

Lewd Greek Myth

Version 1.0.0

Welcome to the world of Greek mythology. Or a world of Greek mythology; it's been depicted in many things and in many ways. And many of those are in fact rather lewd. Even in the original legends with Zeus and proclivities for shapeshifting, explaining how sexual practices came into being, rape, seduction, depraved acts, and even if you go into folk lore more than myth you get snake-women who use illusions to disguise themselves as beauties to lure men into their embrace and suck their blood. And the modern internet... Well given the influence on western culture there's porn of it.

And while this may or may not be the world of a specific piece of lewd media, this is certainly a lewd world that you are entering. The sexual elements are turned up to 11, if not 12, and things are much more likely to end in sex. This is the world of Greek mythology according to porn logic. Everything is thirstier, and sexier.

Or maybe that of Roman mythology? They're not that different are they? Just a few name changes here and there. Right? Well either way it's close enough, and you can enter the world of Roman mythology.

Or maybe Greco-Roman legend. After all Alexander the Great isn't a myth, but there's plenty of legends and stories about him, or the Emperors. Though even if you choose such a world of legends you can expect the gods to be very much real.

This is where I'd tell you when you'd be arriving, but there's a lot of time you could be covering. I'd generally guess around the time of Herakles, but as a god you might enter when Kronos still ruled and maybe you want to check out the face that launched a thousand ships and the Amazon warrior-princess who came to defend Troy after the death of Hector.

So take these:

+1000 Choice Points

Good luck and good humping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Hedonist: You are a philosopher who, following the example of Aristippus of Cyrenia or Epicurus has come to the answer that Pleasure is the Good, and the purpose of life is to seek pleasure. Probably more Aristippus than Epicurus if you're coming to this world. Of course philosophers are more recounters of myth than figures of it, and since you're so out of place, you can choose to be a drop-in with neither memories nor connections to the world around you. May you find pleasure with your choice.

Artisan: You are a craftsman, artist, or skilled worker. You possess talent with your hands, and some marketable skill, though by default it will be only marketable; you are the most likely to be able to enter a weaving contest against a goddess and win. Though that's probably a bad idea, especially since such skill would be itself a blessing from the goddess.

King: You may not be a king, but maybe a princess, lord, local bully, or just a sexual dominant. Whatever you are, your bloodline is fine, and you seem born to rule and dominate others. So go forth, bend them to your will, and enjoy the pleasures of a tyrant or king.

Mother: Well you might not be one yet, but if you're choosing this origin you're probably hoping to be one. Your role here is maternal, whether it's a mother to (demi)gods or monsters.

Mystic: You seem to draw upon the more witchy women of Greek mythology. Or well there's a few men who might qualify, but whether they're holders of secret mystery, dangerous witches, or both it's more often seen with women. You are one who has touched on the mysteries of the world, whether this is only the surface with some first tastes of mysterious knowledge or perhaps all the way into full witchcraft.

Warrior: What Greek myth would be complete without a strapping warrior with rippling muscles. Whether we're talking a demigod hero, an Amazon (some of which are also demigods), the Minotaur, or Ares, warriors abound in the world of Greek myths and now you are one.

Kind:

Another question equally important for where you fit in the world as what you do is what you are. Figures in Greek myth range from ordinary mortals, to monstrous creatures, to demigods, minor gods, great monsters which somehow can fight with the gods themselves to the immortal Olympians who rule the Heavens.

Where your origin was free, most kinds cost or reward CP. Some provide discounts or freebies on certain perks, and each kind determines which Companions you can use a discount on or take for free. You may only select one Kind.

Mortal (+300 CP): You are a human. This option does not inherently provide you with anything new... unless you weren't human previously in which case enjoy your new human form.

Lesser Monster (+100 CP): You are one of the lesser monsters of Greek mythology. You might be a minotaur, a man eating horse, a harpy, or something else. You have two limitations: You cannot be a creature that could challenge a god, or even mortal Herakles and expect to win, with the minotaur being an example of the strongest you can be, and you do not from just this purchase gain any significant supernatural power such as the Nemean lion's skin, the Hydra's regeneration or poison, a Siren's hypnotic song, or Medusa's petrifying gaze.

Given the tendency to prettify monsters from Greek mythology in modern works, especially sexualized ones, you may be a more humanized and beautiful version of your species; you don't have to be an ugly old hag to be a harpy, and could be a monstergirl (or boy) version of a monster. You can even choose mythologically inaccurate modern depictions of monsters – such as being a gorgon with a snake's lower body instead of clawed feet and wings, or a harpy with arms in addition to her wings – or design your own monster(girl) form as long as it roughly fits within the conceptual space of a Greek monster.

Demigod Hero (Free): You are a child of a god. Maybe they're a minor god, maybe they're a major one. Still you're simply more than a normal mortal. You're strong enough to lift rocks weighing hundreds of pounds in one hand and throw them as a weapon, and your other physical capabilities are likewise increased. You can expect a long life, free of illness or infirmity till you're truly aged, and to remain stronger than normal, modern men even into the depths of age. You're also just spiritually and metaphysically more than a normal human, and you learn faster, think clearer, and feel more deeply than normal for a human though you might still be within the range of mundane humans there.

It should go without saying you're also fairly attractive; the vast majority of demigods count as handsome or beautiful.

Daimon (300 CP): You are a spirit, or a minor divinity. Maybe you're a satyr, one of the nymphs, or even a mortal who has become a minor deity after death. Whatever you are, you'd not win a fight with an Olympian, and you might not even physically overpower the greatest mortal demigods, but you are also certainly something greater than a mortal. Besides gaining the **Athantos** perk for free, you are able to travel unseen to mortal vision (though other spirits can see you and magic can allow a mortal to) and even seemingly intangibly, moving great distances at quick speeds in this state – though not to the speed of Iris or Hermes – you may interact directly with spiritual beings and move to and fro from spiritual realms, and you also simply possess vastly more spiritual and metaphysical power than humans. Your appearance also doesn't have to be strictly human, even within the field of minor deities satyrs aren't quite human, river gods sometimes appeared as bull headed men with fish tails, the image of the winged angel comes from depictions of various Greek gods, and with modern depictions water nymphs often look more mermaid or blue skinned, dryads take on elements of their tree in their body (or green skin), and many gods incorporate their divine portfolio into their body such as flaming hair on a god of fire, or fish traits on a sea god. If you do look human, you are probably fairly attractive, though; some daimons are less so but generally speaking the gods are beautiful.

You may choose to take this for free to be a dryad or a tree nymph. If you do so you possess a tree which is your true physical body or form. This tree is a normal tree, and won't be able to shapechange or turn into a spirit form like your humanoid avatar. If it sickens you will sicken and if it dies you will die, and the **Athantos** perk will not save you nor will you gain the **Athantos** perk for free. You can form a nymph body that can part from the tree and act away from it, but whenever you enter or leave this alt-form it will be as the tree and not the nymph. You can choose to take this discount as a male and be a male dryad.

Greater Monster (400 CP): You are one of the greater monsters in Greek mythology. While this purchase won't make you as powerful as Typhon, you might rival the one-hundred handed ones, a cyclops, a gigantes, or the likes of the hydra. You are generally lacking in spiritual/metaphysical weight class compared to a god (though still significantly more than a mortal and even than a daimon), but you are physically superior to the majority of them, and are physically powerful enough that you could be a serious threat to Herakles or a god other than Zeus. Given you're presented as a threat to gods, and a spiritual being, it's safe to assume that you can see and interact with gods even

when they're in more spiritual forms, and that this will carry over to other spirits in the future. You also gain a free purchase of **Supernatural Power**.

This otherwise works like Lesser Monster, allowing you to be a humanized or prettified version, as well as create your own monster(girl) for this feature.

Theos (800 CP): You are a god, or a major divinity. This can include titans as well, they were functionally similar. You are roughly on the general level of power as an Olympian, though not Zeus. Being a god functions much like being a daimon, but in addition to the **Athanatos** perk you will also receive 1 purchase of **God of** free. You are also able to freely take on a great many shapes and appearances; you're not the equal of Zeus or Proteus with just this, and won't be turning into fire or showers of gold, but you can appear in a wide variety of animal or human forms (with or without clothes), including as specific individuals, and you are simply more spiritually and metaphysically powerful than a Daimon.

Location:

You will be arriving in a lewd world of Greek mythology. Somewhere. Greek mythology is big, and when you get into lewd parodies it gets bigger. Choose somewhere appropriate to your Origin and Kind, or just somewhere non-secure as a drop-in.

If you really want you can roll 1d8 to determine where you begin.

1. Thebes: Founded by Cadmus planting the teeth of a dragon, it would be the home city of Herakles, Dionysus, Tiresias, and of course Oedipus.
2. Athens: Famed as the home of the Academy, the birthplace of philosophy ~~wasn't that actually Miletus~~, and the city of Theseus of minotaur slaying fame.
3. Troy: Perhaps the most famous city of Greek mythology, and if you're arriving before the Trojan War, don't worry there's plenty of other myths that take place here; Herakles kills a sea monster, Zeus steals a prince as his 'cup bearer', Poseidon and Apollo get forced to build walls. Stuff happens here.
4. Iolkos: The rightful kingdom of Jason of the Argonauts fame. Maybe if you stick around you can join the Argonauts on their quest. Maybe you can convince them to land in the land of the Amazons, it wouldn't go that badly would it?
5. Taenarum: You seem to have found yourself in a cave on a cape. There's a town nearby... or you could explore deeper into the cave. Where's the worst it could lead you?
6. Aeaea: This island in the western Mediterranean (probably) is mostly uninhabited. There is a beautiful goddess living on it, maybe you should go say hi, she'd probably feed you, and some valuable magical herbs growing in titan ichor. Also a lot of pigs and lions.
7. Delphi: The center of the world and home to the most famous oracle in the Greek world. It's a good place to come if you've angered the gods and need to expiate the sin, though if you've brought offerings maybe they can point you in the right direction. If you come at the right time you might even be able to find a giant snake.
8. Italy: Is this Rome? Maybe Alba Longa? Has Aeneas even got here yet? Are the Argonauts sailing past north of the peninsula where the Alps should be? Unless you're in the south you're not even in Greece, but seem to have arrived in Italy instead. The gods tend to keep it in their pants a bit better and be more dignified, and you have more minor gods of families, households, and places hanging about.

Age and Gender:

As a drop-in your age remains unchanged, though you may change your gender freely. Otherwise your age and gender may be anything appropriate to your kind, and you can even be a hermaphrodite without having to merge permanently into one being with another individual like the mythical Hermaphroditus. You can choose the kind of sexual blending in this case.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

If a perk has an effect listed as +**Mythic** then you will receive that effect if you have the **Theos** kind. As a **Demigod**, **Daimon** or a **Greater Monster** you may pay 200 CP to receive these effects, and as a **Human** or a **Lesser Monster** you may pay 400 CP to receive these normally godly powers.

Monstrous Insertions (Free): Centaurs, minotaurs, Herculean demigod cocks, big Amazonian cocks... Porn likes its monstrously large cocks that would be... well let's be honest rather uncomfortable. You will find though, that when you're giving or receiving, cocks that should be painfully large will not be. Pussies stretch, stomachs bulge, and these mighty girths will be pleasurable instead of causing a deadly rearranging of internal organs.

Blessing of Tiresias (100 CP): You have been given the gift of divine fo- Oh nevermind. That's the blessing Tiresias eventually got in myth, you're getting something more fitting to rule 34. You now have the power to control the curse that once affected Tiresias. You can now change your sex at will, shifting from a man to a woman, or somewhere in between. And just to be nice we'll even let you make the change be normalized backwards through time so that people will mostly accept you've always been that way at least as long as they aren't given time to think about memories that really do not work if you were (so that time you folded them like a sandwich and fucked their brains out for 3 days straight and left them a mom might make someone question how you could never have had a cock).

Many Forms of Beauty (100 CP): Gods in this world are known to take on many shapes and forms, but wouldn't it be a shame if you were having some fun with a lover and you changed shape and they suddenly weren't into it any more? Now you will find that once someone has accepted you as a sexual partner in one of your forms they are unusually accepting of your other forms. So what if you have to finish while changing shape to avoid your angry wife – like Kronos did when he sired Chiron – or decide to reveal your handsome normal form after they'd gotten used to another shape you wore. They might just discover something new they're into, and even if not, you are still you regardless of your shape.

Spared for Sex (100 CP): People who have you in their power, ready to kill you, are strangely likely to decide to fuck you. You do still have to be generally their type, but it's as if when you are in another's power and at their mercy your sex appeal becomes multiplied several times over, and their own lusts seem to rise up inside of them to birth the potential for a wildfire of desire.

After they've fucked you, they might still decide to kill you, though this effect won't necessarily fade (though most beings are less affected by lust immediately after venting theirs) and the more you are at someone's mercy and in their power the more your skills in sex seem to rise. So give them a good reason to keep you alive – maybe as a captive – instead of killing you.

If you have **Fertile Soil** you will produce pheromones letting any and all know about your receptivity when you are defeated.

Spirit Handling (100 CP; free to Daimon, Greater Monster, and Theos): How does a mortal mating press a god? Well in porn the answer is easy, they're simply a physical being. But not all worlds will possess this caveat, and even in porn... sometimes the 'hero' is special. Either way you don't need Athene's blessing to see spiritual beings or to physically interact with them.

Classical Beauty (Free while here/100 CP to keep; cannot be purchased by companions): The Greek world has been synonymous with beauty since before Rome conquered Greece. Whether in art or its artistic depictions of the human form it defined what beauty was expected to be for millennia. And now you can bring this beauty to future worlds, ensuring that the landscapes have more of a pastoral Arcadian beauty, that the architecture is more elegant and beautiful, and especially that people reach closer to the classical ideals of beauty with more perfect proportions, fewer blemishes, and generally being more idealized in their shape and form. There will be those who are still ugly, and there will still be a gradation from plain to beautiful, but the ugly will be artistically ugly, the plain will never be an eyesore and simply beautiful to a lesser extent than others, and the truly beautiful will be transcendent in the perfection of their shape. You can toggle this off when entering a world in case you don't want to beautify it.

There is another aspect as well. The monsters of Greek mythology were anything but beautiful; the gorgon's hideousness was an important part of its story. Yet over the centuries this has been forgotten, and Medusa has become outright gorgeous and other monsters such as harpies and even minotaurs have become more appealing and attractive as well. You take this with you, and any monstrous creature will be more beautiful, and

attractive; this won't give them human features if they lacked them altogether but for those which included human aspects already this will emphasize and further humanize them. You can toggle this off when entering a world, and do so separately from the other aspect.

With the **Metamorphoses** perk you will find that it becomes much easier to induce transformations towards a classical ideal of beauty whether that's a muscular demigod, a curvy blondeshell, or the androgyny of a young boy/eunuch.

Modern Monsters (Free while here/200 CP to keep; requires Classical Beauty; cannot be purchased by companions): Of course modern artists like to take ancient monsters and make them beautiful even for the most inhuman of them. Whether it's re-imagining Cerberus as a trio of faintly canine girls (or a three headed woman with a canine tail and ears), replacing each of the hydra's heads with a woman's body, or giving Typhon a dadbod and maybe just a few snakes for legs (who am I kidding we'll turn him into a cute girl too), these ancient horrors have become modern beauties. And you can apply this to future worlds as well, making monsters across the world become attractive monstergirls (and/or guys). At its max power this could make them almost indistinguishable from humans save for their powers as monsters, and yes this can make normally animalistic monsters have human-like minds capable of cognition.

You have some control over this effect; you can't target specific individuals too well, but you could choose to leave certain kinds of monsters untouched or dial the effect up to max power or to have no effect at all or anywhere in between. An exception is your Companions who you can give monster girl alt-form to for each of their fully monstrous alt-forms (or base form).

If taken with the **Metamorphoses** perk you will find it vastly easier to give a monster a more human-like form, or reverse this to restore a monster that has been placed in a human-like form back to their original monstrous form, and that it may be possible to do so permanently without the boosted version of that perk. With the boosted version it becomes substantially easier to do this against resisting targets.

Now a Cute Girl (Free while here/200 CP to keep; requires Classical Beauty; cannot be purchased by companions): It's not only ancient monsters who are made into cute girls. Gods, demigods, historical figures all of these are often re-imagined as cute girls. And now you can do this re-imagining yourself. At the start of a jump you can change the gender and/or sex of any character(s) in the setting you desire to female. This change will be applied retroactively so that they will have always been female.

If you'd like when you take this perk you can choose to have it change things to male, or some specific in between state chosen when the perk was taken, instead of female. Or you may pay an additional **100 CP** to be able to be able to change them to anywhere between Male or Female; this upgrade is free while here only needing to be paid to keep it.

With the **Metamorphoses** perk this will make it vastly easier for you to change a being's gender to that selected for this perk, and do so permanently even without the boosted version of that perk. With the boosted version of that perk it becomes trivially easy, nearly impossible to resist, and you may even make it so the change seems to apply retroactively.

Not Interested (200 CP): There's a lot of rape in Greco-Roman mythology. And it's not all, or even mostly, Zeus. This will give you protection from that. When you're not sexually or romantically interested in someone, they won't be sexually or romantically interested in you. If they're not your type, you're not their type.

And before you think being male means you don't need this, Odysseus was held hostage and forced to sleep with a nymph against his will for nearly a decade.

Sacred Band (200 CP): The sacred band of Thebes became legendary for their ability to stand up against the Spartans with equal, or even inferior numbers, and the source of that strength was that it was composed purely of lovers and beloved, each man fighting side by side with his partner. And now you too can draw from this same strength. When you fight side by side with your sexual partner(s) it's as if their presence makes your will stronger and through it your body as well, making you stronger, faster, and even more skilled in battle with your beloved (or lover, if you're the beloved) at your side. This is not limited to physical capabilities; if willpower can resist it you can resist it easier, and your personal energies – spiritual, mental, biological, esoteric, etc – all seem to produce more power for the same energy.

Anti-Materialism (300 CP; cannot be purchased by companions): This is a world of gods, spirits, and divine forces. While not every tree has a goddess, there are goddesses of individual trees and rivers, and even individuals can have their guardian spirits, and emotions are part of divine forces capable of self-awareness. The exact place on the scale of animism to deism can vary wildly on which interpretation of things you're entering (and that's with only ones from Antiquity) but it is definitely not a world of materialism.

And now you can ensure future worlds aren't either. Upon starting a new jump you can choose to awaken in it gods, and daimons, and divine forces. You can roughly base this

on various Greco-Roman models, whether it's the more human gods of Homer, the more spiritual beings of traditional Roman religion, or even the Platonic demiurge and its emanations. This is not fine tuned control, just a general variation you are likely to encounter, and this choice is made at the start of the jump applying retroactively, but you can ensure that there are always some form of gods and spirits in any future world.

Protean (300 CP): You are a masterful shapeshifter able to take on the form of any animal, plant. You can even create chimeric forms, transform into individual people, or even do things like tweak your proportions. Clothes are optional but you can provide them as well, just don't expect them to stay around long if you take them off. It does cost some spiritual/mystical energy to change form or maintain it, and the more power you are adding to yourself through this the more power it costs, so you can't become something substantially more physically powerful than you are unless you have a substantial amount of spiritual might to use in the process, and it's more difficult to transform into a specific individual than into a human in general.

This may also be used to freely merge your alt-forms requiring only the slightest effort to maintain as their powers are all already yours.

+Mythic: Your shapeshifting goes well beyond most gods or even Proteus. While like Zeus you still have a 'true form' also like Zeus you can clothe it in pretty much anything you can properly conceive of. You want to be water? You can be water. You want to be a lightning bolt? Zeus might object but you can be a lightning bolt. You want to be a shower of gold? You can be whatever that means, maybe you're a living mass of sunlight, or maybe you're some golden liquid. The limit based on your might remains, so do be careful there.

Athanatos (400 CP; discount Greater Monster or Demigod, free to Daimon, or Theos): You are completely without death, and cannot die. This does not mean you can't be injured; if you were hewed apart on a battlefield you might be there for a very long time without outside aid, and if Zeus blew you apart with a lightning bolt you'd get to experience being so many atoms unable to ever be put back together again. Still you do recover exceptionally well from injuries; as a theos or greater monster you could have your liver torn out daily and have birds eat at your internal organs and have them regrow over night so they could feast on the morrow, though as a daimon, lesser monster, or human you might take longer (though even then you would eventually recover). You also no longer require sustenance from food, water, or even air. You also possess eternal youth never aging past your personal prime whether that's the youthful perfection of Aphrodite, Apollo, and Persephone, or if you'd rather have Zeus's mature dad bod or be the age for

an ideal of a milf like Demeter; whatever age you look like your body will function fully as if in its prime. Time does nothing to degrade your body, your mind, or any other part of you, and you could be chained in a prison for longer than all of history and when you were free you would not have atrophied in the least. Even your skills and memories are protected from the vagaries of time.

Metamorphoses (400 CP): Through the direct act of your will and spiritual power you may enact physical transformations on others. You could turn an elderly couple into a bush growing together, punish someone who tried to use the gifts you bestowed on them to insult you into the form of a spider, turn a statue into a living woman, merge two individuals into a single one, or perform all sorts of transmutations. This does have to remain enduring physical objects – no turning someone into fire or wind or light – and these changes can be resisted by powerful wills or powerful beings, and you cannot make anything that is generally as powerful as yourself. These transformations are also not permanent and are limited to the purely physical.

Changes performed primarily for sexual purposes are easier, though intent matters; turning a statue into a living woman to share your bed for the night is a good deal easier than turning a statue into a soldier to fight for you, turning an enemy into a sex toy because you want to fuck them as one is easier doing so to make them easier to keep captive is not.

+Mythic: You are now able to make permanent changes, though you will need more power to do so. Of course, performing these changes in general is much easier, and without some form of spiritual power to back it up, willpower alone is not enough to resist you, and even with it your changes are much easier now; merging a nymph with an unwilling demigod born of two gods would be possible if you were a full god yourself. If you had the **Athanatos** perk you could even make other beings immortal, though this would be extremely draining even for a god.

Oracle (400 CP): You have been blessed by Apollo, or perhaps Zeus, with the gift of foresight and prophecy. From time to time you will receive messages from the gods telling you of the future. By entering a trance you can attempt to invoke these messages – though it is wise to reward the gods with votive offerings afterwards – seeing visions or learning what will be in the future. Sometimes you will just be told what will be, other times you will know that it hinges on certain things so that if A then B. The gods won't answer all questions, nor do they seem to appreciate being pestered constantly with questions, and you must know what to ask, but this could tell you much of what will

happen. Some drugs may enhance this trance making it easier to gain answers, or more likely to gain deeper ones.

If you also have **Signs and Omens** those signs and omens seem prone to triggering miniature visions and prophecies effectively greatly expanding the amount of information you can get from those signs.

Supernatural Power (400 CP; discounted Monster, 1 Free Greater Monster): You possess some supernatural power that might be associated with a monster in Greek mythology. Maybe you have a hypnotic song that lures sailors to their doom, a hide that can't be cut by anything but your own claws, poisonous blood, a petrifying visage that can turn even great sea monsters to stone, or the ability to regrow two heads for every one that's cut off. Whatever it is don't expect it to be an effective weapon against or threat to gods unless you're something close to their level already.

You also will find that it's particularly easy for you to use this power in a sexual capacity. Your hypnotic song can be used to lure in lovers, you can excrete a weakened version of your poisonous blood as an aphrodisiac, your petrifying visage can be controlled to only make their cock rock hard or perhaps petrify only part of them, your regeneration can be used to grow an additional cock, or... I got nothing for the Nemean lion.

You may take this perk multiple times, purchases after the first are discounted even if the initial purchase was not (or was free).

God Of (600 CP; 1 Free Theos, discounted Daimon, Greater Monster, or Theos):

You aren't just a god or some divine being. You are a god of something. And you have a very real connection to that thing. Select something to be the god of such as war, beauty, home, the sky, wisdom, hunting, the sun, or whatever there might be a god of. You are the god of it, or a god of it if there already is one. This makes you connected to it on a deep, and some might even say conceptual level. This gives you control and influence over that thing, as well as insight, understanding, and awareness of it. As a god of war you could stir the hearts of men to go to war, weaken the resolve to fight, bless a man with strength of arms, and sense when and where war was occurring and how they were proceeding. The greater your kind taken in this jump (with the kinds being listed in order from least to greatest), and to a lesser extent your generalized spiritual power, the greater your influence and awareness are; a human with this perk would have far vaguer awareness of war than a theos, and even if they were due to outside power generally as spiritually powerful as a god they'd still have only a fraction of the influence from this perk (one could think of kind as a multiplier for your general spiritual power). The narrower your

purchase the greater your control and awareness; a goddess of archery would have more authority and influence of someone's skill with a bow than a goddess of battle or hunting in a more general aspect, and a goddess of the sea has more authority over it than an equally powerful goddess of water in general.

You may choose to purchase this to be the god of a specific household/family (as their household genius), city (as their Tyche), or even a province of the Roman empire, region of the ancient world, or possibly even the Roman Empire itself, and act as their patron and protector of their personal fortunes. This follows the normal sliding scale of influence based on breadth of what you're god of; all things being equal you will have more control over the fate and fortune of an individual who is part of the household you're the god of than the city you're a god of or the empire you're a god of. If you do so, you may change this to a new family, city, or province when entering a new jump or setting where your original one does not exist, though you must select within the same group as your original purchase (that is another family if you were a household god, or another city if you were their goddess of fortune, or a moderately sized country or a region of a larger one if you were a provincial god, and a large country if you picked the Roman Empire). If you are a Daimon you may take a Household or a City for an additional discount to 25% normal cost (150 CP).

You may take this perk multiple times. Additional purchases are discounted to all buyers, and those that are directly related (such as being god of War and Swordplay or Rain and Lightning) or are additional domains related to the same non-Zeus god (such as the Sun, Medicine, and Art all being domains of Apollo) are further discounted to 25% normal cost (150 CP)

If you purchase the most significant portions of what a Greek deity is the **God of** you may choose to replace them. Given porn parodies tend for only the broad strokes, this doesn't need to include everything; Apollo was the god of light, medicine, plagues, archery, music, all the arts, oracles, and a vast array of other things and any of the ones listed (except maybe oracles) would cover it, as would the sun despite him not having been the god of the sun until shortly before the Hellenistic age. This will not give you their other powers and authorities, or anything else they possess so while you could use this to be Zeus as a human, I'd not advise it.

Personification (Special): Gaea is not just connected to the Earth, she is the Earth. Okeanos is not just connected to the ocean, he is the ocean. You too can be a personification.

As a Daimon you may purchase this for a geographical feature no larger than a small mountain or a significant river at a cost of **200 CP**. You will gain the benefits of the **God of** perk for this geographical feature for free. You cannot purchase this if you discounted Daimon as a dryad.

As a Theos this costs **300 CP** and you must have purchased **God of** for some physical part of the world such as the planet Earth, the Ocean, the Sky, Europe, or what have you.

Whichever you choose, this piece of geography is now your true body. You may separate from it, projecting yourself with a mobile body, but even while you are in that form you will be this piece of the landscape able to feel it as if it was your own body, and even possess some ability to move it, and given it is your true body you can form a new mobile body if your previous one is destroyed though this is an act of great exertion. In future jumps you may choose to be the existing piece of geography if it exists, to have this geographical form inserted somewhere appropriate, or simply forgo it for the jump.

This perk can only be purchased by a daimon or theos.

Eros (600 CP; Special): You must have **God of Desire** to take this perk and must be a Greater Monster which has bought access to +**Mythic** upgrades, Daimon (without the discount as a dryad), or Theos. By taking this perk you may choose to insert in the place of Eros.

Eros is simultaneously one of the youngest and the eldest of gods, born as the son of Aphrodite and grandson of Zeus... or hatched from the cosmic egg as the firstborn of creation who stirred the creative forces. Either way his power is undeniable, and in eroticized versions of mythology this is more true than ever.

You possess the ability to ignite desire in the heart of any being you can perceive. You can control what they feel desire for, and control the intensity from mild to overwhelming. Power is no protection from this, even mighty Zeus, and no witch's magic can stop Eros, and you now possess his power. The only protection is to be completely incapable of feeling desire in any form. If it can feel desire, you can make it desire whatever thing you wish. This can of course include erotic desires, able to stir a passionate, erotic love for anyone (or anything) in anyone (or anything capable of desire), making them fall deeply, madly in love. But this is not limited to sexual and carnal desire. You could make someone desire wine, food, wealth, power, a skill, or even wisdom just as easily.

You can remove the desire you ignite with the same casual ease you can create desire. You are also able to quench erotic love and sexual desires in others, either towards a specific individual, towards specific things, or in general.

Unlike **God of** your general level of divinity or power does not factor into this.

Hedonist Perks

Sophisticated Rhetoric (100 CP): You are a skilled rhetorician, trained in the art of using your words to convince and sway others. Such is the part of the art of rhetoric that it is compared to that of spells that compel the will. You know how to phrase arguments to make them convincing, use body language to assist your words, and how to choose your type of argument and dictum for the situation and audience. You're also extremely skilled at flirtation and how to choose and properly use pick-up lines and approaches for talking people into sleeping with you.

I Possess Her, but I am Not Possessed by Her (200 CP): So said Aristippus of Cyrene the great hedonistic philosopher when speaking about pleasure, and now the same is true of you. You possess pleasure, being fully capable of enjoying all things that she offers, and yet you are not possessed by her. You will never be the slave of pleasure, with no delight enough to addict you, and no intense sensation of pleasure enough to break you. You could fuck a whole herd of the most NTR protagonist centaurs for years straight, or Hedone – the divine personification of pleasure itself – and while you would enjoy it every bit as much as any other, it would never break you, ruin you for all future lovers, or leave you no longer yourself.

This also helps ensure that you will never get completely inured to pleasures. Happiness is so often fleeting because as one experiences a pleasure they become used to it and it becomes lesser, and while this is still true to an extent for you it happens much slower, and you will find yourself reverting to full pleasure from activities more quickly.

Desirable for its Own Sake (400 CP): Pleasure that is. Given you're in a lewd and debauched version of Greek mythology you might find many agreeing with this here, but just in case you're somewhere else such as normal Greek mythology, you might want something like this. When it comes to you and your pleasure people simply mind their own business. As long as you aren't hurting someone else (hurting yourself is fine) people will not judge you for what you do for pleasure, who (or what) you choose to fuck, or how you choose to live your life; no need to worry about a bunch of old Greek men condemning you just because you like to be on the receiving end of a homosexual relationship instead of the giving side. In fact even if you are hurting other people, people are rather unusually accepting of your behavior. People will care if it negatively impacts their lives, or those of people they care for deeply, and do-gooders and heroes might still try and stop you, but the average person on the street is strangely fine with whatever misdeeds you might have committed as long as it was done for the sake of pleasure and not something else like power, or some ideal.

Eudaimonia (600 CP): You seem to have been blessed by a good daimon who, like that of Socrates, advises you on your actions, and warns you from those that would lead you off of the path of your life. Where Socrates's daimon guided him to virtue, yours is something that would be more appreciated by Epicurius, as this guiding spirit seems to guide you to those choices that maximize your pleasure.

This daimon isn't actually omniscient, but it often seems close. It possesses a perfect understanding of what makes you happy and what you actually desire; even if you don't understand it yourself. It combines this with an extremely clear head and the ability to think at least as well as you when you are at your peak clarity and cognitive ability and in full control of your faculties. It finally possesses the ability to see the skeins of fate in relation to your personal pleasure and happiness which gives it an awareness of the net pleasure and happiness you'd feel taking a course of action. Its prescience does have 4 key limits: it only knows your net happiness so it can't necessarily tell you a specific result will happen, it can't foresee the skeins of fate in future jumps, it can only foresee based on decisions you make and options you consider, and its ability to see can range from vague to 100% clarity till you leave to another setting and while it can give you a report on how clearly it sees so you'll know when it is 100% or vague there is no guarantee it will always be 100% certain.

These faculties all work in perfect sync to ensure that if you consult your daimon it will never give you advice that'd steer you worse than your own judgment without it. It will give you an idea of its certainty of its prescience if you actively consult it, and will only speak up unasked when it is 100% certain that it will lead you to greater net pleasure in the current jump.

+Mythic: Your daemon is no longer limited to your own happiness. Whether it's what career, what lifestyle to pursue, or who to marry when another consults you with their ideas for pursuing happiness, you can tell which would be the best to pursue. You can even judge your own suggestions you might hypothetically give them, as to how happy they would make an individual. This is a little less certain than when it comes to your own life, but it's still a divine insight and knowledge of what will lead someone to happiness.

Artisan Perks:

Clever Hands (100 CP): You have fine manual dexterity, and hands that seem to take naturally to arts and crafts whether you're working marble, clay, weaving fabric, painting, or even working a forge, though it seems to be best for fine detail work. Well fine detail work and sexual work. Your hands seem to be skilled at finding the right place to touch and tease so as to delight, and trying knots for bondage play in addition to arts and crafts.

Blessed by Athene (200 CP): Select one mundane art, craft, or skill which humans can possess. You possess a mastery of that skill to a level that could rival gods themselves. You could be a weaver to challenge Athene, a master smith whose works could be considered worthy of divine craftsmanship, a shipwright, or even a master archer or military commander. Broader skills will see you somewhat lessened compared to a divine archetype; choosing archery will see you a good deal better as an archer than choosing the art of war as a whole, and a bronzesmith will be better with bronze than a smith will be with anything. You won't be truly at the level of a god of that thing – Athene will still be a better weaver even if she's blessed you with skill at weaving, Apollo the better lyrist, etc – and you won't be reaching truly supernatural effects, but your skill goes beyond normal 'mastery.' And if you are a god you will be a fair deal better still, if it is a skill related to something you're the **God of** it may even become supernatural.

You can take this perk multiple times, additional purchases are **100 CP** each regardless of your background. Taking overlapping skills (musician and lyrist) will see you becoming better at the specialty, closer and closer to a god.

Polymetis (400 CP): You possess a mind that could become legend. It's not just that you are smart, though you are smart, you learn quickly, your memory is sharp, your mind is good at making connections, you are capable of thinking ahead and considering the second and higher orders of your actions and planning around them, and so forth. You are a genius, but you have a specific kind of genius which helps you with out of the box and lateral thinking. You excel at coming up with unusual solutions, and finding ways to succeed at things which other individuals might call impossible. This also makes you particularly good at tricking people, as if Athene or Hermes was there whispering in your ear what to do to mislead and deceive.

This skill is brought to its apex when it comes with tricking people so as to have sex, something you could rival Zeus in. Whether it's disguising yourself as a woman's husband, acting like a king instead of a vagabond so they'll jump on the chance to slip into your bed in hope of future favor, how to lure a husband from his home and keep him

away long enough to sleep with his wife, or any number of other tricks. When the end goal of your trickery is simply sex you find that your lies come to your tongue more easily, that your marks are more gullible, and random events seem unnaturally likely to help your con.

Labyrinthine Genius (600 CP): You possess a mind to rival Daedalus himself, or perhaps Hephaestus. You possess a knowledge of ancient engineering, and an ability to create magnificent machines and intricate works of art with nothing more than the techniques of an ancient. These designs and clockwork machines could easily be mistaken as magic for one who is less advanced, and really seem to push past the bounds of the physically possible. You could create things like animatronics which were capable of fighting and responding to various preprogrammed attacks, or a labyrinth which shifts around based on a complex mechanism moving its walls so that escape would seem nearly impossible.

You also possess a mind that quickly grasps engineering concepts of all sorts, swiftly mastering them regardless of the nature, and is always brimming with new ideas – even if many lean towards the excessively complex.

Both of these effects are doubly true when sexual purposes are involved. While you could make an animatronic fighting instructor, it'd be even easier to make an animatronic whore capable of pleasuring a man (or woman) in a wide variety of ways without ever needing any form of intelligence. Similarly while the labyrinth would be possible, you could go further with a sex dungeon.

+Mythic: Your skills are no longer comparable to Daedalus but to Hephaestus himself. Not only does this give you, literally, divine levels of craftsmanship and skill, including the potential to potentially forge things like divine lightning bolts or golden nets thin enough to be invisible but capable of restraining gods of war, but your clockwork creations have become far more sophisticated and are even capable of true life.

King Perks

Divine Blood (100 CP): You are without flaws. This doesn't mean you're perfect. But you seem to generally lack any traits that would disadvantage you compared to an average or normal member of your kind or species. You are not below average in anything. And some of this is carried in your blood. While you will not always pass on your best traits to your children, you will never pass on ones that would be actively deleterious to them. Your children will never inherit genetic disorders from you, and if anything infusing, or reinfusing, your blood into a line will only make it better just like how Herakles was greater than his great-grandfather Perseus who was greater than his own demigod ancestors.

Consorts of the King (200 CP): You seem to take after Priam, and most certainly not Zeus, in your ability to simultaneously handle multiple wives, consorts, and lovers. You will find that jealousies between your lovers are muted, and while they might still desire more of your attention or favor despite this reduction, they will not stoop to murder or violence against each other due to jealousy or conflict for your attention. You are also highly skilled at handling them so that they each feel like they have your love and attention, and figuring out how to maintain your romantic bonds with many lovers simultaneously.

This skill also makes you quite adept at physically handling multiple lovers simultaneously in case you believe that the more the merrier.

Tyrant's Pleasures (400 CP): A tyrant may be ruled by his desire for pleasure, but so too are his subjects. You find yourself quite the tyrant, as your social inferiors and subjects seem to be strangely willing to ignore your abuses of power and authority. The greater your position of social authority or power and the greater the difference between you and the target of your abuse, the greater this effect. Hitting on your employees? The complaint won't even get filed with H.R. You're a king who is stealing the lower classes' most beautiful daughters for your harem? There won't be an angry revolution brewing. Cruelly taxing your subjects? Well you can certainly squeeze harder than most kings in your position.

More than just ignore it, your subjects even seem to grow to crave it... at least when it is of a sexual nature. The more you exert your social influence and authority over others to sexually dominate them the more they will grow to enjoy and even crave obliging your demands or submitting to your desires even if those desires are not currently sexual. Again this does matter your relative position. The Queen of the Gods will be susceptible

if you're her superior as the King of the Gods, but you'll see a lot less effect on her than you would on a mortal, or a mortal king would over the daughter of a minor member of the warrior-aristocracy.

Hypatos (600 CP): Others might eclipse you in an aspect or even aspects – Odysseus might be more clever, Achilles a greater warrior, and Daedalus a far greater inventor – and you are not supremely talented at all things, but in all fields of physical and mental aptitude and talent you are well above average for your species, and near the top barring the truly exceptional. If you devote yourself to any craft or skill that your kind as a whole could learn without needing some special bloodline or gift you can master it, and with your natural cleverness, intelligence, quick wit, and general mental aptitude do so in a fraction of the time of another talented individual. Even if you do not devote yourself to a skill, there is not a field of human activity you do not have a natural talent for and you will never be worse than a gifted amateur. This of course includes sex, though your sexual talents seem to be particularly high. Even as a virgin you can read a partner's responses to find where their pleasure is greatest, and your sexual stamina and vigor shames your lessers. Even as a mortal boy not yet made a man you might pleasure a goddess, and if you should devote yourself to learning the marital arts you need never fear leaving a lover unsatisfied.

While this will benefit you regardless of your species, race, or alt-form, this has a special benefit for whatever your kind is here. As a human you are physically on the level of a demigod. As a lesser monster you will gain a single purchase of a supernatural power for free. As a demigod you are no longer merely a normal demigod but the equal of the likes of Achilles, Theseus, or one of the great demigod heroes shy of Herakles himself. As a daimon you could be considered the equal in general power of an Olympian or a Titan. As a greater monster you are no longer limited to the likes of the hydra or a gorgon, but can rival even mighty Typhon in power such that you could fight Zeus and have a chance of victory, especially if he faced you alone. As a god your power is sufficient to make you mightier than Hades, or Poseidon, you aren't a match for Zeus, but you are the closest thing he has to an equal in raw metaphysical power and your raw strength is still greater than Herakles's when he was mortal.

+Mythic: And you can still grow. Perhaps you have discovered the secret of Zeus's power, as each and every new sexual conquest you obtain grants you a touch more power. This power tends to grow in relationship to the power of the new notch in your thunderbolt, with it focused in the fields and manner of skill and power of your conquest, and the further your own powers and abilities eclipse theirs in their field the less power you will obtain (and the more they eclipse you the more you will). As a god like unto

Zeus sleeping with average mortals will add miniscule amounts, but to sleep with the titaness who is wisdom itself will grant you great wisdom yourself, and to sleep with a goddess of Memory might make yours far clearer and more reliable.

If you really want to increase this effect you can copy Zeus even further and swallow your (likely former) lovers alive. Should you manage to successfully consume them you will find the boost you gained from sleeping with them significantly improved.

Mother Perks

In a Thigh (100 CP): Your unborn children seem to be particularly hardy and difficult to remove. Whether you're carrying them yourself, or someone else is, things like random chance, accidents, or being kicked in the stomach down the stairs won't cause a miscarriage. It'd take something like the death of the mother to terminate the pregnancy through harm to the mother; even then the child might live for a time.

Though in case you're still worried you possess another option. You are capable of carrying a child anywhere in your body, and can transfer your children into a newly created womb anywhere on your body through a surprisingly quick and simple process. You can allow others to do this as well, though it won't be as easy and creating a womb will take a fair bit of time; transferring is quicker (and if they already have a womb it'd work), but unlike with yourself you can't just create one as a part of this.

Mother's Authority (200 CP): Unlike their fathers, Greek gods tend to respect their mothers. Now your children respect you as well. They might not always obey you, but your children are naturally inclined to feel love and respect for you. They can still disobey you, but they will never outright turn against you (though they might fight back if you try and kill them). If you treat them decently, you can expect your children to serve you piously and listen to your advice, and this will apply to your other living creations (including self-aware automata) even if you're not biologically their mother or father.

Divine Milk (400 CP): Hera was tricked into nursing the child Herakles as a baby, which might have been the source of his strength. It certainly showed up in divine apotheosis legends as if Hera's milk carried the power of the gods. And now your milk carries your power. By feeding a creature your milk straight from your breast you may allow them to drink a portion of your power. This can be general power, draining you of your strength, intellect, spiritual might, magic, etc and transferring it to them, or it can be focused in a specific aspect or field. This lent power will be recovered and lost over time, but if you are superior to an individual in power they seem to gain more relative to what you lost; if you were substantially more powerful than an individual they would become equally as powerful as you without you having lost 50% of your strength. In addition as long as you are more powerful than them a small amount of your strength will remain; this will never let them get as powerful as you, but it can help them get closer and closer to your general league.

Besides granting power, you may find that if they are willing for you to adopt them, and you are willing to adopt them, you may make them your child by feeding them your milk

directly from your breast. This may take multiple feeding sessions, but they will become metaphysically speaking your child, and may even begin to display heritable traits from you.

Finally this perk allows you to lactate on demand, even if you're male, a reptile, a plant, or even something like a rock.

Fertile Soil (600 CP): Yours is a womb, or perhaps loins, that births monsters. You will find that genetic compatibility is no longer an obstacle to you when it comes to reproduction; whether your partner is a human, a centaur, a minotaur, or a giant storm monster with random snake parts doesn't matter. You are also able to ensure your children are born in a monstrous form. If you'd not be able to reproduce with their other parent without this perk, they will always be born in a monstrous form. The exact nature of this monstrosity varies, it could be mere monstrous size producing giants, it could be a chimeric being combining elements of both parents like how Chiron and the minotaur were created, it can draw upon your (and the other parent's) various powers and themes, or it can be quite random like how a snake woman and a snake-storm-giant produced a two-headed dog. You can choose, either at conception, or during gestation if you carry the child yourself, to cause it to become monstrous but once chosen it cannot be reversed.

There are advantages to these monstrous births. They will possess the strengths and powers of mythical monsters, though the power of their parents will be a factor, but the minotaur had no godly parentage and was still a powerful beast. The length of pregnancy also seems shorter, and many of these monsters will grow and mature more quickly. You will also find that you have the option of storing a partner's seed within yourself to fill your womb (if you have one) on later occasions or to fill your cock (if you have one) to fill another's womb. Should you do so despite providing neither the egg nor the seed the child will be yours in addition to the other parents'. You may also choose to prolong or delay a pregnancy you are undergoing, keeping it from progressing until it is more convenient to you.

+Mythic: You are no mere mother of monsters. You possess the ability to reproduce with anything you can interact with. This can even let you reproduce with forces - such as time - or more abstract things such as 'sleep' or 'wisdom' as long as you interact with it. In the world of Greek myth you'll probably need to sleep with the deity or daimon representing it, but you'll always be able to tell how you can reproduce with something even in future worlds. With things that reproduce sexually this will likely be as simple as having sex. With less tangible partners you may need to find methods to personify them in a temporary physical form first. The method will vary from 'partner' to 'partner' but it will

always be theoretically possible without out of jump powers or abilities beyond this perk; it may be extremely resource intensive, or require aid from specific powers in a setting, but you can always find a way. You can even use this to spawn children asexually through some method that creates children which are not biologically clones, half-clones, or remixes of your own genes.

You are also no longer bound to produce monsters with these impossible couplings. In fact if you are a daimones or theoi you can even ensure that your offspring will be at least a daimones themselves.

Mystic Perks:

Not Alone on an Island (100 CP): It can get oh so lonely and boring sitting on some desolate island, maybe in exile for your misdeeds, or locked in a tower by your father, just waiting for someone interesting to come by. Thankfully for you, people have a way of coming your way no matter how isolated you should be. These people have a way of being interesting, and most of all your type.

Signs and Omens (200 CP): The will of the gods and the works of Fate are visible in all things, but there are certain ways they can be read. You are trained and experienced in finding signs of the future in the flight and appearance of birds, the entrails of sacrificed animals, the behavior of wild beasts, and strange happenings. While these signs are often murky or incomplete, by studying them you can get a general idea of the moods of the gods, Fate, the deterministic universe, or how quantum probabilities would collapse if you observed things. That is to say you can study these signs to see if now is a good time to do something, or otherwise get hints of the future; you aren't a true oracle receiving full messages, but you can see glimpses.

This is especially effective with things like love lives. You are especially good at figuring out who is connected by a red string of fate, what kind of lover someone should look for (even if they don't know it themselves), or if a guy (or girl) is right for someone.

Witchcraft (400 CP): You know magic. Most magic in Greek mythology is related to the use of herbs and plants (to the point that the word we translate as witchcraft is *pharmakeia*), creating potions or burning herbal mixes that provide an effect. And you know how to create a multitude of effects and with time you might be able to perform such varied feats as protective mixtures, transforming people into animals, influencing the mind, draining strength, contacting the dead for information, objects prepared to ignite the wearer with deadly amounts of burning pain, and even ones that influence the natural elements of the world so as to affect the weather or stop a river for a time. Expect the more powerful the effect the more exacting the preparation and rarer the plants you'd need, and for some of the most powerful effects you might need plants grown in the ichor of the titans or that are similarly difficult to obtain.

Of course this is a lewd world so you will find that you not only begin with a greater knowledge of spells for sexual purposes, but that they will be easier to perform and generally more effective. You might have a spell to prevent sexually transmitted disease or pregnancy potent enough to stop Zeus himself unless he manages to find a way to prevent you from using it, to give a man the sexual prowess and stamina of the archetypal

stallion, or to temporarily bring back the shade of a dead lover in full life-like capabilities to share your bed for an evening, and your love potions are among the best around.

Kallistei (600 CP): Yours is a beauty worthy of Aphrodite herself, which could drive wars for your hand or your cause purely by the sheer *desire* which you stir in the hearts of men, and which could unite a hundred warring poleis into launching a thousand ships over oaths sworn in the *hope* of winning your hand. Your beauty is such that you might even win the heart of a virgin goddess, get mythology's resident siscon to choose you over his sister, or cause mythology's foremost momma's boy to turn against his mother all for his love of you. Even straight individuals of your gender can't help but feel your beauty and may find themselves attracted to you. Even non-human beings with different standards of beauty will feel the sheer force and impact of your beauty.

And your beauty is something more than just skin deep. It will go with you, no matter how your outward form changes there will still be the feeling of beauty within you, and your outward form will slowly change to reflect this beauty no matter what someone transforms you into.

+Mythic: Your beauty is such that it even affects normally unthinking things that cannot perceive the world. You are able to win the hearts of animals, plants, and even inanimate objects causing them to work to help you for such is their love for you. Even these normally dumb beasts or inanimate objects will talk to you where you can understand them, and animals will come and provide you with aid when you are in need (or just need someone to help you clean up the house), and on rare occasions even inanimate objects may move themselves to aid you. Such is your beauty that the natural world pays homage to it.

You will also find that your beauty has transcended to a new more heavenly dimension. While there might be those who envy it or hate you for it, none can ignore your beauty or remain unmoved by it. All will feel it, from the lowliest beast to the highest god, and all will be influenced by it to at least some extent. Thankfully it is a heavenly beauty, more likely to inspire love, or at least well-inclined affection, than envious hate, but you will see both at times.

This heavenly transcendence of beauty also reinforces how beyond mere flesh it is, as those who view your mind, spirit, or soul will be able to just as completely perceive this beauty and your very essence and being, your quintessential you, is beautiful enough to surpass even a goddess of beauty.

Warrior Perks

Greek Wrestling (100 CP): You are highly skilled in the arts of unarmed combat being a master of boxing, wrestling, and the mixed form of combat known as pankration.

However beyond your ability to beat the ever loving shit out of most people, you seem to be strangely good at turning close quarters combat into sex. This does take time, and it is easier to do when you're winning a fight, but as you battle someone you can cause it to shift towards sensual and erotic touches and pressures, and then almost without their noticing into outright sex. They might notice at some point after that that it has happened, hopefully you have a solution then to the renewed violence, but if the fight goes on long enough you can return it to sex (or even have it be both at once).

Your skill in wrestling also extends to erotic 'wrestling' if you catch my drift.

Spartan Abs (200 CP): Regardless of actual armor of Greek warriors, the tradition of depicting them, especially heroes, as naked goes back to Antiquity. And now you are a living example of why. When you go into battle naked, you seem to be armored and protected by the gods, or the fates, themselves. The less of your body you cover the more that blows seem to miraculously swerve away from you, weapons slip from the hands of enemies, and even spells or supernatural powers fizzle out in a wave of distraction.

This is improved by how beautiful and well-formed in body that you are. If you're ugly even if you're naked this won't do much, but if you were as beautiful as Helen even armor forged by Hephaestus would be paltry protection compared to your naked form. The Fates, or whatever it is that protects you, seem to have a notable thing for toned muscles and especially abs.

Monster Laying (400 CP): Killing your enemies can be a shame when they're well fucking baddies. It's one thing for Perseus to kill Medusa when she's a hideous monster, but when she's a hot chick with a tail? Well it's just not ok. As such you now have another option.

When you defeat an enemy in battle, and choose to sexually dominate them they will, one way or another, be dealt with as permanently as if you had killed them or if killing them is beyond your capabilities by beating them as thoroughly as you possibly could. This will remove them as effectively for your purposes as if you had killed them; the monster will wander off somewhere that you don't care about, or somehow become a pacifist, the supervillain will decide their life of crime isn't worth it, the conquering emperor will step down from his throne and retire. The exact details will vary, but it will always be as effective and permanent as killing them (or a thorough body breaking beating if they're

immortal and you can't kill immortals) would be, with one exception: if they want to experience that domination again you can expect them to come back for round two, though in this case you probably should expect them to fight to lose.

That said this is only as permanent as killing them would be; in some worlds death is a revolving door. Though you will find that each time you defeat an enemy in battle they will enjoy their defeat somewhat more.

All Amazons Want Hercules (600 CP): And when it's not Herakles they're after it's Alexander the Great, or Achilles, or some other great warrior. For you, though, it's not limited to Amazons. You will find that the more physically powerful you become the greater your sex appeal and sexual prowess becomes making it easier for you to attract romantic (or just sexual) partners, and to please them. You will especially find that this increases their willingness and desire to receive your seed.

The converse, however, is also true. As your sexual prowess and ability to please your partners improve, you will find yourself growing stronger, faster, and more agile, and even that your combat skills and instinct seem to grow.

As you grow as a warrior so too will you grow as a lover, and as you grow as a lover so too will you grow as a warrior. They may not directly equal each other, but growth in one will see a lesser growth in the other.

+Mythic: Your strength has taken on a truly mythical quality. First, you now possess nearly literally Herculean strength, the strength to move mountains, hold up the sky, or even possibly drop an island on someone. Your exact strength will depend upon your kind; as a mortal you're clearly below Herakles, as a Greater Monster or Theos you'll be well beyond his feats as a demigod, and as a daimon, demigod, or lesser monster you will approximate his strength. Beyond the sheer extent of your strength, this mythic strength seems to be able to affect the world in conceptual ways such as literally holding up the sky, rerouting rivers as if they were an object that could be pulled to another place instead of that just destroying the banks, lifting and moving an island as if it was only so many hundreds of feet beneath the ocean and didn't go all the way to the floor, or literally wrestling death (though death will probably win eventually).

Of course as the base perk linked your strength to your sexual prowess and sex appeal it should go without saying this also makes you a legendary lover who will be beating off would be paramours with a club.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Loads of Leather (50 CP): This is a full leather wardrobe, in many different styles ranging from things that actually almost resembles Greek or Roman armor if it was made of leather instead of its normal materials – though history geeks might still scream about the random leather bracers – to every day wear, to stuff that'd make even most fetishists blush. And it's all self-cleaning, surprisingly comfortable and breathy given its leather material, and can even reshape with you if you want or merge into your body when you shapechange to come back when you're in a form that needs it.

Centaur Herd (200 CP): This is a herd of about 20 centaurs. They each have the lower body of a horse, and the upper body of a human, coupled with the strength to throw sapling trees like spears, and hurl boulders, as well as to be their own personal cavalry charge. They're also skilled with the bow and arrow. They have a great love of parties, and will recognize you as something akin to a king or ruler, though normally centaurs aren't the most lawful creatures, and if you want they will recognize you as a favorite lover.

Cursed Spring (200 CP): This is a spring that through a series of events has become cursed by the gods, or maybe it's more blessed? Any man who drinks from this spring or bathes in its pool is turned into half a man... and half a woman. Alternatively you can have it turn men fully into women, or have it affect women. You could even have it affect those somewhere in between to turn them into men or women. And if you ever decide you're tired of it, a few prayers and offerings to the gods and you can change which sexes it can change and to what sex or combination of sexes it changes people, and whether it affects mental gender as well as physical sex.

Winged Sandals (300 CP): The legendary sandals of Hermes. By wearing these sandals you are able to walk in the air and do so at great speeds, moving swiftly even by the standards of the gods so that you might outrace the sun through the sky, or travel vast distances in what seems but an instant. You may also use these boots to travel between

various dimensions and realms such as Olympus and the Underworld even if they are other dimensions/universes and not merely physical locations; you won't be going to alternate timelines or mirror universes with this, though, just other dimensions and universes.

Labrys (400 CP; discount Monster): This is a labrys, a 2 bladed, ritual axe associated with Crete, the Labyrinth, and the Minotaur. It is a weapon worthy of a demigod hero, strong and sturdy enough to have been a gift from the gods, and will always remain sharp as well as always grow strong and sturdy enough for you to wield it effectively as a weapon. But that is not its purpose.

By planting it into the ground (just plunging one edge of the axe in is enough) over the course of the next day it will grow a labyrinth around you out to a radius of about the size of a single Greek stadium, let's say around 185 meters or just over 600 ft. This will be a maze-like lair with a wider, open area for you to bring your victims, somewhere large enough for you to have your fun with them, in the center. The labyrinth's terrain will be based on the local terrain, twisted and reshaped into a maze, but with the addition of terrain elements to suit your nature; as a swamp serpent like the hydra it might grow wet and marshy, as an ice monster it might grow unnaturally cold, and so forth.

Sun Chariot (400 CP): This is a gleaming golden chariot pulled by a team of powerful, godly horses. When pulled by these horses the chariot shines with its own light, shining like the sun itself, and producing heat and warmth – though one in the chariot will be unaffected by this heat, and the horses are immune to heat even as great as the surface of the sun itself. It takes some time to build up to full heat and brightness, but when it has it shines with a brightness to turn night into day, and brings the full heat of the sun – at least as received on Earth – with it. Well that is if you fly it at the proper height, as these horses can pull the chariot through the sky, running through air or aether (or through the empty void of space) at a speed of approximately 1000 miles per hour. The light of this chariot functions in all regards as the natural light of the sun, though the intensity is less than that great orb from Earth, however if you get the height of the flight right it would be indistinguishable. Of course, getting this right is difficult; controlling a team of horses moving faster than the speed of sound is beyond the vast majority of demigods and isn't easy even for gods. After all, this is a perfect replica of Helios's chariot.

You may choose to take a silver chariot instead and purchase this at a (50%) discount. It will produce a much lesser light, only that of the moon waning and waxing in brightness over a cycle of approximately 28 days, with the metaphysical qualities of moonlight and not those of sunlight, and not produce heat at all. It will, however, be just as fast.

Skeins of Fate (600 CP): This tapestry represents the fates of the world. It's not a perfect replica of that of the Fates proper, being rather lower in its detail, and given the sheer complexity it'd still take some sort of goddess of wisdom or god of prophecy to have a hope of reading it, but to one who can understand its complexity it does indicate the general fate of the world, major events, and broadstrokes. Even if you can't read it in full, it is possible to recognize which strings represent the fates of other individuals, and by lighting them on fire you can ensure that fate will begin to throw you and that individual together in ways that encourage the start of an erotic relationship between you both. This won't be able to cause impossible things to happen, but as long as it's possible for you to end up sleeping together, Fate will be throwing you together in a way to make it happen. Of course this does further reduce the skeins' level of detail and ease of readability each time you do this, so make sure it's worth it.

Phallus of Heaven (1000 CP): This dildo is exceptionally life-like, though it is also rather large being the size of a royal scepter or the sort of rod an official might carry as a sign of their rank as opposed to something a reasonable size to actually put in somebody. Though I doubt that'd be a problem for you here. Of course, it is a symbolic replica of Ouranos's own member, and the divine authority passed from him to Kronos, from Kronos to Zeus, and which Zeus used to reorder the universe. Orphism... what ya gonna do?

This might not have the full power of Ouranos's own divine phallus, but it does have an echo of that power making it, simply put, a scepter of authority over existence itself. With this you can command primordial forces and concepts, the very gods themselves, and you can reshape the world to your will. Of course, even the real thing isn't limitless in its power – Ouranos and Kronos both were dethroned despite having it, and Zeus still had to work with what already was and symbolism – and this is only an imitation, but possessing this gives you the ability to warp reality in your vicinity though it'll take more time and effort and repeated use to keep things permanent once they leave it. As a sexual symbol of the power of universal creation it's easier to create than destroy and to make things more sexual and erotic than less; in fact adding sexualization can make other changes easier to apply.

It also serves to give you an air of authority which applies towards gods, and other beings that order the universe or personify its basic building blocks. This isn't absolute, but it's enough for them to naturally feel a tug of allegiance and subordination to the holder of this scepter.

Both of these effects will be magnified with your own divine power. Even if you're the equal of Zeus this knock off won't let you swallow it to impregnate yourself with the entire universe rebirthing it through yourself as the beginning and end of divine power, but the scope, scale, and permanency of your changes will expand massively. Should you ever obtain your spark, this scepter's power will expand significantly through magnification of your spark's power.

Underworld (1000 CP): This is a vast underground kingdom, really more multiple layers of dimensional reality that exist as a great cavern. It is, in fact, a copy of Hades including the Asphodel Meadows, the Elysium Fields, the pit of Tartaros and Erebus where the titans are kept (if those aren't the same place), the river Styx, the pool of Lethe that wipes souls clean of memories of life, and the whole host of underworld features, though not its godly inhabitants.

You gain a free purchase of **God of** for being the god of this realm, and possess authority over the punishments it metes out, the judgement of souls and assigning them to their places, or even the ability to release souls back into life either through reincarnation as is more typical, or through bringing them back to life though that may upset Zeus or worse the Fates.

Yours will begin empty, but souls from the world it is beneath that are not otherwise claimed or have nowhere else to go will find their way here, though this may take time, and how long will vary from soul to soul. If you have something capable of serving as a psychopomp (which as God of the Underworld you can) you could go forth to gather these lost souls, or even souls that have somewhere else to go, though this gives you no protection from those gods or beings who'd normally have claim to souls you steal.

Shades of the dead will remain as part of this underworld carried over to future ones. You may choose to have this underworld insert under the surface of a world in future jumps, becoming the underworld for it, or have it remain attached to your warehouse – unable to automatically draw in souls – or be completely frozen and remain outside of a jump you'd rather not have disrupting your dead.

A **Theoi** may forgo their Free **God of...** perk to take this item at a discount (they will still get **God off...** this Underworld for free with this purchase).

Hedonist Items

Collection of Poetry (100 CP): This is a book of particularly amorous and erotic poetry. It tends to have something of a Sapphic bent to it, as if it was written by a certain writer from Lesbos, but much of the poetry is unspecified enough that it could be talking about a man and a woman, or two men. Still the poetry is very well written, and if you're not interested merely in a book of poems, you will find it's unusually good at setting an erotic mood or even merely a romantic mood. It's not mind control by any means, but it seems to have many poems that just seem perfect for setting the mood over dinner or something else, and you have but to open it to find one that would fit the situation; at least assuming an erotic or romantic mood fits the situation at all.

Satyr's Wine (200 CP): This is a wineskin full of wine potent enough to get a cyclops drunk. You'll probably want to drink in very small amounts, or cut it thoroughly with water, as it's somehow several times more potent than 100% ethanol. But don't worry it'll never cause hangovers or alcohol poisoning, and people drinking are unusually likely to be happy drunks. In fact drinkers tend to forget their worries, and find their inhibitions quite loosened as it puts them in a friendly mood.

Rich as Croesus (400 CP): The saying has fallen out of use in the last century, but you're now as wealthy as the semi-legendary last king of Lydia who ruled the first country to use coins of electrum, silver, and gold. This is a vast store of wealth, enough to rival kings of legend, and make you exceptionally wealthy. You don't however have the lands and holdings just a massive pile of fuck you money.

In future jumps this will give you enough wealth to make you in the local filthy stinking rich category. Though again this more the money they'd have for spending (if they needed to get some spending money in a non-emergency way) and not their real estate and corporate holdings.

Cornucopia (600 CP): This is a horn of plenty. It is capable of endlessly producing food and drink, as quickly as it can be poured forth from the horn. You need only to think of the food or drink you desire and it will produce it until you cease to desire it to be produced, and if you're vague it will produce something in line with your desires. This is not limited to the food and drink of mortals, but can even include the ambrosia and nectar of the gods which will extend the lives of those who consume them, even reversing age, closing wounds, and restoring health. Alternatively you can use this horn to produce plants (and fungus) consumed as recreational drugs.

Artisan Items

Pandora's Toybox (100 CP): This is a box of immaculately crafted sex toys worthy of pleasuring the goddesses themselves. These toys are fabulously well made, but have no other supernatural qualities. However the box always seems to have the sex toy(s) you want, and if you put them in they'll be cleaned next time you look for them in it.

Golden Binding (200 CP): This is a set of bondage ropes of woven gold and silver forged by Hephaestus himself to be utterly unbreakable. Though designed for sex play they are designed for the bondage of the gods themselves, and even Zeus himself might be bound by one of these ropes his great might – enough to overpower all the other Olympians put together – needing outside assistance to burst these bonds. You have a full set of this divine bondage gear that might be used for some rope play or some other form of bondage play (or theoretically just holding someone prisoner). They are of course also rather comfortable and unlikely to cause harm or discomfort to your partner.

Sex Labyrinth (400 CP): This is an expansive, multistory maze, almost some sort of fantasy 'dungeon' with its many stories, and sheer massive size. This labyrinth is a massive building complex which would be easy to get lost in even if it wasn't a maze, but given it is designed as a massive maze with secret doors, dead end passages, many turnings and paths which often come in at angles so that you could miss them when you were traveling it is a maze worthy of legend. It also has a series of traps built into it. They're non-lethal but they are mechanisms designed to catch and restrain individuals who move carelessly through it.

Of course it's not actually that simple. The heart of the labyrinth contains living quarters. They're not necessarily at the level of a palace of the god's, but they are certainly adequate and there will be running water and (anachronistic) electricity. There's rooms here designed for sexual bondage, sleeping, and living, enough to house a large family, or a small harem, in comfort and plenty of personal space. There is also a control room which can, through pulleys and levers, and non-electrical mechanisms rearrange the chambers and passages of the maze complex above and around this sheltered heart.

Orphic Lyre (600 CP): This is a magnificent, marvelous, perfectly made lyre such as might be a gift from Apollo himself, or the invention of Hermes. It is a lyre that a god of music might use to bring out the full potential of their talent and ability, and still not be quite up to the task of playing this instrument perfectly. That is to say while the skill floor to make music that sounds beautiful on this lyre is no higher than normal (lower in fact), the better you are the better this lyre will sound.

Beyond merely being a wondrous lyre, when played with proper skill this lyre seems to be able to birth emotional effects in the listener. Things like arousal, fear, or anger are the easiest, but with sufficient skill you can stir more specific and carefully crafted feelings and pathos, shaping the exact feeling you want your listeners to feel. Even beings that should no longer have the capacity to fully feel emotions, or do not have them as humans understand them can be brought to emotion by this music; even the shades in torment in Tartaros, mere hungry shadows of their former selves, could feel a moment of true happiness if a master played this lyre to make them feel so.

Finally this lyre will also empower any music-based supernatural powers that are played through it.

King Items

Heavenly Bed (100 CP): This is a bed fit for a king, or a god, or a king of gods. It is a divinely comfortable bed, seemingly blessed by Hypnos himself with how it brings good, restful sleep to those who lay on it and seek rest. For those who seek other things, this bed always somehow seems to be large enough to host whatever coupling of lovers, threesome, gang bang, or orgy it needs to be. It won't be larger for unrelated matters, or push away things as it 'grows' but it is always large enough for sex.

Godly Garment (200 CP): This is a set of divine clothes that always seem to know how to best hug your body to make you look good and emphasize your beauty. They seem to be able to shift into any number of styles, but will always remain something light and airy. These garments can even take on elemental or supernatural displays based on your own supernatural nature; if you were a god of fire it might become flowing and dancing flame, if you were a goddess of the night it might recreate the night sky, if you were a dryad it might replicate your tree's bark and leaves. The greater you become and the greater your aspects the more things these garments may become, shifting to fit your mood or your will, but always to make you look good.

Olympian Palace (400 CP): This is a heavenly palace fit for one of the Olympian gods themselves. A great palace made of the finest marble, richly furnished with tapestries, furniture, carpets, and the like all of the highest quality. It is simply put a home fit for a god. And it comes with a paradise in the form of a surrounding walled garden with exquisite and beautiful landscapes.

It also plays host to an invisible force that acts as a servant. While it lacks great power – it'd certainly not be able to overpower a determined demigod much less a major monster or a god – it will repair and maintain the palace, maintain and curate what you keep here, clean for you, cook for you, rearrange furniture for you, and simply act as if it were a whole staff of servants waiting on you hand and foot. They even maintain the garden.

The palace has running water, and even will produce its own (anachronistic) electricity if you want it to, being fully wired, and requiring no outside grid to power what amounts to a particularly large mansion. It is climate controlled, the temperature inside staying at your preferred temperature and even the surrounding grounds always seem to have pleasant weather.

Quiver of Thunderbolts (600 CP): This is a quiver filled with lightning bolts. These are weapons like those of Zeus himself, and simply by tossing one it will seek out your target to strike it, requiring more than mere speed to avoid it as divine power guides the bolt, though they have no special power to travel between dimensions or through solid objects on their own. It starts only at the destructive power of a normal lightning bolt, but these bolts will scale with your power. If you were as powerful as Zeus you could destroy the ocean with a single bolt if that was your intent and this would not be the limit of your power. There aren't many bolts in this quiver, but you shouldn't need many for a single battle, and it will refill over time.

When you cast one of these bolts you can choose to instead of imbuing it with destructive wrath, allow it to release the power within as pure, overwhelming arousal and sexual need. The tougher and more resistant to lightning an individual would be the less this wave of arousal will seem to affect them, but just like with its destructive force this will scale with your power and if you'd rather turn your opponent into a quivering wreck instead of a smoking one the option is there.

These bolts can also be used to target and deliver magical or supernatural abilities you possess such as smiting someone with a transformative spell that'd normally require you to touch them, or casting it at a foe well past the horizon to deliver a spell that'd normally be line of sight.

Mother Items

Herbs for Mothers and Maidens (100 CP): This is a collection of herbs used to help with labor pains, deal with morning sickness, and generally help ensure the health of mother and child during pregnancy. One could consider them natural remedies, though their effectiveness seems to push well into the supernatural. This collection of herbs also includes certain heart shaped herbs that are highly effective contraceptives even if used the morning (or longer) after with no lingering hormonal effects or modifications.

Snakeskin Girdle (200 CP): This is a snake skin girdle which offers many advantages to a prospective mother. It ensures a safe and easy labor when worn, that the child will come out the right way first and not get tangled in their umbilical cord, or other problems with the birthing process. It also eases the pregnancy in general if worn through it, making its effects on the mother's body and capabilities much less, allowing a mother to continue to move (relatively) normally when it is worn, and it can even reduce the visible signs and showing of pregnancy so that up until the very last months there would be no outwardly visible sign of a pregnant belly though it needs to be worn consistently throughout to have this effect (and the mother must be willing to allow it to have this effect). Even when a mother is not pregnant this girdle has useful effects related to motherhood; when worn it helps the body recover from pregnancy, and if worn over an extended period it can quicken a barren womb or restore fertility to a damaged one.

Forgotten Cavern (400 CP): This is a cave somewhere very isolated and very outside of easy reach by civilization and people. Even the gods seem to have trouble finding this cave as mystical and supernatural means of observation cannot observe what's happening within it – perfect for holding secret trysts – and those who seek you harm will find the journey to this cave even more difficult and foreboding than it should be and the cave harder to find. The reverse is true of those who seek a booty call, though less erotic friendships and alliances will have to put up with its full natural distance.

This cavern inserts into settings somewhere very isolated and difficult, but possible, for people from the local setting to reach... and possible for you to go back and forth from civilization from so if you can't swim from an island and don't bring a boat with you into the jump it won't be a deserted island and similarly if you can't fly it won't require a plane to reach.

Pythian Cult (600 CP): This is a temple complex with a snake theme, oracles, and a host of other priestesses that have a strange willingness to emulate Gaia by becoming mothers. You can have priests (or priests and priestesses) if you prefer, and you can even choose a different animal theme or fetish if you'd like. Whatever you choose, this is a large temple, really more a cluster of temples, with a full staff of guards and priests which recognize you either as their god(dess) or a representative of them, and will serve you with fanatical loyalty. The ground beneath the temple produces natural gasses which can be used to fuel fires, though likely aren't sufficient for large scale industrial use, but can induce in these priestesses trances in which they have visions with actual prophetic capabilities. They don't know everything and their prophecies do take some interpretation and often have 'if X then Y' elements, but they can demonstrate their (your) divine blessing with their predictions, and are always happy for you to consult them (or you could use the gasses yourself).

If you'd prefer they can be lamia, centaurs, minotaurs, wolf-women, or similarly partially their sacred animal.

Mystic Items

Honey Cake (100 CP): This is a loaf of grain bread sweetened with honey. It's not a dessert by modern standards, or even particularly sweet compared to a lot of modern food, but it is a strangely appealing food to various beasts and monsters. It helps to pacify vicious beasts and even can put them to sleep. For more human-like beasts and monsters, its pacifying effect is certainly lessened, but it does serve as a strong aphrodisiac for creatures like harpies, centaurs, minotaurs, or even gorgons.

If you use up this loaf, or it goes bad, say putting Cerberus to sleep to sneak into the underworld, you'll receive a new one soon.

Dragon Chariot (200 CP): This chariot is pulled by 2 great flying dragon-serpents – wings optional. The serpents are ferocious monsters, being as they are dragons, capable of breathing forth deadly poison vapors or fire (your choice when you purchase this), flying, and generally having the strength and power to give a demigod pause, though a demigod hero would probably defeat either one of them. Their real power is that you can call them forth, having them soon arrive from the sky wherever you are, and they may fly fast enough to race the sun, and given time can fly you places that aren't physically connected, effectively teleporting once they have flown far enough (though this is far indeed).

Herb Garden (400 CP): This is a simple garden of herbs. Most of these herbs are mundane, though many are medicinal or poisonous, though there are a few herbs that are of a particularly supernatural bent. What all of these herbs have in common is that they have traditional uses in witchcraft and magic; not necessarily enough for a non-witch to use them, but it'll save time gathering and even if you don't know this world's witchcraft a plant grown from the ichor of a titan is likely to have some powerful usage. The exact herbs in this garden will change from time to time, though favorites are more likely to remain and grow. There will always be more common herbs than powerful and mystical ones, but there will always be several plants at least equal to one grown from the ichor of a titan.

Witch's Island (600 CP): This is a magical island. You possess power over this island allowing you to alter and control its weather. In addition you can cause this island to transform those who live in it over time. You can change their sex, cause people to take on animalistic traits such as becoming kemonomimi or furies, or become full animals, or shift individuals body type and proportions such as making someone fat or thin or busty. You are not limited to changing humans. You can make animals change as well,

becoming more human-like or possibly chimeric creatures, though you cannot grant supernatural forms or powers with this. You can also reverse the changes in the same way.

These are not limited to physical changes. You can change minds as well as bodies, such as changing the mind to match the sex you set them in, making a human gain the mind of the animal you changed them into, or even granting an animal the mind of a human and proficiency in human language. You will find that even some fetishized depictions of human subcultures are counted among the possible animals such as bimbos, goths, gyaru, himbos, and possibly others of the like.

The effects of this island take time, requiring hours to begin and for the more extreme transformations days to complete, and that's for changing mortals, a hero might take more time, and an Olympian god would likely be able to hold it off indefinitely unless they were exhausted or drained of power. However if you have **Witchcraft** you can easily brew up spells to accelerate the process or to help whittle away at this resistance. Changes that play into their nature are also easier; it's simpler to turn a great, lion-like warrior into a lion, then it would be to turn him into a housecat, or to turn a brutish, swine into a literal pig than it would be to turn him into a housecat.

You can control exactly who or what changes. Such as making it affect everyone but yourself or your companions, or only affect the people from a single ship, or guide it to affect certain people in certain ways such as turning that person into a lion, or that one into a cat, have it simply turn people into the sex they'd naturally shift towards, or turn people automatically into the most appropriate animal(girl)s.

Warrior Items

On It or With It (100 CP): This is a complete set of hoplite armor and weapons missing only the body armor. It has the shield, the helmet, sword, the spear, the optional throwing spears, the cloak/cape, boots, even greaves and bracers, but no breastplate or core torso armor. The metal of this armor is uncommonly sturdy, as if it were a (lesser) work forged by Hephaestus itself, able to withstand the blows of demigod heroes such that even Achilles in the full depths of his rage would have trouble piercing it. The weapons are always sharp and will always be strong and sturdy enough for you to use effectively. To finish it off, it all repairs and maintains itself over time.

Dragon's Teeth (200 CP): This is a bag of teeth. By planting these teeth in the ground they will spring forth as powerful demigod warriors. They're only mildly superhuman, and would not stand out compared to the great captains of the Trojan War, but they are strong, seemingly untiring, skilled at the arts of war (and the bedroom), and excel at coordination and teamwork whether that's on the battlefield or in the bedroom. They are absolutely loyal to you, as well, and yours won't start fighting over some rock or diamond cast in their midst.

While these warriors never seem to tire, within a day they will revert to being dragon's teeth, but then you can plant them again.

Helmet of Hades (400 CP): This helmet turns its wearer completely invisible. Even the gods themselves cannot see them. You can still be heard, smelled, or felt, though more supernatural or esoteric senses tend to be blurred if they'd be more precise than hearing or olfaction; you can be found and located by means other than sight but anyone looking for you is going to have to work for it.

Alternatively you may have this as a ring instead of a helmet. Hopefully you won't find your virtues slipping into unjust behavior and immorality just because of how much you can now get away with.

Themyscira (600 CP): This island is home to a race of demigod warrior women. Each of these women is mildly superhuman, being physically somewhat shy of an Argonaut but comparable to most heroic male warriors you might expect to see in the Trojan War, and perpetually youthful, their age stopping at some point from young adulthood to ripe middle age and proceeding no further. They are also each highly skilled warriors, and excellent horse women, a fine force to bring to an epic war; though if you want to aid Troy maybe don't wait until after Hector dies.

The island itself is a land of plenty and prosperity, rich in game and with soil where fruit and edible plants practically spring forth on their own. It is easily able to provide for its all female population with plentiful food with only hunting and minimal plant husbandry – not even true agriculture – allowing for an idyllic Arcadian existence. The island's population has stabilized around 5,000 roughly the limits of its ability to provide for without true toil or work.

No men are normally allowed on this island, but you will be an exception if you are a man, and you can probably get your companions accepted as well. After all you are the adored king (or queen) of the island, and each woman upon it sees themselves as one of your loving consorts.

You can have an island of only men, a mix of men and women, an island of only individuals who are a mix of men and women, or any other combination of genders and sexes you wish. This also allows you to set the proportion of sexes among the offspring of its inhabitants, including anyone living here when their child is conceived.

The island will insert into an appropriate location in new jumps, or can remain frozen without inserting at all but simply not existing for the duration of a jump if you prefer. The island will retain modifications, good and bad, including changes to its population. You may, however, at the start of any jump reset the entire island and its population to its original default state.

Hellenic Helpers:

You will find here a collection of Companions fit for Mortals and Demigods. Mortals and Demigods may take a single Companion here at a Discount, or for Free if it is 100 CP, or they may trade their single discount for 2 Free 50 CP companions.

You may also pay CP to give that much CP to a single companion. In the case of new companions without a stated Origin they can be treated as having the most appropriate Origin for the purpose of discounts.

Fellow Mortals (50 CP/100 CP/200 CP): By selecting this you can import one or more companions granting them an Origin, and either 400 CP as a Demigod or 700 CP as a Mortal. They cannot buy the +Mythic upgrade, or any Items that provide properties or cost 600 CP. For 50 CP you can import 1 companion, for 100 CP you can import up to 3, and for 200 CP you can import up to 8.

Crew of Heroes (100 CP/200 CP/400 CP): By selecting this you can import one or more companions granting them an Origin, and 800 CP as a Demigod. They cannot buy any Items that provide properties or cost 600 CP. For 100 CP you can import 1 companion, for 200 CP you can import up to 3, and for 400 CP you can import up to 8.

Amorous Mentor (50 CP): This is an older gentleman of wealth, learning, and distinction. He possesses extensive learning of philosophy, sophistry, rhetoric, and all the liberal arts, as well as a great deal of experience in politics and the machinations of great men and games in which power is gambled and won. These are not the limits of his skills, which are many and varied beyond this. And he has taken a liking to you, and is eager to take you as their student, teaching you all they know of these things in exchange for you becoming their beloved and him your lover.

Compared to Aphrodite (50 CP): This beautiful woman was mistaken for a living, breathing incarnation of Aphrodite herself, and people even began to pray to her in the place of the Goddess of Beauty. As punishment she has been condemned to be made to fall hopelessly, helplessly in love with a fat bastard. Either Aphrodite (or Eros) decided you qualified, or you happened to accidentally get in the way when Eros launched his arrow because she's fallen hopelessly, helplessly, desperately in love with you. She's beautiful enough to match fair Helen herself, kind, gentle, and absolutely in love with you no matter how poorly you mistreat her. Her loyalty will never waver, even if you actively recruit her into helping you to find other lovers to cheat on her with. Actually that might just turn her on more, and she's pretty good at it whether she's tricking them

into your bed, convincing them it's ok, or actively helping to manage interpersonal relationships in your harem.

Lydian Queen (50 CP): Fiery, controlling, and beautiful, this dommy mommy of a queen has decided there is something she wants more than her kingdom. She has grown to desire you, and has decided she will dominate you no matter what it costs her. She's actually a fairly skilled ruler, having had long experience at it throughout her life. And as a granddaughter of Helios not only is she a demigoddess, but she's a rather skilled witch like her aunt Kirke or her cousin Medea.

Master Weaver (50 CP): This beautiful woman has a skill with the loom that seems to rival Athene's own. Not that she'd ever make such a boast. She'd learned better from what happened to her grandmother. Still she is very clever, and very skilled, especially deft with her hands, and with a certain aloof, superior attitude especially to her sensuality. At times one might even call her a man-eater. Beyond being a master of weaving and spinning, she's able to resume her true form as a being to a spider what a centaur is to a horse, possessing the upper body of a beautiful seductress, complete with pelvis and pussy, and 'legs' that seem to be the pedipalps of the monstrosly large spider whose head her human-like form has replaced. She can also turn fully into a spider.

Not-So-Legendary Teacher (50 CP): This centaur is not actually the immortal half-brother of Zeus who stood as a kind apart from his fellow centaurs, but they are doing their best impression of him. It's probably to get paid in wine and women, but while they are not as skilled as the legendary trainer of heroes, they are certainly at least proficient in every art, craft, and skill of the age especially those of sex. He is also a skilled teacher, though his methods seem to be far more effective and his students learn much faster when he incorporates sex into their lesson plan. Apparently it is his belief that if you can aim a bow while being mounted by a centaur you can aim a bow in any situation.

This Quill Means I'm a Bard (50 CP): This Lesbian poet has decided that she will be your personal bard and poet, recording your adventures, sanitizing them to her taste, and then retelling them to the worlds you visit. She's a fairly skilled poet, though what's more useful is that she has a way of wandering into weird things going on and dangers, and coming out of it none the worse for wear except the potential rape. And she's technically a MILF, as despite being from Lesbos she's had a husband and child before (out of the picture now), even if she's certainly interested in women as well. In fact judging from her poetry she has a very kinky mind and wouldn't mind helping you explore desires you didn't even know you had yet.

Young Man (50 CP): This young man of exceptional beauty, almost a girl in his looks, has decided he desires you as his mentor. He's quite eager to be your squire and apprentice, and while he doesn't really have anything useful he can do at the moment, he's quite receptive to whatever skills you can teach him. He's also willing to provide the traditional payment for such mentorship... one might have to question if he's not more eager to pay than to be mentored. Do try and keep him away from nymphs.

Dream of Geni (100 CP): You only seem to see this entity when you are sleeping... or maybe when you're on the verge of sleep. It's always when you're alone and always when you're not fully aware that they come to you. Except, of course, they're always with you in spirit. They are your personal genius or daimon, the spirit of your personal favor and the minor god of... well you, your fortune, and your fate. They want the best for you, and use their influence in your favor, though their attachment to you is perhaps a touch unnatural as they seem to enjoy sharing your bed and playing out your sexual fantasies to the best of their ability.

Living Artwork (100 CP): This individual is a living work of art. As if you had sculpted your ideal lover and they had come to life. They feel like flesh and blood, they can think for themselves, but their personality and appearance is straight from your own sexual fantasies. They are however every bit as strong and hard to hurt as if they really were living marble, and given they don't seem to eat or drink they actually seem to be living marble at least where it benefits them. They are also loyal and devoted to you as their creator... unless disloyalty is your fetish. They are your sexual fantasy come to life after all.

Megas (100 CP): This man seems to be born to be a legend. Really more of a Demigod than a mere mortal, his power in personal combat is enough that in an age of mortals he would be legend, even if he'd be no match for Diomedes, Sarpedon, or even Ajax the Greater in personal battle. But it is not his skill in personal combat that makes him worthy of the title Great. He is a master tactician, and his skill in military matters could be compared to Athene herself, or a 2nd (1st?) coming of Alexander; his genius is the sort that changes military tactics for generations. Nor is it limited to the battlefield; he's a highly skilled politician and strategist, excelling at getting people to do what he wants them to do. And he's decided he wants you. Maybe he wants you as his beloved, to turn his calculating, dominating mind to making you his perfect project. Or maybe he wants you as his lover, seeking someone who he can submit to absolutely in sexual matters after the stress of worldly authority.

Warrior Princess (100 CP): This Amazonian princess is the daughter of the savage god of war and slaughter, Ares himself. It shows, as this Demigod would be a worthy match for Achilles himself in battle – though she'd probably lose even if he wasn't in a legendary fury at the moment – but her power over battle goes beyond her personal power on the battlefield. It's almost as if she has a portion of her father's divine portfolio and authority, and was a minor goddess of war herself, able to shift the tides of battle, calm the hearts of warriors or enflame them to drive men to battle, and act as a very minor goddess of war. This still won't let her beat Achilles in single combat, that already assumes she's using this in her favor, but it will give her a lot more options than just personal combat. For some odd reason she carries a strange round throwing blade that comes from (beyond) the Indus region of Persia, and her skills in combat seem to be extremely broad including weapons from all across the world (and chronologically up to the middle ages), martial arts that aren't even invented yet, pressure points, and a great variety of other combat skills and arts.

Water Nymph (100 CP): This is a beautiful naiad, a minor daimones of a spring or pool. That is to say she is a **God of...** a spring and the pond that forms from it. In this pond she can create a mystical grotto to live in and entertain her paramour, and she is, beyond this, a minor goddess and one of the immortals albeit not one with great physical prowess or ability. She will bring her pool with her to future worlds, or become goddess of a similar pond there.

Fortune for Your Polis (200 CP): This daimones is the tyche, or goddess of luck and fortune, for a city you have brought with you or purchased here. That is to say you do need a city(-state) that follows you between jumps for her to be the patroness of. She'll serve as its guardian goddess and to bless it with good luck when it does right by you... and of course as the ritualistic and symbolic wife of its ruler. Though you don't have to keep it merely symbolic as she'd be more than happy to make it physical as well.

Monstrous Mates

You will find here a collection of Companions fit for Monsters. Lesser Monsters and Greater Monsters may take a single Companion here at a Discount, or for Free if it is 100 CP, or they may trade their single discount for 2 Free 50 CP companions.

You may also pay CP to give that much CP to a single companion. In the case of new companions without a stated Origin they can be treated as having the most appropriate Origin for the purpose of discounts.

Progeny and Kin (50/100/200 CP): By selecting this you can import one or more companions granting them an Origin, and 500 CP as a Lesser Monster. They cannot buy any Items that provide properties or cost 600 CP. For 50 CP you can import 1 companion, for 100 CP you can import up to 3, and for 200 CP you can import up to 8.

Legends of Devastation (100/200/400 CP): By selecting this you can import one or more companions granting them an Origin, and 400 CP as a Greater Monster. They cannot buy any Items that provide properties or cost 600 CP. For 100 CP you can import 1 companion, for 200 CP you can import up to 3, and for 400 CP you can import up to 8.

Empusa (50 CP): This lamia, that is a female monster appearing as a woman with a snake tail for legs, is able to use illusion or limited shapeshifting to take the form of a voluptuous, beautiful human woman, or any number of different ones (or beautiful humanoid women) one at a time, and is quite skilled in luring men into her bed to drain them of their blood to maintain her own youth and beauty. Perhaps it was while doing just that she first met you. But she decided she'd rather keep you alive once she got you in her bed.

Monster Layer (50 CP): This demigod hero is a mighty warrior, able to rival the likes of Theseus or other great heroes. He is a hunter of monsters, seeking them out to defeat. Though he favors hunting monster girls, laying his conquests one after another. The idea of actually killing one of them seems to disgust him, as he simply seems to have a great love – and greater lust – for the monstrous women that populate this world. Still he is a mighty warrior, and has slain his share of fully monstrous creatures, and has a great understanding of the art of tracking down, defeating, and/or wooing monster girls. Of course if you're a monster girl you can probably expect him to try and 'conquer' you; otherwise... wingmen?

Singing Seduction (50 CP): This bird woman possesses a pair of wings and the most beautiful singing voice. Of course she is a siren, who has somehow wandered from her island. She possesses all the musical abilities you'd expect from a siren, and seems to have decided you're a good source of protection. She's rather naive, and unaware of how the world works, having apparently grown up on a lonely island where sailors who came shipwrecked, and she's very shy and easily flustered around people.

Man of Bronze (100 CP): This is a towering man seemingly made of bronze. A survivor from the 3rd Age of Man, when humans were massively physically powerful, towering men of living bronze, or perhaps a rogue creation of Hephaestus. He has a weak spot in his ankle which could bleed him empty, but he is generally speaking an extremely hard to hurt titan of metal towering large enough to lift a ship in his hands like it was a toy model, or toss huge boulders.

Mighty Minotaur (100 CP): Not the one from Crete... probably. This minotaur is a towering monster of bull meat, much larger than a normal human, and with great strength. He possesses the power to cause the Earth to shake as if in an earthquake, but his real strength seems to be in fucking women into ruined wrecks as he seems to know exactly how to use his might, power, and massive cock to pleasure them. Or maybe it's something about the euphoric quality of his cum when it's absorbed through the skin... or much more effectively through moist tissues of the body.

Your Sisters (100 CP): Congratulations, you're now part of a trio of triplets like the 3 Fates, the 3 Graiai, or 3 Gorgons. These are your two twin sisters (or brothers if you're a guy). They're both extremely similar to you, at least your build from this world, being somewhat inferior to you, though unless you stand beyond others of your kind like Zeus over other gods it will be much closer than Zeus and the other gods.

Chary (200 CP): This massive sea monster is huge. When it opens its mouth to drink the sea it creates a terrible whirlpool, easily able to pull ships in and massive in size. So that should give you an idea for just how big this monster is; they're large enough to swallow entire ships whole. But it's probably not the massive deep sea monster with its tentacles and crustacean-like portions that interest you so much as the living ecosystem inside of it, capable of hosting a small town full of living creatures as well as many smaller monsters that are an extension of the great monster. One of these in particular serves as an 'avatar' for the sea monster, which is, unlike the others, able to leave its body, and able to mostly pass as a human though with a few minor unusual features. And it's just as good at sucking as the whirlpool causing monstrous main body... she just prefers to suck on different things.

Daughter of the Sun (200 CP): This daimon is a daughter of Helios the god of the sun. While she acts, and looks, like more than a bit of an airhead most of the time, like her sister Kirke and her niece Medea, and really seemingly most of Helios's kids, she's a dangerously smart witch, being extremely skilled in the art of magic and witchcraft, with a specialization in transformation magic. So don't let the bubbly exterior fool you. She's been half-exiled to an island for a long long time because of a 'habit' of hers, and her

choice in less-than-fully-human lovers, and she's taken an interest in you now. She's more than willing to use her divine nature as an immortal goddess (if only a minor goddess and not a goddess of anything in particular) and her witchcraft to help you out, though she might want to try some of her transformative magics on you from time to time... just for fun.

Gorgon's Daughter (200 CP): This gorgon is the daughter of one of the three mentioned in legend. Which one is unclear, and she doesn't know who her father was except that he was blindfolded throughout the event. She looks somewhat more human than her mother, her arms and legs being covered in scales, and ending in monstrous claws and talons, but these stop before reaching her main torso and giving way to the form of a beautiful woman. She has wings, like her mother, and is uncomfortable with people looking at her face which she considers to be hideous. In truth it merely turns the spiritually weak that look upon it to stone, fills the weak of will with absolute terror, and is absolutely, breath-takenly gorgeous, though the longer one gazes upon it the more the petrification and fear will creep up, forcing the expenditure of spiritual might and sheer strength of will to gaze upon its lovely radiance. It is, however, surrounded by a mane of venomous serpents that serve as her hair. Still she's long sought a lover who could stand to look upon her, until she's become desperate, and if you fit the bill she'd love to accept you, though even if you don't... maybe she can find someone who does in some future world.

Lernaean Lamia (300 CP): Well she's not a true lamia – those are vampires – but this giant snake is a seemingly parthenogenetic daughter of the Lernean hydra. Unlike her parent, she lacks the serpentine heads instead having 9 women's bodies rising up out of her split serpentine form. She still has venomous fangs in each of her nine mouths, and while she didn't inherit the immortal central head of her parent she did inherit their poisonous blood and ability to regenerate whatever is cut off from her. She won't be growing back two for every one cut off, unfortunately, but she can regenerate from almost anything as long as the wound isn't immediately cauterized, and her blood is a poison that can kill nearly any mortal and inflict pain great enough that Herakles would choose death to end it and even an immortal like Chiron might exist in endless agony from it.

Mother of Monsters (300 CP): This immortal woman is of a rather gigantic size, her body rising up out of a giant snake, much like Echidna herself. Much like Echidna herself, she is a mother of monsters, spawning many monstrous creatures whenever she takes a lover, and possessing great power herself as a monstrous daughter of Gaea herself. She is capable of shedding her snake body, and stepping out to pretend to be a normal,

human woman... though she'll still have incredible strength even if it will be less than in her gigantic form.

Typhonia (400 CP): This immortal giantess puts the giga in gigantic. She towers thousands of feet tall, with arms that seem to stretch from horizon to horizon. Her legs appear to be several titanic snakes, each one dwarfing the mightiest trees, merging together a little below the waist. Her fingers are even more mighty snakes, bifurcating and bifurcating into smaller and smaller serpents, till at the heads they are either lamia-like women springing from serpentine tails, or serpentine tentacles ready to be put to her purpose. Besides a massive human-like head she has many more snakes rising from her neck, or serving as hair meaning of these splitting down into lamia or serpent-tentacles as well. She possesses great pairs of wings and is quite capable of flight, and she seems to be able to conjure devastating, hurricane force winds around her at-will, her mere presence able to create country scouring super storms and hurricanes that could blanket the entire world as conceived by the Greeks. She is, however, able to shrink down to a more human size if you need (or simply want), though her many snakes will likely merge into fewer ones that are less fractal in their nature when she does so.

She does seem to have a touch of claustrophobia, or maybe it's more of a fear of caves or going underground. She always seems to think that mountains will fall down onto her and trap her for eternity.

Celestial Consorts

You will find here a collection of Companions fit for gods. Daimones and Theoi may take a single Companion here at a Discount, or for Free if it is 100 CP, or they may trade their single discount for 2 Free 50 CP companions.

You may also pay CP to give that much CP to a single companion. In the case of new companions without a stated Origin they can be treated as having the most appropriate Origin for the purpose of discounts.

Your Pantheon (100/200/400 CP): By selecting this you can import one or more companions granting them an Origin, and either 500 CP as a Daimon or 0 CP as a Theos. They cannot buy any Items that provide properties or cost 600 CP. For 100 CP you can

import 1 companion, for 200 CP you can import up to 3, and for 400 CP you can import up to 8.

Goat Wingman (50 CP): This satyr is an immortal daimon who knows all the best places to get wine and drink. They are something of a party animal, play some mean panpipes, and can handle their liquor. They're also quite skilled with the ladies, and more than willing to help you out when you need help getting one yourself, whether that's through helping to build you up, helping to get you the chance to be alone with them to rizz them up, or play Cyrano and feed you what lines to say to win their heart.

War Lady (50 CP): This blonde warrior woman doesn't seem to have actual divine ancestry, but she certainly shows the physical capabilities of a Demigod coupled with the skills of a warrior to make her fit in well with those of the Trojan War. She'd be hard pressed to defeat Ajax the Greater, Sarpedon, or Hector, at least without a god on her side, much less Diomedes, Patroclus, or Achilles, but she could put up a good fight against the former three and maybe win 1 time out of 4 or even 3. Beyond being a warrior capable of fighting against some of the greatest in legend, she has a way of attracting the patronage of gods of violence, war, bloodshed, darkness, or evil and receiving unusual amounts of favor from them. Maybe that's how she caught your attention?

Eager Priestess (100 CP): This priestess is eagerly devoted to you as her god(dess), serving as your priestess with all of her being. She has a gift for augury and has been blessed by Apollo with oracular gifts allowing her glimpses into the future. She also seems to have a special connection to you, as you seem to be able to send her mental messages and signs, causing minor events around her which she is capable of reading through augury.

Mountain of a Man (100 CP): This figure is the god of a particularly large and imposing mountain peak. More daimon than theos, they're still a god of a rather large mountain, and rather powerful for a daimon. While they may appear in human form, and actually can shapeshift like they were one of the higher gods, they are also quite literally the mountain they reign over as a god. A large, burly being by their normal default appearance, they can be just as sweet and tenderly affectionate as they are dominating and intimidating.

Priapus (100 CP): This minor god of gardens, whorehouses, and voyeurism, resembles Jupiter with dwarfism, and a severe case of priapism leaving him perpetually hard with his disproportionately large cock but unable to cum. He doesn't hold a candle to Jove's

awesome power, being nothing more than a daimon, but he does have a potentially useful domain, and always seems to know when and where sex is happening nearby.

Ber, Ker, & Os (100 CP/200 CP): This trio of monstrous sisters, are three *nearly* identical dog girls. In fact they seem to share a certain mental link as if they were a single woman as if you look Os in a room for some teasing, Ber (or Ker) will squirm and be able to tell you what's happening to Os. Really it'd be more accurate to say that Ber, Ker, and Os are a single woman with three bodies each as separate as a person's left hand, right hand, and head are 3 different entities. One woman or three, they are monsters, and physically each a match for a demigod in raw physical capability. In addition to canine ears, and certain other canine behavioral and physical traits, these women have venomous snakes for tails; if asked why they'll shrug and say mom was a snake lady and dad was a bunch of snakes so of course they've got snake bits. They are capable of seeing and physically interacting with spiritual beings, and seem to actually be particularly effective when they're fighting the dead, whether undead, shades in the afterlife, or any form of dead beings. Unrelated, they seem to be able to establish an area as their territory, and once they have they seem to have a sixth sense for when people are intruding in it... or trying to escape from it.

For 200 CP, Ber, Ker, and Os isn't one woman in the body of three, but one woman in the body of 50.

You may take the 100 CP level for Free if you purchased the **Underworld** Item, or the 200 CP at a discount (if you also use the god discount on this it will become Free).

Dumb But Pretty (200 CP): One might be forgiven for taking a look at this individual and thinking they were Aphrodite as a man. They are certainly a full-fledged god, and not a minor one, and one of beauty; maybe they're some titan that never got recorded. However while they're a god of masculine beauty, they're also rather... well... to put it politely... dumb as a stump. They are the god of himbos, extremely, jaw droppingly handsome, and even kind and good intentioned, and they could even be equated to a golden retriever in their personality and loyalty to you, as they always seem to be eager to help you out with whatever you need. Just don't expect them to do much thinking.

Hundred-Hands of Pleasure (200 CP): Apparently the hekatonkheires were not actually triplets, but quadruplets with a sister to join the brothers. Her form is certainly a fair touch more pleasant to look upon than her hundred-handed brothers, but like them she is an immense being with fifty heads, one hundred arms, and you'll have to find out how many pussies or breasts she has yourself. Like her brothers she is immortal and

physically stronger than any god save Zeus and perhaps Herakles. She has some rather extreme body image issues, and is convinced she is quite terribly ugly and disgusting to look at, as well as some major father issues; something about him shoving her back into her mother's womb for being too ugly.

Hyperia (200 CP): This demigoddess daughter of Hyperion titan of light, is unusually powerful even by the standards of demigods. While she's not as strong as Herakles she's still strong enough to move hills or rivers, maybe a small mountain. Of course she doesn't just have strength. She's extremely fast, durable, and generally her body is extremely augmented even by the standards of demigods. She even shows some truly spectacular powers as she can fly as if wearing the boots of Hermes and launch beams of fiery light from her eyes as if channeling the power of her half-brother Helios, or more the sun he carries in his chariot, through her eyes. Unfortunately these supernal powers of this demigoddess fade at night, where she is no more than a normal demigod until dawn, and in the real depths of the night no more than a normal person, but when the sun is high her power could make her the most powerful mortal.

Libitinia (200 CP): This big titty goth girlfriend seems to be some relation to some Chthonic deity, or maybe Venus? Whoever her parents are she's a daimon that serves as goddess of funerals. A rather morbid girl, she's thrilled by the occult and witchcraft; and is quite a skilled necromancer and witch. She is sardonic and cynical, and seems to take an odd pleasure in things that most people would consider overly morbid, dark, spooky, or creepy, though despite her grim aesthetic she's actually quite the friendly, even happy girl. She just sometimes gets happy because of things that most people would consider terrifying and creepy.

Argeia (300 CP): This woman is big. Maybe not filling the entire horizon big, but she's still towering over trees. She is also sporting only one, particularly large, and round eye. A daughter of Uranos and Gaea, and aunt to Zeus, she is an immortal 'monster' in the form of a great cyclops and a smith worthy of the gods, capable of forging divine relics just as much as her three brothers. Of course she has less experience in making tools of war, and it'll probably take a few ages for her to catch up. She's been working, instead, on creating marital aids and sex toys of deific might. She's taken a liking to you, though, and would be happy to ~~marry you~~ join you as a companion.

Divine Inspiration (300 CP): This is a full set of 9 muses. They're not necessarily the 9 muses you're familiar with, but they are a set of 9 goddesses each of a different artform. The odd thing is the artforms are a bit more modern than the Greek world you've arrived in such as manga, webcomics, jazz, holofilmography, or the binary art of post-human

AI... Well ok, 8 of them are out of place, the 9th sister is the muse of porn. So she fits fairly well, but also really seems fascinated with the concept of the internet. Either way these nine beauties (for all goddesses are beauties) don't quite fit into this world, and are more than eager to join you in future worlds. They are also more than willing to share you between themselves, after all they share everything else including their companion slot.

Golden Handmaidens (400 CP): This is a set of 6 women made of gold and silver worked into the perfect replicas of human women. So perfect that they can breathe, talk, think, and live. They need no sustenance or sleep, but they are anatomically correct, somehow soft in all the right places, and made with the attention of detail of Hephaestus himself and nearly a match in beauty for his wife. They have been trained in the arts and craftsmanship by the gods themselves, making them divinely skilled masters of any artform or craft; this is not all human skills but merely those traditionally considered artistic and all the forms of craftsmanship of the time. Though besides Athene, Hephaestus, and Apollo, they were also taught by Aphrodite all the arts of the bedroom making them divinely skilled lovers.

And they are yours, every bit as loyal to you as they'd normally be to their maker Hephaestus himself. You can choose their aesthetic design, and you don't have to have all sex the same. You are also free to choose their gender and need not be limited to male or female.

This is discounted if you possess **Labyrinthine Genius** with the +Mythic upgrade; this will stack with the discount gods may receive on taking this companion (to reduce it to 100 CP).

Dione (600 CP): Ah, Dione the minor titaness and mother of Aphrodit... oh this isn't that one. This one is taking her name perhaps a touch too literally. This woman is... well to sum her up she is She-Zeus. She is Zeus if he was a woman. Oh, she might be a little less King of the Gods in behavior as she doesn't have his authority or position and isn't the father of the Fates, Law, Order, and several other basic concepts that govern reality and make a world that even the gods can live in, but she is still at her heart Zeus if he was a woman. This means she is goddess of the sky, goddess of storms, goddess of (the rains that bring) fertility, goddess of everything under the sky, and an extremely powerful god when it comes to raw power and capabilities. And she has taken a liking to you, and decided you should be by her side in a manner fitting your own stature. She's extremely powerful, but as a warning... she's pretty much Zeus if he was a woman with all that entails.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Generations (Toggle): Greek mythology takes place over generations. Many many many generations. As such if you want to stay longer than 10 years you may choose a time to increase your stay to. We'll even be merciful and say that drawbacks will slowly begin to lose their impact after 10 years, and fade completely within 100.

Rule 34 (Toggle): If it exists there's porn of it. By default this is some generic lewd parody of Greek mythology but there's been a lot, a lot, a **lot** of adaptations of Greek myth, takes on Greek mythology, stories that use Greek myth... and if it exists there's porn of it even if only in your head. So you can use this to go to a lewd parody of any work based on Greek mythology. This could even include DC Comics (Wonder Woman) or Marvel (Hercules); that is to say they don't have to be primarily based on Greek mythology, just work it into them.

Lovestruck (+100 CP/+200 CP/+300 CP): Eros's arrow struck you, and you are now, madly, passionately, overwhelmingly in love with someone. You will go to insane lengths for them and to have them, and you will put them before yourself, though after your possession of them as a lover. Your love is all-consuming in its intensity.

For 100 CP this is someone who you actually could love without this. It might even be someone you already loved. That love is now to a maddening level where it will warp your life around it, but honestly you can probably make it work.

For 200 CP this is someone who really isn't the best for you. You might still be able to love them without this, but they're going to be at least something of a jerk, and probably at least some level of abusive to you. They'll probably cheat on you at least once. Still you might enjoy this, if you're masochistic enough.

For 300 CP you will regret taking this drawback. Whoever you're in love with will find a way to make you suffer for having chosen this. It simply won't be fun, and what they'll use your love for them to get you to do will leave you with feelings of shame and regret. This will be the kind of love you will not enjoy, and possibly one that puts you into legitimate danger.

Not My Fetish (+100 CP/+200 CP/+300 CP): You will find that some fetish you do not like or enjoy is a major part of this world, and often tries to thrust its way into your life. Avoiding it is going to be a problem.

For 200 CP instead you find yourself craving and needing the fetish. You'll still remember disliking it, and even why you disliked it, but you won't be able to stop yourself from wanting it, or finding excuses to indulge in it. This won't necessarily stop you from learning to like it.

For 300 CP this functions like the 200 CP version, but it is a fetish you actively find taboo or morally repugnant. Except while you can remember that, you'll still be doing it.

Changing Forms (+100 CP): Witches, gods, cursed springs, porn plots... all of these things can change you, and you'll be being changed by all of them. You're going to spend a fair bit of your time being transformed at the whims of others. This won't stop you from eventually changing yourself back, but it won't be immediate and you're going to have to get used to experiencing new bodies. Hopefully you're into that.

Exiled (+100 CP): You have been banished to an island, or another far off place and you cannot leave this small region. It's not necessarily dangerous, but it is far away from the heart of society.

...If this Drawback Lasts More Than 4 Hours (+100 CP): You cannot climax. You can still get hard, still get laid, still have sexual pleasure, but you cannot climax or receive that final release.

Naked Artwork (+100 CP): Your clothes, armor, or anything else you wear have a tendency to get lost, get destroyed, or otherwise become unavailable to you. You'll never be dressed for long, and will be spending most of your time here naked.

Nymph's Love (+100 CP): A nymph, or some other form of minor goddess, has fallen in love with you. She has managed to get ahold of you, and you will be kept by her as her lover and possession, forced to obey her (sexual) whims and serve her every desire. After a year it will become possible for you to escape. And you'll probably have a reason to, as she will only be growing more possessive over you and she is a daughter of Helios and like many of his descendents she is a witch, and a yandere. If you do not escape her before the end of the jump she will get to choose to have you stay with her forever.

If you do escape and want to, you can choose to bring her with you as a companion. She'll be more than willing... if only to make you her pet.

Satyriasis (+100 CP): Or nymphomania if you're a woman. That is to say you are a sex addict with a hyper-active sex drive. You are horny, and you have self-control issues when it comes to not having sex with people you find attractive. Expect to spend a lot of your time fucking, or looking for someone to fuck.

Social Norms (+100 CP): Social norms in ancient Greece were not the same as they are today. This is now guaranteed to trip you up. You will find that you are expected to conform, and no they won't live and let live about your desires, and that they are very resistant to attempts to change things about their culture. And somehow you will find that some of your sexual practices are not approved of even if they were historically. You can probably find 'deviants' who enjoy it as well, but you can expect a whole commotion if you try and indulge in it and the public finds out.

Bimbo (+200 CP): You are airheaded, vapid, and ditsy. You're not very smart either, in fact it might be more accurate to say you're rather dumb. It's almost like you're some bimbo (or himbo) porn parody of yourself.

Furious (+200 CP): You have committed a grave sin, and for that the Kindly Ones have been released upon you. This trio of goddesses of divine vengeance are now making it their purpose to torment and harass you, sadistically pursuing and venting their wrath upon you.

Hatred of a God (+200 CP): A major god, or goddess, hates you. Now, they're not likely to just smite you out of hand, but think about Poseidon and Odysseus, Venus and Psyche, Apollo and Orion, Hera and Herakles, Hera and Pelias, Hera and... well anyone Zeus slept with. They might not kill you, but they will make you suffer.

Labors (+200 CP; incompatible with Exiled): You will be forced to challenge mythic foes and mythic odds time after time. Like Theseus's Six Labors, Herakles's Twelve Labors, Odysseus's return home, or the Argonauts' journey you're going to find yourself being forced to perform a series of adventures and heroic tasks during your time here. A simple hedonistic vacation will be denied you.

Monstrous Mein (+200 CP): You have an appearance that is traditionally considered monstrous, and no amount of shapeshifting will give you one that would be conventionally beautiful.

Prudish Greek Myth (+200 CP): Even without exaggerating the sexual aspects of Greek mythology, sex is a part of life and the myths reflect that. Sex happens a lot. Now though, it seems like there's been a revision to the myths. There will be no sex while you're here.

Babies will just sort of be found in cabbage patches, and you will be absolutely unable to get laid. But like the 2nd edition of *The Brothers Grimm* they decided to make up for this sanitization by upping the gore, violence, and torture.

Caught in the Warp (+300 CP): A terrible fate has been prophesied for you, and like Greek prophecies there is no escaping it... except by following it carefully. There is some off-ramp to the prophecy, but you'll have to be clever to find it, and have to live your life in a way you'd not without this fate hanging over your head. Even then it will be hard to avoid this prophecy as Fate does seem to be gunning for it happening, but just like how Zeus has avoided the prophecies that certain sons would overthrow him, this can be avoided. Unfortunately once you escape this prophecy another will spell your other doom.

Desired (+300 CP): You are extremely desired by others. Unfortunately while they desire you, they don't really care about your happiness nor whether you desire them back. You will find that you will attract the lustful attention of being after being who will stop at nothing to claim you as their own. Some of them, like Zeus, might be happy just raping you once and leaving you be, but others will have every intention of forcing you to marry them and live as their ~~sex-slave~~ 'spouse.' At least they don't want you dead, though they might decide that if they can't have you no one should, and jilted lovers are known to go after the other man/woman even if they didn't consent.

Hubris (+300 CP): The classic flaw of Greek myth which leads always to downfall. You are now possessed of great hubris. You will show overweening and excess arrogance where you transgress against the duties and responsibilities of your station, mistreating your inferiors, and treating your betters as beneath you. You will reach to possess and control more than you should. And this will come back to bite you in the ass... and not in the sexual way. Well maybe in the sexual way too.

... They First Make Mad (+300 CP): The quote is modern, but the idea is old. You are mad, completely and utterly mad. You're crazy. You might have moments of lucidity, but generally speaking you're insane.

Those Who the Gods Would Destroy... (+500 CP): What did you do? Seriously, what did you do? The gods want you dead. Not a god. The gods. The gods desire your destruction. They might rape you first, but don't expect this to be a happy fun time. If they can't kill you they will simply seal you in Tartaros forever. The clock on the jump will remain frozen as long as you're sealed by the gods.

Scenarios:

You may take as many scenarios as you feel you can manage to handle, though Zagreus Reborn will heavily alter the conditions of the jump.

Judgment of Paris:

You must be a Mortal or Demigod to take this Scenario.

While the gods were enjoying a marriage feast for one of their own, Eris the goddess of discord tossed a golden apple labeled “For the Fairest” among them. Athene, Aphrodite, and Hera each have laid claim to this apple, and the title of the most beautiful of the gods. To settle this they have selected a mortal to judge their beauty contest, and by taking this that mortal is now you.

The three goddesses are each more than willing to bribe you with offers of their support, or other things, but they are also completely unwilling to swear a foolish oath to abide by the results of your judgment. Which would be a good thing if you could get them to since whoever you pick you’ll anger at least two of these goddesses. Maybe you could refuse to pick, but that’s just going to anger all three, and saying they’re all equal will even more. Perhaps you could find some fourth individual they all respect such as Hestia (the eldest Olympian), Rhea (the mother/grandmother of the Olympians), or Gaea (the mother of Rhea and with enough greats the grandmother of everything she’s not the mother of), though this is more likely to piss off all three goddesses and anger whoever you chose because they don’t want the heat; even Zeus doesn’t want to have to deal with these three being upset.

But you will have to make the judgment yourself, and then you must seduce the goddess you chose. Succeed in doing this and surviving the inevitable reprisal from those unchosen then your chosen goddess will join you as a Companion. Of course seducing any of these goddesses is likely to cause problems. Aphrodite’s lover is the god of war and both he and her cuckold husband are likely to take vengeance if you start sleeping with her. Athene famously treasures her virginity, and Zeus is ready to smite anyone who might give her a son (and in a world like this being a lesbian lover is not a guarantee you won’t) due to a prophecy and the oath she’s sworn. As for Hera, she is Zeus’s wife and sleeping with her is an insult to the King of the Gods so he might be *displeased*.

There is, however, a harder but more rewarding path. If you manage to get all three goddesses to accept your choosing them all, and seduce them all, then all three goddesses will join you as your Companions. Of course this includes all the problems of seducing any of the three goddesses, and the need to somehow get them to accept this situation.

Katabasis:

You had found your love, your true love, a love so great that it seemed to consume your very soul and being. And then a snake bit them and they died. Even if they were an immortal nymph beyond the reach of death they died. Now you cannot pull them from your mind, or escape your sorrow for their loss.

You must go to the Underworld. There are proper ways to do this, or at least semi-proper ones for the living or for non-Chthonic gods, to enter the Underworld; I'd advise finding one of these and using it to mitigate Hades's wrath at intrusion in his realm. I'd also suggest not hurting the guard dog. You must then bring a moment of true happiness across the Underworld, an act that makes Sisyphus forget his boulder, Tantalus to forget his thirst and hunger, and all the shades who live a sad half-life to momentarily remember pleasure and bliss normally reserved for the Blessed. You must then gain Hades and Persephone's permission to remove them from the realm of the dead. There will be some additional requirement from them, and they may try and trick you – there are ancient mentions of the Eurydike that they gave Orpheus being merely an apparition – but you must keep to these requirements and discover their trick, and bring your love back from the Underworld.

Succeed at all this and you will be able to take your love with you as a free companion. They may be an imported companion with 800 CP (plus any you pay to transfer to them) or one of the OC companions above which costs 100 CP or less (you may combine this with your discount to take one that would be 200 CP).

Labyrinth:

Beneath Crete there lives a horrible, man eating monster known as the minotaur. Requiring a regular tribute of 7 young men and 7 young women who it kills and eats, this

monster possesses great strength, and is known to cause the ground to quake and shake as if from an earthquake.

The minotaur lies in an impenetrable maze, which once entered it is impossible to find one's way back out. The only known way to escape it is a magical thread possessed by the princess of the kingdom and half-sister of the minotaur Ariadne. A thread she will only part with by one who she falls in love with.

Your goal is to get to the heart of the labyrinth and end the minotaur's demand for tribute either by killing it, or by fucking it into submission and finding a way to rehabilitate the beast to where it can live outside of the labyrinth among humans without causing destruction. Either of these two options is acceptable to succeed at this scenario.

Either will draw the wrath of the king of Crete who will drive you from his kingdom with all he has. Should you have seduced the princess, if you take her with you and take her as a wife, Ariadne will join you as a Companion. Should you have seduced the minotaur, and tamed it to where it can live with humans, the Minotaur will join you as a Companion.

Medea:

Medea was the fair princess of Colchis. She was driven by Eros to love Jason so as to help him in his quest, she betrayed her father, killed her brother, crept out Jason with the sheer lengths she was willing to jump to unprompted, was left by Jason when it became necessary to succeed at his goal, killed their children in a fit of mad revenge, and then became an outcast witch. It is one of the great tragedies of Greek mythology.

Your task is not to stop this. That would be too easy. Simply be able to help Jason in her place. It'd take only a single perk from this jump and no challenge. Tragedy averted. No, your task is to help this woman recover from her trauma and tragic life, to rejuvenate her hardened and withered heart, and to make her find happiness and love once more.

Succeed and Medea will join you as a Companion. She's extremely loyal, and willing to break all social norms, taboos, and moral strictures for love... but she's also something of a yandere. She's just yandere enough for it to be recorded in writing for 2600 years, and have been an oral tradition for some time before that. So you know... she's a little bit of a yandere. Do be careful about that.

Panhellenic Hero

Herakles would become the greatest hero of Greece. While his half-brother would apotheos as the god of many things, most known now for wine but with many other more spiritual attributes as well, Herakles would become a god of... seemingly just being so awesome he gets to be a god. There are things he's associated with but they have gods already.

You need to follow in Herakles's footsteps. You must become a hero on the level of Herakles. This does not simply mean you must perform impossible feats every bit as great as his, though you must. This does not even simply mean you must become as impactful on society and well-known as the great hero who might have invented pankration and the Olympic games, and became the first Panhellenic hero accepted as theirs not only by the people of his home polis but all the Hellenic peoples; though you must reach this same cultural impact and scale. This also means you must face hardships every bit as dire and struggle every bit as much as Herakles himself, finding worthy and fitting challenges for yourself. Maybe the gods will help if you're too powerful to find them otherwise. Maybe your Benefactor will help, creating new challenges worthy of your might.

Face these challenges, and prove you're not merely powerful, not merely influential, but someone with the will, the courage, the wit, and yes the luck – and divine favor – of a hero and you will win the heart of your predecessor as hero of all the Hellenes. Herakles, mortal demigod ascended to immortal godhood, will join you as both husband and companion. He'll even bring along his heavenly wife Hebe, daughter of Hera (but usually not Zeus), the goddess of youth, unless you stop him; if you want him to abide by modern rules of faithfulness and not the ancient ones where sleeping around was fine as long as he provided for you you'll have to train him.

Oh and stories of your adventures and deeds will be recorded among Greek mythology in any future worlds you visit similar to those of Herakles, Theseus, the Argonauts, Achilles, Odysseus, and other heroes made immortal through song and tale.

Plagues of Mankind

When the gods created the first woman, they gave her a jar containing all the woes and evils that plague humanity and told not to open it. She, of course, opened it. The details of why and how and what happened between or exactly what happened afterwards vary but suffice it to say for this scenario this released many evil and wicked spirits of things such as greed, envy, pain, suffering, and the like. Along with these evils there was Hope, and its exact role again varies by version. For the purposes of this scenario Hope alone remains locked away in the jar.

The jar itself is hidden in some secret location, obscured even from the awareness of the gods, and only those evil spirits that escaped it know where to find it. Each knows only a piece of the information, and must be overcome and defeated on both a spiritual level and either physically beaten or fucked into submission before they will share their piece of the puzzle of the jar's location. Once you have enough pieces it ought to be possible to figure it out, maybe if you're smart or particularly good it will require more, and well if you're dumb as a brick you might have to overcome every evil that plagues mankind first.

Either way when you find the jar, you must release Hope. You then must stop her from flying away and abandoning you as a fleeting spirit, but manage to get her to cleave to your side and join you. Do so and Hope, as a goddess of hope, will join you as a Companion, and you will find that optimism and hope are forever ready to spring forth from your heart protecting you from even supernatural despair or depression.

Rape of Persephone 2: Underworld Boogaloo

Hades abducted his wife Persephone, against the wishes of her mother Demeter, which is why we have a yearly cycle where life fades and springs again. Given they seem to be one of the more faithful couples in Greek mythology and the nuances of translation, this might have been more eloping and something done without the consent of her guardian as opposed to something done without Persephone's consent.

Either way, just as Hades stole his wife, the heroes Theseus and Pirithous decided to marry a pair of daughters of Zeus. Pirithous set his eyes on Persephone the Queen of the Underworld. Hades caught them and this ended badly for them. Herakles freed Theseus, but Pirithous remained forever trapped and tortured for his audacity.

An audacity you're about to match, as your new quest is to succeed where he failed. You must steal Persephone from the Underworld, in defiance of Zeus's command for her to spend 6 months out of every year within after having eaten the food of the Underworld, in defiance of Hades and all the powers he can bring to bear, in defiance of Demeter who still desires her unwed as Demeter's own blissful companion, and if she does truly love Hades in defiance of Persephone herself. And you must keep her with you as your bride until the end of the jump; which will be extended till it is at least 30 years after her abduction. Perhaps you can do this by power, by stealth, by convincing them, but you must lay claim to Persephone and keep her.

Do this and Persephone will join you as your Companion whether she desires it or not, against any raging of her parents or Hades. If you manage to convince Demeter to be your bride as well (or I guess you can kidnap her and keep her against her will if you want), and make peace with the fact that her daughter is an adult now, she can come with you too.

Soulmates:

You must be a mortal or demigod to take this scenario.

Long ago humanity was a much mightier race. On their head there were two faces which looked opposite ways. They had four arms, four legs, two privy members, and all parts were duplicated in two. The creatures walked upright, in either direction, and when they ran they cartwheeled like acrobats only with 8 legs and great speed. These primordial humans were mighty with surprising strength and vigor, more than twice that of mortals now.

They rose up against the gods, and showing mercy upon them instead of destroying humanity, Zeus merely split them each into two beings. And now humans seek their other half, and from this longing comes love, as each human soul seeks out the missing part. Some of these humans were men on both halves, some women on both, and some men and women mixed, and this is why some men prefer male lovers, some women prefer women, and the most lustful prefer their opposite.

At least Plato puts these claims in the mouth of Aristophanes, the comic playwright who made a habit of mocking Socrates. For you though it seems to be true. Somewhere in this world is your soulmate, the other half of your soul, whom you shall

love perfectly for they will complete your heart and soul. You must find them and you must wed them.

You may take your wedded soulmate, a human as these were humans not gods or monsters who were split thus, with you as a Companion. If you actually found your proper soulmate, and did not mistake some random individual as them, you will be given an additional reward at the end of the jump, as you will merge back together into one being, greater as a whole than either of you would be alone or even the simple addition of one's powers onto the other, though you will look rather silly being a doubled being as those original humans were. You can split apart, or merge, again with the same time and difficulty as changing between alt-forms. Plus if you found your actual soul mate, you found your soul mate and really that ought to be worth plenty.

Twelve Labors of a Monster Fucker

Twelve terrible monster(girl)s now terrifying the lands of the Greeks. Each of these monsters is ferocious and powerful, and each seems absolutely sexually insatiable. Men and women alike are taken by these monsters and used until they die.

Your mission is to track down each of these monsters, each a creature fit for myth and legend, and to fuck them until they are completely satiated. You can expect to have to deal with poisons, split personalities that decide to kill you part way, life draining, blood drinking, and worse. Even if you can handle those things these monsters lair in dangerous locations, and surround themselves with dangerous beings, and some of them might actually be entire bands or groups of bird women, minotaurs, or centaurs.

You must defeat and satisfy these 12 monster(girl)s so that they no longer threaten the world of Greece and are sexually sated.

Do so, and one of these monsters will come with you in the future as your companion. Maybe they're a Nemean Lioness, a Lernean Lamia, the (Centaur) Mares of Diomedes, or something else but they will join you on your journeys.

Your nature as a legendary monster fucker may also follow you into future jumps as a well known fact and story about you. You can choose which worlds this story follows you into individually, but you will be known to be a master of the sexual arts able to satisfy even the most sexually insatiable monster.

Zagreus Reborn (Endjump):

According to Orphism, Zagreus was the son of Zeus who as a small child was tricked and consumed by the titans resulting in Zeus smiting the titans with his lightning. But Zagreus was the rightful heir to the heavens, and the titans were the elder generation of the god. Such things do not die. Instead the scattered remnants of the titans and Zagreus became humanity, or at least the original group of humanity. When a person dies they are reborn again, eternally reincarnated, until the portion of their soul from Zagreus can escape the worldly trap of the flesh born from the titans and rise to heaven to become part of Dionysus, the reborn Zagreus.

Well now it's you. You have been blown apart and scattered, reincarnated in tens of thousands of humans. Each one has less than a percent of a percent of your perks, powers, abilities, and the like, all that you are spread across 10s of thousands of individuals. Even your memory, mind, and essential self are scattered throughout 10s of thousands of individuals reduced to nothing more than dreams and scattered fragments.

You must raise your soul upwards to heaven, ascending it higher than even the gods. To do this you must rise above worldly and earthly desires, and the attachment to mere physical pleasures, instead alloying your mind to wisdom and the spiritual pleasure. You must become a moral being, and uplift your mind to a level suitable for slipping up into the world of the gods. And not the gods as lewd parodies present them. Not even the gods of playwrights and ancient popular media. Not even the gods of Hesiod and Homer and Greek mythology. You must be worthy of the gods of the deeper Greek theology and religion, of the philosophers; you won't be running around shapeshifting into endless forms to fuck everyone like Zeus in popular myths.

And you need to do this time after time after time, because while not all tens of thousands of pieces of you need to rise up and reconnect, a substantial majority do need to. Each one that does will be lost to you, unable to affect lower reality until a sufficient number of pieces have accumulated; at which point you will be the Heir of the Heavens and able to raise the rest of you up. You have 2,000 years to succeed at this, each of your constituent parts being reincarnated over and over again until they ascend.

Once you become Heir of the Heavens, Zeus will pass onto you the original creative power of Uranos's phallus, and the authority as king of the gods, and with them will come the full power of a god who could pull in the universe and reshape it in his own

image so that he was now its sole creator. Your power is nigh limitless, and you are the king of gods and absolute master of this universe.

But this will also awaken your spark granting you freedom to roam the multiverse as you wish as a true god whose true power goes beyond human comprehension.

Fail to ascend within 2000 years, however, and this jump will end and this chance at ascension will be lost.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Disclaimer: 100% mythological accuracy was not attempted, intended, or even considered a divine benefit. Sometimes I went off into the weeds exploring elements of Greek and Roman religion, but this is supposed to focus on sexy times... even though you could probably use this as a non-lewd Greek myth jump by ignoring the Free perk for taking monster cocks. This is supposed to be a lewd porn parody after all. I did not do my normal research for this jump, so a lot of it is based on decades old memories of growing up with Greek mythology, and a continuing interest in the Classical world, but this means things like Greek philosophers, Greek plays we now call mythology but which were considered no more accurate to beliefs at the time than South Park's presentation of Christianity is accurate to actual Christian theology, later post-Christian interpretations, modern pop culture, and elements of poorly understood Greek religion and sects/beliefs from divergent strains all are going to be mixed together with mythology and just plain inaccurate memories (or dumbed down versions for children) here in a thing that's not accurate to any 1 of them or good for representing any single version of Greek myth/its representations, but intended as a generic, lewd Greek myth inspired world.

This can be demonstrated by the inclusion of Cupid and Psyche which has its first artistic evidence in Etruscan artwork (which followed a different system of myths and gods) and first written evidence in a Roman novel (though there is intervening Greek and Hellenistic Egyptian art). It can be further demonstrated by making Psyche's beauty about physical beauty and not about anything spiritual (Psyche means soul) and how desire for spiritual things can actually be stronger than desire for mere earthly beauty. Yes I am deliberately missing the point of the myth.

Daimon? Theos? What??? So there are broadly speaking 2 main categories of god in Greek mythology which all others belong to. Daimones include nympei, potomoi, ancestors that are worshiped as minor deities, personal guardian spirits, and a whole host of other semi-divine beings and more 'minor' gods. Theoi are the big names like the Olympians, the major Cthonic deities, and the titans. This isn't universal – Homer uses both terms but with a very different distinction that seems to be based on how they're acting or manifesting at the moment – and sometimes there are more groups, but it was common enough as minor vs major to use it as the labels for spirit/minor divinity vs god/major divinity even though this is not universally the usage.

What happens if I use Anti-Materialism in a world that already has gods/spirits? Ask your Benefactor, or try it and find out (read: Fanwank responsibly).

How much power/control does God of give me? As a human pretty minor. As a daimon unless you choose a rather narrow focus it'll be pretty weak; if you were the god of that mountain you might have some significant control over that specific mountain (though make sure it is a mountain that follows you between jumps) and as a god of epic poetry you'd be able to stir the hearts of poets and inspire the likes of Homer, but as god of fortune you'd be feeling your limitations more and definitely a far cry from total control or influence even without another god or similarly powerful being opposing you. As a theos you will be significantly more absolute in your control and authority, as a god of sleep you could potentially put Zeus himself to sleep, though you might want to wait till he's post-coital and distracted because it won't be easy and if he resists you'd fail, as a god of war you could stir desire for war in the hearts of nations and twist and influence them, and as a god of the seas you could casually create tidal waves and terrible seas.

Roman provincial goddesses were only sort of a thing. They were used in Roman propaganda and art as allegory for the province and its people but not involved in cult/religious practices. However Britannia especially lasted long enough to reach the internet and Rule 34 so even though it's a bit inaccurate it's allowed here. Household Gods and city Tychei (goddesses of a specific city's fortune) were actual things. There was sort of a 'god of the Roman empire' in the Emperor's personal genius being thus the genius of the entire Roman empire and by making offerings to it you were making them for the entire empire. This is not why the daimons get a discount for them and not provinces (provinces are just too big).

With Divine Milk... Hera's milk giving Herakles his strength actually might be a modern concept. There are ancient sources that the Milky Way was created when Hera was tricked into nursing Herakles as a baby and then woke up to it, though more artwork than writing, and she nursed Dionysus as part of his apotheosis from demigod to god, but it actually having to do with his strength might be a modern assumption and not an ancient belief since we don't have the details.

Phallus of Heaven vs Metamorphoses: Phallus of Heaven could mimic the Mythic+ Boosted Metamorphoses; having both will make such transformations significantly easier.

Snakeskin Girdle: Based on a combination of folk medicine for easing labor, various connections with snakes and fertility, and me just stretching for an item.

Themyscira: The mythical kingdom of the Amazons was not an island. They are presented as coming from somewhere north-east of Troy in Homer, and while the Argonautica has an island of women they are not the amazons and the amazons live by the coast of the Black Sea (so somewhere north-east of Troy). By the point of the Alexander Romance it did say that their lands were surrounded on all four sides by a river, so kind of an island just not in a sea. But this is porn and the island of amazons is the porn trope. If you want you can have yours not be an island.

Witch's Island is looooooosely inspired by Circe's island. Circe just used a spell and had to do it herself, but there's been plenty of adaptations where it works by being on the island, and I'm pretty sure there's been things where it turned men into busty blonde airheads.

For the most appropriate Origin for companions use your head. Ones described as Warriors probably have Warrior, ones described as Witches probably have Mystic, ones described as Rulers probably have King, and where there are multiple options or no clear option... well the reason I didn't specify for each companion wasn't laziness but to give you the chance to fudge it a bit.

Genders of OC companions can be freely changed to whatever you prefer. This may require some tweaking (Warrior Princess is probably not an Amazon as a Warrior Prince but might be a Roman instead). Technically as you get for Free during the jump the perk to change character genders you can do this for non-OC companions. So you know if you want to meet a female Jason, or a futa Hera go nuts.

Changelog:

Version 1.0.0: Released.