



Corruption of Champions

Story: Corruption of Champions is a free text-based fantasy roleplaying porn game. The Player takes the role of a villager sent through a portal to a demon-infested universe / Sphere as a "Champion" to fight against the demons. The broader plot is that the Sphere of Mareth where the plot takes place has enormous metaphysical weight in an "all roads lead to Rome" sort of way, and countless wizards ended up opening portals to Mareth only to get stuck there. Eventually, a city of stranded mages was founded on a mountain, and after some time that city fell once an elixir was created that turned people into ageless, empowered demons. The demons then discovered they could literally fuck the soul out of someone by corrupting them, and then use the resulting Lethicite crystal as basically a universal, potent magic fuel. Their current goal is spreading corruption through factories extracting corrupted fluids and Lethicite from people so that they can open a portal to another universe / Sphere. They have actually figured out how to open a portal months ago, but only one demon researcher currently knows this, and she's made a gambit to become a demon queen elsewhere.

Intro: You'll be spending 10 years in this world. The date is three days before the Champion of Ingnam is sent through the portal to Mareth.

1,000CP (choice points): Champion points. Your purchasing power for below.

Origin: Your history in this world upon your arrival. Any origin may act as a Drop-In, receiving no memories or history. Your age is 2d8+10. You may spend 100CP to change your age within the rollable 2-16. Your gender may be male, female, or hermaphrodite, but know that there is a level of discrimination against hermaphrodites.

Portal (Free)

The apparent origin of many strange beings like yourself. If you look hard enough, you might be able to find some of these people, and maybe even the portals that they came through. Many enter, but nobody has ever managed to leave. You're someone from another world entirely.

White (Free)

Few, if any, truly untouched natives exist in this land anymore, but you're the closest equivalent to one. You pride yourself on purity, goodness and discipline. Whether you're secluded away or championing these values, you're a good guy.

Gray (Free)

As the Inquisitors learned, the fires of goodness cannot burn away all darkness. You're a native who has compromised in order to survive or even thrive.

Black (Free)

Corruption is fundamentally just another state of being. While demons are certainly unnatural, there's absolutely native creatures more inclined to its darkness than others. You're simply a native with an unrepentant nature.

Race Section: Mareth is inhabited by a large number of intelligent races.

Human (Free) - Almost extinct in Mareth. Humans are pretty weak compared to the many species with fangs, claws, and other natural abilities. They're not discriminated against or anything, they just don't stay Human.

Animal Morph (Free) - For our purposes, a "Morph" is an anthropomorphic furry. They have the many natural advantages that animals do, and with all the upsides of being Human-adjacent creatures. There's really no reason not to be one. Included in your choice can be any baseline feature that isn't explicitly supernatural. Night vision and wings, gills, four hooved feet, and so long as it's a

singular coherent animal. Moth Morph, Shark Morph, Centaur, etc. If furries aren't your thing, you can be an animal ears version instead, with superficial animal features. Goblins and Valkyries would fall here.

Mutant Morph (100CP) - In the recent years, many species have been created or even had their features modified. The gaze of Basilisks was not originally as strong as it is now, and Satyrs couldn't get men pregnant. Others like Minotaurs have always had addictive cum, and their female equivalents addictive milk. At least one Cat Morph has addictive beer that she lactates, and one Cow Morph has healing milk. Whether it's these options or more, you're something that's obviously strange and or stronger than baseline Animal Morphs. If you want to be a fire-breathing Salamander Morph, a temporarily shapeshifting Faerie, or a Frost Giant, this is the option. If you're indecisive, you can instead select two known traits from any species such as having addictive cum and being twenty feet tall. You'll be an average member of your race. No demons, no lords, no queens.

Starting Location: Enjoy the starless, Corruption-red sky! Roll 1d8 for this section. Feel free to start near any established Place within the location that you roll. You may spend 100CP to change your location within the rollable 1-8.

1. **Forest** - Home to a great deal of goblins and tentacled monsters. The Corrupted Glade is the main feature of it, an enormous and spread out patch of corrupting plants. Venturing in deeper might not be the best of ideas.
2. **Desert** - Hot as hell, and just as cold at night. The Desert is part of the much larger, broader Wasteland that has formed since the demons have stopped the rain with their corruption. The Wasteland proper has been completely warped, with the ground turning pink and red. It's grown in size considerably in the last dozen or so years.
3. **Lake** - A lake of considerable size. Small islands dot through it, but they mostly look disinteresting. You're sure it's inhabited, but by what you couldn't even begin to guess. Various strange plants seem to grow here. Oddly enough, demons don't come anywhere near this place.

4. **Mountains** - A mountain range so big that the highest bits of it are obscured by clouds. You can see what looks like birds in the distance. You have a long way to go to reach either the top or bottom. There was once a city of mages somewhere around here, but in all likelihood not a single stone remains of the city proper.
5. **Plains** - Large, flat, and grassy just like plains are. The Mountain, Forest, and Lake can all be viewed here from the right spots. So far as you can tell, its most notable feature is the grass which is taller than most people.
6. **Swamp** - As a swamp is. Occasionally, you can see large spider webs hanging from trees or on the ground. It might be a good idea to avoid those, or just get out of here entirely. Some of the places you can see are clearly more dense and darker, and the water deeper there besides.
7. **Glacial Rift** - A blasted snowscape where giants roam, great wolves stalk, and many other monsters reside. There really isn't any good reason to stay here. If you're really lucky, there's an abandoned cabin somewhere, but this place is really cold.
8. **Free Choice** - The goddess Marae smiles on you! Choose any of the locations above or even the Deepwoods, High Mountains, Bog, or Volcanic Crag to start at. You can start at any established Place in the game!

Perks: Boons a person like yourself could use. Discounts are always 50%.

Aimless Explorer (100CP) (Free: Portal) - Distance, direction, and geography are affected by memory in this world in the same way that distance, time, and speed would dictate how fast you get to a place in the real world. In simpler terms, think of a fog that goes away as you explore based on what you remember you've seen. This means you could wander off in a direction if you're not paying attention and literally watch your own footsteps disappear. It's very confusing, but with a good enough memory and ability to see through illusions, it's more efficient than normal traveling. You now have one such mind, able to deconstruct illusions and passively map every place you go to. You're not immune to illusions, but they're less effective against you the longer you're affected by them due to defragging.

Guardian Mastery (100CP) (Free: Portal) - There's enemies that fly and enemies that don't, and now you have a solution for both. You've trained with bows and swords to complete mastery, and bows and swords now just do more damage in your hands. When wearing light armor or clothes and having no other weapon than a bow, an arrow from you would hit harder than anything short of magic, and under suboptimal conditions would still hit harder than a massive battle axe. Your mastery of the bow allows you to fire up to five arrows at once with relative accuracy. A sword strike from you would hit harder than a huge warhammer. You may summon arrows that are appropriately sized for your current bow as if by magic, and doing so costs the same as a spell. Summoning five arrows costs only slightly more than one, but you must fire them immediately.

White Spellword (100CP) (Free: White) - White Magic is a school of thought derived from clarity and discipline, or put less charitably, a lack of emotion. In either interpretation, you are now reasonably competent at this. You start out with three spells. Blind is a simple spell that causes a light to shine from the front of your hand, and that can temporarily blind those who don't blink during it. Charge Weapon involves magnetically charging your weapon or body to hit an opponent harder, and this spell will automatically be applied at no cost from now on unless you wish. Whitefire is a very brief but destructive fire cast directly on a target, but the flames cannot spread. White Magic can do other things like ward away specific people, create illusions, cause vertigo, create a physical barrier, or temporarily make someone immune to magic. It cannot directly boost physical ability, heal, or alter the body.

Inquisitor Mastery (100CP) (Free: White) - Protecting the pure and purging the corrupt isn't easy, but you've been trained to do it. You've trained with shields and spears to complete mastery, and shields and spears now just do more damage in your hands. A tower shield bash from you would hit harder than a massive battle axe, and a spear strike from you would hit harder than a huge warhammer. The lack of shield and spear fighting is a gameplay constraint, not a martial or lore one. You can use both of these weapon types together effectively.

Arch Mind (100CP) (Free: Gray) - All true mages must be capable of understanding the magical calculus that goes on behind spells to cast them. It's not just clarity of thought or intensity of emotion, words or hand signs that evokes magic. You are an Archmage by inherent comprehension of magic. This is not something that can really be trained or learned. Your magic is noticeably stronger than your peers, and schools of magic are more robust for you. Your Black Magic is less likely to backfire, and White Magic has higher peaks. Just as examples.

Wizard Mastery (100CP) (Free: Gray) - A true idiot savant can potentially master both staff channeling and through it their casting techniques without ever actually having learned a single spell. This is now something you have managed. Your stave fighting and casting techniques have been trained to complete mastery, and staves just do more damage in your hand. A staff strike from you would hit like a longsword, and you can now fire a magic bolt from magic staves that hits like a large arrow. This magic bolt costs nothing to use. Your casting mastery doubles the effectiveness of any spells from this world and Jump.

Black Battlemage (100CP) (Free: Black) - Black Magic is a school of thought derived from the feelings of the body, or put less charitably, being really horny because it's the easiest emotional extreme to maintain. Theoretically, all emotions in extremis would work, but at least one of them must be significantly raised to cast these spells. There's also the chance that these spells fail, causing rising emotional backlash of the same type used to channel them. In any case, you are now reasonably competent at this. You start out with three spells. Arouse simply makes you or another person horny, and Heal lets you heal yourself or another. Might involves temporarily altering the body to be stronger and tougher depending on the strength of the mage, and this spell will automatically be applied if you meet the criteria at no cost from now on unless you wish. Black Magic can do other things like binding another, silencing someone, or electrically charging a weapon. It's hard to use on one's self due to it interrupting the flow of power within the caster's body.

Rogue Mastery (100CP) (Free: Black) - Some people are born rogues, and you're one of them. You're no master fighter like the other archetypes, but what you are is quite dashing. You're a fencer, flirter, thief, and master of these at that. You were misdirecting and pickpocketing in the cradle, and it just spiraled from there. You're capable of pickpocketing someone during a fight by distracting them with flirting, and can more easily dodge when you make yourself stand out. Your fencing skill comes from dueling against the guards the few times they'd catch up with you. You've trained with rapiers to complete mastery, and rapiers now just do more damage in your hands. A rapier strike from you would hit like a sword twice its size.

Strength Font (200CP) (Discounted: Portal) - Hopefully you didn't enjoy fighting, because you're just going to be ripping through enemies from now on. You're now easily the strongest person in Mareth. You can throw over your head weight in the low double digit tonnage, catch it if you're durable enough, and you can lift

far heavier than that just off the ground. You won't hurt yourself with just your lifting strength, but I would watch how you use it otherwise without some means of protecting yourself. Your strength is now uncapped, and you can improve it endlessly.

Horde Fighter (200CP) (Discounted: Portal) - It is a Champion's duty to fight through regardless of the odds. Even if you're completely surrounded, you carry this ideal with you. Fighting between five to at least two dozen enemies is now no different for you than fighting at most four enemies at once. Oftentimes that number will be much lesser, such as if they're all the same race, and in that case you could treat two dozen Imps like one big enemy. A single arrow hits all twenty-four foes, and they all die at the same time. They will be collectively stronger in their horde blob so to speak, but no more than fighting two or three of them separately without this.

Toughness Font (200CP) (Discounted: White) - You can't wear armor all the time, not that you now have to. You're now easily the toughest person in Mareth. Your whole body is at least as durable as a flexible steel, and in all likelihood it's far harder. You can fight or work all day with minimal breaks, and you require very little food to sustain yourself. Your toughness is now uncapped, and you can improve it endlessly.

Take Skull (200CP) (Discounted: White) - Just because you have to fight sometimes doesn't mean you need to kill everyone. You have a remarkable talent for defeating your enemies with as little damage as possible. You could be lighting them on fire or hitting them with a huge warhammer, and they'd have superficial damage at most when they're defeated. If all else fails, you're supernaturally good at cleaning the skulls of the enemies you've slain, somehow flaying and debraining them in moments. Let everyone see you mean peace.

Gray Magic (200CP) (Discounted: Gray) - Users of this school must first hone their instinct to even try to learn it, and then they temper that most pure of reactions by sheer calculation. Lesser mages cannot even use this, but you are not one of those. In addition to being able to learn Gray Magic, you start out with five spells. The first of those is telekinesis that you can use casually, or as a telekinetic blast that hits nearly twice as hard as Whitefire. The second is Leech where your weapon becomes empowered to heal you based on the damage you do with it, and a skilled enough mage can heal for more damage than they do. The third is the touch-based Withering Touch that converts the healing energy cast on a target into necrotizing energy, and effectively stops your enemies from healing.

The fourth is Divine Wind that enchants the wind to heal everyone it touches for a time. The fifth and final spell is Summon Scimitar where you can summon a living sword to randomly attack for you, and which you can maintain three of.

Sand Witch (200CP) (Discounted: Gray) - One of the oldest mages around witnessed the creation of demons, the fall of the city of mages, and then decided to create various witch covens to protect Mareth. This was the Great Mother, and whether you're one of her literal or adopted children, you have been taught her simpler magics. Sand Witches as they're broadly called only focus on a handful of things, most notably Geomancy, but they're extremely proficient with it. Their most common trick is forming a flawless rock sphere on the fly, shooting it into the ass or vagina of an enemy, and then vibrating it at a high speed to cause said foe to submit to them. They can also relatively effortlessly throw boulders with their minds, and summon flesh-rending sand storms that ignores them. They make their homes in stone that they carve with magic.

Beyond all the sand and stones, Sand Witches know some other magics, and even a little bit of Alchemy. The Alchemy they use is mostly to create pills that turn them sterile or fertile, but also creating Amber Ambrosia which is purified Giant Bee honey that removes Corruption. They all know a little bit of body-altering Black Magic, as all Sand Witches either have four breasts and two vaginas or a futa dick. The latter is known as a Cum Witch. You now have access to all of this. It's not everything that they can do, but you're talented and broadly trained.

Speed Font (200CP) (Discounted: Black) - Speed only means so much in a world where memory affects the traveling times, but your speed is notable nevertheless. You're now easily the fastest person in Mareth, and you can effortlessly outrun centaurs. This includes your reaction times. Someone could shoot something at you from behind while you're not paying attention, you then hear it coming at you, and then comfortably grab it without turning around. If you can fly, you could effortlessly blitz almost any opponent that's in the open, killing them instantly. Your speed is now uncapped, and you can improve it endlessly.

Slut Mastery (200CP) (Discounted: Black) - Of all the insidious magics the demons have introduced, Teasing is potentially the most subtle. Potentially, as grabbing someone's dick, pulling out your tits, or presenting your backside in combat is not generally considered shy behavior. Teasing is using magic to amplify the effectiveness of provocative displays, regardless of the target's preferences. The cost is effectively effortless. You're a master at this, and can cause most enemies

to disregard their own lives to openly masturbate after only three or four teases. You might sometimes wish to punish enemies instead, and is why you've also mastered the use of whips. Beyond being able to effectively use one in combat, whips just do more damage in your hand. A whip strike from you would hit like a flail.

Viridian Soul (400CP) (Discounted: Portal) - The philosophical implications of spirit and mind separating when someone cums out their soul as Lethicite crystal is dubious. Are they their flesh, or are they their soul? It would seem that they are their flesh, as they can have new soul energy placed into them with what is tremendous effort even by the standards of gods. This seems to mindwipe them, but they're still treated as having continuity. Having had this happen to you, to no ill effects, you carry the ability to purge Corruption from others and then reinstall in them a soul. Perhaps because you've had it done to you, this is relatively effortless to do, even to groups at a time. You accomplish this by using magic and soul stuff like Lethicite, even just a trapped soul, and producing a viridian light from your hand. All who are corrupt have the corruption purged from their bodies as they writhe and literally cum out the corruption. You don't even have to defeat them, you can just do this if you have soul stuff. As your soul is new, you have no Corruption within yourself. Again, to no ill effects.

Corruptible Sacrifice (400CP) (Discounted: Portal) - The Champion of Ingnam is never supposed to get anywhere. They're to walk through the Portal, pass out, get poisoned with a Lust Draft, and then become a sex slave for the Demon Queen. Too sexy or valuable to kill. They're not the only one, because others seem to think so about you as well. Whenever you lose to an enemy, they'll choose to rape and or capture you instead. Often enough, you'll simply get raped and left alone, as most can't be bothered to drag you around, but try not to lose in any Dungeons. While this works on most foes, lose to enemies who can't feel lust at your own peril.

Soulburst Inquisitor (400CP) (Discounted: White) - Faith and fire! Some say that demons are owed a chance at redemption, but if they had stronger faith in the first place this wouldn't have happened! Inside you is a raging inferno that has burst free! Every consecutively cast fire spell that you use from now on will be stronger than the last, and every fourth one will double their potency. There is no limit to this, but the multiplier does reset if you cast something else. Your tremendous strength of will has also caused your soul to start literally bursting from your body, mostly eyes, when you will it. This is generally a bad thing to do

without magical protection because it temporarily weakens your vitality by a lot, and it leaves your soul vulnerable to attack, but doing so just by itself doubles the strength of any spells you cast.

Pummeling Mastery (400CP) (Discounted: White) - Even before being trained as an apprentice by the monks of the Celestial Lotus, you were a true master brawler. Your fists could dent into armor without hurting yourself, and more than once you punched through someone while focusing only on offense. All of your training has resulted in your fists being harder than the strongest armor, capable of parrying attacks weighing tons, and hitting twice as hard as a massive battle axe. Your new Monk Stance sacrifices some of that raw power, but helps you dodge, parry, and hit more accurately. The most useful combat technique you learned is the Cleansing Palm, a ranged blast that hits three times as hard as your fists. This works the most against corrupted foes, and less so against pure ones. Your greatest accomplishment was reaching enlightenment, a state of sustained internal peace. This allows you to purge Corruption from yourself and others through meditation. The average person can do this roughly seven times a day with your assistance and rest, removing nearly complete corruption in around a week. Having reached this zen state, you no longer become fatigued by meditation, and can even slightly but noticeably accelerate your healing while doing it. This state is also useful for casting White Magic, as your spells become overall slightly more powerful.

Intelligence Font (400CP) (Discounted: Gray) - Like the wizard Laurentius himself, you're simply a caliber of intelligence above those who have also found themselves in this world. You're now easily the smartest person in Mareth. Your deductive power is incredible, and you could easily understand almost anything that you look at by the standards of this world. Magical theory and texts that you view for a few seconds become completely understandable, even if you've never encountered them before. While this doesn't give you a universal talent for magic, any magic that you can use becomes much more malleable for you. Creating entirely new spells or ways to use them based purely on theoreticals is basically effortless for you, and then you could write it all down to teach another mage them. You like him are not all-knowing, and can still potentially kill yourself accidentally like he probably did. Your intelligence is now uncapped, and you can improve it endlessly

Breeding Queen (400CP) (Discounted: Gray) - An Ant Queen would be envious of your fertility. Straight or gay sex you have from now on can put you into a state of accelerated pregnancy. Whether you're a man or woman, your stomach will swell

up and you'll begin laying four to six eggs a day. These eggs will hatch and grow into a fully functioning adult of your species in less than an hour. The children will have archetypal roles in the form of their genetic memory, but mostly warriors and workers. They will instinctively recognize you as their better to be protected. This also lets you share emotions, thoughts, and memories with your sexual partners, but doing so is exhausting for them.

Arcane Revelation (400CP) (Discounted: Black) - Some say that the mages who tried to escape the metaphysical pull of Mareth accidentally contacted something from beyond the stars, and that's where they got the recipe for demonhood from. Whether this is true or not, you now know how to make this same immortality-granting elixir that will make you lose your soul, and have even had contact with a Nameless Horror. During this process you were made and unmade several times, experienced the birth of the entire universe, the losing war of the Nameless Horrors against the Outsiders, subsequent spreading of life from dead horrors, and then you were left alone. To say this had an impression on you is putting it mildly. In addition to being better resistant against such interactions in the future, you can test your resolve when you wish against what you experienced, causing various effects. You might become temporarily depressed, sadistic, masochistic, or you might even be able to cast a spell equivalent through madness alone. While not solely good outcomes, this is effortless to do.

Tea Tolerance (400CP) (Discounted: Black) - In a world with demons roaming around and eldritch horrors just behind reality, you alone are a unique vessel for Corruption. You can now safely maintain a level of Corruption that for anyone else would transform them into a demon, and still have room for twice that before you yourself would succumb. This has a unique effect on anything and everything that you potentially interact with, as you're now treated as, to your benefit, being at least as corrupt as a demon even if you're completely pure. This means you can qualify to use abilities you otherwise wouldn't, use artifacts you couldn't, and that people will treat you as an equivalently aged demon. A child or teenager with this would paradoxically both be doted on and treated completely like an adult as an Alice (loli demon) would, and an adult could more easily influence others into sex.

Nightmare Dreaming (600CP) (Discounted: Portal) - Heroes have to win, but in this world it feels so much better to lose. Unfortunately, losing here can often mean losing your soul, mind, and even sometimes your life. Wouldn't it be better if it were all just a dream? From now on, whenever you sleep you can have lucid

dreams of bad end scenarios for various situations you've been through. You won't suffer any permanent negative consequences from this, and it will all feel completely real. This also acts as a reset of sorts once per Jump should you lose your soul, mind, or life, as you wake up in a bed hours before the event. It was just another dream, right?

Ascending Champion (600CP) (Discounted: Portal) - Some people have a greater destiny ahead of them than others, and you're one of them. You start out as the overall strongest, toughest, smartest, and fastest person in this world. You're not the greatest person in any one of these things, there's still those who can beat you in them individually, but you're currently the complete package. Every Jump that you go to from now on will increase the cap of these attributes to a significant degree, and you will quickly raise yourself to that new limit with what should be considerably more effort. Reading a book, walking around, and even just talking about theory might improve these attributes from now on.

Arcane Smith (600CP) (Discounted: White) - White Magic is thought to be the most powerful school of magic because it can create things from nothing. This is very close to being a perfected form of that. This Inquisitorial art is otherwise lost because the only living person who remembers how to use it is currently insane. An advanced form of Alchemy, Alteration, and Enchanting, it involves reshaping an existing material, adding and taking away from it various properties, while only using magic and words of power. The process causes the item to rapidly glow and morph. From a small preforged talisman, an experienced user could create various items from the **Inquisitor's Corset**, **Inquisitor's Uniform**, and **Inquisitor's Arms** in seconds. Every item we've seen created using it has been the most remarkable version of any item.

You're given an understanding of these schools to the required degree, and the basic knowledge on how to use Arcane Smithing. As it stands, you could do something like enchanting a chest with a preprogrammed spell to manufacture a singular item once under special conditions, or just create said item yourself with considerably less effort. As there's only one of those talismans I mentioned left in the whole world, it is very unlikely you will learn to make the given examples on your own any time soon.

Master Mage (600CP) (Discounted: White) - Call yourself a prodigy, because you're now what passes for a master mage. You specialize almost entirely in White Magic and the related schools, but most notably Alteration and Enchantment. This only includes the more advanced techniques and spells of White Magic such

as tasing people with electricity, creating persistent fire directly on a target, reducing but not eliminating physical damage from yourself and others, dispelling magic on yourself or others, protecting yourself and others from arousal, reducing the lust you or others feel, or creating permanent wards in a place to resist Black Magic. You also know some Black Magic, mainly healing, and can also make others temporarily sterile but with a safeword to lift it. You're also capable of using Black Magic on egg-laying females, altering their unfertilized eggs to produce different effects when consumed. These effects can range from making someone more masculine or feminine, taller or shorter, transforming skin into latex, and more.

While your spells are almost three times more powerful than a Spellsword or Battlemage's, you can make these even more powerful by entering into a temporary state of near absolute physical and mental stillness. Your bodily processes outside of those needed to cast spells are stopped, including heart and various organs, and your mind becomes completely focused on what you're doing. Entering this state multiplies just your White Magic's output tens of times, turning a non-lethal amount of electricity into a beam of obliterating power. The downside of this state is that it permanently damages your body, and if you stay in it long enough it will leave you bedridden or even kill you. You can potentially undo this with magic or medicine, but you don't know any inherently.

Your real talent arguably lies in creating magic items. Besides creating various modern amenities and changing how your clothes look, you truly shine in two areas: enchanting items with spells for later use, and creating extradimensional spaces. To temporarily store a spell for later, you submerge an object in a container of water, ingredients burn away into ash and float into the container, and then dissolve into the now enchanted item. While this allows you to pay the cost of a spell ahead of time, the ingredients needed for respective spells can be incredibly esoteric. You otherwise know how to create items and enchant rooms to be bigger on the inside. You could have a kitchen, workstation, couch, and bedroom inside of a tent, and then fold up that tent to place into another extradimensional bag for later.

Old Blood (600CP) (Discounted: Gray) - You're now descended from an unbroken line of ancient mages, perhaps even being related to the greatest mage, Laurentius. While this itself only gives you a few spells, your energy reserves are by far the deepest in the realm, and your capacity to learn magic is without peer. You could learn any school of magic in this Jump given a working example, and even the otherwise incomprehensible magics like those related to time aren't beyond you.

This brings us to the first spell you know how to cast, slowing time. With what for you is a small amount of effort, your fingers start to glow with a dark purple light that slows time around you for a few seconds. Your enemies will feel as if they're moving through water while you're unaffected. The second spell you know is accelerating the relative speed of objects, either reducing things with a lifespan of hours to nothing or speeding yourself up to an absurd degree, cramming hours into seconds. While the latter is a godly ability in combat, you are actively aging yourself, not merely speeding up. As you might imagine, this second spell when used on yourself or others is extremely exhausting. The third and final spell you know is apportionment, instantly moving yourself or others to anywhere that you're aware of within the same dimension. The further the distance the more energy is required, but it's a rather cheap spell to cast and win fights with. Though it is harder to use on others without preestablished warded areas to channel the magic, and you don't currently know these wards.

Divine Seed (600CP) (Discounted: Gray) - You are truly blessed, as you're now a demigodling. Becoming a full-fledged god in this world is not generally recommended as the goddess Marae was strong enough to kill the wizards who discovered demonhood at any time, but her nature as a goddess of life prevented it. Similar restrictions would apply to you. Not in this half case, as your divine nature has been corrupted. While you do not bear this Corruption upon your soul, the altering result of your creation will remain.

Besides being able to rival some of the wizards of old in the potency of any magics you go on to learn, you're also tied to and empowered by a singular concept of your choice such as predation, life, or trickery. In addition to having a body that now better represents your chosen concept such as being part plant and being able to merge with plants as a demigod of life, you can fundamentally influence places and things you're around to better represent your concept. A demigod of life could promote growth in all life, and with considerable effort raise animals into Morphs. A demigod of predation would have a supernaturally domineering presence, and could cause changes that make things more powerful. A demigod of trickery would be a true master of Illusion magic, and be able to turn others into Kitsunes of various levels of power.

Biothaumaturgist Necromancer (600CP) (Discounted: Black) - Of all the schools of magic that have found themselves to Mareth, Necromancy is one of the few thought to be a myth. Just as well due to how strong it is relative to the Black Magic used by demons. You're no master of death, but either through necessity

or experimentation you've learned how to raise mostly intact corpses by calling their soul back into them, and potentially having them retain their free will. This is unlike the necromantic tradition that exists hidden away in this world, as they can raise skeletons but require a relatively close focus in proximity to keep them animated, and must first store the soul in a separate object before it's transferred into the remains. With study, you will learn to combine these methods. Should you ever learn enchanting, this death magic can be combined into the most deadly weapons around, but they usually have a significant cost when not wielded by undead.

In the interim, you're a true master of using magic to alter the properties and shape of flesh. You can cause it to grow and knit together with little effort, comparable to healing magic but that doesn't raise lust, and this can even be used on corpses to prepare them for Necromancy. So extremely precise is your magic, that you can cultivate and grow over time entirely new working limbs and organs. With study, a lot of the pitfalls of White Magic might be sidestepped by you if you simply alter your body enough.

Starstruck Cabalist (600CP) (Discounted: Black) - Some people are just evil in the traditional sense, willing to let the world burn for personal freedoms. Whatever you yearn for, you share this philosophy. You possess a twofold affinity, one for star magic and the other for empowering yourself through sex. The constellation-related patterns now inscribed on your upper body are your primary method of empowering magic as they move and glow to do so. The sexual power boost requiring you to have sex and or consume the related fluids.

By having sex and or consuming said fluids, you rapidly recover your energy pools even if they're otherwise magically stifled. Repeated intimacy with someone will also make them increasingly fall under your control, having them wish to submit to you, and even if they become aware of this they won't be able to communicate information about you to others. Once someone is fully under your control, you can pull on their overall power to bolster your own so long as they're in close proximity to you. Your celestial empowerment is the weakest during the day and the strongest at night. If you pre-warded an area with the spells this provides and then lured someone there at night, you could bind with magic the mightiest of heroes and then strip them of their equipment with a single word. If you knew some combat magics, had an intense fuck at night with a powerful hero bound to your will, you could relatively easily overpower an entire covenant of mages.

You can otherwise inscribe these star signs on items outside of wards, and know just enough Alteration magic to do this with little effort. You could make a sword hit like a mace, and more easily use channeling-based spells like Channeling or Leech. Overall, the potential effects this can give you depends on the stars in the sky, and not being able to see them will obviously limit your learning, but you start out with some knowledge from another world.

Items: Similar items can be imported into like. You will find a similar property that's also yours in every Jump you go to from now on. Non-property items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

Beautiful Sword (100CP) (Free: Portal) - A brightly glowing sword that has a hilt made of brass and gold, with a three and a half foot blade of pure steel. Holding it fills you with purpose, and focuses you on your current goal. The sword is reactive, and scorns the corrupt. An exception is made for you, but if around especially impure creatures that you're not attacking it might become animated, glowing with blue fire and attacking them itself. It will otherwise grow increasingly hot in the hand of the impure. Hitting half again as hard as a huge warhammer, there's only one single-handed sword in the whole realm that's stronger than it. While it would normally get stronger with every especially unique corrupted foe killed by it, for the purposes of this sword you can consider those already counted towards its total strength.

Traveler's Banes (100CP) (Free: Portal) - Between the Blind spell and Evil Eyes of Basilisks, becoming immobilized is fairly common. Not anymore! These magically treated Layban glasses protect you from both. To make sure they're never ripped from your face, you're given this bow made for centaurs! With skilled enough hands, it has the potential to hit harder than any weapon in this world, and it's not close! A flintlock pistol or huge warhammer aren't even comparable.

Extradimensional Bag (100CP) (Free: White) - How space works in this world is questionable at best. That makes it all the more interesting then that space-bending magic used to be relatively common, and is still existent. This bag with straps has an inside that could fit an entire camp's contents inside of it. You can pull anything you place into it by putting your hand inside and willing it out. No matter what you place into it, it will never be heavier than the base bag itself.

Warrior's Wills (100CP) (Free: White) - There's few weapons in this world that are better for fighting than a shield and a spear. This winged spear is especially good at parrying enemies, guiding your hand in doing so, and it hits harder than a mace. The shield is a large metal tower shield, and even if you're weak it weighs nothing in your hands.

Spider-Silk Robes (100CP) (Free: Gray) - Alchemically treated Spider-Silk is one of the most robust substances in the world. This pearl-white robe glitters in the light. There's gold embroidered magical glyphs on the sleeves and hood. It comes with leather boots. Spells are considerably cheaper to cast when you wear this, being almost a third cheaper. It comes with Spider-Silk underwear, a bra or vest, and thong or loincloth to protect your modesty. When worn together, it will be as defensible as a full set of steel chainmail armor.

Channeler's Accruements (100CP) (Free: Gray) - A wizard is a lesser wizard without their staff, and so this gives you one. It hits less hard than a dagger in melee, but it being magical makes it ignore some degree of armor. It has the potential to fire the much more powerful magic bolts should you have the ability to do so. This also comes with the book Heptarchia Mystica, and it can permanently increase the potency of your magic should you be intelligent enough to understand it.

Red Bodysuit (100CP) (Free: Black) - This ostentatious red outfit and leather boots make you stand out in a room, and in a fight. It's rather valuable, but only slightly more durable than normal clothes. Due to its construction and semi-transparent nature, it's basically impossible to wear underwear with it. You could buy food for roughly a month if you sold it.

Midnight Rapier (100CP) (Free: Black) - A black rapier that's rather choosy about who wields it, growing increasingly hot in their hand, but this one will make the exception at least for you. Capable of piercing armor with relative ease, when wielded by a specialist it's the strongest single-handed, non-magic melee weapon around. It's markedly less damaging in an unskilled hand, being only comparable to a huge warhammer.

Construct Manuals (200CP) (Discounted: Portal) - Golems and gargoyles were apparently rather common not very long ago. There's at least a couple of places with the instructions or at least theories to build them, and now there's three when including yours. These short volumes contain all the knowledge you would

need to animate stone and other materials into sentient life, or at least preprogrammed caricatures of life if you don't want it having free will.

Goo Plate (200CP) (Discounted: Portal) - Not all adventurers are lucky enough to roam these lands unscathed. Having happened upon this breast plate armor containing what remains of one such unlucky soul, they've joined you on your journey. You may choose whether they're male or female upon purchase. They are absolutely wearable, and they can even heal you over time when worn, or even act independently. When acting on your behalf or when worn, they require sexual fluids to sustain themselves. Not all of the time, but they must eat regularly or become immobile. They count as a follower. It comes with Ebonweave underwear, a bra or vest, and thong or loincloth to protect your modesty. When worn together, it will be as defensible as full plate armor.

Sensing Crystal (200CP) (Discounted: White) - There's very few reliable ways to tell if someone is corrupted, but this item is one of them. This otherwise clear crystal glows with light when held up to a person, with different shades of light depending on how far along they are. This is a rare item, or otherwise they would be more common.

Pure Pearl (200CP) (Discounted: White) - Taken from the very depths of the Lake, this is a nearly one of a kind item. Small enough that a faerie can swallow it with difficulty, its purpose is to be eaten. When so eaten, the consumer will be completely purged of Corruption. They will also find that their Corruption, libido, and lust increases slower in the future, and that their libido is slightly permanently lowered.

Clockwork Shield (200CP) (Discounted: Gray) - The inventors of old created some true wonders, and this is one of them. This brass clockwork buckler has a hidden lever that when charged with magic will flip, causing time to stop for roughly two seconds. This is a relatively efficient magical process, and doesn't require as much energy as many spells. The world can still be affected when frozen, and the lever will click back when the effect stops. There's two hidden compartments in the back that can store two small items. Some of the time magic is passive, requiring no cost, increasing your likelihood to dodge. The only drawback is that the shield seems to be a perpetual motion machine, or put simply it never stops making a ticking sound.

Inquisitor's Corset (200CP) (Discounted: Gray) - Many years ago, there was an

organization dedicated to purging Corruption from the world, but they would eventually all fail. This item represents what might be the first compromise in ideology they went through, and was never implemented. This is a crimson red and gold overlayer corset with a tiny skirt that covers nothing, and heeled knee-high boots. There's a chance that your enemies become magically teased just by your wearing this, and any teasing done when wearing it will be noticeably more effective. When worn, it allows the wearer to use Blood Magic. This is dramatically more efficient than traditionally casting spells, allowing for multiple times more spells cast before exhaustion, and can be used indefinitely with healing magic. It does hurt, though. It comes with Ebonweave underwear, a bra or vest, and thong or loincloth to protect your modesty. When worn together, it will be as defensible as leather robes.

Indecent Ebonweave Robes (200CP) (Discounted: Black) - Appearing more like a long coat with subtle belts and straps to keep it open, and comes with leather boots. Spells are considerably cheaper to cast when you wear this, being almost a third cheaper. There's a chance that your enemies become magically teased just by your wearing this, and any teasing done when wearing it will be noticeably more effective. It comes with Ebonweave underwear, a bra or vest, and thong or loincloth to protect your modesty. Despite the blatant weak spot, this somehow protects you to the same extent as scale-mail armor. As long as the robe remains propped open, it will also count as light armor despite being heavier than that. If closed, the robe will be almost as defensible as a metal tower shield between you and the enemy.

Cursed Dagger (200CP) (Discounted: Black) - A thin, dark blade that has runes all over it. It's almost too long to be a dagger. It occasionally guides the hand of those that wield it, and does more damage than it should when it does this, but it normally hits like a katana swing. Since you're paying CP, this one won't limit your vitality. The real boon of this dagger is that it traps the souls of the people it kills inside of itself, and then those souls can be used for other things if you have the knowhow.

Vitality Tincture (400CP) (Discounted: Portal) - Healing pills, healing milk, healing plant cum. Many items in this world can heal you, but few can heal you while making you stronger and tougher. This one can! In addition to those things, it will also make your body more toned, showing off your muscles! It wouldn't heal a Champion at the end of their journey relatively as much, but a normal person with

otherwise crippling damage would be more than healed with roughly ten of these. The tea tastes of cherries. It will respawn twice a day.

Upgraded Camp (400CP) (Discounted: Portal) - Camping by yourself in a world of rampant imps and demons is generally a bad idea, but not any more. Situated with its back to a stream, the front is guarded by a tall, thick wooden wall with a gate in the center. Along the wall and on some stakes are a hundred sun-bleached imp skulls that will discourage any further attacks. Stones are buried at the base to prevent tunneling, and there is an enormous canopy of razor-sharp thorned vines that covers the entire site. The canopy even reaches into the water of the stream, preventing attacks from any enemies capable of swimming, and doubly ensures it won't be burnt down. There's even a two-person log cabin that's modestly furnished. The overall camp itself is large enough to comfortably protect roughly two dozen people. The only other remarkable features are the water purifier that can filter out Corruption, the clockwork alarm clock, and the Spider-Silk Sheets on the bed that make you recover energy faster.

Magic Sustaining Necklace (400CP) (Discounted: White) - A precious trinket of the Covenant, the organization that protects the last Corruption-free city in the lands. When wearing this necklace, you can allow any spell or number of mages to siphon your energies in the area of roughly a city, and without your actively having to maintain spells with concentration, verbal or somatic components. You do this by simply touching the amulet to the person, spell, or designating the spell when casting. You can undo this by touching them with it again or banishing the designated spell, but can otherwise temporarily free yourself by simply taking it off. This is as exhausting as it normally would be sans the active components.

Inquisitor's Uniform (400CP) (Discounted: White) - It was expected of Inquisitors of old to give of themselves to defeat Corruption, and these trappings are how they did so. This long hooded overcoat, mantle, high-collared, sleeveless shirt, skirt robe, leather boots, and fingerless gloves together allow the wearer to use Blood Magic. This is dramatically more efficient than traditionally casting spells, allowing for multiple times more spells cast before exhaustion, and can be used indefinitely with healing magic. It does hurt, though. The Flamespirit Ring that comes with this exemplifies this overall philosophy, causing any magic to double in cost and potency while wearing it. The ring glows with a nonexistent light, and overall the outfit is crimson red and gold, covered in flame emblems, symbols, incantations, and prayers. It comes with Ebonweave underwear, a bra or vest,

and thong or loincloth to protect your modesty. When worn together, it will be almost as defensible as a metal tower shield between you and the enemy.

Rocking Tea (400CP) (Discounted: Gray) - There's few reliable ways to get rid of lust in combat, but this resealable package of Numb Rocks is one of them. This delicious rock candy fizzles and pops in the mouth, reducing lust, but also sometimes makes you dumber. Eating five mouthfuls of it will actually make the consumer's skin tougher, comparable to wearing tear resistant clothes. To counteract the candy, you're given some Scholar's Tea as well. The tea tastes of oranges, and makes you smarter when consumed. It sometimes makes your muscles less defined, not weaker, but who cares about that! The Numb Rocks respawn three times a day, and the Scholar's tea everyday.

Muramasa Blade (400CP) (Discounted: Gray) - There exists a village of Kitsunes behind a magically protected portal in the Deepwoods. One of the artifacts that they've been protecting is this very sword. Once obtained, the sword can be banished and drawn through a summonable glowing circle of runes. A massive black blade wreathed in corrupt fire, and that can spread this corrupt fire to encircle combatants. It can easily cut through the stoutest of armors, and is described as being empowered by literally cosmic power. If nothing else, it can speed up your energy recovery, and it will not corrupt you.

Golem Armor (400CP) (Discounted: Black) - Created from the core of a golem of old, there is no greater armor in this world short of divinity. An actually complete set of plate armor, obsidian in hue and texture. The center of the breastplate glows orange with gold wisps of energy that radiates outward. It comes with Ebonweave underwear, a bra or vest, and thong or loincloth to protect your modesty. When worn together, it would take a true hero to fell you, just as it did to destroy the golem this was forged from. If all else fails, this armor automatically spews lava at those who attack you in melee, so you may yet slay your foe in reprisal.

Gathering Hall (400CP) (Discounted: Black) - Hidden away in the back of a cave is this defensible home. Partitioned by wooden doors and stone brick walls, in the center is a table big enough to seat at least two dozen guests, and which occasionally respawns enough food to feed them. To the east is a torture room with a secret tunnel to the marvelously furnished bedroom that is otherwise located north of the dining hall. To the west is an especially deep part of the cave filled with giant bioluminescent purple fungal flowers. They release spores that smell sweet and make people horny. The fungus is reactive and will capture

anyone who steps into them, and then fuck them indefinitely. They will however let you and those you wish go after instruction to do so.

Divine Bark Armor (600CP) (Discounted: Portal) - A peerless white suit of heavy armor created from the freely given flesh of a still living god. Consisting of full arm guards, pauldrons, chestplate, and knee-high boots, and that somehow fully protects your entire body despite this. In spite of its provocative appearance, it actually stops the wearer from feeling lustful to a noticeable degree. It comes with Ebonweave underwear, a bra or vest, and thong or loincloth to protect your modesty. When worn together, this makes you nigh on invulnerable to physical damage by the standards of this world. A 20-foot tall giant could throw a several ton boulder at your head, and while it might hurt you, you won't be significantly damaged, and the armor itself would be completely fine.

Starting Village (600CP) (Discounted: Portal) - Every hero starts somewhere, and this is where you can start from now on. At the start of every Jump, you can instead be moved here and choose to have any outside events stalled for three days. During these three days you will quickly come into any powers or skills that you've acquired. If you're not a Drop-In, this might be Ingnam, but it will be some small but rich village in the future. A portal will be available to it in-world, but only you and those you allow can pass through it. It will be a sort of demiplane in different Jumps, the people will be different, but it will always be a small, prosperous village in a valley, and you're recognized as a member.

Extwaordinary Blueprints (600CP) (Discounted: White) - Goblins have probably fallen the farthest out of all the races that still exist. Being the most eminent potion and clockwork machine makers out of all the races, goblins had machines and potions that could transform others, flintlock guns, clockwork clocks, advanced material crafts, and at least one created the **Clockwork Shield** in this section. You now have a comprehensive tome containing both the fundamental and advanced crafts of the goblins. It's not absolutely everything, but it's more than what exists anywhere else.

Inquisitor's Arms (600CP) (Discounted: White) - Inquisitors gave of themselves to protect others, but they certainly took more than they had to lose. This Flamegrit Shield and Flameheart Spear were their weapons of choice. Both black and gold, and emblazoned with flame iconography. While somewhat less durable than a metal tower shield, it pulses constantly with orange waves of energy that heals you based on how many followers and companions you have, and it doesn't have

an upper limit. This includes people you simply convince to follow you. A skilled fighter with eight followers would be able to outlast pretty much anyone. The spear pulses occasionally with orange and red sprites of energy, hits half again as hard as a huge warhammer, cuts through most armor without trouble, and deals more damage the closer you are to death.

Warded Cave (600CP) (Discounted: Gray) - Very few places warded against Corruption still remain, but this is one of them. This unassuming cave is enchanted with an illusion that can make it appear like a wall when you wish, one of the only teleportation spells around, and a ward that stops all spellcasting but yours within unless you wish otherwise. Those you designate may pass through, and all will be teleported underground to a tall pentagonal chamber with five adjoining rooms. The teleportation spell feels disgusting, and may induce nausea the first time around. The whole property is completely warded against Corruption. Anyone inside of this place can be removed by you with a snap of your fingers. It is lavishly furnished, and contains many base amenities produced through enchanted items. There's a bath, fireplace, respawning food, and of course air.

Witch's Coven (600CP) (Discounted: Gray) - The Great Mother has had many children, and while you may or may not be one of them, you have found yourself as the Mother, biological or not, of a coven of Sand and Cum Witches. Sand Witches are modified Humans with four breasts and two vaginas, and Cum Witches are amazonian futa nymphomaniacs. While not strictly Human as a rule, all of these ones are. You have just over three dozen Sand Witches, and only a dozen Cum Witches. They all have a lesser equivalent of **Sand Witch**, and they count as followers. This comes with a relatively defensible sandstone cave where they all live. There's a stockpile of Amber Ambrosia inside of it, and it comes with the instructions to make more. Amber Ambrosia being purified Giant Bee honey that can treat Corruption.

Corrupted Keep (600CP) (Discounted: Black) - The castle of the Demon Queen was once part of a city that fell into ruin, and it was not the last city or even civilization that has fallen to the demons. You now own some similarly structured fortress. Its elevation increases the further you go through it, and it has a mechanical lift to reach the bottom from the very top. There's a garden of tentacle plants that can produce a healing fluid, but that makes people horny. It can produce a nearly unlimited amount of this, and people can sustain themselves on it. Instead of demons and other adjacent creatures guarding it, you have roughly a hundred Tentacle Monsters to do so. Tentacle Monsters range from six and a half feet tall

bundles of thorned plant tentacles, to animal-plant hybrids of normal animals with tentacles. If one of the Tentacle Monsters is killed, a new one will eventually spawn from the gardens. They can sustain themselves easily enough. It's lavishly furnished, but in somewhat disrepair.

Queen's Legacies (600CP) (Discounted: Black) - The Demon Queen is known for two weapons, but should you defeat her one of them will break, but both will passively corrupt their wielder. Not these copies. This gives you a whip that hits harder than a huge warhammer, and the most potent wizard staff in the world. The whip can light itself with a corrupt fire when you will it to, and would cause even the toughest lust-feeling foes to start openly masturbating after five to seven strikes from a skilled hand. The alabaster staff is topped with the Lethicite of the Demon Queen herself, and hits as hard as the whip either in melee or from the magic bolts it has the potential to project. The Lethicite is firmly embedded into the staff's construction, and it cannot be used for anything else.

Companions: Old and new. Companions may not purchase others or take drawbacks.

Insertion Option (100CP) - Thrust deeply into this world, you bring a companion along. You may import or create a single companion with a purchase of this. They get an origin, whichever race they buy, their free perks, their free items, and 200CP to spend on whatever.

Bang Buddy (100CP) - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

Drawbacks: No more than 600CP can be gained here, but all the drawbacks can be taken. They will be removed in 10 years, or on death. They supersede other choices.

Mod Toggle (+0CP) - In case it wasn't obvious, this version of the Jump is heavily influenced by the now dead [Unofficial Expanded Edition \(UEE\) mod](#) headed by Kitteh6660, and the still active [8chan /hgg/ board mod](#) headed by Satan. I cannot be reasonably expected to pinpoint every difference between these two mods and the original game, but the only big lore difference is the Nameless Horrors

and Outsiders waiting between the universes / Spheres. Think of Lovecraft. It doesn't come up but twice in extremis. Through sheer probability, you will almost certainly not find either. Avoid old tomes owned by a Moth, and don't pick up a darker-than-black shard in a basement past 9 PM. In any case, you can just go to the baseline original game if you pick this, but this Jump isn't balanced for that.

Fetish Toggle (+0CP) - Parasites, watersports, filth, furies, underage interactions, and a certain level of gore can all be pushed into the background if you pick this. They will still exist, but you won't have to deal with them. In the case of furies / morphs, everyone is switched into an animal ears version with superficial animal features.

Urta Toggle (+0CP) - Urta and her weird dick god don't exist anymore. Nothing bad comes of this. Her responsibilities are successfully dealt with by others, and her various interactions resolved.

Creeping Taint (+100CP) - You gain Corruption passively. Within a hundred days, you would normally completely fall to it. You will need some method to purge yourself of Corruption, or lose your soul and fail your Chain.

Human Bean (+100CP) - Your outside perks, items, and Warehouse are all locked out. You're reverted to your Body Mod. I advise you to avoid Hummus in the future.

Sexually Tempted (+100CP) - The threshold of your lust is reduced. This doesn't help you cast Black Magic, and generally you will have less self-control than before. As lust is gained passively in this world, you will have to pace yourself.

Moral Shifter (+200CP) - Any time that you should gain Corruption, you will instead gain three times as much. You can still lose it with the established methods, but you will always be extremely vulnerable to it.

Short Haul (+200CP) - Every time you go out to explore, go to the store, or even have some basic social interactions, it will take you roughly one hour. Not all social interactions will take so long, sometimes you'll be able to talk about two topics, but generally everything you do will take at least one hour.

Forever Addiction (+200CP) - Choose minotaur cum, lacta bovine milk, or the centaur

named Kelt. You are addicted to one of the three. You will be compelled to indulge in your choice, and will have to balance withdrawal symptoms against your total level of addiction.

Jumper Ball (+300CP) - Part of your soul has now been stored in a small golden ball. Being separated from it is extremely unpleasant, but anyone who takes hold of it will relatively quickly be able to drain and use your powers. Extended separation from it will drain you of any power or skill permanently, but obtaining it again before then fixes this.

Corruption Font (+300CP) - You bring out the worst in people just by being around them. This usually only applies to things of lewd nature, but you generally edge people towards being more demonic. In effect, you cause passive Corruption gain by proximity.

Ghostly Possession (+300CP) - You're now possessed by an incorporeal human girl. While she's not malicious, she's incredibly repressed due to not being able to achieve release on her own, and otherwise inexperienced with even normal temptations. She will puppet your body while you're asleep, and will sometimes fight you for control even while awake.

Endgame: 10 years are up. The ending bits as they are expected.

Rest (Stay) - Maybe you're broken. Maybe you just like it here, you're staying.

Portal (Go Home) - Either failing or choosing to leave, your days of traveling are over.

Explore (Move On) - Whether you've waited or won, you leave.

Notes: Things and pieces you might need to be aware of.

1. I remade this because some anon remade my original Jump but added a toggle to go to Corruption of Champions 2, and because mine was bad. Now, you can go to both settings using each separate Jump.

2. Demons have had reliable dimensional travel for months since the start of the Jump, but this was kept secret. In effect, the first and second game only actually takes place less than a year apart, and you could realistically go to either with the knowledge that exists just in-world.
3. Most magic in this world requires verbal and somatic components. If you have **White Spellsword**, **Wizard Mastery**, or **Black Battlemage**, you can expect to be proficient with doing verbal components in combat, and somatic components even if both of your hands are full. **Wizard Mastery** would be the best at both.
4. **Tea Tolerance** is based on the Silly Mode interaction where Telly, an Alice (loli demon), has tea with a Nameless Horror, and the Ascended Tolerance perk.
5. The various underwear you can acquire in the Items section is magically sexy, with Spider-Silk being just beyond normal clothes, and Ebonweave being at least three times that. The Spider-Silk underwear when worn as a set is comparable to tear resistant clothes protecting your whole body, and Ebonweave as a set would protect your overall body like wearing a leather robe.
6. Ebonweave is a dark grey organic metal material that shines like metal and is softer than silk. It is a legendary material that's almost impossible to find.
7. While the various demonic factories are still pumping their corrupt poison into the air, even committing evil actions will generally cause you to gain Corruption.
8. Lethicite that still contains a soul is virtually indestructible.
9. Wanking helps.