuses to give up their own claim without a fight. After many tribal wars and one-on-one duels that all ended in draws, the two have settled on a contest to settle who is the better warrior – and the challenge and prize is you! Each jungle queen seeks to capture you, break you in, and cement her dominance by ravishing you before her entire tribe as proof of her victory. If either jungle warrior completes her victory “celebration” with you, you will fail the jump.

And each jungle queen is highly skilled and powerful, far greater than the average warriors of their respective races. Instead of the vestigial, tail-like wing typical of her kind, the Amazoness Queen sports two full-fledged wings, allowing her to fly and hunt from the sky. Furthermore, she has managed to awaken and alter the normally dormant pleasure runes on her body, such that they now can potentially charm you during combat while also giving her the enhanced physical senses customary to beast insignias; the downside is that the longer a fight against her lasts, the more likely that the runes will erupt with raw pleasure across her whole body, immobilizing her long enough for you to make a speedy getaway. The Ocelomeh Queen is equally ferocious and dangerous, able to turn herself into a giant, monstrous jaguar that can rip boulders to shreds and hold you down effortlessly; also, her strength grows with the arc of the sun in the sky, and her resistance to magic grows with the arc of the moon.

While each queen will initially try to fight you one-on-one (though they consider ambushes and the like to be perfectly fair tactics), they will escalate the more you fight back, and will also escalate if the other escalates; for instance, if you prove too strong to face alone and the Amazoness Queen has to call upon her tribe for support, the Ocelomeh Queen will also rally her own tribe, not wanting her rival to take the lead in the contest. Each might occasionally assist you against the other, but neither will relent on claiming you as their prize.

Survive the rival jungle queens' hunt until the end of the jump, and you can bring along one or both of the queens as companions, along with their respective tribes.

Happy Headhunting (+500)- You have attracted the romantic attention of a particularly powerful Dullahan, and she has told you that she will arrive on the first midnight of each new year to spirit you away. No matter where you go and hide, she will always arrive at her appointed time. If she successfully carries you off, you will fail the jump. Fortunately, if you can hold her off until sunrise, she'll accept an honorable draw, but nevertheless vow to return the next year – so you'll need to keep her at bay each new year. However, even though this seems counterintuitive, do NOT try to make her head fall off (not that you'll remember that important detail once the jump starts).

If you ever knock her head off – and if you make it to your final duel at the start of the last year, you'll be overcome with the instinct to take off her head – you'll learn that she has developed a unique counter toward her kind's natural weakness. Just as you knock her head clean off, she will flawlessly execute a counter swipe at your own head to lop your head off without harming you – and swiftly swap your head with hers on your bodies! Normally, she'll switch the heads back to their normal bodies after winning (after all, it's not like the new bodies ever fit her any better than her own body; in fact, they usually fit worse), but she has found that her head fits perfectly snug on your body. To her, it's a sign of your destined love with her, and she wants to keep the switch as a marriage memento.

On the bright side, as she retains a sense of honor as an undead knight, the Dullahan warrior will generously allow you a rematch at the end of the year to reclaim your body. However, rather than her seeking you out, now you will need to seek her out. She will hide herself somewhere near-impossible to find, challenging you to find her (as the whole act of tracking and abducting the groom is a cherished custom for her kin, she thinks it's a mutually fun experience and that she's "gifting" you with the chance to take the role of a Dullahan yourself). Fail to reach her for the appointed match at the end of the year, and you lose the jump. Unless you have some incredibly powerful tracking skills – and the ability to get to wherever you need to go – you might need to draw upon the instincts and powers of the Dullahan body that your head possesses to reach her. Just be careful not to fully succumb to your new body's instincts; your Dullahan body still recognizes the Dullahan head as its true liege, and if it gets full control of you, it will kneel in allegiance rather than fight when the duel commences.

Even after you reach her, you'll need to beat her in the duel, and it won't be easy. All your powers that don't either involve your head or have ghost/undead-like properties will stay with your original body – which is now with the head of the Dullahan knight. Fortunately, the Dullahan knight wants a fair fight, so she won't use any of the powers she's gained from your body unless the fight becomes uneven/unfair; even then, she'll only access a couple of your powers, usually lowered from their normal potency. Win the duel and reclaim your body, and you will beat the drawback. As a reward, the Dullahan warrior will accompany you as a companion.

Ballad of the Bloody Samurai Ghost (+500 CP)- Did you know the Order once tried to invade Zipangu to spread the holy word at the tip of a blade? Well, you do now that you met this Ochimusha. She cuts an ominous figure, especially with the large Odachi she shoulders as she tells the tale of her suffering. When she was alive, she served a young child, her precious master. Unfortunately, the child's family was marked for death by the invading knights as they had been using their merchant fleet to facilitate trade between the mamono of Zipangu and those of the mainland. Despite fighting valiantly, she was forced to watch helplessly as her master was cut down brutally by the invaders. Her mind shattered as she watched the light leave their eyes, and she killed droves of people in her fury before perishing. But now she has awakened, having sensed the very same light in yours. You see, she's adamant that you are her master reincarnated, ignoring your age and even your gender.

Any attempt to get rid of her or even hurt her is merely met with an almost masochistic desire to suffer for her failings, but make no mistake: this undead samurai will follow you no matter what you do to her. You'll quickly find that despite her emotionless visage and monotone voice, she's clearly imbalanced, even for one of her kind. She's fond of self-harm, even keeping the broken sword of the knight who killed her buried in her torso, just to feel the pain of her failure. That's not all, though: she's paranoid and clingy to insane levels. So much so that any cultured individual would label her a yandere. She will not hesitate to use any tactic at her disposal to remove other women from your life. Not stopping there, she will use overwhelming violence in response to even the most minor slight thrown your way by another.

Yes, violence. She will murder all those she sees as a threat to you – which in her mind is pretty much everyone. She's not only fully capable, but extremely skilled at it. In fact, her blade functions less like mamono realm silver and more like proper steel. It will still strike the soul of the target instead of their body, but rather than bring pleasure, it rends their soul apart until the victim is left an empty husk drenched in splatters of red mana. It would appear the immense self-hatred and trauma of witnessing you being cut down has overpowered the natural desire for love and life that mamono have. She hates all other living beings with the same passion she hated the knights who slew you. But she also seems to at least recognize that what she's doing is wrong, if only because it is further tainting the innocent heart of her dear lord; even though she won't hesitate to kill, she mutilates and punishes herself afterwards, especially if she notices you're upset by her actions. You need not fear for your own life. In fact, she'll do nothing to hamper your path or even keep you in this world. No, the failure condition of this drawback is much more insidious.

You must heal her. You must accept that you are her master reincarnated (lying if you truly do not believe it). You must help her work through her grief and self-loathing. Get her help with her PTSD (mindflayers are all the rage this year). Most importantly, you must cure the twisted bloodlust within her, for she has caught the eye of Enma-sama, the Lilim in charge of punishing the wicked and damned. At the end of the jump, Enma-sama will arrive and pronounce judgment on the spot. If Enma judges the bloody samurai too far gone to be saved and drags her off to Hell, you will fail the jump. If, on the other hand, Enma decides that the Ochimusha has curbed her bloodlust and fully taken the path of redemption, she will spare her, and you can successfully complete the jumpchain. You may take the Ochimusha with you if you desire; her sword will regain its mamono realm silver qualities (though able to access the deadly version if you want), and while she'll still be jealous and clingy, she won't kill anymore.

Time for the Bogey-Bogie Boogie-Woogie! (+500 CP, Can be Taken by Companions)- You weren't alone when you arrived in this land. Dancing in your shadow and watching you from the edge of your vision are two nightmares given mamono form. Demons from old who torment and consume wicked children. Fortunately for you, the words "torment" and "consume" take on new meaning in this land. As does the definition of "children" in your case. The Bogey and the Bogie: ogres who prey on those lacking a childhood or who have experienced trauma or hardship. These two mamono who haunt you are particularly massive members of their respective races. The Bogey is a giant of fluff and stuffing, so large her clawed hands could wrap around a man's head – and that very same man would only come up to her chest in height. The Bogie conceals her porcelain skin behind the garbs of a jester and hides her terrifying visage behind a mask. Both of them are so tall that they'd have to bend over at the waist to enter the average room, and can use an adult's head as a boobrest. These two mamono are sisters, both in nature and in their newfound drive to capture you.

The Bogey can feel your perpetual homelessness, the history and weight of time on your shoulders – and it breaks her heart. No one should have to go through all that without a mommy. A mommy like her. The Bogie similarly can see your soul, and every wicked or good deed imprinted on it. She is overwhelmed by your actions either way, and can't help but want to punish/reward you for your actions.

Each sister will act alone, and in different ways at first. The Bogey will watch and wait silently for even the slightest sign of emotional weakness, be it anger or sadness. Then, at the moment of fragility in your heart, no matter how small or brief, she'll seize the chance and leap out to embrace you. Her mere presence, even if you don't notice her, will cause you to be overcome by the combined weight of all of your struggles; the longer you've jumped, the harder this predator will be to overcome. She can easily hide her bulk in a closet, in the corners of your room, or – her favorite – under your bed. If you hear her haunting lullaby in the dark, it's probably already too late to escape her. After enough encounters with her, you will start to instinctively yearn for her comforting embrace and unconsciously seek her out, giving her more opportunities to catch you. Plus, the stuffing she constantly sheds (despite never getting thinner) has a hypnotic effect, such that you'll become obsessed with "stuffing" her yourself. In fact, she'll even sometimes insert her stuffing within the linings of your clothes, so you are constantly hugged by mommy's magic touch.

The Bogie, on the other hand, is much more proactive – she'll be your shadow, always watching. Like the unholy lovechild of Michael Myers and It, she'll follow all the best slasher tropes. Her arrival is preceded by the telltale feeling of excitement blended with terror that watching a slasher flick would produce. Expect her to always stand behind you in your reflection, to lurk ominously in the distance, or to reveal the glint of her mask in shadowy corners or doorways. She'll stalk you whether you're a good boy or a naughty one, it's just in her nature. If you're naughty, it'll be worse, as she'll intensify her acts, filling you with childish terror you can't resist, but don't expect to get off easy if you're good, either. Good boys can expect her to act the clown! She'll burst into private meetings to sing macabre poetics of your accomplishments. She'll visit your opponents in their most private moments to whisper twisted accounts of your heroics in battle, leaving them shaken. Also, you can expect everyone around you to burst out into organized song-and-dance numbers that wouldn't be out of place in a Tim Burton film, with her as the conductor. And if you show signs of obedience towards her will, she will reward you with genuinely sweet and fun magic tricks and games that will leave you rolling with childish laughter and wonder, and she'll promise even more fun next time if you continue to be good.

Their combined goal is to force you to both fear and rely on them. If you give them even the slightest opening, you'll find yourself trapped by two momdoms who plan to hypnotically break you until you rely on them for all your needs. Over time, the two will begin using trickier/scarier approaches, and if they get frustrated enough, they'll team up and combine tactics. I wouldn't advise trying to deter them with violence either: the Bogey can shatter boulders with her fists when roused to anger, and the Bogie can easily back up her slasher act with action when needed (and even if you break off her scary mask, the expression on her face is even more terrifying).

Eventually both of them start appearing in your dreams. In addition to providing the same tricks in your dreams, they will also try to take you to their shared home. If you give in to their wills enough to let them lead you home, they'll reward you with all sorts of childish delights. Their home is a youngster's paradise, and they've used what they've learned about you to tailor the playground to your childish desires, making it such a comforting reprieve that you might shiver at the very idea of leaving it and going back to the scary world outside. And their home is even more wonderful when you're awake, they'll promise you.

They will never try to take you home with them when you're awake, but after you've been to their home in your dreams, you will know exactly how to reach their lair in the real world, and you will even unconsciously start to travel there if you don't catch yourself. Also, once you've been to their home in your dreams, you'll always appear there in your dreams, increasing your childish desire to always be there, even outside your dreams. If you go to your Mommies' lair while awake and willingly take their waiting hands to go inside, you will have surrendered yourself entirely to their motherly authority, and thereby fail the jump. If you make it through the jump without entering their lair while awake, you can take them both as companions.

Mushroom Fever (+500 CP, Can be Taken by Companions)- You just *had* to eat that fluffy, rainbow-colored mushroom. Why do I bother some days? Well, I'd better warn you what's going on. Some crazy experiment to fuse the mushroom hat of a Mad Hatter, the Undead Grey Lamentation Mushroom, and the spores of a Matango went horribly wrong, and created a monster of a parasite. This monstrosity has the cordyceps-like infection growth of a Matango, the undead-raising capabilities of the Grey Lamentation, and the sharp, analytical yet mad mind of a Mad Hatter. What's that have to do with the mushroom you just ate? Well, this was a plan they had to get some poor sucker of a hero to eat it and be turned into their husband and champion. Good news is your outsider nature prevented it from truly infecting you. Bad news is, it's still stuck inside you, and impossible to remove (in this jump, at least). And it acts as a homing beacon to all of the other mushrooms, who are now desperate (at the level of a yandere) to become one with you. While you're safe for the moment and can survive a degree of their spores, enough continual exposure will do you in. They will also try to infect your friends, family, and companions to make them part of the hunt to catch you.

Watch out in particular for three individual mushrooms; they call themselves "sisters", but they are rather three simultaneous manifestations of the parasitic collective's consciousness. The first, calling herself Red, is a female with a bright red mushroom head. Like most of her kin, she is rooted in place, but is in essence the "heart" of the parasite. She has great magical and regenerative powers, and as long as she survives, the mushroom infestation can resurge no matter how much damage you deal to the mushrooms. If you defeated her, on the other hand, the cordyceps threat would significantly diminish. Unfortunately, she's well-protected at the centermost infection point of the growing mushroom kingdom. Plus, she can telepathically communicate with the other mushrooms, and she acts as the "tactics coordinator" for them. Red sees herself as the "mom" of the family and has a calm yet assertive demeanor.

The second, calling herself Grey, is the one mushroom who can walk around on two legs. She looks like a grey-colored Mad Hatter. Indeed, she embodies the Grey Lamentation and has its special powers: she has the regenerative properties of an undead and can summon undead to serve her. She can create painful albeit nonlethal poisons and can also give out a "death cry"; the cry does not actually kill, but it fills everyone who hears it with a paralyzing feeling of fear and despair. Grey's pretty good with a knife, and she is the most violent and aggressive of the trio, always at the head of the trail to hunt you down.

The third, White, is actually inside your head. When you sleep, you will see a petite, white mushroom-headed girl. She is rather shy and has this innocent sort of demeanor, never wanting to harm anyone the slightest. She does her best to comfort you in your dreams, and once she's strong enough, she might be able to communicate with you when you're awake as well. But don't be fooled. White is the manifestation of the mushroom you ate, and its continued effort to truly infect you. She genuinely believes that it's for your own good for you to become part of the mushroom infestation like everyone else. She doesn't have an ounce of violence in her heart, and she won't force you to become one with her. But she's so gentle and sweet, and she cries when you reject her offer. If you give into the temptation/guilt and allow her to convert you, you will be turned into a mushroom, thus fulfilling the game over requirements for the drawback: if you are successfully turned into a mushroom fully merged with the growing cordyceps "village", you will fail the jump. If you survive until the end of the jump, you can take the mushrooms with you as a single companion, if that is what you want to do.

Dragonice Desire (+500 CP, Can be Taken by Companions)- A great and powerful Dragon, an unrivaled champion from the far wastes of the north, has espied you and decided that you shall be "honored" and become one of her prized, jealously guarded possessions. She is incredibly strong even for a dragon, with her full, monstrous dragon form as large as the mythical leviathan. She isn't native to Zipangu, but she visited there once and learned a little on how to manipulate the weather. Knowing that little can stand against her for long, she lets nothing get in the way of her capturing you. Whenever she seizes you, she will take you to her remote lair, where you shall live in comfort as part of her massive hoard. She is more selfish and prideful than any

other dragon, yet she retains a strong cunning, so it will be a herculean feat to convince her to even consider letting you go. In fact, she has so much pride that it spills out in a charismatic aura that makes those around her feel intense awe and obedience toward her, though it can be resisted with enough effort.

Admittedly, she treats all of her “treasures” with the utmost care, such that after a while you might start to feel at home under her rule, but if you stay in her lair for more than two months at one time, you will fail the jump. The time limit resets whenever you escape her lair, but her home is gargantuan and labyrinthine, so you’ll have enough trouble just finding the exit, and once you’re out you’ll be in the middle of nowhere – perfect for her to track you back down. And don’t think of using magic to get out! The dragon is an accomplished sorceress and has enchanted her lair with various spells to keep thieves from stealing her treasures – for one, all teleport spells in and out are neutralized. She jealously views anyone trying to help you as a “thief” stealing her treasure and will attack them to “save” you. And even if you kill her, she will come back to life as a Dragon Zombie, one that has especially potent regeneration and can quickly return to full health after all but the most lethal attacks.

Furthermore, she has gathered a loyal cadre of followers over the years, from an air squadron of Wyvern scouts to a “pet” Wurm to a half-dozen Lizardmen/Salamander bodyguards to some random Mimics scattered throughout her hoard; they are all happy and proud to be her precious treasure, and they want to do what’s best for you and ensure that you accept the great honor of being one of her cherished possessions, too. Since the dragon believes that all of her treasures belong to her in the first place, she doesn’t mind if some of her treasures have some “fun” with other treasures, for she and her treasures all know that their love for her trumps other loves. You’re an “extra-special” treasure, though, so she’s a bit more possessive of you. Meaning that she’s perfectly fine in having some of her servants have their way with you if it helps ensure you stay, and she might even watch, but she makes it firmly clear that going too far, or without her express permission ahead of time, is forbidden; for starters, she declares that only she, not her other treasures, may have the right of officially marrying you. If you successfully complete the jump without succumbing to the failure scenario, you may choose to bring the Dragon with you as a companion – and where she goes, her hoard follows.

“Revenge” of the Ex-Demon Lord (+500 CP, Can be Taken by Companions)- Some of the old Demon Lords have recently been reincarnating into Mamono and seeking out the reincarnated heroes who stopped them before, this time with the intent of something more romantic. Now, a powerful foe you’ve fought in a past jump, one who is a rough equivalent of a Demon Lord, has arrived in this world reborn as a Mamono; in the case you do not have any past foes who qualify (see Notes for full details on qualifications), you will instead be pursued by a past MGE Demon Lord (or you can just choose to take that option regardless).

Your old enemy is now stronger than ever, with the powers of a Mamono boosting her considerably; she’ll at least be close to the level of the current Demon Lord, and will be difficult for even you to overcome. She can vaguely sense the “aura” of her old enemy, and she will seek you out for a rematch (and something more intimate, even if she won’t admit it out loud). If she defeats or captures you, you will fail the jump.

However, recognizing you as a worthy opponent now, she insists on a (relatively) fair fight. She won’t fight you until you are strong enough to face her; if you are too weak, she will instead personally train you until she deems you fit for a rematch (be careful you aren’t seduced during her intimate training sessions, lest you fail the jump that way). Take too long to get strong enough to beat her, and she might get impatient and decide to just claim you one way or another.

If you can successfully defeat her, she will acknowledge you as her one true equal and partner, and you can take her with you as a companion. While most of her horde of followers will be gone, the Demon Lord may still

bring along her strongest/closest subordinates and a limited batch of the monsters/minions that served her; they won't be as powerful as the Demon Lord (and the weaker ones will just be as strong as a basic Mamono), and unless they likewise have a deep grudge against you or remain deeply loyal to their mistress, it's quite possible they might take interest in another potential mate instead of you and desert accordingly.

You can take this drawback multiple times to be chased by multiple Demon Lord equivalents, with each extra Demon Lord earning you +400 CP.

Ashes of Victory (+600 CP)- Hurray? A hero from the Order finally managed to kill the Demon Lord, along with her traitor husband and all her daughters. Unfortunately, this has caused all monsters to revert back to their bestial state, leading to many tragic endings for human-monster marriages. Despite the victory, the Order has been pushed back to the wall due to the expanding demon realms, so the fight is hardly over. And with the Chief God wishing to cut back the advances in population, technologies, and ideas by whatever force necessary, things could get even worse.

Drawbacks (Background)

Being from Beyond the Void (+200 CP, Drop-In Only, Can be Taken by Companions)- There's...something off about you, stemming from your origin beyond this universe. All beings in the world, from humans to monsters to deities, will get this uneasy, suspicious feeling about you. This makes them reluctant to be on good terms with you, with reactions ranging from them trying to keep their distance to violently attacking if you come into conflict with them.

Parental Problems (+200 CP, Local Human/Mamono Only, Can be Taken by Companions)- You have...issues with your family in this world. Maybe they are very possessive toward you, or maybe they are especially strict, or maybe they want you to engage in a "family tradition" that you are heartily opposed to. Whatever the case, the problem(s) will cause considerable trouble for you. The drawback can also apply to in-laws of waifus you gain in the jump.

Jumper-kun Change (+200 CP, Human Only, Can be Taken by Companions)- Whenever you get excited or stressed, you will change to the opposite sex. Keep in mind that males and females are typically affected differently by environmental, magical, and Mamono-related features. When you switch back to your original gender by either calming down or having the focus of your excitement shift significantly, all physical alterations will vanish, but any mental changes and corruption that you were exposed to before reverting back will remain present.

Light of the Moon (+200 CP, Mamono Only, Can be Taken by Companions)- Every full moon, your body will change from that of a monster to that of a normal human woman. You remain stuck in this lesser form until the moon fully wanes, returning you to your Mamono form. It is important to remember that while monsters are generally immune to the negative effects of demon energy, female humans are particularly vulnerable, which could create issues for you. After you shift back to normal, physical alterations and the like will vanish, but any mental changes and corruption that you were exposed to before turning back will remain present.

Drawbacks (Affiliation-Tied)

All affiliation drawbacks can be taken by companions, except ones that conflict with their own affiliation (a companion in the Demon Army affiliation cannot take Lilim's Love, for instance).

Traitor (+100 CP, Cannot be Taken with Unaffiliated)- There are rumors within your organization that you are working against them, so your colleagues in the group will be more suspicious toward you.

Loyal Servant (+200 CP, Cannot be Taken with Unaffiliated)- Many of the organizations in this world have a very loose hierarchy, giving you a fair amount of freedom, but that is no longer the case for you. You will obey any command given to you by a superior in your faction, no matter what the order is.

Radical (+400 CP, Cannot be Taken with Unaffiliated)- Whatever group you are organized with, you have become zealously dedicated to its vision – and not in a good way. You seem to embody and embrace the worst aspects of your chosen group, such that even most of your peers in the group view you somewhat warily. You are constantly pushing at the boundaries of the group's values in your determination to enforce and spread the ideals, and if given the opportunity you might do something drastic.

Archenemy of the True Faith (+500 CP, Cannot be Taken with Order)- The Order has declared you to be a heretical enemy of its faith, and nearly as great a threat as the Demon Lord herself. The greatest of heroes and the most determined of inquisitors will be assembled to fight you to the death, and bounties for your head will be posted in all Order-aligned territories.

Lilim's Love (+500 CP, Cannot be Taken with Demon Army)- When you arrived in the jump, you landed headfirst into the bosom of a Lilim, one of the fabled daughters of the Demon Lord and the Fallen Hero. Seeing the encounter as a sign, she wants to take you and corrupt you to a debauched state for an eternal honeymoon, and will do whatever it takes to claim you. Fortunately, she's too wrapped up in her fantasies to do anything at first, so you have more than enough time for a clean break; even after she recovers, she's going to go back home to get her mother's blessing before continuing the hunt.

But once she has gone back home and gotten ready, she'll be back on your tail. While she does have a group of powerful and loyal monsters at her beck and call, she considers this a personal mission and won't send any of her servants after you (though they may report your location to her if they happen to spot you somewhere, and they will defend her if you try to take the fight to her). Even so, a Lilim has the exceptional charm and beauty of her mother (and mastery of demon energy), and the incredible strength and endurance of her father. Anyone close to you may also be subject to her attention in another way, either by forcibly pairing them up with monsters or by turning them into monsters; in the latter case, she's not above using your monster-turned companions to capture you, promising to share.

Plus, while you escaped from the Lilim during the first encounter, you still got a glimpse of her visage. You just can't forget that pretty face, and any further interactions, whether a kiss from her or a battle against her, will leave behind a feeling of pleasant nostalgia you just can't help but happily remembering time and time again, whether it's thinking about the first time you cummed for her whenever you have sex with others or reflecting on her sensuous battle style with her whenever you fight someone. If the Lilim completes a full-fledged wedding ceremony with you in Royal Makai (including consummating the marriage immediately afterwards) before the jump ends, you will fail the jump. Should you finish the jump without becoming permanently tied to the Lilim through her having her way with you, you can invite her to accompany you as a companion, if you so feel like it.

This drawback can be taken multiple times to bring additional Lilims into the mix – is now a bad time to mention that it is likely that the Demon Lord has over a hundred daughters by now, each with her own unique traits and powers? However, each additional Lilim only rewards you with +300 CP apiece. Also, be wary, as at least some of the extra Lilim will team up on you – and the more Lilims that combine their powers together, the more their charms and magic will strengthen exponentially. Fan-designed Lilims may be included in this drawback, but Lilims that are offered as companion rewards in separate bonus/drawback scenarios such as Druella, the Queen of Hearts, and Mari (see *Bonus Scenario Supplement*) cannot be used in this drawback.

Boobies or Bust! (+500 CP, Cannot be Taken with Sabbath)- You are afflicted with a terrible magic curse that makes everyone [who's female] around you grow big breasts; if you are female, your chest will grow, too. The more magic someone has, the bigger her boobs will grow when you're nearby. This, of course, has made you into the #1 enemy of the Sabbath, which embodies the value of childish, flat-chested girls. More than that, they believe that if they cast a special ritual on you, they'll not just save you from your curse, but get rid of all big boobies for good. Individual chapters' participation will vary, but you can expect every Sabbath group to be at least somewhat engaged in catching you. In addition, Baphomet-sama will cast a special spell every night of a full moon: until dawn, all your magic will be sealed away – including your curse, allowing Sabbath members to get close to you without putting their flat chests at risk – and every Sabbath member will instinctively sense your location. If the Sabbath captures you and completes the special anti-booby ceremony, you fail the jump.

Merchants of Menace (+500 CP, Cannot be Taken with Merchant's Guild)- The Merchant's Guild believes that you stole something very precious from them. They don't have any proof, so they can't do anything against you legally, but they will bring their full economic power to bear against you. Merchants tied to the Guild will try to cheat you at every opportunity, and the sneakiest of the bunch want to find a way to take possession of everything you own. If one of the more outrageous schemes succeeds and you lose something critical like your Warehouse, a kingdom you run, or your own freedom, you will fail the jump.

Death Rising (+500 CP, Cannot be Taken with Circle of the Night)- All of the undead in the world believe that you are the prophesied "Immaculate One," a great undead that will marry Hel and bring about a glorious new age for the undead. But to make that happen, they first need to make you into an extra-special undead for their goddess, whether you like it or not. While Hel is a little embarrassed about the whole thing, her practitioners are determined to fulfill the prophecy and will do anything it takes to turn you, even summoning the souls of old acquaintances from your past adventures (and maybe even historic figures from your homeworld) as undead Mamono. Whether originally drawn to you by affection or hate (though it's now all love), they wish to bring about the "Age of Night", so while you could try waifu'ing them, you'll need to convince them to stop trying to perform the ritual on you. If the prophecy is fulfilled, you'll fail the jump. If you avoid fulfilling the prophecy until the end of the jump, you can take any of the undead sent after you as companions.

Going Mad (+500 CP, Cannot be Taken with Queen of Hearts' Playmates)- Oh dear; didn't you realize that it's not a good idea to make a joke about lollipops where a loli who likes "popping cherries" can hear you? The Queen of Hearts finds you *very* interesting, and wants to toy with you. Whether it's when you're lost or just taking a brief nap that descends into dreams, you will be increasingly pulled over to Wonderland, no matter how many times you escape, much more frequently than normal circumstances. In fact, as the Queen can pull anyone she wants into Wonderland, she'll pull you back into her world whenever she pleases; fortunately, her childish nature means that she tends to get distracted by other things and neglects to use her power all the time, ensuring that you can at least stay out of Wonderland for a little bit.

Each time you enter Wonderland, the full population will be roused to capture you for the Queen. Human female companions of yours that she captures will be turned into Trumparts and tasked with hunting you down

(even outside of Wonderland), while Mamono companions will be turned into Wonderland-style beings and given similar instructions.

Furthermore, she has empowered the Trumparts such that they can sense you whenever you are near a heart, spade, diamond, or club symbol – even outside of Wonderland – and teleport to you on the spot. Also, be wary of mirrors, as the Queen has also set a spell on Wonderland’s looking-glasses: if you should ever physically touch a mirror, you’ll instantly end up in Wonderland. Should you be taken to the Queen, she will use every bit of her charm, magic, and debauched pastimes to break and transform you in mind, body, and spirit. If she succeeds and you fall fully into her desired madness, you will fail the jump.

Changeling Reel (+500 CP, Cannot be Taken with Fae Court)- Somehow, when you were arriving in this universe a piece of yourself, embodying the most childish aspects of yourself, broke off and was born as a Titania. You lose at least a quarter of your powers to your other half, and she can sense your presence and location. She won’t actually harm you, but she will constantly play pranks on you and cause mischief for you.

Plus, beware of playing her games; while most of the games will be harmless, at one point in the jump she will use one of her normally-innocent tricks as a ploy to try to trap you in a special fairy circle that will bind you to her as an eternal playmate (if that happens, you’ll automatically fail the jump). Plus, things that affect one of you, like demon energy, will affect the other in turn. If you successfully complete the jump, you get back your full soul, but you can ask your Changeling self to come with you as a separate companion if you like.

Enemy of the Environment (+500 CP, Cannot be Taken with Elemental Faith)- The various elemental powers and their devotees see your otherworldly existence as a threat to the natural harmony of the elements, and they will do their best to resist your presence in the world. The very environments you travel through will have their negative aspects heightened solely for you – watery terrain will constantly make you slip, get wet, and possibly even drown; hot areas will quickly dehydrate you and maybe even set you on fire; the earth’s plants will seem to shrivel up just to deny you food, and the ground will crumble at your feet in the worst locations; and the wind will become strong enough to send you flying for miles, and bring down whatever shelter you try to take. Don’t bother to ask for help from elementalists, as they don’t want to have anything to do with you.

Hissing Hunters (+500 CP, Cannot be Taken with Snake God Cult)- You accidentally got partially caught in a special ritual to create the perfect “bride/groom” for the cult’s prime goddess. The ritual was only a partial success, and you will show no outward signs of change. However, your soul now has a bunch of snakes slithering inside you, and the snakes want to complete the ritual. Unless you resist, you start to act more and more like a snake, and if you fall far enough to the compulsions, you will be unable to use any special powers unless you can link them to a “serpent” theme. The Snake God Cult isn’t aware about how you’ve disrupted their ritual, but if they do find out somehow, they will send out their best agents to capture you to finish the ceremony; they will also attempt to capture and convert any allies of yours to use them against you. If the ceremony is completed, you will fail the jump.

Wrath of the Kami (+500 CP, Cannot be Taken with Inari Faith)- All of the gods in Zipangu gather together for a grand celebration on the eve of the new year, at a sacred place where only they and their servants are allowed. Unfortunately, something about your arrival caused a disaster at the party, and all of the humiliated deities know that they have you to blame. Anyone with the slightest respect for any of those gods (which is nearly everyone from Zipangu) will treat you poorly as a result. They won’t attack you, but they will shun you, refusing to have anything to do with you. You will constantly suffer from small setbacks unleashed by the gods, whether it’s tripping into other people or getting rained on in the middle of a sunny day.

More than that, though, a few of the strongest Zipangu kami feel like you stole part of their honor, and they want you to “take responsibility” (in other words, they won’t be satisfied with anything less than a wedding vow). The goddesses will torment you when you sleep, and try to compel you to travel to their specific shrines so you can be fully “punished.” If one of the gods completes her “discipline” of you at her shrine, you will fail the jump. If you successfully finish the jump, you may take any of the individual Kami who directly went after you as companions.

The Furious Three (+500 CP, Cannot be Taken with Mist Civil Service)- Three renowned Mamono martial artists (except for the Souls one, who’s human) from the Lands of Four Gods, Fiends, and Souls respectively believe that you have insulted each of them in an unforgivable fashion, and they want to challenge you to a duel. And they won’t stop challenging you until they win. I’d especially watch out for the martial artist from the Land of Four Fiends. The only godsend is that each of them works alone and will challenge you to a one-on-one fight. If one of them beats you, she will take you back to her homeland with the expectation that you, by an ancient code, must perform menial labor in her kingdom until the end of the jump. And keep in mind that the other two martial artists aren’t going to stop harassing you even if you’re captured. If you escape custody, the martial artist will go after you again. After the jump, you can choose to take along any of the three rivals as companions if they are willing.

The Tale of Urashima Jumper (+500 CP, Cannot be Taken with Ryugujo)- At least every two months throughout the jump, you will receive an invitation via an Umi Osho to visit one of the Ryugujo amusement cities as a very special guest. You can refuse, of course, but between the faux pas of turning down the generous invitation and the fact that your refusal causes the Otohime of that city to unconsciously create storms in her frustration (and all the blame will go to you), expect your social reputation to sharply drop.

If you do accept an invitation, you will be expected to stay for at least 5 days in the wondrous undersea carnival, while being exposed to all sorts of aquatic monster girl maids, amazing cuisines, exotic dances, and other thrills that will tempt you to stay forever. As fitting your jumper status, you will get the full VIP treatment, and your personal, cute, sweet (and perfect for molesting) Umi Osho tour guide is one of the best, always finding new and wonderful things for you to enjoy no matter how long you stay there; in fact, it seems as if you’re always on a date (which is exactly what she has in mind for you). And on the night before you leave the palace, the local Otohime will perform a very special, magical dance to try to convince you to stay “for just a *little* longer.” Furthermore, just as your Umi Osho guide is showing you the way out, she will “accidentally” trip and fall on her back in such a funny way that’s so tempting to take advantage of; if you give in to those sadistic urges even a little, you won’t be able to stop toying with your guide until hours later, at which point you’ll just have to hold off on leaving until tomorrow (and of course, tomorrow she’ll fall again, tempting you to torment her for yet another day).

Once you leave, seeing as the resorts are very popular, they’ll become overbooked in a flash, meaning that you will be unable to return to a Ryugujo until you receive a new invitation from your Umi Osho guide in two months, no matter how much you wish you could go back there right away. If you stay at a Ryugujo for more than 2 months at a time (the time limit resets whenever you leave and return), indicating that you no longer wish to ever leave the underwater paradise, you will fail the jump. Do you have enough willpower to consistently reject the ever-so-graceful-and-kind entreaties of the many husband-seeking Mamono making up the entirety of the staff, your Otohime host, and your person Umi Osho attendant who will be with you during all your stays, slowly but steadily getting ever closer to you? If you resist all the way to the end, you can take the Otohime and any attendants/servants that caught your eye with you, but you won’t know that until you pass the test.

Storms of Sand (+500 CP, Cannot be Taken with Kingdom of the Sun)- The desert is full of ancient curses, and you have unfortunately become a victim of a particularly potent one. Desert environments will now be actively hostile toward you: sandstorms and quicksand traps will seem to home in on you, desert creatures (even monsters) will treat you hostilely, and water seems to move away from you. Furthermore, wherever you go, the desert follows. Stay long enough anywhere, and conditions will gradually dry up and transform into a desert.

Intoxicated Initiate (+500 CP, Cannot be Taken with Bacchism)- Bacchus is very difficult to offend, but you apparently did something very offensive to her morals, so she has imposed a geass on you that you must fulfill: you are duty-bound to be the escort for a young and naïve Satyros who is a priestess-in-training and wants to see the world. The Satyros is very carefree and always intoxicated, so she tends to accidentally offend more conservative people and stumble headlong into danger at every turn. And she doesn't like being told what to do, so if you're too forceful, she'll run off on her own.

At the end of the jump, you will be judged on how well you looked after the Satyros. If you did a good job overall and did not mistreat or neglect her, you'll be able to finish the jump. If you did not treat her well, though, or if you failed to protect her from a danger during the jump and she was seriously injured or killed, you will fail the jump. After you successfully complete the jump, you can choose to bring along the Satyros as a companion.

Blighted Bane (+500 CP, Cannot be Taken with Eleusinian Mystery)- For some reason, your otherworldly aura harms plants in your vicinity, causing them to gradually wither in your presence. As a result, plants, sapient and not, will instinctively and reflexively lash out against you. Vines you try to reach to climb will slither away from you, rose bushes will strike you with their thorns, and even Mamono will feel inclined to take hostile action.

Where's My Insecticide? (+500 CP, Cannot be Taken with Bug Lovers Foundation)- There is just something about you that bugs don't like. Throughout the jump, you will be plagued by mundane (non-Mamono) types of bugs. They won't kill or significantly hurt you, but they will constantly make your life miserable by landing on you, stinging you, or clouding your vision among other things. If you are near artificial things such as items or buildings, they will also start to subtly sabotage those things, such as undermining the foundations of your home or eating your food. In addition, all bug poisons and other substances produced by bugs, while not fatal to you, will be especially painful whenever they make contact with your body.

Goopophobic (+500 CP, Cannot be Taken with Slime Herd)- For some reason, you are terribly allergic to Slimes and all of the various substances they produce. Just touching the stuff is enough to make you break out in rashes, and it'll get worse if you have extended contact. To make matters worse, your body somehow also acts as a sort of magnet for Slimes, attracting them and their substances to you.

Curse of the Centaurs (+500 CP, Cannot be Taken with Equites)- You have severely offended several great Centaur sages, and they have called upon the stars to curse you. Now, whenever you are riding or being ridden by something or someone (in both interpretations of the phrase), you will inevitably fumble. Whether you are riding on a dragon, carrying someone on your back, or "mounting" your partner for sex, something will go wrong for both the mount and the rider. In addition, the curse allows Nightmares to freely enter your dreams and "play" with you as much as they please, and they no longer need to be physically next to you to enter your dreams.

Allergic (+500 CP, Cannot be Taken with Pedigree Patrol)- You are allergic to all kinds of dog hair, and you break out into sneezing fits whenever you are close to a dog. And unfortunately, something about your scent attracts dogs, and they will cuddle right up to you and ignore the effect that they're having on you.

“Present” from the Skies (+500 CP, Cannot be Taken with Bird Watchers Institute)- For some unlucky reason, it seems that birds are constantly dropping their droppings right onto you. No matter where you go, birds will just so happen to let their poop fall straight down to where you’re standing. Also, every now and then the birds will accidentally drop something else they were carrying – a heavy rock, a Humpty Egg, who knows?

Fluffy Roughy (+500 CP, Cannot be Taken with Furry Friends Lodge)- For some reason, every kind of fur and wool feels especially coarse on your skin, and you’ll quickly get rashes if you rub against them for long. And for some reason, you seem to have a karmic magnetism toward fluffy things, such that you’ll constantly find yourself inadvertently rubbing up against furry things.

Horde Hunt (+500 CP, Cannot be Taken with Horde)- You have attracted the attention of an especially strong High Orc queen. Unlike most High Orcs, her pheromones are especially potent and invigorate not only Orcs but other species of mamono as well. And many years of combat have tempered her tactics; while just as aggressive as the next Orc, she knows when to push forward and when to fall back for a better opportunity. She has established a notorious mercenary war band with many other kinds of monsters to supplement her numerous Orc followers. She is guarded by a half-dozen Ogres – all strong even for their own kind – who constantly compete with each other to be her second-in-command. She also commands several Hobgoblin chiefs, each leading her own band of Goblins. Now she wants you as her next trophy. Under the High Orc Queen’s command, the energized horde will hunt you to the ends of the earth, as a blunt, nigh-unstoppable force tearing through anything in its way. If you are captured, the High Orc Queen and her troopers will gang rape you as her “badge of conquest” – should their “recruitment ceremony” finish and the High Orc Queen break you in, you will fail the jump. Should you survive the jump or fully defeat the High Orc queen, you may take the High Orc Queen and her company along as companions.

Voice of Pandemonium (+500 CP, Cannot be Taken with Orgy of the Fallen God)- You have a constant mental link to the Fallen God, and you will constantly hear the depraved god calling out to you, tempting you to give in to lecherous darkness. You’ll also hear the ecstasy of all the happy couples within Pandemonium, inviting you to join in. If you, for even a brief moment, wish to go to Pandemonium, the Fallen God will instantly fulfill your prayer and bring you to that eternal realm; if that happens, you fail the jump.

Caress of the Sea (+500 CP, Cannot be Taken with Poseidon’s Domain)- Poseidon’s normally a pretty nice person and doesn’t want to hurt people. For you, though, she’ll make an exception. Whenever you are at sea, Poseidon will constantly barrage you with storms, tsunamis, and other watery disasters. And don’t think you can escape onto land, as she will send those storms at your location to wear away at the land until she can pull you under.

Merry Maid of Madness (+500 CP, Cannot be Taken with Chaos Cults)- A Shoggoth maid had fallen madly in love with you, a little too deep even for the madness of the chaos creatures. She has declared herself to be your maid and is certainly skilled in taking care of your every need...whether you ask for her assistance or not. She gets intensely jealous and violent toward anyone else who occupies your attention, and she is known to make items in your possession “disappear” so you can only rely on her body items instead.

Also, while she wants to approach the matter delicately, her dream is to “become one” with you permanently, and she is always leaving little traces of her in the food and drink she serves you to accelerate the fusion process. If you ever attempt to leave her, refuse her, or push her away, she will come to the conclusion that you need to be “fixed”, and she will take steps to personally solve the problem.

In addition, your maid is best friends with a high-ranking Mindflyer; said Mindflyer believes that you and the Shoggoth make the perfect couple, and she will do whatever she can to ensure your “happy” matrimony, even if

it means twisting your memories a bit. If you completely assimilate with the Shoggoth, you will fail the jump. If you manage to survive the whole jump without fusing, you can choose to bring the Shoggoth (and her Mindflayer friend) along as companions.

Cat and Mouse ~ You're the Mouse (+500 CP, Cannot be Taken with Kitty Cat Club)- Bastet believes that you have committed an unforgivable crime toward cats, and she has sent out all of her servants – from human priestesses and Werocats to Cait Siths and Cheshire Cats – to bring you to the Cat Kingdom for judgment. The only way to stop the constant kidnapping attempts is to go with them and stand trial in hope that you can prove your innocence.

However, if you do so you will be throwing yourself into the heart of the lion's den. For starters, a Cheshire Cat convinced the kingdom to adopt Wonderland's "sentence first, verdict afterwards" approach, so during the week of preparation for the trial, you will be turned over to some especially selfish and mischievous cats as their "cat toy" to play with around the clock; hopefully they haven't broken you in by the time the trial starts, or you might just plead guilty from the start so you can return to your beloved "owners" as soon as possible – and beware: if you hurt the cats handling your sentence at all (even just hurting their feelings), these additional sins against felines will be added onto your crimes at the trial.

The trial system is heavily biased in favor of cats, and the rules will be reinvented and turned on you whenever possible. Not to mention that the judge is Bastet herself, who is the most capricious and haughty cat of all! If you lose the trial, Bastet will sentence you to be permanently turned into a giant cat that will be her personal pillow and mount for all time. You can try to fight your way out at that point (though it's probably futile by this point), but if Bastet successfully imposes her punishment on you, you will fail the jump.

Quelling the Strife (+500 CP, Cannot be Taken with Army of Ares)- Ares has seen the violence in your heart, and she dearly wishes to save you, and show you the truth of love. She won't send her soldiers after you, but she will be watching every fight you get into, and whenever you have what she sees as an unfair advantage in the battle, she'll adjust fate just enough so that your opponent is on an equal footing with you. And whenever you are about to win, she will make you hesitate and leave yourself critically open to your opponent.

Test of the Unfaithful (+500 CP, Cannot be Taken With Erotism)- You did something to anger Eros, and she has decided to "test" you as she does with other heroes who refuse her call of love. She will send her servants to tempt you with all of their love so that you stray off your path of lovelessness and embrace her message of eternal love. Even the most stoic and chaste of hermits have succumbed in the end to such charms, so be forewarned. The Apsaras will dance before you for days on end to teach you what it is to love. The Gandharvas will play their love songs while presenting themselves before you, waiting for you to give in. And the Cupids will shoot arrows at you to push you away from interests other than love and make you fall in love with targets of their choice.

Initially they will tempt you individually, but eventually they will work together for even stronger combos. And you will need to resist their temptations for the entire jump. Also, as Eros' servants are sacred angels, it is considered a crime against Heaven to harm them, so you will be cursed with bad luck if you physically hurt them in any way, even marring a single feather or hair (and likely shunned by many for being so cruel as to refuse the holy ones' kindness).

At the end of the jump, just a little before time is up, Eros will congratulate you for winning, but don't let your guard down! As a "reward", she will offer you her very favorite Houri, who has the innocent appeal of a virgin and hopes to please you and teach you all about love. Give in to any of these maidens of love, even the Houri

you've "won", and you will fail the jump. If you successfully resist all their temptations, you can take any of those maidens as companions, but be warned: when you start the jump, you will lose all knowledge that this will happen, making you certain that if you refuse there will be no chance of ever being with them, and if you accept any of them before the jump ends, it will count as a failure.

Oath to the Grave (+500 CP, Cannot be Taken with Dragonia Immigration Bureau)- When you arrived, you did something awful that gravely offended dragonkind as a whole. As a result, the dragons forced you to take a magically-bound oath to redeem yourself. You are bound by the unbreakable geass to enter the Dragon Cemetery, an ancient graveyard on the edge of Dragonia where the dragons of old, filled with insurmountable grief and anger, perished and remain as bitter undead. You must find a Dragon Zombie, convince her to embrace the joys of life once more, and return with her to Dragonia for the geass to be lifted. And it cannot be just any Dragon Zombie, though you may still help as many as you like. The oath will only be satisfied if you tame the heart of a Dragon Zombie with sufficient strength in body, magic, and will to rival your own (and even if you have infinite willpower, the drawback will conjure up a Dragon Zombie with equal willpower to your own).

You do not need to go on the quest immediately if you want to prepare, but don't make your oath wait too long. If you delay the quest enough, the geass will punish you with "dragon fire" (a wild fire in your heart that can drive you mad), "dragon earth" (a curse that locks you down to the ground, not only preventing flight but forcing you to crawl like a Wurm if you want to move), and "dragon tempest" (a jinx that makes the weather into whatever is least convenient for you at that moment). The Dragon Zombie(s) you save can come with you as a companion.

Discordant Ears (+500 CP, Cannot be Taken with Song Maidens)- For some reason, any song or music played by mamono fills your ears not with the usual love and wonder, but with agony, as it sounds like an awful screeching in your head. Too much of it, and you'll get a headache. Furthermore, the torturous effects actually worsen with the quality of the music/musician/artist – a beautiful song could make your ears bleed, and a magic-enhanced melody would make your very soul shiver in distress.

You'll probably want to stay away from places where songs are regularly performed, such as the Song Islands of Court Alf – but even if you're out in the wilderness or remote town, you'll need to look out for the birdsongs of Harpies (which can be heard from miles away), the tunes of wandering bards, horns and trumpets of soldiers on the march, and other troublesome tunes. In addition, your own singing voice becomes horrible; your regular voice still sounds fine, but whenever you even try to sing, you sound like a wounded banshee (and not a fun, mamono one, at that).

Special Drawback: “Gift” of the White Inma ♥ ~ ♥ Blessing of Eternal Adventure and Romance
(+1300 CP, Breaks Drawback Cap Limit and Bonus Scenario Limits, Requires Romance of Fate)

“~ I missed you all this time, Beloved, watching you make your way here across worlds . . . You’re spaced out . . . How cute . . . I’m hogging all the fun, aren’t I? I’m so sorry for leaving you out, Jumper. You’d like to try a variety of things in this world, too . . . wouldn’t you? Well . . . variety is the spice of life, and I’ll ensure you’ll have plenty of that and so much more once you jump into this marvelous adventure, dear Wanderer ~” ♥

Taking this drawback eliminates the cap limit on CP you can earn from drawbacks.

Just before you entered this world, [you had a strange dream featuring an enigmatic woman called the “White Inma”](#) – said to be a human woman that the Demon Lord herself adopted and raised to the level of a Lilim – with the features of bat and rabbit. Having watched your jumps from afar, she has taken quite the fascination with you, and wants you for herself – but not until after you’ve had a nice, long adventure packed with romance and wonder. ♥

She will specially mark you with a unique tattoo called the “Vow of White Passion” so that most mamono will recognize you as already claimed and interact normally with you without getting aggressive/lustful. However, this mark only fends off the people not destined to be your lover; anyone who has genuine potential to be your partner, in contrast, will become more easily attracted to you, as fate seems to bend to create romantic situations with your future waifus. Furthermore, her mark blesses you with a grand adventure where you are destined to encounter and fall in love with numerous monster girls – by the end of your jump, you must have a harem that features most of the known species of mamono (though not necessarily every single species; the White Inma knows you have your favorites, so she’ll only guide you to ones that she feels will make you happy in the end).

By personally manipulating events in the background, the White Inma will guarantee that you will constantly get involved with exciting events and just so happen to meet and befriend the mamono destined to join your harem, one way or another. To successfully finish this drawback, you will need to assemble your full harem and then undergo one final ordeal that she has saved as a surprise for last.

Each time you complete a major “adventure arc” that culminates in you gaining a new waifu(s) into the harem, she’ll revisit you in your dreams and bestow you with one of her special kisses that you just can’t resist; every time she kisses you, her Vow of White Passion mark on you grows more visible and stronger, and you become more open to her advances, as well as more open to any advances that other monster girls might make on you, and when she rewards you after your final triumph, you will be all hers, just as she will be all yours. ♥

And all the while, you will need to manage your ever-growing harem, satisfying all of the monster girls and making sure that you remain in charge. Monster girls are loving but also often controlling, after all, and while they will remain sweet girlfriends if you handle things right, slip up too much and they’ll be the ones calling the shots. If you ever completely lose control of your harem and no longer have any autonomy, you fail the jump.

Warning! – This is no ordinary jump failure, either. After all, the White Inma wants you to find happiness with the monster girls who love you, so she’s hardly going to leave them bereft if you fail. On the contrary, she will remand custody of you fully over to the mamono who have claimed you, and they’ll be the ones making decisions for you. This means that your stay in the world of MGE may never end, unless your monster girls give permission for you to go home (and they’ll be coming along, of course – after all, your *true* home is being with them, right?).

However, should you complete the final challenge and still have your harem reined in, the White Inma will declare the drawback over and reward you by becoming the final and most important member of your harem. And as you complete the different adventures and bring new waifus into your harem, you can count on your waifus' support during your future endeavors, with each of them potentially providing new solutions to hazards you must face in your journeys (Echidnas helping in puzzle/dungeon challenges, Witches and Baphomets assisting in magical quests, etc.).

Because many drawbacks and bonus scenarios come with optional waifus as rewards, the White Inma will allow you to take any drawbacks or bonus scenarios regardless of prerequisites (so you can take ones that normally wouldn't work with your starting location or affiliation, for instance).

For drawbacks that involve potential waifus, you only need to win (whether in battle or in love) against the respective opponent(s) once to finish that drawback and add them to your harem. For instance, rather than have to avoid being corrupted by the mutated Matangos in the *Mushroom Madness* drawback for the course of the entire jump, once you have persuaded them by words or force to relent on infecting you, they will submit to joining your harem, and there is no more risk of activating the failure conditions for that drawback.

Warning! – For waifu-related drawbacks where falling to the wiles and might of a monster counts as a jump condition, the White Inma will view these drawbacks as matchmaking exercises. Therefore, rather than simply being booted from the jump for failing such a drawback, the White Inma will bless the happy coupling. This means that you will remain under the loving, tender, possessive “mercy” of the mamono who claimed you, with any brainwashing and captivity continuing indefinitely. In fact, unless your new monster girl wife requests it (with her coming along, of course), you cannot leave MGE to go home.

All other time limits and penalties will also be removed if you satisfactorily resolve the drawbacks. For example, while being unwillingly married to a Lilim in the *Lilim's Lust* drawback would still count as failure (since you have essentially lost control of your harem at that point), marrying her of your own free will wouldn't penalize you (and would in fact satisfactorily resolve the drawback for good). And while the time limit for staying in the Dragon's hoard in *Dragon's Desire* would originally still be in place, once you convince the Dragon to let you come and go freely, you can stay as long as you want in her domain without fear of failing the jump. Of course, once these waifus join your harem, you will be expected to manage them accordingly.

To keep you from being overloaded by a bunch of challenges all at once, any waifu-related drawbacks and bonus scenarios that you choose to take will divide themselves up into “arcs” coinciding with your journey, with just one or maybe a few at a time before you finish that arc of your adventure and the new drawbacks/scenarios come into play. However, you have no knowledge of nor control over which drawbacks/scenarios from your selection will happen when, so don't be surprised if new challenges/waifus appear at less than opportune moments. Also, if you take too long resolving certain drawbacks or scenarios, more drawbacks/scenarios might take the stage even if you haven't finished a story arc.

Please note that you are expected to resolve all romantic encounters in a positive (waifu-wise) manner; driving away or killing harem members will cause you to fail the White Inma's drawback and the jump.

If you don't have a large and happy enough harem to satisfy the White Inma at the end of your journey, you will fail the jump. However, the *Extended Stay* drawback can increase the length of the jump if you're worried about squeezing everything in.

Succeed in this ultimate drawback, and all the members of your new harem will join you as companions – more specifically, as a singular group companion.

But wait, there's more! If you took the White Inma supplement as the basis for your jumpchain, you can use the White Inma drawback in the MGE jump as your endjump challenge, the final test before attaining your Spark. See the separate *White Inma Supplement* document for more details on this alternate jumpchain route, as well as additional "wedding gifts" you will receive along with your Spark.

So prepare yourself, brave hero from another world, for great trials await you – and with them, love like you could never imagine! Do your best to make this White Inma proud, and prove your valor as both a champion and as a lover to her and monsterkind! ♥

♥ "...I see. It seems my turn is over for now, and theirs begins. Everyone else has been waiting forever for you, my beloved Jumper. I'll be waiting ~" ♥

Bonus Scenarios

Want to earn even more extra CP, and maybe a few other prizes like special powers, items, and companions? In that case, you can take some bonus scenarios. See the separate *Bonus Scenario Supplement* document for more details.

Fin

Well, time's up. Maybe you wish you went with Mass Effect instead? Or maybe this is the sort of thing you wanted all along, who knows? This is a wonderful world in its own way, filled with strange but lovely wonders and pleasures (not all of which directly include sex).

First things first, let's give you a nice, thorough scrubbing! This purification bath will automatically cleanse away all corruption, mental compulsions, parasites, hostile energies, and other ill things that may have infested you during the jump. Likewise, all effects imposed by drawbacks are immediately nullified. Don't worry – your companions will all get the same treatment (and if they are Mamono, it won't hurt them).

In fact, any powers you have that are linked to demon energy, and any that your companions have, are no longer bound to the corruptive properties of normal demon energy. Unless you want it to be sexually corruptive, you can now safely touch and use demon energy that you have access to, even if you are no longer a Mamono. On the flipside, your Mamono form and any Mamono companions are protected by jumpchain fiat from reverting to bloodthirsty monsters with the disconnection from the Demon Lord.

In the case that you finished the jump by failing it, don't worry – you'll still get brought to this sealed space and be given the purification bath, so no worries about permanent Bad Ends!

In any case, you're out of the bath now. So, what are you going to do now?

Go Home- It's time to go home. All powers, items, and companions come home with you.

Stay- I guess you've decided to stay here, as this world truly does have a lot of positive things to offer. I hope you find true happiness and love.

Next Jump- However arousing your adventure here was, there's no time to rest. Time to move forward, as the journey continues.

*See Bonus Scenario Supplement for “Demon Lord Jumper-sama” bonus ending.

**See White Inma Supplement for End Jump Challenge.

Notes

Vagueness of Setting- If some parts of the jump seem vague or you're having trouble finding the sources, that's because the setting in general *is* especially vague. Only a couple key Order kingdoms and cities are known, and we don't even have a map of the world. Certain groups such as the Snake God Cult and the Inari Faith have only gotten a couple paragraphs of mention at most – though world guides are filling in some gaps. Plus, some supplementary works are only *part* canon, so it can be hard to tell what is fully canon and what isn't.

More than that, a lot of the information we're given about the world is given by in-setting individuals who may or may not be reliable and accurate with their knowledge. Actually, a lot of the entries are hyperbole and embellish how monsters really act. Which makes it hard to be certain on the full details of the monsters and world. Heck, Kenkou Cross retconned certain things in the setting from time to time, and the early English (mis)translations made monsters out to be more violent than they really are.

Plus, some have argued that KC's world, envisioned as an escapist fantasy for the average sex-deprived salaryman in Japan, uses monster girls as an equivalent for normal levels of sex you'd find in an open modern Earth culture – it's just that even getting that amount of sex is incredible to the sex-deprived members of the Order/Japan. Much lot of the recent material has focused on how the Mamono are practicing a wide range of recreational activities besides sex, though they still usually have a romantic theme.

While I follow the canon information whenever I can, I also took the liberty to expand on interesting parts of the setting to make up for the lack of data. The MGE universe has lots of stuff waiting to be revealed in the future, so don't count on this jumpchain being 100% accurate or comprehensive, though I've done my best.

Jumper Romancing Fiat- You can safely assume that, with enough work, you can romance nearly anyone in this universe – unless they're already married/interested in someone else, of course. Within the normal context of MGE, most relationships are between men/incubi and women/monster girls, due to the way that spirit energy and demon energy interact. Likewise, harems are normally possible but rare unless you hook up with certain kinds of monsters. However, since this verse is designed for waifu matching and that's probably a key reason you're taking this jump, I decided to give jumpers and companions a free pass. Just assume that jump fiat will let your romances be possible even if the normal mechanics of the setting would get in the way – you can date a Mamono even if you're a Mamono yourself, you can have as many people as you want in your harem, etc. Please note that this fiat is not to be considered a guarantee you'll be able to romance your partners, but it at least gives you the chance for romancing them.

Furthermore, this fiat regarding romance with mamono will remain intact even if you leave the MGE setting; that way, you don't need to worry about issues emerging with your monster girl waifus (them no longer being open to same-sex relationships, you no longer being able to pursue more waifus, etc.) when you take them outside this jump.

Selection of Mamono- If you choose the Mamono background option, you may choose any of the official encyclopedia entries. This includes especially powerful Mamono such as the Lilim, Apophis, and Otohime. However, you cannot choose things that lack an official encyclopedia entry, even if they are mentioned in other works. This means that you cannot choose to be a god or a demon realm boar, for instance. In the case that the species you chose has some non-monsterized version, you can alternatively choose that form, though given the demon energy all over the place, you might not remain unstained for long. Also, I wish to point out again that it is possible to start out human and turn into a monster girl one way or another during the course of the jump;

even so, the discounts for purchases in the jump would still be based on the original background you selected. If you took the Fan Designs drawback, you can also choose any fan monster girl that has a fake encyclopedia entry made for her.

Encyclopedia Images- Have you looked at any of the official art (like the collage near the top of the jump) and felt that one of the Mamono species' appearances just doesn't appeal to you? Well, you need to keep in mind that for Mamono, appearance is in the eye of the beholder – to be more specific, their husband. When a Mamono falls in love with and claims a husband, her body's aesthetics naturally alter via demonic energy into her partner's vision of the ideal woman. Certain physical traits are maintained, of course – a Holstaur will keep her big breasts, a Witch will remain childish and flat-chested, an Arachne will still have eight spidery legs – and the change does not strengthen or diminish her powers/abilities, but her overall appearance will fit whatever her partner's conception of beauty is. Incubi and men who become Incubi can likewise alter their aesthetic appearance to fit what their partner(s) see as attractive. Therefore, the official encyclopedia images you see of the monster girls are how they appear after they have married, so that they are attractive to their husband. This means that you are free to imagine a drastically different look for your own Mamono waifus.

Same-Sex Relationships, Harems, and Futas)- In his informal chats, Kenkou Cross has admitted that some monsters and humans engage in same-sex relationships; he just isn't interested in exploring that avenue and therefore doesn't bring it up in the books. Therefore, even if you choose to be a woman or a monster girl, you can still get a sweet Mamono waifu if you want among other lovers. Likewise, KC has stated that futas exist, they just aren't something he covers in his works – so you can potentially be a futa and get a lover of the gender you please. Also, harems canonically exist in MGE, so you can gather a harem of lovers if you want. Canonically, most mamono-mamono/human female relationships will still seek out a male to share (it's part of mamono nature), but *Romance of Fate* can get around that issue with jump/perk fiat if you want.

History of the World- This world was created by the original Chief God, who wanted to ensure that none of his creations became too numerous to oppose him. Therefore, he set up a cyclical world of checks and balances, with the humans on one side and the monsters on the other. Whenever the Chief God felt that human civilization was getting past his control, he would encourage the monsters, normally lazy albeit human-eating, to fight amongst themselves until a Demon Lord was crowned. The Demon Lord had control over the mindsets and forms of the monsters, such that they could be made stronger and fiercer to suit the Demon Lord's ambition of conquest.

Once the rising tide of monsters pushed humanity back to a reasonable level, the Chief God would then side with the humans and bless a Hero to slay the evil Demon Lord. Once the Demon Lord was dead, the unity of the monsters would break and they would descend into more in-fighting. The Chief God also ordered lesser gods such as Poseidon to create natural disasters to devastate both sides. This worked for a long time, until the Chief God got bored and appointed a new Chief God to manage things while he went on to new pastures elsewhere.

The new Chief God was very inexperienced with the job, and her struggle to adapt to her new position may have contributed to what came next. Another monster managed to become a Demon Lord, but this time it was a Succubus, a race that in its own way loved humans. Deeply valuing love (though through a lustful lens) and disliking violence, the Demon Lord/Maou decided to take a new approach to things. She used her power over monsters to transform all of them into Mamono – female, human-looking monsters who were programmed to be faithfully loving toward humans and to avoid killing. Furthermore, they could now use demon energy to corrupt humans and turn them into more monsters.

Displeased, the Chief God sent a Hero to kill the upstart Demon Lord. Unfortunately, the Chief God's teachings emphasized purity and kindness, which made the Hero question the righteousness of killing the now-peaceful monsters. When he reached the Maou, he instead decided to join her, becoming her husband and

acquiring the title of the Fallen Hero. The Chief God then tried to kill the two herself, but they managed to severely wound her and send her into hiding in Heaven.

Before fleeing, the Chief God cursed the Mamono to only give birth to female monsters, thus disrupting the Demon Lord's plan to convert male humans into Incubi (and breed more) and thus maintain a stable gender balance between Mamono and Incubi. Plus, the Chief God still has other restrictions in place that continue to make monsters aggressive, though now they rape instead of kill. Undeterred, the Maou and her forces have worked to gradually expand across the world, creating demon realm after demon realm and corrupting whoever they can. After all, the Demon Lord gains strength in part from the extent of her territories, and she hopes to gather more and more power over time in this manner (as well as with frequent sessions with her husband).

Along the way, the Demon Lord gained the sometimes covert and sometimes direct assistance of other gods like Poseidon and Ares, who did not wish to hurt people and saw new direction with the Mamono. Her hope is that she can become strong enough to stabilize her power over the Mamono (so they can't turn back into bloodthirsty monsters if she dies) and defeat the Chief God once and for all to undo the curse,

Spirit Energy- Also called mana, spirit energy is a magical life essence that is found in all living things to some degree except for monsters and elementals, the latter of which draw energy from the elements around them. Like other bodily functions, spirit energy in human males naturally replenishes over time when expended. Human females, on the other hand, do not regenerate their reserves as quickly, and must gain additional energy from the energy passively emitted by plants and other living things in the environment.

Spirit energy is the source of "spirit magic", and most forms of magic in the world are based around manipulating spirit energy. In addition, spirit energy serves as a protection against demon energy, offering resistance to monsterization and corruption. Unfortunately, this protection can only do so much before it's overwhelmed.

Any forms that you and others have that are native to MGE (local humans, mamono, etc.), or have found other way to access spirit energy, can use spirit energy in other settings/jumps outside MGE. Otherwise, you will need to take the Spirit Provider perk to readily access MGE in bodies/forms not native to MGE.

Demon Energy- The antithesis of spirit energy, demon energy is catalyzed by Mamono when they consume spirit energy and convert it to their own form of energy. Like spirit energy, demon energy is a prime source for magic, and most spells utilized by monsters rely on demon energy to work. Since demon energy can only be created from spirit energy, monsters can't naturally make it on their own, so they need to get it from humans through sexual activities. Yet demon energy is highly contagious due to its corruptive and often irreversible effects on things it is exposed to.

Because of this, it is very easy for humans to become Mamono, whether voluntarily or involuntarily. The higher levels of internal spirit energy in males slows down the speed of corruption, but continued exposure will turn them into Incubi; they are not technically monsters because they can still produce spirit energy, but their bodies and minds have been converted over to that of monsters. Human females are more vulnerable, and exposure can quickly turn them into actual Mamono. In both cases, once the corruption sets in, it is virtually impossible in-setting to reverse the changes.

Furthermore, demon energy gradually seeps into and corrupts the natural environment, often spreading even more with the help of corrupted Elementals. Once corrupted, the landscape will transform into a demon realm, and demon energy will naturally leak out in place of spirit energy. Since the demon energy is in essence an

extension of the Demon Lord's power, it works to carry out her wish for the world by corrupting people into lecherous, loving monsters. Even inanimate materials, items, and the dead may become monsters after sufficient exposure to demon energy.

I want to emphasize that while the exact specificity of Demon Energy's effect might be open to interpretation to a degree depending on how you view the setting, when taken seriously, Demon Energy is downright terrifying in its scale of power (though not necessarily bad). It is shown to reduce even mighty, unworldly beings like the local equivalents of Lovecraftian horrors into lewd parodies of their former glory, while also making them stronger than ever. There has been no way to truly reverse the changes to the body, mind, and soul caused by the corruption, and I'm not sure there even is a way given the scale at which the corruption proves effective.

However, Demon Energy also has many miraculous effects, letting humans and monsters alike overcome natural limitations and achieve the impossible. From restoring barren environments to increasing longevity to creating new pocket realms to restoring the dead to life, there are few things that demon energy cannot accomplish.

If you have a mamono or incubus form, or find some other way to access and control demon energy, you can continue to use demon energy in settings/jumps outside MGE. Otherwise, you need to buy the *Demon Energy Outlet* perk to readily access and use demon energy in all your forms, even ones lacking natural access to demon energy.

Monsterization- The most common way for people to become monsters is through exposure to demon energy, which can happen in a variety of ways – you have sex with a Mamono, you get exposed to an item cursed with demon energy, you drink water polluted with demon energy, etc. Since demon energy's principal basis is the Demon Lord's Succubus influence, the default transformation following exposure to demonic energy is into a Succubus or Lesser Succubus. However, it is important to note that a lot of individual monster species have ways to turn female humans into more of their kind. For instance, the slime of a Mucus Toad will cause a woman to slowly become another Mucus Toad, while the bite of a Large Mouse will turn a woman into another Large Mouse. There are certain magic rituals that can turn humans into monsters, such as the Snake God Cult's ceremonies to turn initiates into Lamia-type monsters. In addition, each Lilim has the power to turn targets into any sort of Mamono she pleases.

It is critical to point out that monsterization almost always alters the victims' mindsets. Leaving aside how the demon energy makes people become lewder, once they become monsters they will be subject to the instinctual programming of the Demon Lord to act like Mamono and lust for human mates. In the case that a victim was turned into a specific kind of monster, she will also begin to default to that species' natural behavior; for instance, a woman that turns into a Werewolf would adopt pack-oriented social behavior, while a woman turned into a Lamia would become naturally jealous and possessive toward her lover. Since the transformation is physical, mental, and spiritual, it is very difficult (impossible) with what is currently available in the setting to reverse monsterization; however, the perks you buy for this jump as well as things from other worlds might be able to make a difference.

One other way that people become monsters is through exposure to parasites such as tentacles and certain mushrooms. Parasitism can also occur via spiritual possession by a spirit/curse form of monster such as a Ghost, Kitsune-bi/tsuki, or Cursed Sword. This will cause the parasite monster to emerge inside the victim's body, until his or her will is subsumed by that of the parasite and they literally view themselves *as* the parasite. Please note that Mamono are also sometimes vulnerable to these parasite infections, so be careful.

Mamono- Due to the way that the Chief God set up monsters as a whole to be manipulated by demon lords, the current Maou has been able to transition monsters to the distinct form of Mamono. While the Succubus remains its own unique species, with the influence of the Demon Lord affecting all monsters to some degree all Mamono can essentially be considered Succubi. As a result, they have all had their bodies altered to some degree so that they resemble female humans – and generally attractive ones, at that. Similarly, no matter how grotesque the monster’s original form was, every Mamono is in a way “half human”, and therefore has reproductive organs that resemble that of human women and are able to have reproductive sex with human men without any problems. That said, the reproductive organs are enhanced such that they rarely if ever get tired, allowing many monsters to devote entire days if not more to sex with their lovers. In addition, while Mamono are designed to breed with human men (and Incubi), any offspring will be a Mamono, generally the same species as the mother. Being meant to mimic human form, the Mamono are also able to eat anything a human could normally eat, even if it would normally be toxic for their non-human side; on the other hand, the monstrous side of the Mamono allows them to safely eat things humans normally can’t.

Despite many monsters now having a pleasant, delicate appearance of femininity, Mamono retain the natural strengths of monsters. Even leaving aside special magic abilities and the like, the average Mamono is physically stronger than a mundane, unpowered human, such that even a gentle Holstaur when pushed is more than capable of overpowering her husband; however, Mamono generally do not use their power for fighting, but simply to capture men and have intense, extended sex with them. And given that monsters only need spirit energy to sustain themselves, they are capable of days-on-end if not longer bouts of sex, as once their partner has become an Incubus and gained increased endurance along with the ability to sustain themselves on their partner’s energy, the monster and man can feasibly enter an infinite loop of sex without ever stopping. Mamono are also highly resistant to most diseases, with only a few exceptions.

The exact behavior of Mamono varies between the specific breed of monster, but there are a couple of overarching aspects, influenced by the Succubus nature of the Demon Lord, that unite them. First, Mamono naturally recognize human men as potential mates, and will love them in one manner or another. They are undeterred by physical appearance, and the only men they truly hate are those whose hearts are that of complete scum beyond redemption. They are very passionate in their love, and generally are happy when their husband is happy. It is said that they value their husbands more than they value even themselves. Second, Mamono will love their chosen husbands faithfully and devotedly. At worst, the wilder breeds tend to rape anyone they can find to feed on their spirit energy, but even then, once they find a man they really like, they’ll settle down and focus on him alone. Sometimes they are open to sharing their husband with others, but they will never betray him with adultery and the like. Once a Mamono finds a husband, he becomes the one man in existence in her eyes, and she will never take interest in or find pleasure in other men. Third, Mamono are never truly violent or deadly, especially not toward humans and their lovers. Even the more violent monsters will never leave lasting damage on the people they attack. The idea of killing is anathema to them, and there are many cases of monsters saving humans from tragic deaths. Unless it’s for self-defense or to protect a loved one, a monster girl will never take the lives of humans.

In fact, despite the sheer power that some of the monsters have, as Mamono, they subconsciously or consciously limit their powers to levels that will not significantly harm, much less kill, anyone they fight. A Dragon Mamono, for instance, could turn into a monstrous form able to crush armies and melt steel castles, but she still holds back against heroes who come to slay her, even if she refuses to acknowledge that she does so. Lethal powers are tempered down to more manageable abilities, such that the Basilisk’s infamous killing gaze only makes people especially lustful instead of fatally poisoning them. In general, Mamono fight for the sake of love, so their purpose in battle is to capture and seduce their opponents rather than hurt or kill them. **Please note** that this applies to imported enemies who have been converted into Mamono (*Extra Imports*, “*Revenge*” of the *Ex-Demon Lord*, *Death Rising*, etc.).

That said, the monstrous instincts of the Mamono, as well as the lustful taint of the Succubi, still greatly influence their behavior. As a result, while they all sincerely love their mates, they often determine the course of the relationship, regardless of what their husband wants. Aggressive monsters such as Hellhounds and Minotaurs, while they won't deal permanent harm to their lovers, are still quite brutal and physical in their relationships. Monsters who love treasure such as Dragons and Lamias are highly possessive and restrictive toward their lover, severely limiting his freedom. Often the monsters will mentally influence their lover's behavior to satisfy their kinks, such as making him sadistic and dominant. No matter how loving the relationship becomes later, many human-monster "marriages" begin with the monster subduing and raping the man. Even gentle Mamono will eventually resort to rape if their lover doesn't take action soon enough for their liking. It should be noted, though, that the aggressive nature of the Mamono is something built into their programming by the Chief God, as part of his/her design to make monsters the enemy and culler of humanity; the Demon Lord hopes to fix that problem when she can overwrite the Chief God's remaining restrictions.

Given the particular values of the Mamono, with lascivious considered a virtue and sex prioritized above all else, the cultures they form may seem strange and morally dubious to outside observers. Sex is the primary concern of monsters, and they often spend entire days on end having sex with their husbands once they get one. Even outside hobbies such as scholarly research, singing, and dancing tend to be lures to attract potential mates or a sort of foreplay for their sexual activity. Monster girl children are taught and encouraged to have sex at a very young age, and it is not uncommon for Mamono daughters to have sex with their fathers, with the whole family getting involved. Aggressive measures for the sake of romance, such as kidnapping and raping men if they do not consent to your advances, are considered perfectly acceptable and in fact encouraged. It should also be noted that monsters greatly value children, so they are strongly opposed to birth control; if they were to be shown a condom, they'd probably rip it to shreds.

In general, though they love humans, Mamono are more interested in what humans can become than what they already are. Human women are encouraged and often forced to become monster girls themselves, while men gradually become Incubi. The more radical monsters (called "progressives" by monsterkind) are especially zealous about this change, as they believe that the transformation is for the humans' own good. Humans who grow up in monster-friendly societies, such as with the Snake God Cult, often desire to become monsters, which they see as superior beings. Some Mamono in fact are extremely prideful in their superiority and treat their husband like a possession they own. While Mamono will do anything for the sake of the love, they are often the ones who determine the rules of the relationship, not the husband. Yet they still deeply value their husbands and consider them the irreplaceable centerpiece of their lives.

The one thing slowing down the expansion of the demon realms is the lack of organization on the monsters' part. The Demon Lord believes in the freedom of love, so she is happy when her monsters settle down with precious humans. While she's influenced their overall behavior through her title, and they are imprinted to fear and obey her, since she never really bothers to give big orders it's not like there's a solid hierarchy. This means that a lot of monsters do their own thing with no negative consequences. Even the troops within the Demon Army are notoriously unreliable, with most recruits having signed up so they can capture a man during a raid and then immediately retire and the entire magic research division having gone rogue when the chief became a pedophile cult leader. This belief in individual liberty applies throughout monster society, such that families allow their children to freely make decisions and do as they please so they can find men with their own power.

Despite all this, though, the Mamono have a highly stable and united front. Their dislike for violence means that monsters are much more willing to cooperate than in their past, with current species feuds more like friendly rivalries than the intense wars of the past. Monsters welcome diversity among their kind, and families are happy for children who are born "mutated" as the progenitor of a new species. When a monster-friendly territory is threatened, the Demon Army and adjacent Mamono quickly respond.

It's important to note, however, that this current form and mentality of monsters is dependent on the power of the Demon Lord. While it is believed that her daughters could help keep things stable if she dies, the death of the Demon Lord and her back-up system would reset the Chief God's cycle, meaning that all of the Mamono would revert in both mind and body to violent monsters that eat and kill humans without mercy; given how many of said monsters are now married to humans, this has dire implications.

Thoughts on the Demon Lord and Chief God's Hypothetical Victories- If the Chief God were to win over the Demon Lord, there would be a tremendous backlash against all the changes to the world, and it wouldn't be pretty. As stated above, the Chief God would be able to reset the programming for monsters, causing a massacre of tragic and tremendous proportions as loving monsters are forced to slaughter their husbands in cold blood. Moreover, the Chief God (and their predecessor) has been shown to forcefully cull advancements in both population and technology, so many of the advancements that have brought the world to a semi-renaissance would come to a crashing halt. We might even see mass cataclysms as not even gods are spared from the Chief God's efforts to eliminate all potential rivals. The only good thing, I suppose, is that the Chief God is all about equilibrium, meaning that once the cycle is stable again, there wouldn't be any permanent extinction, just intermittent cullings to keep everyone in line (not that that isn't horrifying in itself).

The Demon Lord's victory, however, would probably be more positive. I'll assume that she'll eventually solve the breeding problem in this scenario (technically she's been doing nothing but literally fucking around, but since she's a sex monster, that's probably part of her overall plan to gather up power to overcome the limit). Monsters could now produce incubi, so there would be stable populations in place. And life is pretty nice overall for those living in demon realms, as a big part of the Demon Lord's philosophy is genuine love for others. Plus, demon realm cultures have proved to be rather innovative, with stunning advances in art and tech. That said, for such a victory to take place, without her changing her overall approach, the world as a whole would need to be absorbed into her sphere of influence, with rape both physically and mentally. Not to mention that, by warping the overall physiology and nature of the remaining humans, she would be in a sense making humanity as it was before this point effectively extinct. Sure, everyone would be happy in the end, but the whole matter of everything being tainted with the sex-driven nature of corruptive demon energy means that there are quite a few unfortunate implications for that end, though some people might still think the changes worth it. The other main thing to keep in mind that, as someone whose drive has been to change the world rather than restore it like the Chief God, the Demon Lord would want to keep finding ways to make things even better, or spread the love to other places if she knew how.

The Order- The Order of the Chief God is the primary religion among humans (at least the ones not friendly toward monsters). Almost all human nations across the world, as well as some non-human but non-monster ones like the Dwarves and Elves, were in the beginning fervently dedicated to worship of the Chief God, who used their worship to help keep humanity in line and call for heroes when the monsters in turn got too troublesome. The Order's teachings emphasize living a clean, pure life of virtue and compassion, yet the religion also highlights the need to kill monsters and never befriend them. This two-faced orthodoxy has become somewhat contradictory since the monsters became Mamono, so the Order generally suppresses the truth, continuing to warn recruits that monsters will kill anyone they can and must be destroyed at all cost. Unfortunately, this tends to backfire when members of the Order actually encounter Mamono, with their value of compassion leading them to join the monsters.

As a result, despite being the more organized and battle-focused side in the conflict, the Order is gradually being pushed back as soldiers, nations, and even races such as the Dwarves shift their allegiance to the Maou. To hold back the losses, the Order has taken increasingly harsh measures to prevent backsliding: all monsters, even peaceful ones staying out of the conflict, are to be killed on sight, and any human who consorts with the

monsters or shows sympathy toward them will be executed. Furthermore, many Order nations, which are generally mediaeval-esque kingdoms, have focused the core of their wealth and attention to strengthening the military, at the cost of increasing poverty for the lower classes.

On the flipside, many Order nations have had to make some concessions toward monsters. First, due to their respect for the Chief God, they are reluctant to go against her “neutral” servant gods, and so they allow goddesses such as Eros to send her children into their territories, even when they are practically Mamono themselves. Plus, the economic and material needs of the people depend partially on goods such as milk and wool from “friendly” Mamono, forcing the Order to make some exceptions. Often the lapses increase the likelihood that the areas will eventually become fully pro-monster.

The Radicals- Also known as the Extremist Faction, the Radicals are a subsection of the Demon Army that has been gathered around and are fiercely loyal to the Lilim Druella. Very powerful and charismatic, Druella has built up a large, strong, and diverse following of devoted soldiers, both recruits from the army and humans caught in her raids, and they all deeply love her. In fact, there is an entire brigade of “Fallen Knights” consisting of high-level heroines who embraced the lust of monsters. The Radicals are also supported by the Demon and Devil races, who strongly believe in the radical intents of the Extremists.

The ideology of the Radicals is that the sole source of happiness in life is love – as embodied in unrestrained, lecherous sex. They also believe that humans are naturally inferior to Mamono and sadly cursed with misguided views on sex that keep them from truly being happy. Therefore, the Radicals want to conquer and corrupt all remaining human territories and create a worldwide demon realm of eternal, lustful darkness. And despite what most would think given her untamed lusts, Druella is actually a quite capable administrator who can effectively manage her conquered territories; likewise, she can flexibly orchestrate battle tactics against her enemies on the battlefield. With some of the best-trained and strongest monsters on her side, Druella has literally raped and transformed entire kingdoms.

That said, the ideals of the Radicals also make them more compassionate than the common Mamono. Rather than care solely about their personal lives and sex, Druella and her troops believe in going out of their way to help people. And while they believe in dominating humans, it is because they want to protect humans from harm. As a result, the Radicals have done many exemplary deeds by stepping in to help the weak and oppressed, whether it’s raising abandoned children as their own with sincere love; giving food, water, and other resources funded straight from the troop’s reserves to towns and lands that are impoverished by drought or hunger; or protecting peasants who are being tyrannized by their lords.

Most of all, despite their drive for forceful corruption, the Radicals believe in unabashed freedom and believe that they are on a holy quest to liberate humanity from itself. Druella herself believes that if all humans become monsters, fighting and suffering will stop; since it is human to be afraid of change, it is up to her to “help” them recognize that better purpose. Even so, their excessive lust and extreme tactics mean that even the Demon Lord is somewhat squeamish about the group. Since the Radicals are an extension of the Demon Army rather than an entirely separate organization, their faction is not available as a separate affiliation option.

Demon Lord’s Sabbath- Technically, the Sabbath was founded by the first Baphomet as the spell-casting branch of the Demon Army. However, currently only a portion of the Sabbath actually works in the military, as many different chapters have formed with objectives ranging from farming to medicine to just playing around like little kids. Therefore, for the purposes of the jump it is considered a separate affiliation, and joining either the Demon Army or the Sabbath does not give you access to the other faction’s benefits/discounts.

Being an “Onii-chan”- Witches, Baphomets, and other members of Sabbaths typically have a fixation on being the “little sister” in romantic relationships, with their lover taking the role of being their “big brother” – someone who looks after his precocious little sister with a sense of responsibility as the older sibling while also doting and spoiling their cute little sis to no end. Even if you are not male, Sabbath members you gain as lovers will still treat you as their big brother – although, if they are interested in that sort of kink, they might also want you to play “onee-san” (big sis) with them instead. Likewise, they will still insist on treating you as the older sibling – and being treated by you as the younger sibling – no matter your age.

Technology Level- While MGE is meant to be a sexualized version of your generic medieval fantasy world, the actual tech level is quite variable, with signs of industrialization such as firearms, steam power, and even airships – hell, the “projecting mirrors” manufactured by the Sabbath seem to be the rough equivalent of magic cell phones. Much of this apparent anachronism is likely due to the complicated balance that civilization has had in this world. The setting has been kept in a relatively primitive state for eons due to the Chief God’s cyclical population quota, but the recent changes have eliminated that artificial limit. The most medieval parts of the world are either places that are rustic/isolated (Mamono who live in the wild aren’t the most interested in technology) or places with restrictive traditions such as kingdoms ruled by the Order. Even in Order-aligned territories, the war against the monster has significantly encouraged research into “magi-tech” advances and innovations; however, the Order’s research has primarily focused on warfare purposes, with other areas such as agriculture, entertainment, and overall standards of living being ignored as unimportant.

In monster-friendly lands and demon realms, in contrast, the world is starting to enter a creative and artistic Renaissance, albeit one focused on pleasure. Areas that are converting over to demon realms such as Polove are using new insights about the natural world to bring about new fertility to once barren landscapes, while the styles of art, music, and cooking among others are flourishing and diversifying like never before. Another sign that the Mamono world at the least is entering a new, more modern age is the development of tourism as a significant industry; the fact that even relatively traditional Zipangu has the booming undersea hotels of the Ryugujo palaces shows how the new ideas of the Mamono are spreading worldwide. That said, these advances also have their limits in that the Mamono only care about technology and arts for the sake of romance and sex.

Furthermore, these advances are primarily centered around the use of magic via spirit or demonic energy; it probably helps that spirit energy is a natural life force found in almost everything in the world. This focus does give the technology more potential power compared to mundane equivalents, but it also leaves the technology vulnerable to magic-manipulating abilities, as seen with how the magically-blessed and jinxed Gremlins can make practically any piece of magical technology backfire, which wouldn’t be as much of an issue if everything didn’t have some magical component.

It’s also important to note that some of the ancient kingdoms that were destroyed through the Chief God’s past cycles left some remnants of their advanced technology behind, such as with the robotic Automatons. Another example of lost and rediscovered technology is the musket: magic-powered muskets designed to neutralize rather than kill targets were found in abandoned ruins, and while humans were unable to reproduce them, they have since been mass-produced by monsters in Lescatie.

Incubi- The Incubus is what happens when a male human is transformed by a monster girl. They are essentially now monsters like mamono, but they are still technically human and maintain human traits such as the ability to produce spirit energy. In fact, it appears that Incubi are the “true” form of humans, whose full potential is normally locked down. They are, in a way, a parallel of Heroes, who have their potential awakened and now can reach new heights beyond their original limits.

While Incubi are naturally stronger than humans, they aren't necessarily the strongest compared to the monsters they mate with. Roughly, I would say an average Incubus is about as strong as a peaceful Holstaur or Weresheep, an Incubus that's a decent fight would be at the level of a warrior monster girl like an Amazoness or Dullahan. And a hero who became an Incubus would be at least on the same level as one of the high-end monsters like a Dragon or Baphomet.

Alping- Men who are corrupted with demon energy generally become Incubi, which have the increased stamina and sexual mindset of monsters but are still considered "human", meaning they retain the human ability to produce spirit energy – in fact, their spirit production is boosted. However, if an Incubus is sexually interested in males or desires to be female, a second transformation can occur. The Incubus's ability to produce spirit energy will be completely destroyed, and he will become a she – a special type of Succubus called an Alp. It's important to note that the transformation can be catalyzed by simply unconscious desires to be with a man or become a woman, meaning that the transformations are not necessarily voluntary. Alps generally maintain their male personality even as they seek out men, but those who embrace being a girl will become girly in heart, such that they become more feminine than a real woman.

Living Items for Mamono Background- This section covers the "living item" monster girls you could potentially choose in the Mamono background: Chochin-Obake, Cursed Sword, Ittan-momen, Karakasa-Obake, Living Armor, Living Doll, etc. As with the item purchase options for some of these monster girls, you can choose to merge your monster girl form with a corresponding item you already have in your possession (item alt-forms count) or have purchased at the start of the jump (swords for Cursed Sword, armor for Living Armor, doll for Living Doll, etc. For the forms that typically require you to possess someone to have agency/mobility (e.g. Cursed Sword, Living Armor - and non-item mamono that nonetheless exist by parasitizing another's body, like a Parasite Slime or Kitsune-bi), you will receive a default, empty-minded/souled body to possess, which you can summon to your item form at any given time; that said, you can also still possess other people if you so wish.

Balrog- While the Balrog does not yet have an official encyclopedia entry, she is mentioned in the Monster Girl Encyclopedia Volume 2 book and in the Pyrow encyclopedia entry. Balrogs have the power to keep volcanoes under control so that non-fire beings can live in the vicinity, and they are often sent by the Demon Lord to watch over volcanoes when Dwarves and others move into the Fire Lands.

How to Get to Wonderland- Aside from finding/making a portal or following an Alice or Wererabbit, people can end up in Wonderland by having strange dreams, tripping into a looking-glass [mirror], or getting lost. However, in those cases it's not guaranteed; it's simply a minute chance that the pull to Wonderland will occur under those circumstances (about a 1% chance). If you took the *Going Mad* drawback, the probability of ending up in Wonderland if you carelessly doze off or get lost becomes higher (probably 20-30% at the least).

Lands of the Mist Continent- The Mist Continent has three primary kingdoms that are at war with each other. The Land of Four Gods is ruled by four especially powerful Mamono who are venerated as gods. The "gods", following monster tradition, apply less discipline to their domain than human kingdoms, but they have nevertheless worked hard to create a utopian sanctum where humans and Mamono can genuinely live together in peace and harmony. During the day, all citizens, whether human or monster, go about normal lives without any preoccupation with sex. It is still customary for couples to have sex at night, but lovers prefer to attract their partner to bed through their intelligence and genuine personality rather than resort to seduction/rape. Wanting first and foremost to protect their people, the Four Gods do not engage in conquest of surrounding territories but nevertheless fight hard to protect their home and family.

The Land of Four Fiends is ruled by four diabolical and powerful Mamono who would appall even the Radicals/Extremists with the extent of their avaricious and violent treatment of men. The Four Fiends believe that humans exist simply to be sex slaves for monsters, and that only the pleasure of monsters matters. With their great magical power, they influence the mist in their territory to make even relatively peaceful Mamono who only want sex some of the time into entirely violent and sex-driven psychopaths. The kingdom regularly raids outlying regions to capture and rape humans, but they are too hedonistic to expand their kingdom.

The Land of Four Souls is nominally ruled by a human emperor who believes that it is the destiny of humans to rule over the lesser races. He is pragmatic, though, so rather than kill Mamono he allows them to survive as slaves, servants, and husbands to human men. The monsters are not allowed to bear arms/magic but are still expected to serve the state by providing magic equipment and the like. The emperor regularly conducts war campaigns to gather more slaves and expand the empire's control over the continent. Strangely, the "Four Souls" – four powerful Mamono – are worshiped as gods, and Incubi are respected as wise scholars.

Dragonica- The dragon land of Dragonica is a mountainous region with a rich variety of people and environments. The land used to be the Dragai Empire, an aristocratic kingdom where the nobles enslaved dragons as beasts of burden/weapons and oppressed the common folk. A simple dragon rider soldier named Dell freed many dragons, and those dragons in turn called upon their kin for aid. Together, the oppressed humans and dragons overthrew the nobility, and afterwards Dell turned rule over to the dragons; since then, humans and dragons have lived in harmony there.

In addition to the standard Dragons living in Dragonica, there are also many other dragons and reptilian Mamono scattered throughout the various environs of the Lingfeng Mountains. Wyverns fly about the mountains, Wurms live in the surprisingly comfy caves, and Lizardmen and Salamanders fight in arenas on the plateaus. One particular area has become a hot springs resort town maintained by elegant Ryu "water goddesses". There is a massive cemetery where the dragons of old still haunt the grounds as bitter Dragon Zombies until someone comes to show them the joy of love. You can even find ranches built on the fertile land once owned by the Dragai aristocrats.

Dragonica takes pride in being hospitable to everyone, and there are many "tourist bureaus" to guide visitors through the mountains, which are difficult to traverse alone due to the powerful magic flowing in the clouds; the clouds' magic can revert dragons to their original form and corrupt people exposed to it. Well, and acting as tour guides is a good way for the dragons to find partners to marry. They also work to invite dragons from around the world to come and exchange cultures, even Jabberwocks from Wonderland.

A Lilim's Touch- It is feasible that for other transformation perks and powers you have, Lilim's Touch would enable you to potentially create "arch" variants of the standard transformations – such as an "Arch-Echidna" for *Ritual of the Snake God* or an "Arch-Ochimusha" for *Loyalty Beyond the Grave*. However, to apply an arch-grade transformation, you cannot use the other bonuses to transformations that *Lilim's Touch* normally provides, like increased speed/effectiveness; in fact, you must provide considerably more power and effort to the transformation than normal to succeed in creating an arch-variant of that transformation. In addition, you cannot normally use *Lilim's Touch* to make arch variants (aside from canonical ones like Arch-Imp) unless you have a separate perk/power for creating the normal variant of the monster in question – for instance, *Lilim's Touch* will let you turn people into an Ochimusha, but you could not create an Arch-Ochimusha with such a transformation unless you had *Loyalty Beyond the Grave*, a separate perk tied to that specific species of mamono; of course, if you also have the form of a Lilim, which can transform people into nearly any kind of mamono, all those transformations could then be enhanced with this perk.

Creating arch-variants and speeding up transformation process are just a couple examples of how *A Lilim's Touch* can be used to improve the effectiveness, versatility, and flexibility of your transformation abilities. The perk has been left largely open-ended so that jumpers and writers can explore the possibilities at their own discretion.

The selection of mamono species to transform people into with this perk will expand to account for any new mamono species, including ones created in future jumps.

Fusing Items- Items (both those you purchase in this jump and those you already possessed) can potentially be merged when buying items in this jump, as long as the merged items fit the overall same type. For instance, you could make a sword you already own (or another sword you buy in this jump) gain the attributes of Druella's Sword once you make that purchase. You can also merge items you gain as rewards for bonus scenarios (see Bonus Scenario Supplement) – though in that case, you will only gain the fused item after completing the respective scenario.

Fused items will inherit the aesthetics and powers of both items; for example, the fusion of a Cursed Sword and a poisoned dagger might retain the Cursed Sword's pattern of obsidian black and sticky, blood-red coloration, while having the form of a knife and retaining poison properties (though they may be altered somewhat to fit with the traits of mamono); it might also retain a few other distinct features of the knife, like a notable emblem/maker's mark. That said, if you want, you can have the fused item retain the standard form of the purchased item, with minimal signs of the other item you fused on aside from special powers/traits.

D.E.P.A.2- This item is completely non-canonical to MGE, and is basically a jumpchain-fiat purchase. Do not expect to find anything like it within the actual setting.

Wishmaker/Genie's Lamp- Wishes fulfilled by genies, through the Wishmaker ability and the Genie's Lamp, are generally dependent on there being enough energy to materialize the wish fully. For instance, it's said that a man's wish for immortality could only be granted by him spending eternity pouring more and more spirit essence into the genie to fulfill the requirements. So while you can still probably fulfill any wish that is at the already-extensive range of power in the MGE verse, it would be incredibly challenging to fulfill especially-potent wishes without a near-infinite amount of power. Also, "meta" wishes that affect the jumpchain as a whole, like getting extra CP, can't work.

Berit's Sword- This weapon, from what I have read, is from the *Succubus Heroines Eroge* game, which is mentioned on the Monster Girl Encyclopedia wiki as a game apparently based around the MGE world, only it involves the demon realms breaching a modern Earth high school with predictable results. The sword apparently belongs to one of the "heroines" of the game, a schoolgirl turned into a Succubus. There's not much more I know about that game, though. In fact, since little else is known about the "game", it seems more like a set of random profiles about the characters. Still, there were a few interesting things there, such as this sword.

Lich Phylacteries- Just to clarify, the phylacteries that Liches in MGE have and that you can purchase here are kind of different from what you might expect for a D&D Lich's phylactery. The phylactery lets you transfer your "soul", but this just means keeping your body's feelings separate from your internal, mental processes, such as letting you stay focused even as your body is reacting to all sorts of stimuli. This DOES NOT mean that you can use the phylactery as a means to preserve your soul, as in your entire life, if your body is destroyed.

Goblin Bag/Club- These are non-canon items that I invented for the jump, though I wouldn't be surprised if Goblins did have something like them.

Doujin Love Companions- These are from some character profiles that KC made – he originally just did the art for some doujins, but he couldn't help but expand on them into full-fledged bios. Please also note that the latest two, Fell the Snow Rabbit and Nerys the Arachne, have not been officially translated into English at the time of this latest update, so please forgive any deviations in our own translation.

Succubus Heroines Eroge Companions- Although the story connected to these profiles somewhat fits with MGE, such as the aesthetics and mention of a Demon Realm, it is stated to not be canon to MGE, and seems to be its own separate project. For the sake of the jump, treat these girls along the lines of standard Succubus-species mamono, albeit with potentially a few deviations from the norm.

Drawback Secrets- For drawbacks that have hidden secrets attached to them, assume that you will not know about them during the actual course of the jump, unless you discover the secrets on your own. For instance, you won't automatically know the truth about the white mushroom girl in *Mushroom Madness*.

Drawback Bad Ends- In the case that you fail one of the drawbacks that has you targeted by one of the many factions/creatures of this world (*Merchants of Menace*, *Going Mad*, etc.) due to something that does not result in your death such as being captured or brainwashed, failing the jump means that you return to your home Earth as your normal self, cleansed of all physical, spiritual, and mental corruption, not that you stay in the current jump in your current state of hopelessness (unless you actually wanted to fail). Just wanted to make sure that point got across. However, if you took either the *Caught and Kept* drawback or the “Gift” of the *White Inma* drawback, you can very well be prevented from ever leaving the jump, with your brainwashing, captivity, etc. continuing without end.

Companions Taking Drawbacks- Companions can only take drawbacks that are specifically stated to be permissible for them. Only +600 CP in drawbacks can be accumulated per companion. If the companion fulfills the “game over” elements of certain drawbacks, this will not end the jump as it would normally do for you, but it will essentially lock the companion away, out of your reach and unable to be rescued, for the duration of the jump; the companion(s) will be freed at last once the jump is officially over. Since it's your companion taking the drawback and not you, he or she will be the one to directly receive any rewards offered for completing the drawback or scenario, such as items and companions. Essentially, any new companion earned in that fashion will feel primarily interested in and loyal to the companion who completed that drawback, rather than directly to you – though things can certainly change over time with enough work. Companions may also take bonus scenarios; see *Bonus Scenario Supplement* for more details.

Caught and Kept- Drawbacks with capture failure conditions that qualify for the *Caught and Kept* drawback include:

- Mouse Hunt
- Kamai Conondrum
- The Sword and the Suit
- Coming of the Wicked Witch
- Tribal Troubles
- Happy Headhunting
- Time for the Bogey-Bogie Boogie-Woogie
- Mushroom Fever
- Dragonic Desire
- “Revenge” of the Ex-Demon Lord
- Lilim's Love
- Boobies or Bust

- Merchants of Menace
- Death Rising
- Going Mad
- Changeling Reed
- Hissing Hunters
- Wrath of the Kami
- The Tale of Urashima Jumper
- Horde Hunt
- Voice of Pandemonium
- Merry Maid of Madness
- Cat and Mouse
- Test of the Unfaithful
- Nine Tales at the Inn (See Bonus Scenario Supplement)

Miss Rubiana (Tattoo Troubles)- The owner of Femme Rouge Insignia Parlor, [Miss Rubiana](#) is an exceptionally talented insignia artist, capable of creating nearly any insignia and planting them anywhere on a target. She enjoys testing out “trial insignias” on human assassins/soldiers sent by the Order. She can be considered to have mastered the *Pleasure Rune Basics* and *Beast Insignias* perks to the fullest, while also knowing many others (and being able to make entirely new ones from scratch, too).

Mari (Mari’s Mischief)- [Mari](#) is an artistic-minded Lilim who typically wears a wide-brimmed hat lined with roses in the middle. She prefers to travel rather than stay at home, for the open road and call to adventure hold more appeal to her than a stagnant throne. She’s always on the move, in search of new and exciting things, whether it’s saving someone in distress (or bringing them distress), exploring ancient ruins, or challenging a band of Oni. And she always carries her artbook to sketch landscapes, architectures, and people as she fancies. She specializes in dark elemental magic (demon energy radiates around her like a dark mist, making her both beautiful and terrifying), and, like her sisters, can turn human women into other forms; she seems to view this like making art, especially enjoying when she can corrupt unique individuals and give them fantastic forms that complement or contrast their personalities.

Mari enjoys wild, lascivious intercourse, sometimes even with multiple partners. Her hotheaded nature makes it hard for her to get on good terms with everyone, but she nonetheless tries to make sure that her companions are never without mirth and merriment, even if her idea of “fun” can be hard to handle. Though normally affable and pleasant, she nonetheless leaves demon realms in her wake inevitably. Mari has the *Lilim’s Beauty*, *Demon Energy Outlet*, *Wonderful Waifus*, *I Need a Vacation*, *Dungeon Delver*, and *Dark Power* perks. In addition, Mari has an unnamed, purple-haired Werecat familiar that will come along with her; nothing is known about her, but she likely shares her mistress’s wild and whimsical love for the thrill of adventure and mischief.

“Revenge” of the Ex-Demon Lord: Demon Lord Requirements- For a non-MGE individual to qualify as your opponent in this drawback, they need to fit the general role of a “demon lord”; basically, could you see them filling the role of an MGE demon lord? More specifically, they must meet several qualifications. First, they must be exceptionally powerful (think endgame RPG boss). Second, they must have a darkness/evil affinity/alignment, and have master over darkness, monsters, etc.; as an addendum, strongly embodying light/holiness disqualifies them from the running, unless they fit the “fallen from heaven” theme – someone like Kefka (FF6) or the Denarians (Dresden Files) would still count, but someone like Ilias (Monster Girl Quest) or YHWH (Shin Megami Tensei) wouldn’t despite being inarguably evil. Third, their powers must primarily stem

from magic or other mystical/supernatural powers (so Dr. Eggman or Dr. Wily likely wouldn't count); that said, magitech is relatively acceptable.

Fourth, they cannot be in a subordinate role, though exceptions are allowed if they hold the primary leadership role (or seize it at some point) or the power scaling of their setting is intense enough that even a big bad's second-in-command could be considered a Demon Lord; for instance, despite serving Metallia (also considered a Demon Lord), Queen Beryl effectively rules the Dark Kingdom, so she qualifies, but Darth Vader, who serves Emperor Palpatine, wouldn't count unless he took over the Empire. Finally, you must have had a strong, mutually antagonistic relationship with them – for instance, being one of the main people they outright targeted, or being one of the main heroes to kill them.

In the case of companions taking this drawback, they in turn must have been strong enemies with that person. In essence, there must be a sufficient “hero vs evil overlord” relationship between you and the prospective enemy, such that they hold a strong enough hatred for you to follow you to this new world).

Potential options for Demon Lord opponents/waifus include but are not limited to:

- Ah/Oh My Goddess- Hild, Lord of Terror
- Bionicle- Makuta Teridax, Karzahni, Annona, Golden- Skinned Being
- Bleach- Aizen, Baraggan, Yhwach
- Castlevania- Dracula, Death
- Changeling The Lost- Keepers
- D&D- Archdevils, Abyssal/Demon Lords, Queen of Chaos, Ravenloft Darklords, evil gods (Lolth, Tiamat, Shar, Cyric, etc.) demilichs, some especially notorious/elder evil dragons (Iymrith, Daurgothoth, etc.)
- Digimon- Myotismon, the Dark Masters, the Seven Great Demon Lords
- Disgaea- Demon Overlords
- Disney- Chernabog, Maleficent, Horned King
- Disney Villains Victorious- Evil Kings (mostly due to their fisher king influences over their respective kingdoms)
- Dragon Quest- Final bosses (Dragonlord, Grandmaster Nimzo, Orgodemir, etc.)
- Dungeon Keeper- Keepers
- Exalted- Yozi and Neverborn
- Fate/Type Moon- Beasts (Tiamat, Goetia, etc.), Dragon Jeanne D’Arc Alter, some Lostbelt Kings (Ivan, Sutr, Morgan, etc.), the 27 Dead Apostle Ancestors, Demon Lord/Brunestud-level True Ancestors, Japan’s Three Great Monsters
- Final Fantasy- Most endbosses (Chaos, The Emperor, Dark Cloud, Zemus, Exdeath, Kefka, Jenova, Sephiroth, Ultimecia, etc.)
- Fire Emblem- Grima the Fell Dragon, Anankos the Silent Dragon, Demon King Formotiis
- Inuyasha- Naraku
- Kingdom Hearts- Xenahort
- Kirby- Some final bosses (Nightmare, Zero, Drawcia, etc.)
- Legend of Zelda- Demise, Ganon(dorf), Majora, Nightmares, Vaati
- Lord of the Rings- Sauron, Melkor, Ungoliant
- Metroid- Emperor Ing, Dark Samus
- Mario- RPG final bosses (Smithy, Shadow Queen, Cackletta, etc.), Bowser (in his darker game roles)
- Monster Girl Quest- Monster Lords
- Narnia- Jadis the White Witch, Lady of the Green Kirtle
- Overlord- Momonga and other “Supreme Being” guild members of Ainz Ooal Gown

- Puella- Walpurgisnacht, Kriemhild Gretchen, “Homucifer”
- RWBY- Salem
- Sailor Moon- Chaos’s incarnations, (Metalia, Wiseman, Pharaoh 90, Nehellenia, Galaxia), Queen Beryl
- Slayers- Mazoku Lords like Ruby-Eye Shabranigdo and some of their direct subordinates (Hellmaster Fibrizo, Dynast Grausherra, etc.)
- Sonic- Black Doom, Erazor Djinn, Mephiles, Iblis, Ixis Naugus, Mammoth Mogul
- Star Wars- Major Sith Lords (Naga Sadow, Palpatine, Krayt, etc.), Old Ones
- Warhammer Fantasy- Vampire Counts, Tomb Kings, Nagash, Chaos Gods, Daemon Princes/Chaos Champions who show sufficient independent agency/ambition and power
- Warhammer 40k- Chaos Gods, and Daemon Primarchs with sufficient independent agency/ambition
- Wheel of Time- Dark One, Ishamael, Machin Shin, Mashadar
- Yu-Gi-Oh- Zorc, Earthbound Immortals, Anubis, Darkness/Nightshroud, Supreme King

Since Demon Lords in MGE seem to come from different species (the latest of which being a Succubus), the form of a Demon Lord can vary tremendously. In general, your enemy’s monster girl form will be whichever one best suits her: generic Demon Lords tend to be Demons, femme fatales tend to be Lilims, sorceresses could be Dark Mages/Baphomets/Witches, eldritch beings could be “chaos” monsters like Shoggoths or Atlach-Nachas, undead overlords often become Wights or Vampires, dragons become dragons, etc. (heck, if the opponent was literally a god, they might become an MGE deity). If none of the canon options fit well, then it’s possible the Demon Lord might become a unique species of mamono. In the case of an in-setting Demon Lord native to MGE, you’ll most likely face off against an extra-strong Demon/Devil, but it’s also possible you might instead encounter an amped-up version of one of the generic monster categories (undead, dragon, lamia, etc.).

While certainly furious toward you at first, whatever evil they once had, however great it was, will have been tempered by the loving instincts of a Mamono, so even though they may spout dire threats and evil proclamations towards you, they’ll ultimately end up being good at heart, and loving waifus if you give them the chance. But don’t think they’ll take it easy on you: they are still prideful and will take what they want at all costs: you.

You may feel inclined to take their threat lightly, seeing as you probably defeated them before and expect to do it again, but don’t underestimate them: in this modern era, it’s more often than not the monster lords who triumph, not the heroes who fight them and fall into their (loving) clutches. Your opponent(s) will be stronger than your last encounter with them, as they will be boosted by their new form as Mamono, in a lust-filled environment naturally suited to them. While their demon energy boost won’t make them stronger than an MGE-style Demon Lord (unless said being was already at the level of one), they’ll certainly come close, and you’ll definitely have a hard time overcoming them – both battle and seduction-wise.

“Revenge” of the Ex-Demon Lord: Victory Conditions- To overcome this drawback and no longer fear jumpchain failure, all you have to do is fight and win a (relatively) fair rematch against your nemesis. After you beat her once more, she will admit defeat for good and acknowledge you as a worthy partner, in a way that’s pretty obvious and hard to miss. After that, things should be smooth sailing (for that opponent, at least; if you have multiple enemies, each will need to be defeated in a separate match). And yes, you can lewd without jump failure.

Bio- White Inma (“Gift” of the White Inma)- A mysterious Lilim with rabbit and batlike features, who is rumored to be a human woman that the Demon Lord adopted and raised to the level of one of her own daughters. Much about her is still a mystery. She truly lives up to the name Lilim, for so great is her devilish charm that her mere presence alone is enough to take a man’s heart prisoner even without resorting to

temptation or any such tricks. She shows exceptional skill at milking you, yet she also displays childish curiosity and desperately strives to please you, like a virgin maiden in love. She can teleport people from wherever they are (even Earth) to various mamono realms in this world, and she was aware of your nature as a jumper from the start. It would appear that she knows you, truly knows you, but how. . .? Want to know more? You'll just have to play her little game and find out for yourself. And if you want an even more intimate adventure with her, check out the *White Inma Supplement*, where she will alter the course of your entire jumpchain ~ ♥

Spoiler Warning!!!! - The White Inma is a title used only a few times in the setting, and only to describe girls rescued from death by Lilith, the Demon Lord herself. The girls are given Lilith's Panacea, which turns them into albino succubi with all the powers of a Lilim, and are then adopted as daughters by the Demon Lord. Even within the setting, people are unsure if this is a rumor or myth, with no confirmation given beyond the tale of the "White Succubus" that you were told in one of the drawbacks. Whether the White Inma is that very fairy tale girl or simply a normal Lilim is as of now unconfirmed. The White Inma Supplement will be updated when it is officially confirmed within the MGE RPG. Until then, use whatever works for your chain.

"Gift" of the White Inma: Harem Size Requirement- There is no specific quantity required for the large harem that the White Inma wants in her respective drawback. The wording of "most" species of monster girls was intentionally vague to leave the specifics to the individual jumper's discretion. You don't even need a quantitative majority of mamono species to satisfy the White Inma, though she may want you to accumulate multiples of your favorite species to make up for the lack of others; on the flipside, she will make you diversify your harem to some degree if you try to just stick to several species. Point is, the White Inma wants you to have sincere, happy partnerships, so while she might hook you up with girls you might not have anticipated, she will never force you to be with ones that make you genuinely uncomfortable. Don't try to skimp out and say that only a few monster girls justify a "harem", but otherwise, the exact quantity and shape of your harem is at your discretion. Purchased and imported companions can count towards satisfying the harem size, but only if they are monster girls and you devote a significant amount of time and effort in-jump to romancing them; even if newly bought companions already love you, you must give them as much attention and love (lots) that you would to the rest of the harem.

"Gift" of the White Inma: Danger of Harem Takeover- The risk of your monster girls asserting their dominance over you until you lose control of them and fail the jump is something you should consider a serious threat throughout the course of this jump. Mamono may be genuinely loving and loyal in their own way, but that doesn't mean that they'll automatically listen to what you say. Many believe that they know what's best for you, and having to share your affections with so many others in the harem will surely fuel their possessiveness. Expect at least some of your harem, regardless of species, to readily force their dominance unless you steadily satisfy their lust and prove that they can't walk all over you. Don't expect to maintain your control through brute force or willpower, either. Plenty of the stronger mamono like Baphomets, Dragons, and Lilims have the potential to increase their power more and more, so if you're not keeping careful, they may very well surpass you at some point. And there are plenty of others (Succubi, Pharaohs, Apophises, Matangos, etc.) who have the skill, charm, magic, pheromones, etc. to control you effortlessly if they so desire. Point is, don't take your harem for granted, because they can and will take charge if it seems you can't meet their expectations.

"Gift" of the White Inma: Harem as a Group Companion- After finishing the drawback, your very large harem can be considered a group companion for future imports. Whenever they make perk/power purchases, they must choose to either give the new perk to a single person in the harem, or to have the full extent of the power lowered (unless the power is already too weak to be reduced further, in which scenario everyone will get the normal extent of the power) and diluted across the entire harem. Likewise, they must either give a

purchased item to a single individual or have the multiplied copies of the item be much weaker than they originally were (unless the item is already too weak to lose any more power – for instance, freebie books, movies, memorabilia, etc. that lack any special powers – in which case everyone will get the normal version of the item).

Monster Girl List

This numbered list, which includes all current mamono species in alphabetical order, is to assist with rolls for either randomizing your species in the Mamono background or taking the *Roll for Waifu* companion option. You may also find the list helpful for keeping track of all existing monster girls.

When this jump doc was last published, the latest monster girl added to the Encyclopedia was the Malef. If any more official encyclopedia entries are added later, just add new girls to the bottom of the list when rolling. Alternately, you can place them where they fit in alphabetically in this list and adjust the numbers.

Please keep in mind for that the *Fan Designs* and *Extra Imports* drawbacks, you must insert the added monster girl species into the list when rolling.

- | | | |
|-------------------|-------------------|----------------------|
| 1. Akaname | 37. Cu Sith | 73. Girtablilu |
| 2. Alice | 38. Cupid | 74. Glacies |
| 3. Alp | 39. Cursed Sword | 75. Gnome |
| 4. Alraune | 40. Cyclops | 76. Goblin |
| 5. Amazoness | 41. Dark Angel | 77. Golem |
| 6. Angel | 42. Dark Elf | 78. Greenworm |
| 7. Ant Arachne | 43. Dark Mage | 79. Gremlin |
| 8. Anubis | 44. Dark Matter | 80. Griffon |
| 9. Apophis | 45. Dark Priest | 81. Grizzly |
| 10. Apsara | 46. Dark Slime | 82. Gyoubu Danuki |
| 11. Arachne | 47. Dark Valkyrie | 83. Hakutaku |
| 12. Arch Imp | 48. Demon | 84. Harpy |
| 13. Atlach-Nacha | 49. Devil | 85. Hellhound |
| 14. Automaton | 50. Devil Bug | 86. High Orc |
| 15. Banshee | 51. Dhampir | 87. Hinezumi |
| 16. Baphomet | 52. Doppelganger | 88. Hobgoblin |
| 17. Barometz | 53. Dormouse | 89. Holstaur |
| 18. Basilisk | 54. Dorome | 90. Honey Bee |
| 19. Beelzebub | 55. Dragon | 91. Hornet |
| 20. Bicorn | 56. Dragon Zombie | 92. Houri |
| 21. Black Harpy | 57. Dryad | 93. Humpty Egg |
| 22. Blue Oni | 58. Dullahan | 94. Ice Queen |
| 23. Bubble Slime | 59. Dwarf | 95. Ignis |
| 24. Bogey | 60. Echidna | 96. Imp |
| 25. Bogie | 61. Elf | 97. Inari |
| 26. Bunyip | 62. Fairy | 98. Ittan-momen |
| 27. Cait Sith | 63. Familiar | 99. Jabberwock |
| 28. Cancer | 64. Flow Kelp | 100. Jiangshi |
| 29. Centaur | 65. Gandharva | 101. Jinko |
| 30. Charybdis | 66. Gargoyle | 102. Jinn of the Jar |
| 31. Cheshire Cat | 67. Gazer | 103. Jorou-Gumo |
| 32. Chimaera | 68. Genie | 104. Jubjub |
| 33. Chochin-Obake | 69. Ghost | 105. Kakuen |
| 34. Cockatrice | 70. Ghoul | 106. Kamaitachi |
| 35. Creeping Coin | 71. Giant Ant | 107. Kappa |
| 36. Crow Tengu | 72. Giant Slug | 108. Karakasa-Obake |

109.	Kejourou	149.	Nereid	188.	Skeleton
110.	Kesaran Pasaran	150.	Night Gaunt	189.	Slime
111.	Khepri	151.	Nightmare	190.	Soldier Beetle
112.	Kikimora	152.	Nurarihyon	191.	Sphinx
113.	Kitsune-bi	153.	Nureonago	192.	Succubus
114.	Kitsune-tsuki	154.	Ocelomeh	193.	Sylph
115.	Kobold	155.	Ochimusha	194.	Tentacle
116.	Kraken	156.	Ogre	195.	Thunderbird
117.	Krampus	157.	Oomukade	196.	Titania
118.	Kunoichi	158.	Orc	197.	Tritonia
119.	Lamia	159.	Otohome	198.	Troll
120.	Large Mouse	160.	Owl Mage	199.	Trumpart
121.	Lava Golem	161.	Papillon	200.	Tsurara-onna
122.	Leanan Sidhe	162.	Parasite Slime /	201.	Umi Oshi
123.	Lesser Succubus		Slime Carrier	202.	Unagi Joro
124.	Lich	163.	Phantom	203.	Undine
125.	Lilim	164.	Pharaoh	204.	Unicorn
126.	Liliraune	165.	Phoenix	205.	Ushi-Oni
127.	Living Armor	166.	Pixie	206.	Valkyrie
128.	Living Doll	167.	Pyrow	207.	Vamp Mosquito
129.	Lizardman	168.	Queen Slime	208.	Vampire
130.	Mad Hatter	169.	Raiju	209.	Wendigo
131.	Malef	170.	Ratatoskr	210.	Werebat
132.	Mandragora	171.	Red Oni	211.	Werecat
133.	Manticore	172.	Red Slime	212.	Wererabbit
134.	Mantis	173.	Red Cap	213.	Weresheep
135.	March Hare	174.	Ren Xiongmao	214.	Werewolf
136.	Matango	175.	Roper	215.	White Horn
137.	Medusa	176.	Ryu	216.	Wight
138.	Mermaid	177.	Sahuagin	217.	Will-o-the-Wisp
139.	Merrow	178.	Salamander	218.	Witch
140.	Mershark	179.	Sandworm	219.	Wonderworm
141.	Mimic	180.	Satyros	220.	Wurm
142.	Mindflayer	181.	Scylla	221.	Wyvern
143.	Minotaur	182.	Sea Bishop	222.	Yeti
144.	Mothman	183.	Sea Slime	223.	Youko
145.	Mucus Toad	184.	Selkie	224.	Yuki-Onna
146.	Mummy	185.	Shirohebi	225.	Zombie
147.	Myconid	186.	Shoggoth		
148.	Nekomata	187.	Siren		

Credits

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Again, thank you for everything! This wouldn't be possible without all your help!

Change Log

6.5 – Made changes to Dragonia-related materials (both location and affiliation), added Furry Friends Lodge affiliation, inserted extra headshots into opening collage, added Change Log.

6.6 – Moved scenarios to separate supplement doc (see Bonus Scenario Supplement for change log on scenarios), added more images to intro, lowered starting CP amount, edited Local Human background, edited Mamono background, renamed Brotherhood of Chaos to Chaos Cultists, renamed Dragonia Tourism Bureau to Dragonia Immigration Bureau, edited set-up for Lescatie location, added Sea of Asuramis location and Song Maidens affiliation (and subsequent content), added Romance of Fate perk, added Pleasure Rune Basics, repriced Gizmo Glitches and renamed it to Gremlin Glitches, restored Grace of the Lilim as a standalone perk (now called Lilim's Beauty), renamed Chimeric Fusion to Chimaeric Fusion, repriced/edited Magic Prodigy, replaced There's More to Life Than That with ABCs of Survival, adjusted Drop-In perk prices, edited Chosen Hero, edited Wonderful Waifus, edited Trainer of Heroes, edited Circle of the Night perks, edited Wonders of the Heart, edited Covenanter, edited Form of a God, edited Drunk in Heart, edited Marriage to the Sea, edited Atlached to the Nacha, edited Divine Voyeur, added note about realmsilver to Items introduction, added note to Items introduction account for merging with similar in-jump purchases (also in Notes), reordered Drop-In items, added MGE Wiki.RIP item, added Mana Cage, edited Monster Girl Encyclopedia, repriced Inari Kitsune's Cooking Class Master Book, added Lescatian Earrings, added Kikimora Maid, edited Moonlight Pub Storehouse, added Emblem of Satiation, added Dragoute, added Lilim Cloth, added Red Dragon Robe, added Magic Spear of Binding, added Spear of the Fallen Dragon, added Fallen Mirror Shield, edited Demon Realm Silver Weapon, made Dark Armor into normal item, lowered price for Soldier Squad, added Druella's Sword, moved Baphomet's eye to regular items, added Sabbath Uniform, edited Familiar, edited Yukaku, made Love companion option available for companions to buy, added Roll for Waifu companion option, added more companion purchases, added Succubus Heroines Eroge companion purchases, edited Fan Designs drawback, added Monster Boys Encyclopedia? drawback, added Fan Fiction = Fact, added Futa Fun, added Silent Sinner in Pink, added Isekai Invitations, added Double Trouble, added Devilish Palpitation, added March Madness, added Triple the Trouble, added Tulgey Tumtum, added Kamai Conundrum, rewrote Runic "Blessings" into Tattoo Troubles, added Mari's Mischief, added Fallen Jumper and the Magic Sword of Truth, added Happy Headhunting, added Ballad of the Bloody Samurai Ghost, added Time for the Bogey-Bogie Boogie-Woogie!, added "Revenge" of the Ex-Demon Lord drawback, moved True Corruption drawback to supplement, edited Lilim's Love, replaced The Witching Hour with Boobies or Bust!, edited Death Rising, edited Going Mad, edited Wrath of the Kami, edited Horde Hunt, added Jumper Romancing Fiat section to Notes, added Living Items for Background Mamono to Notes, added Being an "Onii-chan" to Notes, added Monster Girl List, added Credits.

6.7 – Increased price for more powerful Mamono in background selection, edited Elemental Faith affiliation (and perks) so that you're no longer required to pick a single element to specialize in, edited set-up for selecting/rolling location, added alternate option of when to arrive at Lescatie in location section, re-added Lilim's Touch perk, lowered price of True Love, removed Please Listen to Me, brought back There's More to Life Than That, repriced Local Human perks, edited Spirit Provider, deleted Chapter Diversity, added discount to Magic Prodigy as Sabbath-only freebie, increased (Im)Mature Magic to 200 CP, edited No Monsters Were Harmed, reordered Circle of the Night perks, edited Monarch of the Undead, edited Magic Repository, replaced Bountiful Caches with Violent Thrills, edited Engagement Rings item, edited discount for Monster Girl Encyclopedia item, rewrote Monster Identifier and renamed it Proto Scan-Shield, edited D.E.P.A and renamed it D.E.P.A.2, lowered Cursed Sword and Living Armor purchases to 300 CP each, lowered Wurm Tentacle to 300 CP, deleted Fallen Mirror Shield (since a similar item is available in the White Inma Supplement), clarified that Tsukumogami can't be used to get Cursed Sword or Living Armor, made Genie's Lamp a normal item, added Guardians of [Jumper's] Eternal Rest as Kingdom of the Sun item, classified some of the companion

options as Doujin Love and added extra options (Uruka, Sakura, Asha, Dina, Fell, and Nerys), renamed Princess Redelet to Princess Meiluce and edited content, renamed Crestoria Keirone to Clestoria Chiron and edited content, added discount group-buy options for Succubus Heroines, added Caught and Kept drawback, increased time extension for Extended Stay, made Futa Fun +0 CP, renamed No Official Translation to Limited Translation, added Shake and Shudder in Surprise, added Mouse Hunt, added Tribal Troubles, added additional drawback section with White Inma drawback, made various edits to White Inma drawback (drawbacks/bonus scenarios not mandatory, non-standard jump failure risks, etc.), edited Jumper Romancing Fiat details in notes to allow for continuation after jump, added Drawback Secrets to notes, added bios for Miss Rubiana and Mari, clarified power/challenge level of “Revenge” of the Ex-Demon Lord drawback adversaries, added bio about White Inma.