

Niplheim's Hunter Jumpchain

Version 1.0

Welcome to *Niplheim's Hunter: Branded Azel*, another fairly standard D&D-ish hentai fantasy setting. In this world a girl named Azel has been cursed with a lust brand by a demon, the Black Demon Beast, and has now become a huntress in the hopes of finding and killing that demon in order to lift the curse. Accompanying her is the obligatory faceless player character, her faithful blacksmith for all her weapon and armor-crafting needs and also her faithful fuckbuddy who keeps the brand's power from driving her out of her mind with arousal. You'll be spending ten years here, so take this **+1000 CP** and try not to get raped too much.

Location

You'll be starting this jump a short ways outside the border town of Niplheim, where the local hunter's guild makes their home base.

Age

18 years or older only please.

Gender

The Blacksmith and Hunter origins can be anything. Monsters need to be male, futa, or otherwise have some other means of penetration such as an ovipositor.

Origins

Any origin can be taken as a “drop-in” option at your discretion.

Blacksmith

You might only play a supporting role for the real fighters but you're no less essential for it. You can craft weapons and armor like the best of them and manage the needs of your huntress partner, be they of the erotic sort or otherwise. Of course that's not to say you can't have a little fun at her expense...

Hunter

Or Huntress, if you really need your origins to be gender-specific. Even if you haven't been cursed with a lust brand there's an awful lot of monsters in the world that want to eat and/or rape people like you, but you've got the skills to send them packing and the fortitude to endure and even enjoy it when you don't.

Monster (100 CP)

...or you could just be the monster instead! While most monsters in this world are mindless beasts you still have your wits about you and can use your bestial features to full effect. The most powerful monsters can even become monster lords like the Black Demon Beast.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks
General

Well-Forged (100 CP)

Oh come on it's a porn setting, there has to be an appearance perk *somewhere* in here. Regardless of whether you're a blacksmith or a hunter or a monster you've got a body like sculpted iron. If you choose you can have a highly masculine or amazonian build, but the real benefit is that you look appealing to everyone of your preferred sex, and even scars only make you look sexier. If you're male or futanari that goes double for your cock, which is perfectly shaped to fill any hole you might want to stick it in, while women can apply similar benefits to whichever characteristics they like.

Blacksmith

When All You Have is a Hammer... (100 CP)

Well hopefully you at least have the forge too, right? You have the stamina and sexual skill to drive your partners absolutely *wild* in bed, regardless of whether you're the one doing the hammering or the one getting hammered. We're talking easy multiple orgasms and silly-looking ahgao faces if you fully apply yourself, though you needn't worry about breaking your partner's mind or other parts for real regardless of what their pillow talk sounds like. Oh, and you're a pretty dab hand with blacksmithing tools too, I guess.

Mastercrafter (200 CP)

Speaking of blacksmithing, that's not the only thing you can do, not by a long shot. Your crafting expertise covers a wide range of fields, from woodworking to sewing and leatherworking to sculpting and even a bit of architecture, all the better for making all those suits of armor out of things other than metal. You can also figure out how to work even the most exotic materials like meteoric iron and dragon scales, wasting none of your precious resources and even having some left over to use for fun after important projects. Maybe make some exotic sex toys?

Huntress Trainer (400 CP)

Maybe it's because of how you spend all day beating metal and materials into newer and more pleasing shapes but you also seem to have a knack for doing the same with people. You have a sadistic streak a mile wide and can train your partners to enjoy even the most depraved forms of sex, starting with training their erogenous zones to be more sensitive and working your way up from there. With enough exposure to it, the pleasure of anything from BDSM to bestiality can be drilled into your partners until they're happily dropping their panties on command for acts they might have hated once. Further, this training makes them much more effective in any kind of sex-based combat, such as when facing down a monster intent on raping them.

Master of the Forge (600 CP)

The greatest blacksmiths don't just pound steel into shape, they also draw out and preserve the best qualities of the materials their creations are made from, weaving them into the final product to create powerful enchantments. A blacksmith who has mastered this technique can make a set of lingerie tougher and more protective than a full suit of plate mail if he has the right materials for it. Of course you could be *boring* and just make regular armor with this technique too but where's the fun in helping all those huntresses cover up their delicious bodies?

Different materials grant different effects to the end product, and not all of them necessarily offensive or defensive in nature. A suit of armor forged from the remains of a holstaurus is pretty top-quality protective wear, sure, but it also has powerful fertility charms that cause the wearer to lactate large volumes of cow's milk (or cum, if male). In general though these effects will be of some benefit to the item's intended purpose: almost all items can be made to be self-repairing, armor protects better, weapons strike harder or with different effects, and sex toys will... well, use your imagination. Following this jump you can use materials not native to Nipheim for your crafting needs. Who knows what kinds of exotic effects you'll create!

Hunter

The Basics (100 CP)

You're a decent hand in a fight and know your way around your sword and armor. While you're not on par with veteran hunters just yet you're not such an amateur that you'll freeze up if something comes at you with the intention to kill, and you know how to wield swords, shields, daggers and greatswords with enough skill that you can reliably kill low-level monsters with them.

Endurance Training (200 CP)

Life as a huntress is all about going to exotic locales, meeting exotic creatures, and either killing them or getting fucked by them, and while you'd prefer to do the former it would be shortsighted of you to not be prepared for the latter. You've trained your body to accommodate large or exotic insertions without permanent harm. That's not to say a dragon cock won't reduce you to an ahgao state, but it won't turn your organs to mush either. This also covers other kinds of internal injuries like bleeding and organ damage in general. If it doesn't kill you outright it probably won't kill you later either. Lastly, you can go adventuring in hostile climates like snowy peaks or scorched deserts without any loss in comfort even if all you're wearing is some skimpy fetish wear.

Veteran Hunter (400 CP)

Ok, now you're moving up into the big leagues. Your combat skills have advanced a lot since you were a green hunter culling his first pack of wolves. You're a lot stronger, faster, and tougher than an ordinary human now even without the benefit of your armor and weapons, and you can read the flow of battle to find openings in your opponent's guard. But your finest achievement is mastery of the chain attack, a technique that allows you to deal multiple blows with a single swing of your blade. Of course this also has benefits to having sex, because why wouldn't it? Your enhanced combat awareness also comes in handy when you're in the middle of a gangbang or other forms of group sex, making it much easier to please multiple partners simultaneously.

Third Time's the Charm! (600 CP)

No matter what challenges cum your way you'll defeat all of them! Even if it takes you a few tries! And if getting beaten is actually kinda fun sometimes. Three times per jump an enemy that defeats you who would have killed you will only rape you instead. Once your foe is finished with you you'll wake up somewhere safe and the whole thing will just have been an extremely realistic dream about events that haven't taken place yet.

Monster

Form of the Beast (Free)

Monsters in this world, or demon beasts, run the gamut from massive wolves to tentacle monsters to dragons and golems and everything in between. If you have taken Monster as your origin you can choose a monstrous form for yourself for no cost. With this perk alone this form cannot be stronger than a newbie huntress (i.e. you can be a dragon, but you'll be a baby dragon), but the other Monster perks will enhance your strength in addition to their other effects. With all four Monster perks you can choose to be equivalent to end-game enemies such as the Black Demon Beast or Legendary Dragon.

Can't Beat the Cock (100 CP)

Ah, the third universal truth next to death and taxes. No matter how fearsome the huntress might be, once you stick your dick in her she's just another bitch ready for breeding. You know the best ways to pin and hold your foes in whatever passes for a submissive mating position for your type of monster, and once you've started fucking her you can fuck the will to resist right out of her.

Shell Cracker (200 CP)

Humans are so reliant on their tools, the claws and hides they steal from your kind and wear as their own. Take those away and they're just naked apes shivering in the cold. You've learned a thousand and one ways to strip your foes of their greatest strengths, sending their weapons flying from their hands and shredding the weakest parts of their armor until the whole thing collapses around them and takes all of their false strength with it.

King of the Beasts (400 CP)

Like the Black Demon Beast of old, you can command the respect of other monsters and lead them as a king or general would. With your superior intelligence even dumb beasts lacking sentience can be gathered into a horde and directed like an army. Their instincts know that to disobey you is death, and so obey you they shall.

The Magic of Monsters (600 CP)

Before your kind wore the shapes they do today many of them were powerful magicians who sought to part ways with their mortal shells. In their hubris most of them wound up assuming forms of limited intelligence or magical ability. Not you. You possess immense magical power capable of great feats like the shaping of the Lust Brands and the creation of whole new breeds of demonic beasts. While you must re-learn all that your magic is capable of, given time and training you might even become capable of interfering with the very fabric of time itself.

Items

Items of a similar type can be imported into these items for no additional cost.

Blacksmith

Forge Gear (100 CP)

What kind of blacksmith would you be without your tools? You've got a full set of gear for crafting items and working with any materials you might get your hands on, even the really exotic stuff like diamonds and meteoric iron. Some of this stuff can be used as weapons in a pinch, but I wouldn't recommend it.

Aphrodisiacs (200 CP)

These aren't actually yours, they're a present from that nice and not-at-all-suspicious-seeming guild receptionist. This assortment of drugs and love potions come in a wide variety of types and potencies, all conveniently color-coded by bottle so you don't get them mixed up with each other. They range from simple perfumes and scents to draw the attention of those around you to powerful liquid toxins that can drive a person as mad with lust as the lust brand itself.

The Bestiary (400 CP)

This is a strange little notebook that acts as a shopping list for all of your crafting and design needs. Start pencilling in an idea for a new armor design and the notebook will fill in some of the blanks with suggestions of its own. Once you've finalized the design the next page will include a list of materials as well as places those materials might be found or monsters that might need to be slain in order to acquire them. Just send your favorite huntress out to fetch them

The Forge (600 CP)

Well lucky you, you don't need to live in the guild house anymore. This is your own private place to live along with attached facilities for running a full-fledged blacksmithing business. It's a simple two-story house, of medieval design in this world but whatever is appropriate in others, and comes with a self-replenishing stock of supplies to run your crafting business with. While you'll need someone else to fetch materials for exotic armors and things, you can work mundane jobs out of your home as much as you want and turn a nice profit doing so.

Hunter

Trusty Sword (100 CP)

What kind of hunter can you possibly be without one of these? Your trusty sword comes in one of three forms: a sword and shield set, a dual blades set, or a large two-handed sword. It's of average quality but never needs to be sharpened, and if you ever lose it you'll find it again within a minute or two.

Handmade Dildo (200 CP)

For when you really need to take the edge off and nobody acceptable is around to help you with it. This high-quality sex toy (of any kind, not just a dildo) is a gift from Rita and can be used to satisfy the needs of a lust brand if you have one or otherwise purge yourself of the effects supernatural lust effects like drugs or aphrodisiacs.

Fetish Armor (400 CP)

The sword might be essential, but the armor is what's keeping you alive and unmolested. You possess one set of enchanted armor of a basic level. This armor augments your stats significantly and provides other minor enhancements depending on the type. The basic hunting clothes provides a small boost to attack and defense while the bunny suit both defends and helps you move faster, and the kunoichi armor helps you move silently and score critical attacks on your foes. All of these outfits are self-repairing, but you get stripped out of them you'll lose their benefits, so be careful!

Hunting Grounds (600 CP)

The hunting grounds are restricted locations full of demonic beasts, and members of the hunter's guild are restricted from venturing to these places until they've proven themselves to have an acceptable degree of skill. Regardless of whether you met those standards though you'll need a place to hunt for materials after you leave this jump, so if you can't go to the hunting grounds, they'll just have to come to you.

This item consists of a set of isolated locations full of monsters to hunt and resources to gather. The monsters will never leave these locations, nor will they ever be found by anyone besides you and anyone you specifically bring with you to these locations. In worlds without monsters like modern Earth they'll manifest as lost islands you can travel to by boat or through your warehouse. Further, any future jumps you visit which also have monsters you might want to hunt will acquire hunting grounds of their own after you leave that jump.

Monster

Cock Sleeve (100 CP)

A former human who's been broken and trained to your liking, this item is a lust brand bearer like Azel who's been reduced to being an eager cock-addicted slave to your every whim. Smart enough and well-trained enough to obey you, she can be trusted to make trips into town on her own to fetch items from the stores or lure unsuspecting huntresses back to your lair.

Arcane Tome (200 CP)

Well *this* is an interesting find. It looks like an old spellbook once owned by a former magician. The owner is no longer among the living and the writing is all in some kind of coded language, but if you put the effort in to decode it you might find yourself learning some basic spells along the way. Basically, this book is a magic tutor, with a special focus on lewd spells. The lust brand isn't listed among the spells here but many spells that are much more basic and easy to use can be found within its pages.

Abandoned Ruins (400 CP)

This is about as good a lair as an intelligent monster could possibly ask for. These hidden ruins are a maze of rooms and passages with plenty of room for you to hole up inside. The interior is always cozy and almost seems temperature-controlled. Maybe there's some magic still left in this place? It would explain the odd markings on some of the walls, which if deciphered depict a history of the magicians and their experiments in demon beast creation, perhaps well enough for you to replicate their experiments had you enough skill at magic. There's also an old prison down here, perfect for keeping captured humans locked up until you've finished training them not to run away.

Lust Brand (600 CP)

Ah, and now we come the selling point of the whole adventure. The lust brand is a heart-shaped tattoo etched with magical power onto the navel of an unlucky (?) target, such as our heroine Azel. The bearer gains a well of magical power which they can use by drawing on the brand, but the more power is drawn the more the brand demands a price in return, inflicting the wearer's body with supernatural lust that grows and grows until they can think of nothing but relieving it by any means necessary. This same lust will also afflict those around her, turning her into a potent form of rape bait.

While Azel possesses something similar to this item, this Lust Brand differs from hers in one very important way: the more the wearer is overcome by the seal's aphrodisiac, the more they are subconsciously shaped into an obedient pet of the one who placed the seal on them. This is a seal you'd place on your enemies, not your friends. I hope. You do have those, right?

Companions

Import (50 CP)

This setting is kind of light on named characters all things considered, so why not bring in some of your own? Each imported character gains an origin and a pool of 600 CP to spend on perks and items.

Azel (100 CP)

The alleged heroine herself! Azel comes with the Huntress origin, the Lust Brand item applied to her (she is not able to apply it to others), and a pool of 600 CP to spend on perks and items. You can also acquire her for free by clearing the *Branded Azel* scenario but if you're willing to pay CP for her she'll join you after the jump is over no matter how her adventure turns out.

Someone Else? (50 CP)

Oh? Did some other character catch your eye, or did you want to make an original character to bring with you? Well feel free to invite them along too if you like. Choose an origin and take a pool of 600 CP to flesh them out with.

Drawbacks

Noob (+100 CP)

You barely know which end of the sword to hold! All of your combat skills have taken a nosedive straight into nonexistence. If you want to do any fighting this jump you'll have to relearn everything from the ground up.

Fugly (+100 CP)

There's no way to break this news gently: you're an ugly SOB. Like, you make Goro Moon look positively handsome by comparison. You're going to have a hard time getting anyone to have sex with you without help from aphrodisiacs or a lust brand or something for the duration of your stay here.

Can't Get No Respect (+200 CP)

Normally the hunter's guild would warm up to Azel fairly quickly and become a valuable resource on her quest. Now though you'll need to work a hell of a lot harder to get any information or assistance out of any of them. Hunting monsters daily for less than a month won't even get you approval to reach the second hunting ground. If you want to make it in Nipheim you need to prove you're here for the long haul.

Rape Bait (+200 CP)

You might want to consider being a hermit for the next few years because your interactions with other people are going to involve a lot of sexual harassment coming your way. Expect drugs in your drinks, gropings from random people on the street, perverted mission requirements to advance in the hunter's guild, ropers and other monsters aggressively hunting you in the field, etc.

Branded (+300 CP)

Azel isn't the only one with a lust brand on them, now you've got one too. This loathsome spell cannot be removed by any means for the duration of this jump and will drive you mad with lust periodically even if you never draw on its power. While you're in the grip of the brand's power any sexual mores you might have will vanish entirely and you'll be willing to fuck anything that moves to get some relief. What's worse, all of your other supernatural abilities are infected by it as well, so using any form of ki, magic, psychic powers or whatever will trigger the seal just the same.

Future Me Hates Me (+300 CP)

Well shit, it's another one of *these* drawbacks. There's some guy lurking around who really has it out for you. It's you, but from the future of this jump, and he's trying to kill you to put him out of his misery. Apparently things went just that badly with the whole "don't get raped" plan or something. Regardless, this is a scaling enemy drawback but with one major exploitable weakness: he or she has a lust brand working on the same conditions as the Branded drawback. Surely you can find a way to turn that to your advantage, right?

Scenario: Branded Azel

So here's our heroine ladies and gentlemen, a young and sexy newbie huntress out for revenge against the legendary monster that marked her with the lust brand. She's got a long way to go to reach the end of her journey and if you take this scenario you need to make sure she gets there in one piece.

You'll be taking on the role of Azel's otherwise-faceless companion. In the game the player character is locked in to being a blacksmith, but you can also choose to travel with her as a fellow hunter or even as an unusually friendly monster. Maybe she tamed you with some really great sex, or is it the other way around?

Regardless, you're in charge of making sure she reaches her journey's conclusion, because while canon Azel can shrug off monster rape like it ain't no thing, here you don't have game mechanics to fall back on. Getting reduced to 0 HP spells game over, and probably a lifetime of being a monster's brood mare unless you can rescue her and put her back on track. You *also* need to make sure she doesn't make the "wrong" choice at the story's climax and retcon herself out of existence, which means making sure the journey as a whole is more positive than negative for her.

Reward

You get two rewards for clearing this scenario. The first is Azel herself, who will happily join you as a companion on your jumpchain adventure once her own is over. As with her CP-backed counterpart she comes with the Huntress origin and 600 CP to spend on perks and items

The second reward is the lust brand itself, whose true nature as a Charm spell is now revealed to you. You've been maintaining Azel's brand for so long that you've figured out how to replicate it and can grant a similar mark to other would-be heroines (or heroes, no judgement here). Though Azel might complain a little if you call it a blessing, in your hands it really is quite beneficial, granting a well of supernatural power that can be drawn on almost endlessly as long as the bearer is willing to deal with the aphrodisiac side-effects.

What's more, now that you've mastered it you can also tweak its other effects, such as turning off the rape-bait effect or even reversing it and bestowing a ward like a chastity belt to protect the bearer from unwanted attention (and her own wandering hands, for those of you interested in denial play). Various cosmetic effects can also be bestowed with trivial effort, such as making the bearer's eyes turn to hearts or turning her breath into pink mist while the brand is active. If you want you can even remove it from Azel entirely, although by this point she'll have grown rather attached to it...

Notes: Holy shit how did I get this done in *two days*?
Merry Christmas QQ.
-From Smuthunter