(NSFW) Hellaverse



V1 by gastroc2525

Welcome to Hell. It’s about as terrible as you imagined, but within its brimstone walls is potential. Between the yearly extermination and the Hell that is other people, it's a miracle anything actually gets done down here, but things do get done. Largely a lot of reckless hedonism, but it is absolutely alive down here. People fall in love, get into fights, and sing about all of it.

Take 1000 choice points (CP) to spend below.

Location:

Pick one of the following locations to begin, or roll a 1d4 to randomly determine your starting location.

1. **Pentagram City (Sinners must start here)** - This large city is home to the Happy Hotel and also a vast array of strip clubs, factories, and gang hotspots. Also, the giant clocktower that tells everyone how long until the next extermination. Honestly, a really cheery place.
2. **Wrath** - Wrath is home to a great many Hellborn demons. It's a rural land where honor and sport are king. As long as you mind the lava, it's a decent place, and the people tend to be down to Earth.
3. **Earth (Humans must start here)** - This is a relatively normal Earth where the only real change is that people tend to be a bit stupid. Other than that, you've got all the greatest hits, traffic, cell phones, and steel cities.
4. **Heaven (Angels must start here)** - Welcome to paradise where you can rest from your labors. Heaven is genuinely great (save for the fact it's a bit stifling). Heaven is also where you'll find all the righteous dead and the angels running the show.

Origin:

You may freely select your age (as long as you are an adult) and gender as you enter this world. While origins give a background by default, you may select to use any of the origins below as a drop-in, lacking memories and possessing only basic paperwork.

Redeemable - You are a good soul, deep down. Depending on your choices below, you could be anything from a Winner up in heaven enjoying your rest to a hellborn demon with a heart of gold. You may not believe in Charlie's plan, but it would work on you with enough desire

Irredeemable - You're a monster. You enjoy a sin too much to give it up, whether it be wrath, lust, or pride. You could be a serial killer dwelling among humanity, a sinner receiving proper punishment, or an angel that's experiencing an unhealthy amount of bloodlust. You might believe in Charlie's plan, but it wouldn't work on you without some serious changes.

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Perks:

All origins receive a **50% discount** on all associated perks (with discounted **100 CP** perks being free) and a **400 CP** stipend to spend on perks.

Demonic Cleanup [Free] You are as beautiful as a member of your species can be. The exact form this beauty takes is up to you. You could be anything from ruggedly handsome to heart-meltingly adorable.

If desired, your sexual characteristics are improved to the peak for your species. You could have a stubborn, towering cock or boobs that spill out in all directions. Whatever form this takes, your partners won't be disappointed. These enhancements never cause you problems while you are moving your body, such as during a fight or running.

A copy of this perk is automatically given to all individuals within a jump as you enter it, unless you'd rather they don't have it. While everyone's appearance has improved, they remain unique and recognizable.

Lustful Inferno [Free] There is a lewd world out there. Your body has a high tolerance for sex that borders on the supernatural. You can handle insertions of extreme sizes, cum in rapid succession, and even painlessly give birth. You also never get pregnant (or get anyone else pregnant) unless you intend to.

You may give a copy of this perk to anyone you touch.

Musical [100] You have a beautiful singing voice and a talent for performance. Your songs easily convey your emotions, and when you get started singing, the world seems to slow down and listen. The people around you might even join in with your songs.

Fighting Spirit [100] It's hard to live in hell without being a capable fighter. You are now a scrappy combatant easily capable of handling your own down here. Your style is largely improvisational, with you using your environment against the enemy. Alone, this won't make you capable of facing a true threat like an Exorcist, but you'll be competent enough to clobber the riff-raff of hell.

No Strings [200] A very important upgrade for this world. You are immune to hostile mental influence. You cannot be hypnotized, mind-controlled, or otherwise influenced. Attempts to drug you end in failure, with your body either escaping from or beating the perpetrator. Your soul is also unsellable.

Seasoned [200] Select an occupation; you receive thirty years of experience in that occupation. This occupation could be anything from a gangster to a radio show host.

You may choose if this experience was gained on Earth (giving you experience using it with humans) or if this experience was gained in hell (giving you experience working in a hostile work environment).

Royalty [400] You stand atop society without much struggle. Humans with this perk might be powerful businessmen, whereas an Imp could find himself as the heir to a vast criminal enterprise. Regardless of your current circumstances, this power is tangible.

You receive a Goetian fortune, powerful connections, and an ability tied to your current station in life. A human businessman could receive a talent for managing money, whereas a demon noble might receive a magical ability tied to their family.

Lust Demon [400] You are the descendant of a powerful demon of lust. This gives you an unmistakable aura of sexuality that is as natural as breathing. You have a subconscious talent for sex and seduction that grows as you use it. With time, you could match Asmodeus himself.

Your deep charisma allows you to easily manage a stable of lovers. Your paramours are never bothered with the deep web of relationships that you manage, and jealousy never negatively affects you. Your partners even seem to fall for each other, taken with the aura of lust you carry.

Lastly, you are immune to the wiles of other sex demons. You cannot be charmed, affected by pheromones, or otherwise supernaturally seduced.

Faustus [600] With a slick smile and a handshake, you could own someone's destiny. Deals you make may be magically bound. They cannot be broken by either party. These deals do not have to be written, just verbally or physically agreed to. You cannot mind-control partners into accepting these deals, nor can you trap someone with a simple handshake. Your partners must know at least the basics of what they are agreeing to.

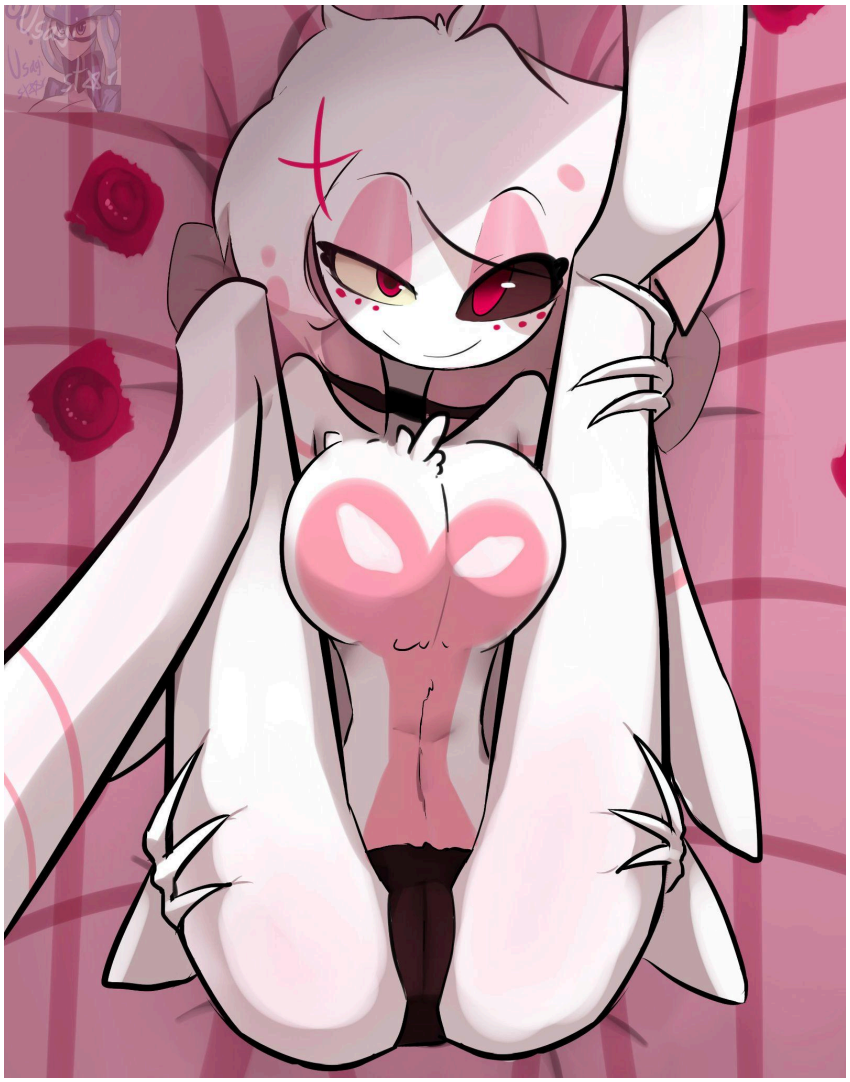
While the spirit of the law is rigorously enforced on your ~~victims~~ business partners, your side of each deal is only binding to the letter of the law. You can indulge in whatever monkey's paw wordplay you desire with glee, knowing that your partners cannot.

Mephistopheles [600] Flowing from the realm of souls, this deep power can be used to shape the world. Sadly, it's just a spark.

This spark grows as you indulge in a heavenly virtue or deadly sin. The more you indulge in that particular virtue or vice, the stronger your connection with it grows. You gain powers tied to these cosmic principles. Lust might grant you powers tied to sex or seduction, whereas diligence will help you work harder and more efficiently. There is no upper limit to the power you can receive this way. Getting significant power from this perk will take years unless you wildly indulge a specific principle.

Redeemable Perks:

Silver Lining [100] Life is pretty good at wearing down people (especially if they live in Hell), but you are different. You can maintain your upbeat attitude and virtuous outlook on life without much issue. While this might be met with mockery, it will also make you one of the few people in this world capable of having true friends and allies.



This attitude is infectious, with the people around you slowly shrugging off some of their cynicism as they spend time with you.

Hotel Manager [200] You are actually rather good with people. This charisma is most powerful when used in honest conversations, and weaker when used to manipulate others. There's also something about your demeanor that helps people work through their problems. You might find yourself becoming the favorite shoulder to cry on of quite a few people. These heart-to-hearts also have the strange tendency to become quite intimate.

Loose Bindings [400] You are a flaw in the system, a living nightmare for anyone attempting to trap you. While sinners with this perk could walk right out of the Pride ring without any trouble, humans might find themselves capable of just escaping police custody or binding contracts. You'll slip right out of ropes and handcuffs, and jails mysteriously collapse with you in them.

This perk also grants you a considerable amount of mental freedom as well. It's easy for you to escape bad habits, mental spirals, and even Hell with enough self-improvement. In addition, your ability to break free from traps renders you capable of impregnating normally infertile Sinners, and if you're a Sinner yourself, you become fertile.

Sacred Union [600] You are a genuine miracle-worker. Acts of intimacy give you a trickle of divine power which can be used to fuel actual miracles. The amount of power is tied to the amount of love in the act, not lust. The amount of power that can be stored is actually fairly limited; the gifts of heaven are meant to be shared.

Your miracles are biblical in nature. You can heal wounds, banish demons, and summon angels. As they are divine, they are stronger when used defensively. Offense miracles often take the form of natural phenomena such as fire or storms.

Irredeemable Perks:

Assassin [100] You are immensely good at murder. Upon taking this perk, you must select a method. You receive substantial experience using that particular method to kill people. You could be anything from a pugilist beating people senseless with brass knuckles to a poisoner killing others with the tip of a vial. This style is somewhat noticeable, earning you a nice reputation and the opportunity for more work.

Loopty [200] You are a mechanical genius capable of welding together science and magic. At the beginning, this is limited to simple hell-tech, but with practice you can cobble together clockwork robots and amusement parks.



Your inventing style is almost purpose-built to produce popular products. With a good business partner, you could make a fortune selling anything from weapons to sex toys. The amount of money you can make selling aphrodisiacs and sexbots alone is enough to finance an empire.

Hell is Forever [400] You've inherited some of the swagger of the first man, blessed with his ability to play through life as a Heavenly rock star. You've got the heavenly durability, the immense strength, the boundless confidence, and the inherent deadliness of Heaven's hitman. This makes you very dangerous indeed, as the holy energy that empowers your attacks also makes them capable of putting down sinners and winners permanently.

You are also granted a supernatural luck that follows the rule of cool. You could make

something as ridiculous as a guitar-axe work and work well.

Sovereign [600] Hell is run on souls, and baby you're the king. You are a master manipulator and financial wizard capable of easily becoming a legendary overlord. This is due to your ability to hold the reins of power like an artist. Souls trapped in your service never sour; they come to love their leash as much as you enjoy ruling. It's all very Machiavellian, your hand being an iron gauntlet in a silk glove.

Powers:

Some powers have upgrades. This is noted in their descriptions and with an indentation. You must purchase the original power to obtain its upgrade. Upgrades can receive their own upgrades; this is noted by a large indentation. One only needs to purchase the upgrade directly above the sub-upgrade to purchase it.

Custom Powers [Cost Varies] Using the powers below as a rough guideline, you may freely design your own unique power set.

Inhuman Physiology [Special; Cost Varies] There are many species in this world. You may select one of these species as your own, gaining all the powers (and weaknesses) of your choice. In this jump, this body will be your main form, but after this jump, you may shift into this form with a thought, it being one of your alt-forms.

Each additional power you take from this section costs **200** additional CP to purchase and renders you a hybrid of the two species. You possess all of the powers and weaknesses of both species at their full strength.

All demons and angels stronger than imps receive a free human disguise.

> **Human Physiology [0]** You know what a human is: two legs, two arms, and a single head. You are weaker than any supernatural species by a rather large margin, but you make up for it in potential. When a human dies, their soul is rung up on the cosmic scale and thrown into the afterlife as either a **Sinner** or **Winner**. You can treat this as a free 1-up, gaining the respective power temporarily, but you do not get to keep **Sinner** or **Winner** after this jump unless you purchase them.
>
> **Demon [Cost Varies]** You are one of the species of Hell.
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> > **Imp Physiology [+100]** Welcome to the bottom rung. Imps don't have a whole lot going for them. Sure, you're a bit tougher than humans (being immune to fire) and pretty strong for your size, but you really are the disposable servant class of Hell. At least nobody will see your rise coming.
> >
> > **Hellhound Physiology [0]** Hellhounds actually have two forms. A large wolf-person that has the strength of multiple men and the instincts to use it, and a massive dire-wolf that can cut through steel. Hellhounds are essentially the second-lowest rung on the totem pole, acting as expendable guards most of the time.
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> > **Succubus/Incubus Physiology [100]** You are sex walking. Succubi and Incubi are basically guaranteed to be drop-dead gorgeous. They feed on both food and sexual energy, and their physiology is geared entirely for sex. This includes all sorts of sexual boons like pleasure receptors in their mouth.

Sinner Physiology [200] Welcome to Hell, buddy. You are a bottom-rung sinner, a human who didn't pass the test. At least you're immortal, unaging, and quite a bit stronger than you once were. Life would be pretty good if you could actually leave the Pride circle. You cannot be permanently killed without angelic weapons, but those are less rare than you'd care to think about.

Your appearance is entirely customizable, but most sinners take a form that relates to how they died.

Control Freak [200 Upgrade] Your Sinner form is no longer simply strange; it's actively powerful. You receive power over a piece of reality tied to your form (for example, a TV-headed demon might receive power over television). This provides some supernatural ability tied to the form. Maybe you've got the ability to hypnotize other people, or perhaps you can create little demonic servants. These powers grow stronger as you obtain souls.

Goetian Physiology [400] You are a greater demon, a noble of Hell. Your family has run things down here for a long while. Goetian demons are magically gifted and biologically immortal unless killed by an angelic weapon. Goetian demons can take **Demonic Magic** for free below.

Sin Physiology [200 Upgrade] You are a peer of the seven deadly sins, either being one of their number or a new sin elevated to the position. You gain substantial power tied to your sin itself. (Lucifer is a special case; he also possesses **Seraphim Physiology** below)

Angel [Cost Varies] You are a resident of heaven.

Winner Physiology [400] You were good in life and thus get to enjoy heaven and its rest. You are largely immune to demonic magic, capable of flight, and possess the distracting beauty of heaven. Winners are unaging and eternally youthful. Winners also have two feathered wings.

Archangel Physiology [200 Upgrade] You are an immensely powerful angel capable of grand miracles. Your rank is higher than normal winners, and you might end up running a heavenly organization of some notoriety.

Angel Physiology [400] You are a divine servant native to heaven. Angels are unaging, resistant to demonic magic, capable of summoning true miracles, and beautiful. You also possess two feathered wings. With just this power, you are an adorable Cherub, tasked with helping mortals.

Exorcist Physiology [100 Upgrade] You are an angel assigned to the yearly task of cleaning Hell. This involves violence, so you are built to withstand it. You have a human-like body trained to divine perfection to carry out the task of cleansing Hell.

Seraphim Physiology [200 Upgrade] You are an immensely powerful angel capable of grand miracles. Seraphim have six beautiful feathered wings. As a Seraphim, your duty will be to organize heaven and command lesser angels.

Robot Physiology [200] You are an artificial being of clockwork and electricity. Your body is modular and modifiable, letting you become as industrial or sexual as you'd like. As you purchased this for CP, your soul is safely housed within the robotic suit, letting you resist some anti-mechanical effects.

Magician [Cost Varies] You are capable of using magic.

Human Magic [200] You are capable of using the magic of humanity. Largely, this appears to be creating enchanted items (such as a protective amulet) or summoning demons.

You may call any demon that you have the true name of, and bind them to a task if you have enough magical energy and willpower. A bad summoning can also potentially release a demon on Earth, so be very careful.

Solomon's Heir [200 Upgrade] You are a master of summoning demons, possessing vast stores of magical energy and a substantial amount of willpower. As a result of your skill, the bindings of a summoning chafe substantially less. This might even earn you diabolic allies when paired with a decent amount of etiquette and charisma.

Demonic Magic (restricted to Goetia) [400] Demons are capable of using dramatic magic such as telekinesis, possession, and illusions. The sky appears to be the limit for what can be accomplished by demonic magic, but it is weak to holy artifacts.

Items:

All origins receive a stipend of **400 CP** and a **50% discount** on all associated items, with discounted **100 CP** items being free. All items cannot be lost, stolen, or permanently destroyed. Consumable items are replenished at dawn. You may import items from previous jumps into the items you purchase here, provided they match types.

Apartment [100] This apartment looks like an absolute clunker until you go inside, then it's pretty nice as far as Hell goes. It's pretty small but contains a nice storage area and kitchen. The kitchen refills daily with bargain bin groceries, or you can tell it to spend your cash and get you some quality chow.

The apartment can be placed in any location you can reach, and it can be repositioned at the start of every jump. You can even use it as a warehouse addon if desired.

Angelic Weapon [200] This weapon is edged with angelic metal and thus lethal against sinners and winners. The type of weapon given here is up to you. Has no real advantage against mortals or robots, and you can still easily be blocked by armor.

Grimoire [400] - This Grimoire will slowly but surely teach you **Demonic Magic** (see above), bypassing any Goetic restrictions. The peak of the book is a portal to Hell, which can allow Hellborn demons and humans free passage between the realms (although heaven might hear about it, and sinners remain trapped). Expect to spend several years learning every spell here.

Ozzie's [600] - Welcome to Ozzie's, the shining club of Lust. Ostensibly it's owned by Asmodeus, but he's selected you to act as his manager. Luckily, the club pulls in regular clientele and essentially runs itself. You can use this club as a springboard to obtain powerful connections or just enjoy a private show or two. The staff is loyal succubi followers eager to please.

If desired (or if necessary, seeing as sinners can't go to Lust), you can replace this club with one of your own design. It is placed wherever you'd like it. At the end of this jump, you'll take the club with you. It imports seamlessly into a location of your choosing or adds on to your warehouse.

Your Circle [1000] This small chunk of Hell is yours. Its purpose is very simple: your circle poaches souls from other afterlives. Within worlds with established afterlives, you may use this circle to prevent them from traveling to those afterlives. They either must agree to travel to your afterlife, or be killed by your own hands.

Worlds without established afterlives have your realm become the default afterlife for everyone. This applies retrocausally, snatching souls who died before you arrived.

Your afterlife can take whatever form you'd like it to. It slowly swells as you gain new souls. Your world fills with resources that can be used by the souls within, and they receive new bodies that match your aesthetic preferences. The realm is either imported into new worlds or added to your warehouse.

Redeemable Items:

Hotrod [100] This beautiful vehicle is built to produce mayhem. With infinite gas, an appearance chosen as you purchased it, and a body that self-repairs, it's a beast of a vehicle. The only downside is that any tape placed within only plays Queen's Greatest Hits.



Tapes [200] You are now the master-pornographer of Hell, possessing the master copies of all the saucest smut available. These tapes are licensed out by you, providing you a capable income. You can always just enjoy them personally as well; you'll even see a couple of familiar faces.

Beezlejuice [400] This flask of alcohol is potent enough to stop a train. The alcohol is strong enough to bypass the usual immunity possessed by demons and angels, and is also a powerful aphrodisiac. Lastly, it's also mutagenic. This mutagenesis is much stronger on mortals, but will even affect demons. The exact effect this has on the drinker's body can be chosen by you each time you open the bottle, but is ultimately temporary (unless, of course, the drinker consumes vast quantities). These changes are ultimately cosmetic and can't give you any extra abilities.

Happy Hotel [600] This hotel is empty and appears to be significantly larger on the inside than the outside. The hotel is staffed by demon followers and perfect for a relaxing stay. Unlike the rest of Hell, the hotel is shockingly peaceful.

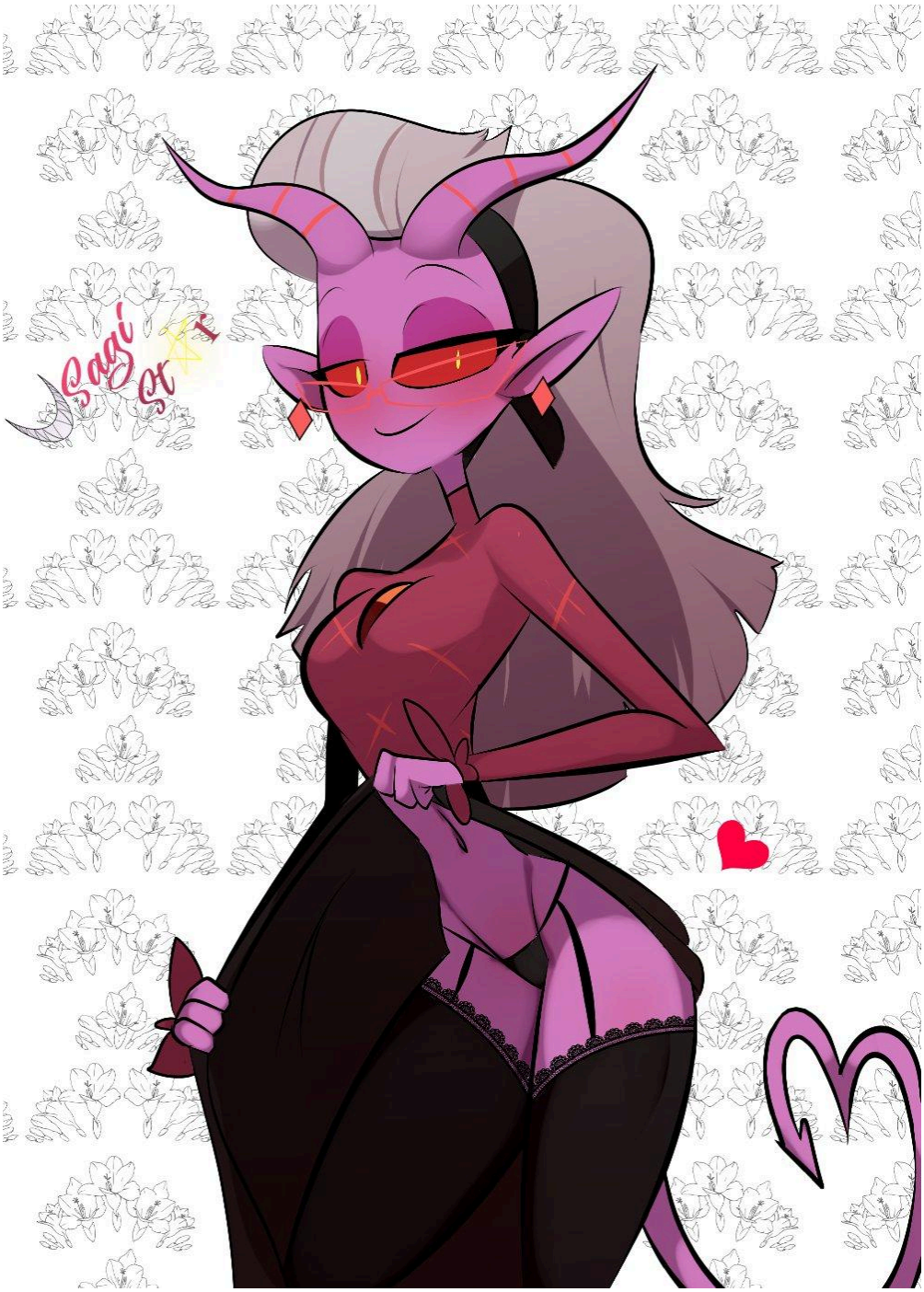
The hotel is infinite, always possessing enough rooms for the people you are hosting. Breakfast is free, towels are replaced, and the whole thing is just beautiful. In addition, the hotel is perfect for breaking bad habits and even worse addictions. It slowly heals whoever is inside it, and has facilities for therapy and rehabilitation.

The only issue is that this Hotel lacks any customers. Maybe that Hazbin Hotel place down the street could use some help?

At the end of this jump, you'll take the Hotel with you. It imports seamlessly into a location of your choosing or adds on to your warehouse.

Irredeemable Items:

Souls [100] You've managed to rope a couple of demons into your service. These poor fellows are your loyal servants for the foreseeable future, acting as importable followers. When the contract for a follower ends, they are replaced by another hopeless sucker. They aren't particularly skilled (largely working poorly paid jobs), but every once in a while you'll get a servant with a pretty face or some actual skill.



Blessed Rope [200] This holy rope is built to trap and restrain demons. If you manage to get it wrapped around a demon, they'll temporarily lose access to their demonic powers. It's the perfect tool for a wannabe kidnapper or assassin.

Robo-Jumper [400] This metallic wonder is a clockwork piece of technology designed to mimic a demon or you yourself. This copy is a pretty perfect imitation of the target's personality, but possesses only pale imitations of their powers. A demon who breathes fire might have a robotic copy with a flamethrower attachment, but it won't be hellish fire or quite as powerful.

Whenever the robot is destroyed, or at the start of each jump, you can pick a new target to mimic. The robot is largely an item but follows you as a follower and can even be taken as a companion.

Cannibal Town [600] Well, they don't actually have to be cannibals. This town is under your direct control, with its inhabitants being your loyal followers. The town's residents have a

cult-like devotion to you and your goals, being willing to put up with whatever directives you give them. Regardless of what you have them doing, your people are happy and hardworking.

You may place this town wherever you'd like, with the default location being Pentagram City. At the end of this jump, you'll take the town with you. It imports seamlessly into a location of your choosing or adds on to your warehouse.

Companions:

Recruit Anyone [Free] If you can convince someone to follow you, you can take them with you as a follower or companion. You may use this perk in subsequent Jumps.

Old Friends [100] You may import or create companions for the cost of **100 CP** per four companions. Each imported companion receives an origin and a **600 CP** stipend to spend on purchases in this document. This option may be taken twice.

New Friends [100] For **100 CP**, you may take four companions from this world. This option can be taken multiple times. They receive an origin, **600 CP** to spend, and their canon abilities.

Original Companions:

All original companions receive an origin with a **600 CP** stipend to spend above. The gender of each original companion may be freely swapped, with their history changing to match. All companions are adults.

Booty Call [100] This strange little goth is utterly obsessed with Hell. She's cobbled together a pretty solid little set of spells, some of which work. One of those spells was potent enough to call you out of Hell (or Heaven, or wherever you happen to be). You'll find yourself interrogated about every aspect surrounding the afterlife, and then further interrogated about magic.

You'll be called up roughly weekly by the apprentice witch. Each time you'll arrive to see that she's wearing a new seductive outfit. Eventually she makes an obvious mistake, either passing you something through the protective circle or accidentally selling her soul to you. As you pass through the now useless circle, her eyes widen, but you notice a hint of victory within. I suppose all she really wanted was a "close encounter" with the supernatural.

The goth has **Human Physiology**, **Human Magic**, and **Solomon's Heir**.

Mafia Princess [100] The lower rungs of Hell's hierarchy can best the higher rungs through nothing but impeccable teamwork. This little imp is no exception. Growing up as the daughter of a major mafia don led her to a life full of luxury and violence.

She's not afraid of getting her hands dirty, and always travels with two hellhound minions. Shortly after your arrival in Hell, she'll arrive at your location and seek to recruit you into her organization. Clearly, she sees some potential in you, or maybe it's for a more primal reason.

The mafioso has **Imp Physiology**, **Royalty**, and **Fighting Spirit.**

Disinherited Noble [100] This noblewoman is from a Goetic family that's lost any credibility due to a massive scandal involving two imps and a speedboat. She's been rendered destitute and has very little to offer the world save for her immense magical power.

She greets you and begs on her knees for a job. Maybe you've got an available slot for a woman in need?

The noblewoman has **Goetian Physiology** and **Fighting Spirit**.

Pink Prostitute [100] This lovely little prostitute has got herself set up pretty solidly outside wherever your home is. Eventually it gets to be a nice little game: you walk by, she advertises her wares, and you walk home.

Eventually, however, you get to know your pink friend, and she offers you a massive discount. You see, this little succubus is an old breed. She was classically trained to be the most wanton whore in all of Hell. She figures that she could best anyone in the realm while within the bedroom (except for Ozzie, but that's cheating). She's also Verosika's number one hater.

The succubus is probably the greatest lay you'll ever have. She's also a fantastic sex coach, making it her life's mission to make you a walking sex machine. Off work, she's the classic prostitute with a heart of gold; she helps shelter hellhounds on her days off.

While she does enjoy her work, she is willing to negotiate a competitive long-term contract with exclusive rights.

The succubus has **Succubus/Incubus Physiology**, **Seasoned (Prostitute)**, and **Fighting Spirit**.

Clockwork Cutie [100] This pile of trashed robotics was the pinnacle of Hell-tech once upon a time, but now she sits stone still. That is, of course, until you came around and swapped her old battery for a new one. From the moment she wakes up with a glitchy whirr, she's your loyal robotic shadow.

The robot was originally designed as a prototype sex-droid, but the project was cancelled when Loopty Goopty's office was set on fire by a mob of Succubi. She was trashed, and now you've got her. It becomes increasingly obvious as you interact with the robot that she's more than wires and circuits. She's got an honest-to-goodness soul, and it's a beautiful one at that.

Naturally, she is still a sex-bot, and you've just awakened her. She's entered you into her systems as master, and will continue to adapt to your preferences. Her surprising skill at mechanics will make that certain.

The robot has **Robot Physiology** and **Seasoned (Roboticist)**.

Injured Angel [100] This exorcist was left behind on Extermination Day and callously forgotten. She stalked the streets in disguise, believing that eventually she'd be sent for and saved from this cesspit. As nobody showed up, she slowly lost hope.

When you found them, she was despondent and unresponsive. Against your better judgment, you gave her something to keep warm in and some food. After enough repeat visits, she started following you around. She's more afraid than she's ever been, and how she feels for the one kind demon she's even met leaves her confused beyond words. Despite her cold attitude, she'd fight tooth and nail to see you alive… and is beginning to realize that there is more to Hell than she thought.

The exorcist has **Angel Physiology** and **Exorcist Physiology**.

Wandering Winner [100] This winner, after hearing rumours of redeemer princesses and rehabilitating sinners, let their curiosity get the better of them. They're now stuck in hell, in disguise.

You meet them and take them under your wing. You quickly discover they're a genuinely nice person, earnest, quick to make friends, and can even bring out the hidden best sides of people. They are a wonderful influence on the people around you, with the caveat that they're naive to Hellish society. They've been too scared in life to explore new sensations and pursuits… but this is no longer the case in a place where inhibitions are more a suggestion. They certainly won't be as innocent as they were when they entered Hell, but to what degree… you'll have to see for yourself.

The winner has **Winner Physiology** and **Silver Lining**.

Short-Stack CEO [100] Stacked like a grand slam, comically overqualified, and looking for a boss worth her time, this waist-high spitfire stumbled on you and thought you'd be the ideal boss. She believes her assistance will help you become truly powerful (padding both of your pocketbooks), and she's not wrong.

The businesslady isn't driven by money, but seems to be a genuine workaholic. She enjoys things that make her ache. It isn't that she doesn't like to unwind, but she will sport an earnest smile when asked to pull an all-nighter to the concern and worry of her teammates.

If you give her genuine gratitude and appreciation for her work, something most imps are denied, then you'll have the most driven CEO in the making you could ever ask for. Treat her like an equal, and she may just decide to renegotiate her contract for something more long-term…

The CEO has **Imp Physiology, Seasoned (CEO), Fighting Spirit, Apartment,** and **Hotrod**.

Imp Revolutionary [100] This little imp has ideals. They spend every last day fighting for the freedom of their people. They are an expert shot, a master of explosives, and a peerless assassin. They are also utterly determined that you are the key to their plan's success.

The absolute funniest thing about this weird little crush is how powerful it is. You could be a royal yourself, and they'd still eagerly hop in bed with you.

In public, the revolutionary acts tough and in charge. In private, they are the strongest submissive you think you've ever seen. Expect them to melt in your hands with the slightest bit of affection, then swap back to tough mode the moment you walk outside.

The revolutionary has **Imp Physiology, Seasoned (Explosives Expert), Fighting Spirit, Apartment,** and **Assassin**.

Little Leviathan [100] Native to the Envy Ring, this lady is a shockingly powerful little demon. She fled her abusive parents and ended up crossing paths with you. You gave her some assistance, and she's decided to return it many times over.

As she comes from Envy, she can breathe underwater. This connection to water allows her to be a skilled hydromancer capable of wielding water like a weapon. She's in training to be an accountant, and would be honored if she could assist you with your finances. Eventually, you find out her dark secret: she's actually an amazing singer. With a bit of training, she could match the sirens verse for verse.

She's so shy that she'd be hard-pressed to actually express her feelings for you. Luckily, she's bioluminescent and just glows whenever she's embarrassed or fawning over you. With practice, you'll be able to read her pretty well.

The little Leviathan has **Goetian Physiology** and **Musical**.

Wrath Ring Rednecks [200] This rough-and-tumble family of imps has been homesteading on Wrath for generations. They've also essentially adopted you.

You've got the patriarch of the family, a bona fide legend on Wrath and a genuinely great farmer. Then the mother, who asks you to call her mom, takes care of the family by cooking some of the best food you've ever eaten. Their son is a wiry little imp capable of climbing and shooting like a master, and their daughter is a genuine bombshell cowgirl with some serious strength.

They are also universally lunatics. The father is way too eager to get you to check out his wife, and she's not much better with how much she presses her tits into your back. The son is constantly wearing more and more feminine clothing, letting you see that he definitely inherited more from his mom than his dad. At least the daughter is entirely straightforward, just asking you if you wanted to take a roll in the hay.

Each of the rednecks has **Imp Physiology, Seasoned (Rancher), Fighting Spirit,** and **Assassin.** They collectively own **Cannibal Town**, refitted to be their family farm and surrounding cousins.

Seven Deadly Simps [200] This group of seven has been indulging their vices. Each of the seven has a significant drive for a particular one of the seven deadly sins. They consider themselves mega-fans of the Sins themselves.

Lust is almost sex walking, able to turn every head in a room when they enter. Wrath is both furious and physically dominant. Sloth spends an inordinate amount of time just sleeping. Each of the sins is represented here.

There's just one twist here: each of these fake-Sins is a standout master of a particular Heavenly virtue. This obviously isn't the inverse of their sin, of course, but Wrath might be hardworking and diligent whereas Lust is shockingly kind.

You find yourself embroiled with this little fan club, bumping into them shortly after your arrival here. Each of them is starting to develop their own little crush on you, with each crush being different depending on the individual.

Each of the “sins” has **Goetian Physiology** and **Seasoned (your choice)**.

Bounty Hunter [200] This ex-cop was a tad too crass for Heaven’s tastes and thus ended up down here in the underworld. She’s got the body of an Amazon, with rippling muscle and beautiful flowing hair. Her skin is a deep red crimson that looks amazing covered in oil.

She works as a bounty hunter, a job where she’ll commonly come into contact with you. You’ll bump into her often enough that you’ll end up discovering her deepest secret. She died in a glass plane separating her head from her shoulders, resulting in her Sinner form having a detachable head. This is a great source of embarrassment for the poor woman, especially because her separated body is largely controlled by her subconscious.

As the two of you get closer, you find out that she’s also quite weak to compliments, turning an even deeper shade of crimson whenever she gets hit with even a minor one from you.

The bounty hunter has **Sinner Physiology**, **Seasoned (Bounty Hunter)**, **Apartment, Hotrod,** and a **Blessed Rope**.

Hellhound Pack [200] These three hellhounds have decided you are worth protecting after you provided them with some food. Like most of the hellhounds of Hell, your new best friends are accustomed to being disposable and ignored. They’ve grown up tough as a result, giving them a great deal of experience surviving in the harsh streets of Hell.

They’ll protect you like loyal hounds, just asking for a good set of belly rubs (or “belly rubs”) in return. You may pick their exact personalities when you buy this.

Each hound has **Hellhound Physiology**, **Seasoned (your choice)**, **Fighting Spirit**, and an **Apartment**, **Hotrod**, or **Musical**

Succubus Trio [200] This pile of succubi was held captive by a cult on Earth before they were freed by you. You quickly discover that each succubus is lusting for you like they are in heat (they might actually be, to be honest). You are attractive to them, and you’ve proven you aren’t a complete slouch when it comes to a fight.

To make up for their rescue, you find that they are more than willing to earn their keep. You’ll be awoken daily, not by a shrill alarm, but by a pair of moist lips teasing you into wakefulness. Just be careful to avoid wearing anything nice to bed, because it’ll almost certainly be torn through in the morning.

Each succubus has **Succubus/Incubus Physiology**, **Seasoned (your choice)**, and **Fighting Spirit**.

Guardian Angel [200] This loyal seraph has been working for ages as your guardian. When you grew old enough, she grew increasingly curious about you. As she eventually caved, she crafted herself a physical body to get closer to you.

If you've done a great deal of naughty actions, expect to be lectured by the newly embodied angel. If you've instead been good, you'll face her good side. Regardless of how your life has gone, she's clearly the nicest person you've ever met. Even her lectures are about how your sins are harming your well-being more than anything.

She's honestly a bit too nice at times, especially to you. It'll take everything in your power not to immediately start populating the Earth with Nephilim if you spend considerable time with the lonely seraph.

The Seraph has **Angel Physiology, Seraphim Physiology,** and **Angelic Weapon**.

Drawbacks:

Shipping Wars [0] This particular timeline is perfect for your desired ships to take place. The individuals will quickly find each other and forge a powerful bond.

Sexuality Tweak [0] This particular timeline sees a particular character having a different sexual orientation than they normally do.

Supplement [0] You may use this document as a supplement to a different Hellaverse jump.

Genderswap [0] You may freely gender-swap the various characters in this continuity. This transformation needn't be universal, letting you pick and choose which characters to swap.

Species-swap [0] The baseline species of this world is humanity. You may choose to swap out humanity as the base species of Earth. The chosen species can be the dominant species or coexist with humanity. These species cannot be meaningfully more powerful than humans. You could swap out humans for anthropomorphic rabbits, but not gods. You may choose which characters end up as which species.

Alternate Universe [0] You are entering a version of the Hellaverse Universe by jumping here, but you have some say over where you end up. You can pick a specific timeline to enter into, following a particular part of the TV shows or even in a fanfiction.

Characterization [0] You can enter this world in the place of a specific character. You do not receive their abilities, but instead only the powers you purchased above. Their history will twist to fit your purchases.

Experienced [0] You may freely alter the ages of the characters here. This age change needn't be universal, letting you pick and choose which characters to swap.

Best of Both Worlds [0] This world needn't be limited to male or female. Instead, you'll see that this Earth has a third sex. This group of hermaphrodites possesses functional male and female genitalia (in effect becoming a full futanari). You may choose to be one of these hermaphrodites, choose to make specific characters hermaphrodites, or simply render a portion of the population hermaphrodites at a ratio of your choice.

Another World [+100] This world is different from what you expected. It fits a different theme, and your out-of-universe knowledge will be at least partially wrong. Select one of the following options or create your own using the rest as guidelines.

> *As Above so Below - This world is morally inverted, with every Sinner in Hell being a Winner in Heaven and vice versa. Charlie, Captain of Heaven, leads the exterminations while Adam seeks the redemption of his people.*
>
> *Realm of Souls - Hell in this universe is wholly unrelated to the Christian idea of Hell, with the realm of souls simply being an unrelated parallel universe filled with strange spirits. These demons and angels are shaped by the collective unconscious of humanity.*

This makes Hell and Heaven much closer to Warhammer's Warp than it is to the afterlife.

Gaia - The Underworld shown here is completely different from the Christian idea of Hell, borrowing from an entirely different afterlife. You could find yourself petitioning Hades and living peacefully in Elysium or having your heart weighed by Anubis.

Extended Stay [+100] Your jump time is extended by ten years for each purchase of this drawback. You may take this drawback up to nine times, for a maximum jump time of one hundred years.

Nudist [+100] Wearing clothes is deeply uncomfortable for you. You'll be able to tolerate clothes in survival situations such as cold weather, but you'll only truly be comfortable nude.

Corruption [+100] A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Hell's Favorite Punching Bag [+100] You've become super popular in Hell, mainly as someone people enjoy watching suffer, receiving all the negative side effects of fame with none of the upsides. You'll face paparazzi, last night shows discussing your love life, and weekly tabloid stories.

Heated [+100] For two weeks yearly, your body goes into a proper mating season. Desire goes from optional to nearly impossible to ignore. This is obviously manageable, especially if you have relief, but is always embarrassing. Your body also tends to broadcast when this is occurring; expect the people around you to notice.

I don't touch the Gays [+100] This is hell. Why is everyone still taking this shit seriously? Whatever the case, whether you are in heaven or hell, discrimination will always be a factor in your life. Maybe heaven has decided god hates the gays, or you keep meeting rich folk who don't even wish to look at "The Poors", but whatever the case, expect it to get old real fast.

Dramatic [+100] You can't help but be an absolute drama queen about everything. Much like a certain snake aspiring to overlord status, you are forever stuck speaking in a dramatic, over-the-top fashion. You may choose what sort of dramatic fashion this is, but you cannot change it later, so feel free to speak in villainous monologues or wax poetically like you're from a noir detective novel, but whatever the case, expect people to notice.

Oh, so THAT'S where they went [+100/200/400] Well... damn. You know all your past enemies? All the ones you went and killed in your previous jumps? Yeah, they're here. The good people you killed have been enjoying an eternity in Heaven, and the bad have been amassing their power down in Hell. This was their fate for the foreseeable future, but now that you're here, they've got a score to settle.

For **100 CP**, this is limited to the mooks and side-villains. They are unlikely to be able to bring much firepower out against you.

For **200 CP**, the big bads you killed ended up here as well (as well as anything else you killed). There is a high chance that they'll be a real threat.

If you have at least twenty powerful dead enemies, the value of this drawback is doubled.

Massive Target [+200] You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Delicious [+200] You are astonishingly tasty. Not usually much of a problem, but with the amount of cannibals in Hell, you could really put yourself in danger.

Archenemy [+200] You've found yourself the target of a powerful rogue. They view you as one of their greatest enemies and seem dedicated to wiping you out.

Life Gets Worse [+200] The towns you find yourself in seem to suffer, getting worse as time goes on. Ugly graffiti appears on the walls around town, stores are broken into and thus leave town, and it always seems to be raining.

Warehouse Lock [+200] You cannot access your warehouse or its contents for the duration of the jump.

Heaven's Eye [+200] Your anomalous entrance into this jump was noted by Heaven. Depending on your actions, this could escalate you up to a major threat that warrants exorcist intervention.

Too Hot to Handle [+200] Look, you're sexy, and that's fine... The issue is people take one look and just cannot leave well enough alone. You have drawn in and attracted a group of "Fans" you are honestly kinda disgusted by. They will dig through your garbage, steal your dirty clothes, leave incredibly off-putting messages spray-painted on your door, and just in general be weird, creepy stalkers... The worst part is they actively disgust you from their appearance to their smell to everything.... Not even angelic weapons can keep these creeps away.

Overbearing Parent [+200] Congrats! You have at least one parent who loves you (and not in a sexual way; this ain't meant to be pleasurable) in this setting... Unfortunately, they are overprotective and smothering to an extreme degree and have some very old-fashioned views about "Purity", "Chastity", and other crap like that.

Expect them to try and chase off your dates, cockblock you at every opportunity they can, and just generally ruin your fun. Despite this, they will care for you deeply and show it as best they can.

Now, whether you appreciate it or resent it is down to you. If you manage to get through this jump and don't utterly resent them, you may take them freely as a companion or follower.

The Porn Star?! [+200] You have a bit of a reputation in hell, regardless of whether or not you earned it. Perhaps you're being mistaken for someone else? Whatever the case, expect people

to assume things about you, your preferences, your fetishes, your personality, your living situation, and more. This will never be beneficial or flattering.

Unfortunate Form [+200] As you died, you took a new form that you are not at all comfortable in. Perhaps your body is inconveniently large, is puny, maybe you ooze slime, or people keep mistaking you for a urinal. Who knows and who cares. Well… Besides you. This will bother you and constantly leave you uncomfortable in your own skin. Even alt forms won't help, as those will also feel similarly uncomfortable.

Weeaboo Lust [+200] You've managed to attract the attention of Emberlynn Pinkle. She's thoroughly convinced that the two of you are soulmates, and it's impossible to convince her otherwise. She's thoroughly obnoxious regardless of how you treat her, always accidentally causing you strife.

No Friends [+300] You cannot bring companions from previous jumps into this one.

No Perks [+300] Perks from other jumps do not work during this jump.

No Items [+300] Items from other jumps do not work during this jump.

No Powers [+300] Powers from other jumps do not work during this jump.

Devil's Deal [+400/200] You made a deal with a devil in life, and now they own your soul. You may freely pick an overlord to own your soul, but you are their bitch from this day onward. Now, on the one hand, this can be pretty hot, but on the other... having to dance to their tune can be exhausting in more ways than one.

However, for **200 CP**, your contract has an escape clause you can use to get out. It won't be easy, but it will be possible.

Pure Soul [+400] Everyone wants you!.... Or your soul anyway. Demons and devils can smell your purity, and it drives them wild with a need to possess your soul and see it stained with sin (and other things), while angels are filled with a desire to see you (and your soul) wrapped in metaphorical (and possibly literal) bubble wrap and put in a nice, safe padded room where you can't hurt yourself or be hurt by others. Expect wars in hell to break out over your soul and possibly spill over into heaven as angels seek to see your soul brought to where it "obviously belongs".

Best get used to being the prize for the winning party because you're about to be kidnapped and captured more than Princess Peach on a bad week.

You're a Loser Baby [+400] Lady Luck took one look at you and put on her strap-on, it seems, because your luck is down in the gutters. Bad luck follows you, and you tend to find yourself in unfortunate situations that are so absurd it is almost comedic.

Go out for groceries and find out the grocery store is run by a cannibal cult. Stay at home and find out a group of imps has set up a sniper's nest in your attic and you're now the prime

suspect in their latest hit. Buy a brand new pair of shoes, and the moment you step outside, a paint truck will crash and drench you in paint.

For you, it is less a question of "Will it go wrong" and more "How will it go wrong this time?"

Addicted [+400] Alright, you have some vices, you might be saying, big whoop.... But this goes a bit further than that. You're addicted to a hell-specific drug, something so bad that heroin is seen as a far preferable alternative. Perhaps you're a Hate Head and can't let go of that rush of fury at everything. Maybe you can't get enough of Val's dust-laced cigs. Maybe it's something even weirder, but whatever the case, this addiction, and the withdrawals, make the hardest of drugs on earth seem like the weakest of weed.

Mindfuck [+400] At some point, one of your companions will betray you entirely against their will thanks to some form of mindfuckery. Perhaps they got brainwashed by Vox, maybe some sort of hellish parasite got into their skull, maybe they got blackmailed. Whatever the case, the betrayal will come, and it will be a surprise. You won't know who is going to betray you, and you don't get to choose. Hope the paranoia doesn't have you pushing those close to you away.

One Night Wonder [+400] Like Blitzo, you just cannot hold down a committed relationship. While yours might not crash and burn as spectacularly as his, expect to leave a long line of exes behind you as well as one-night stands who wish it was more. Given the nature of this jump, this might be a problem.

Hopeless Romantic [+400] Like Stolas, you pursue romance at the cost of everything else in your life. Even if it ruins your other relationships, you are out for love. This one-track romantic mind will often result in you making choices based on various romantic scenarios you have in your head, treating real life like a soap opera or romantic comedy with expected results. Maybe you can meet someone who can bring you back down to earth, but by then, who knows how much damage your neglect might have caused.

D.H.O.R.K.s of DOOOOOOM [+400/800] Remember the D.H.O.R.K.s? The anti-demon agents from helluva boss? Now normally they aren't too much of a threat, barely able to handle even a couple of imps and a hellhound with their most advanced armor and tech, but with this… Now they aren't, as the government has begun finding ways to weaponize hellish and heavenly power for use against heaven and hell both. While they will remain a far lesser threat than the top dogs of either group, they will remain as dangerous as the Exterminators and, worse, when they die, *they don't give up the fight.* Agents will begin reporting from hell and heaven, supplying the government with yet more resources the more of them you kill.

For an additional **400 CP,** they will rapidly scale up, quickly becoming something akin to a fusion of X-Com and the SCP foundation entirely dedicated towards making both Hell and Heaven fall fully within the government's control by any means necessary.

In both cases, this is not necessarily GOOD for humans. Remember what happened when a normal fish got exposed to hell booze? That is just the tip of the iceberg for the kind of nonsense this group will unleash upon the world in their pursuit of control.

Scenarios:

There is no limit to the number of simultaneous scenarios you may take. As usual, characters may be freely gender-swapped as per **Genderswap** above. All gained companions are adults. <u>All scenario companions gained through my (NSFW) jumps can be imported together as a group companion with individual stipends.</u>

Character Scenarios:

Blitz:

For most of their relationship, Stolas has paid for protection from Blitzo. Ostensibly, as a way to see each other. However, the tables have recently flipped. Blitzo, in an online bidding war, has purchased an item before another client (the item, of course, is completely useless). This led to the client putting a hit out on Blitzo.



With the shoe on the other foot, Stolas has hired you to protect her little Blitzy. So now, you've been dragged into the absolute mess that is the relationship.

Blitzo, bless her cold, shriveled black heart, is an absolute nightmare to protect. Not only does she absolutely not trust you, but she's also paranoid and surprisingly incompetent. Stolas, on the other hand, is very competent but highly naive. You'll have to put forth some real effort to prevent both of these buffoons from getting shot.

<u>You will face three serious attempts on the life of Blitzo or Stolas. Keeping them both alive through all three means you pass the scenario.</u>

As time goes on, you prove your worth as a bodyguard. Eventually you go from distrusted to respected, and finally admired. That's where the madness happens, as you might find yourself actually entering the cosmic tangle that is this relationship.

Rewards: If you have a good relationship with the two, you may take both Blitzo and Stolas as companions or followers. Stolas has **Goetian Physiology, Royalty,** and **Grimoire**. Blitzo has **Imp Physiology** and **Assassin**.

You also receive a sizable paycheck as a result of your contract. You can trade this paycheck for an **Apartment** or **Hotrod**.

M&M:

You've been approached by a pair of assassins. It seems their business, IMP, is currently undergoing a glut of contracts, and the pair cannot clear the amount of work on their own. You've been hired temporarily to deal with the situation and help the pair.



As you begin working with the pair, you quickly find that the two are tooth-meltingly sweet for each other. They also seem to be a perfect pair, with Moxxie wielding firearms with dangerous proficiency and Millie using melee weapons like a barbarian.

Surprisingly enough, the two get along great with you. It helps that you are substantially more professional than their usual assistance. The danger and bloodlust seem to do wonders for your relationship, and they seem to consider you as a true friend by the time the contracts run dry.

Eventually the relationship turns sexual. This happens gradually for most people, but being especially awesome (like a popstar) or beautiful can speed things along. They'll invite you along with them for activities that almost seem like dates, hang out with you at the office, or just invite themselves along as backup on one of your missions. Moxxie is rather insecure and skittish compared to her wife, with Millie being a lot more direct and upbeat.

<u>You'll have three months to pass at work with the pair. These three months will be filled with an absolute pile of contracts.</u> Luckily, most of these contracts are easy to fulfill. You can fulfill your requirements in a variety of ways, from acting as an additional assassin to a supportive "man in

the chair” role. Surviving the three months and giving M&M the most lucrative work period of their lives is all you need to do to pass this scenario.



Rewards: If you have a good relationship with the two, you may take both Moxxie and Millie as companions or followers. Moxxie has **Musical, Imp Physiology,** and **Assassin**. Millie has **Imp Physiology** and **Assassin**.

Inside Every Demon:

Hell wasn't sure what to expect when Princess Charlie revealed her mad plan for redemption. Most felt that it was terribly naive and went about their days; some believed they could use it to better their own station, and a rare few believed in it.



You can truly belong to any of the above, but regardless of your opinions on the matter, you're about to be recruited into the whole situation.

It appears that Charlie needs some help with this whole redemption business. You've been recruited to assist the process. You'll be in charge of managing the whole affair, providing assistance, and helping Charlie to avoid the deadly politics of Heaven and Hell.

To pass this scenario, you have to help Charlie redeem a single soul. To accomplish this task, you'll face many roadblocks from sinister Overlords, Heaven's own extermination force, and even the repentant Sinners themselves.

As time passes and as you assist Charlie, you'll get remarkably close with the Princess of Hell. This friendship will develop rather quickly, the two of you being highly compatible. You can leave it as a simple friendship or allow your relationship to develop into a deep love. At your discretion, you may include Charlie's girlfriend Vaggi in this, as either a friend or lover. Alternatively, you may appear in a world where Vaggi was never banished from Heaven, which pairs nicely with **Extermination** below.

As a final test of your willpower, you are highly compatible with a Sinner or Sinners of your choice in Charlie's hotel. This compatibility can lead to something beautiful, but be careful to not encourage any bad habits. These sinners can be either guests or staff.

Rewards: If you have a good relationship with the two, you may take either or both Charlie and Vaggi as companions or followers. Charlie has **Musical, Silver Lining, Goetian Physiology, Hotel Manager, Royalty**, and **Mephistopheles**. Vaggi has **Angel Physiology** and **Exorcist Physiology**. You may also take the Sinners you are compatible with as companions. They receive their powerset converted into perks, powers, and items.

Rescue:

You respond to a highly questionable ad for babysitting. When you arrive, however, you find yourself facing two very obviously adult women. It seems the imp that hired you is a tad overprotective.



At least the girls seem relatively unbothered by the entire situation (it must happen relatively often). You are quickly relegated to background noise, which at least means you don't have to do much.

Eventually this changes when the girls realize that you're actually semi-decent. This process is rapidly accelerated if you are actually cool, whether you listen to banging music or if you're just an actual legend.

Loona is the first member of the duo who breaks, spending her time torn between teasing you for being her babysitter and dealing with her slowly growing attraction to you. Octavia is a tougher nut to crack, being both shy and innately distrusting of any authority figures. She spends most of her time looking at you like you're a puzzle.

<u>This scenario is passed when you eventually deal with Blitzo's inevitable attack when he finds out what's been going on between you and Loona</u>. This overprotectiveness is dramatically pronounced if you've taken **Blitz** above, being pals with **M&M** also has the potential to lose you some street cred with Loona.

Rewards: If you have a good relationship with the two, you may take either or both Loona and Octavia as companions or followers. Loona has **Hellhound Physiology** and **Assassin**. Octavia has **Goetian Physiology** and **Royalty**.

UnBeelivable:

You're the newest party planner for the Sin of Gluttony, Beelzebub. You've got a rather simple task ahead of you: to plan the biggest blow-out party in Hell. You've got to make a killer enough gig to impress all ~~seven~~, well, six, Sins (Lucifer is a special case, see **Paradise Lost**).



You'll have to juggle various entertainers, clashing personalities, and the various terrible companies of Hell. This can be alleviated somewhat if you have connections (see **Slutty Succubi**), and you happen to have access to Beelzebub's vast resources. This also grants you the ear of the Sin herself, who'll give you good advice if you ask.

At the party itself, provided you've put it together well, you'll get the chance to deal personally with the various Sins. With the lustful mood brought by Ozzie, you might even find yourself impressing a Sin personally. Beelzebub is especially willing to pay you back for your efforts.

Once this scenario has started, you have a year to get the preparations underway. You'll manage invitations, entertainment, and everything else. This year-long deadline may be placed anywhere during your jump, whether you'd like a good beginning to your time here or a grand finale.

Rewards: You may take any Sins you've impressed with you as companions or followers, with the default Sin being Beelzebub. Your chosen Sin is remarkably impressed by your showing and eager to pay you back for the great night you've given them. All Sins receive **Goetian Physiology** and **Sin Physiology.**

You also receive a sizable paycheck as a result of your contract. You can trade this paycheck for an **Apartment** or **Hotrod**.

Slutty Succubi:

Verosika Mayday is a succubus extraordinaire and mega-star. Unfortunately for you, she's also massively burnt out and an emotional wreck after her latest breakup. You've got the misfortune of working as her guard, coach, and general assistant to the pop star and her crew.



You largely find yourself dealing with overzealous fans and the personality clashes of the crew. Verosika herself is essentially shell-shocked for the first couple of weeks, and you find yourself hosing down a succubus or two with cold water when they get a tad too randy.

When Verosika eventually starts feeling a tad better (partially due to your tireless service), you find yourself dealing with a different problem. You've become the rebound relationship for the poor succubus, and something about you screams prey to the succubi on set. It helps a bit if you're a **Lust Demon** yourself, blocking supernatural seduction and all, but you've still got to worry about natural seduction.

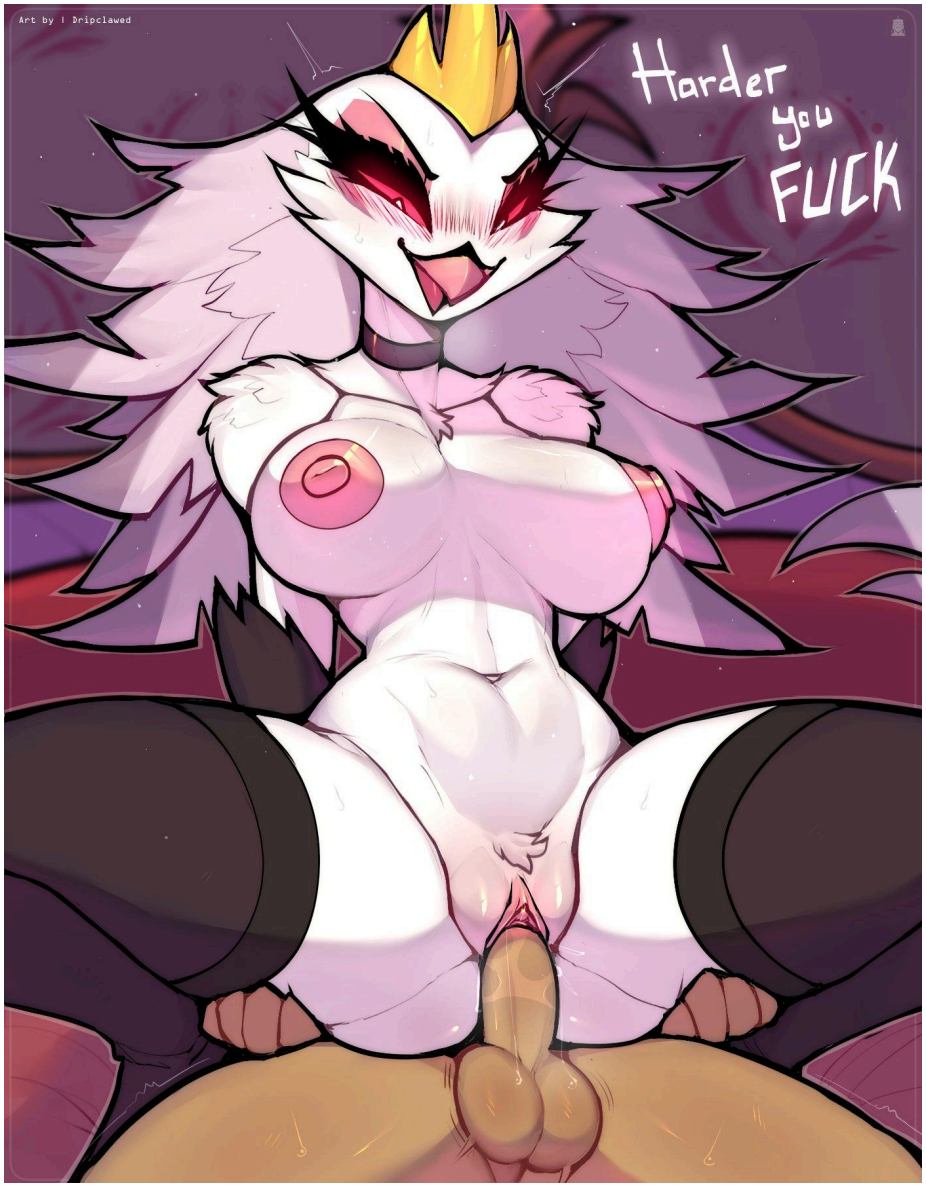
The tour comes to an end when you come to the final stop, where Verosika and her crew will face a real threat in the form of a stalker fan. If you manage to survive the entire four-month-long tour with the crew (and your pelvis) largely intact, you pass this scenario. This tour may be placed at any point of your jump.

Rewards: You may take Verosika with you as a companion. She has **Musical**, **Succubus/Incubus Physiology**, and **Beezlejuice**. You can also take her crew with you as companions or followers, but they are largely just regular succubi.

You also receive a sizable paycheck as a result of your contract. You can trade this paycheck for an **Apartment** or **Hotrod**.

Goetian Pride:

Stella Goetia, the arranged wife of Stolas Goetia, is a passionate demoness. She's proud beyond measure, wrathful, and crude. She's also deeply lonely. Her marriage has essentially imploded at this point, causing her to become both humiliated and vengeful.



You've got an assignment to help Lady Goetia. As her newly christened right hand, you've got your work cut out for you. You'll be equal parts manager, shadow of the throne, and public relations. You'll attend functions with Stella and assist with the management of her home. This includes a set of under-the-table operations to humiliate her enemies, from her ex, the accursed imp, or any of the nobles that laughed at her behind closed doors.

Eventually she'll come to realize that she isn't alone anymore. This leads to an even worse revelation: that she did exactly what Stolas did, falling in love with one of the help. This will slow down the constant aura of sexual tension between the two of you (unless you manage to be a noble yourself; then she feels no guilt about bedding you at all), but she'll eventually break and give in. Being properly laid for the first time, Stella even seems to brighten up a bit. She'll never be a terribly kind person, but positive change is always nice.

Your contract here is on a six-month basis. If you survive your first six months, you pass, but you might find Stella fighting for an extension.

(You may swap Stella for any Goetia you desire, swapping the details of the scenario to match.)

Rewards: You may take Stella with you as a companion or follower. She has **Goetian Physiology** and **Royalty**.

You also receive a sizable paycheck as a result of your contract. You can trade this paycheck for an **Apartment** or **Hotrod**.

Extermination:

Adam has been deemed too much of a wildcard. He's been given a cushy desk job while Eve, the first woman, has taken the reins of the Exorcists. She's more disciplined, open-minded, and a fair bit cleverer.



Eve is every bit the match of the first man, with the wisdom that comes from millennia of life experience. She's decided to bring in a consultant to help manage the population of Hell. You are that manager.

You'll be in charge of the coming three exterminations. While Eve manages the troops, you'll be in charge of dictating policy. You can set up strict standards for acceptable targets, work with local redemption efforts, or just bring the steel boot of Heaven down on Hell.



With wisdom or charisma, you'll gain the respect of Heaven's army. This includes Eve, who has long suffered with Adam and his antics. You might find yourself helping the commander of Heaven unwind, especially after a successful Extermination, and if the looks you get are any indication, you might find that the rest of the exorcists want a piece.

(Alternatively you may pass this scenario by simply capturing all the Exorcists, including Eve)

Rewards: You may take Eve with you as a companion. She has **Winner Physiology, Archangel Physiology**, **Angelic Weapon,** and **Hell is Forever**. You may also take the Exorcist squad with you from this jump as followers.

Conducting exterminations cleanly and supporting local redemption efforts earns you the approval of Vaggi, who you may take as a companion. Vaggi has **Angel Physiology, Angelic Weapon,** and **Exorcist Physiology**.

Conducting exterminations with bloodlust and fury earns you the approval of Lute, Adam's right-hand woman. You may take her with you as a companion. Lute has **Angel Physiology, Angelic Weapon,** and **Exorcist Physiology**.

Paradise Lost:

The lonely queen of Hell is largely absent from demonic life, hidden away with the rubber ducks of her palace. While Charlie shoulders a portion of the duty, Hell remains adrift.



Something changed upon your arrival to this world. It wouldn't be noticed by a lesser creature, but Lucifer is mighty and ancient. As you plummeted from the space between worlds into this one, a cord was struck that, for the first time, got Lucifer interested in something.

She'll go looking for the disturbance, and when she eventually lays eyes on you, she instantly understands that she's found what she was looking for. With the undivided attention of the morningstar, you find yourself with a new task.

The scenario is simple: help Lucifer see some joy in the world again. You are uniquely suited to this role; something about your essence is irresistible for Lucifer to ignore. You could help her manage her collapsing kingdom, reconnect with her daughter, or just get her a fresh start on life by trying something new.

Lucifer herself is theatrical, absent-minded, and eccentric to say the least. You should expect spontaneous whims, impromptu dates, and casual uses of extreme power.

To succeed with this scenario, you must help Lucifer enjoy a major public event of your choosing (the finale of UnBeelivable is perfect).

Rewards: You may take Lucifer with you as a companion. She has **Angel Physiology**, **Seraphim Physiology, Goetian Physiology**, **Mephistopheles,** and **Sin Physiology**.

Serpent in the Garden:

You stumble across a rift in time. Through the rift is a perfect garden, *the* garden, untouched and unspoiled. As you step through the rift, you find yourself transported to the dawn of creation, able to watch Adam and Eve live peacefully in the garden.

Your task is simple: convince Adam and Eve to eat the forbidden fruit. Not the hardest of challenges, especially considering their rather naive state, but the garden is patrolled by numerous seraphim. Being caught by a seraph immediately fails this scenario and returns you to the future. It will take a miracle to actually reach Adam or Eve.



This miracle comes in the form of Lilith, the original bride of Adam who refused to submit. She'll offer you her help in exchange for a favor of her own.

Her assistance is much needed; with her knowledge of the garden, you can dodge the angels guarding Adam and Eve, convince them to partake of the forbidden fruit, and leave before things get ugly. It's not easy by any stretch of the imagination, but absolutely possible.

When you ask Lilith what she wants for her favor, she merely smiles and asks to save it for later. With a wink and a wave, she watches as the rift tears open and pulls you to the future.

As you arrive back in your own time, you find a letter waiting in your mailbox. It seems Lilith is not done with you yet. She's waited a long time for her lovely snake from the future to return, and she's planned a set of jobs that will bring you closer together than ever before.

(If you have taken Extermination, Eve remembers your meddling. Whether she's appreciative or upset about it depends on you)

Rewards: You may take Lilith with you as a companion or follower. Lilith has **Musical, Seasoned (Queen of Hell), Royalty, Mephistopheles, Sovereign,** and **Sinner Physiology**.

Public Relations:

The Speaker of God appears to have some sort of plan for you, because she's activated an ancient post for you to fill. It doesn't matter if you're a human being from Nebraska or an Imp from Wrath; you've got the job.



It appears that the divine machine has a difficult job managing the world outside Heaven. Mortals seem to constantly be making innovative new leaps, and so your position was created. The angels will hear instruction from an outsider about the status of Earth and Hell.

As a divine instructor, you have access to a vast database of information you can pull from. You can also enlist assistance to travel to locations and obtain direct information.

You are expected to give a series of lectures each week about the goings-on of the other realms. Luckily, you don't need to teach anyone about math or biology; all of that stuff has been around for thousands of years in Heaven. No, Heaven needs information on new and exciting developments like online pornography, modern dating culture, and human slang. You've got to drag Heaven kicking and screaming into the modern age if they are to stand any chance against the Internet.

Not that many people will come to your lessons. Most Winners are at least a little aware of modern technology, and the exorcists are unlikely to attend. You'll find yourself receiving fewer and fewer students each week.

The students that remain tend to be the Seraphs. Emily attends each of your lectures, curious and seeking to understand the mortal world. Sera attends your classes with military efficiency, treating each lesson as more of a threat assessment.

As your classes shrink, you'll have the opportunity to get closer to your students; maybe you'll even be able to provide some "hands-on" lessons. Emily will be the first to desire first-hand experience, her curiosity driving your lessons. Sera softens as she learns more, and she even begins to want some experiences of her own.

To pass, complete the six months of necessary education, where you must provide lessons on a great deal of modern technology and culture. You can bring visual aids, experienced professionals, or whatever you'd like to make these lessons more effective.

Rewards: You may take any of your star pupils with you as companions or followers. Sera and Emily have **Angel Physiology** and **Seraphim Physiology.** Sera also has **Seasoned (High Seraphim)**.

Hell's Armsdealer:

Carmine Industries is Hell's trusted arms dealer. They deal with angelic steel and are thus responsible for its spread throughout Hell. They've also just had a big employment opportunity open up.



Carmilla Carmine, CEO of Carmine Industries, needs a secretary, and you're the best choice. This job will involve scheduling meetings, caring for the CEO, and maybe even defending the office once or twice.

As you work, it becomes increasingly clear that this secretarial role is a ruse. Carmilla's true aim with this job is pairing you with one of her daughters, but as you get closer to the Overlord you might find her wanting you for herself.

You'll find yourself in the messy world of office politics and romance, as Carmilla, Odette, and Clara orbit you like vultures.

To pass, you must complete a six-month contract, placed wherever you'd like during your jump. The Carmine family might even fight for an extension.

Rewards: You may take Carmilla, Odette, and Clara with you as companions or followers. Carmilla has **Sinner Physiology, Angelic Weapon,** and **Control Freak.** Clara and Odette have **Angelic Weapon** and **Sinner Physiology**.

In addition, you receive a monthly fiat-backed shipment of **Angelic Steel**, which you may use as you see fit.

Media Empire:

The Vees have decided to give you a job, and rather graciously not purchase your soul first. With a misspelled name badge and a job title that merely reads “assistant,” you’d better be ready to endure a lot of hazing.



Within a month you’ll have been promoted up to “head assistant,” which means that your usual job of fetching coffee and moving office supplies just got a lot more complicated. You aren’t an assistant to the peons anymore; you’re working directly with the Vees.

It seems the Vees have elected on a rotation-based schedule (this schedule appears to be a source of contention for the Vees, as they each try to monopolize your time). Vox wants your assistance with her appearance, the details of her programming, or just opinions on new products. Valentino needs feedback on her upcoming performances, as well as assistance with her extensive wardrobe. Velvette seems to view you as a test dummy for her clothing, but at least she hasn’t made you drink any potions yet.

The Vees want to own you, body, mind, and soul. They are also rather jealous of the attention you get from the other Vees. A cold war of sorts seems to be brewing, and each wants to tie you down. Vox will get closer to you day by day, letting her charisma (and hypnotic eyes) do all the work. Valentino always appears to be leaning on or touching you, her four arms allowing her to easily keep you close. Velvette will preen you,

attempting to “make you look good for once”. You’ll find her messing with your hair or making you switch outfits a couple times a day.

There’s something real there; the Vees have feelings for you. The only hiccup is that they are all quite psychotic when it comes to showing it.

To pass this scenario, you must survive a year at VoxTek with your life and soul intact.

Rewards: You may take Vox, Valentino, or Velvette with you as companions or followers. You do not have to take all of them. The Vees have **Royalty**, **Sinner Physiology**, and **Control Freak**.

Lady of Lust:

You received a black envelope bearing Asmodeus's seal in the mail. It appears that the Sin of Lust has had her interest piqued by your increased notoriety. Whatever particular piece of your fame prompted this is up to you.

The invitation brings you to Ozzie's, where you meet Asmodeus and Fizzarolli. It seems that the two demons have made plans for a massive vacation to Earth, and they've wanted a third for their trip. Maybe you've got some personal experience with the surface world, or maybe you're just too cute to leave in Hell.



This particular vacation seems excellent, a cruise across Europe ending in Rome itself. Asmodeus is also fine with you bringing guests. Feel free to bring any companions, or soon-to-be companions with you.

Your job is just to enjoy your vacation; there are just a couple of hiccups. A familiar pair of D.H.O.R.K.S. appear to be booked on the same cruise, and there's just something strange about your travel companions. In addition, you'll find yourself bumping into some familiar faces on a sandy Italian beach: Adam (or perhaps Eve), Lute, and a squadron of Exorcists soaking up the sun.

As the trip goes on, you find yourself getting close to the unlikely pair. Fizz is genuinely hilarious and remarkably skilled, while Asmodeus is sensual and confident.

The trip ends with a massive celebration thrown on the cruise ship, with fireworks in the night sky. With the Sin of Lust aboard, it won't take long for the vacation to get amorous. You'll even get invited back to Asmodeus' luxury cabin…

To pass this scenario is simple: survive the trip despite its hiccups.

Rewards: You may take Asmodeus and Fizzeroli with you as companions or followers. Asmodeus has **Musical**, **Goetian Physiology,** and **Sin Physiology.** Fizzeroli has **Musical, Seasoned (Entertainer),** and **Imp Physiology.**

Multipurpose Scenarios:

IMP:

Welcome to IMP; you've got a busy schedule ahead of you. It seems some client has offered you a sum of money to kill somebody. Each time you select this scenario, you may select a canon target or receive a random one.

To pass this scenario, you simply have to fulfill this contract. You may choose whether you do this scenario alone or with backup from IMP (Millie and Moxxie mostly). You may take this scenario multiple times.

Targets must plausibly warrant a hit; perhaps a rival would like them dead or a victim wants vengeance.

Rewards: You gain a cut of cash for each time you successfully complete a contract.

As an additional reward, you may take the client with you as a companion; you have to complete their contract to do so, but you find that the two of you get along swimmingly now that their problem is dealt with. They receive their powerset converted into perks, powers, and items.

You can also forgo this cash prize in order to forfeit the contract (this doesn't count as a scenario failure). This allows you to take the target as a companion. They receive their powerset converted into perks, powers, and items.



Crazy About You:

Oh dear, those heart eyes cannot be healthy. It seems a person in this world has fallen madly in love with you. This mad love borders on unhealthy obsession, and its manifestation depends on your chosen target. A relatively sane person like Charlie might just attempt to be close to you, whereas a monstrous Overlord might just wage a war to get your attention.



The scenario is relatively simple: this mad love manifests the moment they first lay eyes upon you. This madness is especially prevalent for the first six months (or until they ever actually enter into a romantic relationship with you), then softens into something a bit more manageable. They are still absolutely mad over you, just more content. You just have to survive those first few months with the suitor; how hard could that be?

You can take this scenario multiple times, choosing a different character each time.

Rewards: You may take the affected character as a companion. They receive their powerset converted into perks, powers, and items.

Contested Territory:

You're making a move on Pentagram City itself, entering into open conflict with the Overlords of the city. This starts as simple gang warfare and slowly ramps up to actual warfare. The Overlords also have a particularly nasty tendency to adapt to your movements; as the war progresses, they'll team up with their enemies if it means you cannot take more land.

To succeed in this scenario, you must at least carve out enough land to rival an Overlord. This will place you into a ruling position within the city itself.



Rewards: You may take any captured enemies with you as followers or as a companion. They receive their powerset converted into perks, powers, and items. You must have taken all of their territory or gotten them to truly submit for this to work.

You also receive the territory you've claimed, which takes the form of the item **Cannibal Town**.

If you succeed in taking the whole city, you receive Pentagram City itself as the upgraded form of the item **Cannibal Town**.

Mass Media:

Hell is full of unnatural influence, from simply owning someone's soul to a nonstop barrage of hypnotic media. You are one of these unnatural influences, skilled with the corruption of souls.



To take this scenario, you must have a way of unnaturally controlling minds. This could be the power **Control Freak**, the perk **Faustus**, or simply knowing human or demonic magic.

While you are scrolling the internet one morning, you stumble across a hidden little forum filled to the brim with mind control enthusiasts. This goes far beyond regular enthusiasm into the realm of working prototypes.

From the information in the forum, you are able to develop your own mind control method. The exact form this takes is up to you, from demonic parasites invading the mind to artificial halos that "purify" whoever wears them into fanatical devotion.

To pass this scenario is relatively simple. Using your method, produce a thrall. A thrall is any slave that has stopped resisting your commands, either becoming willing or so hypnotized that it's functionally the same.

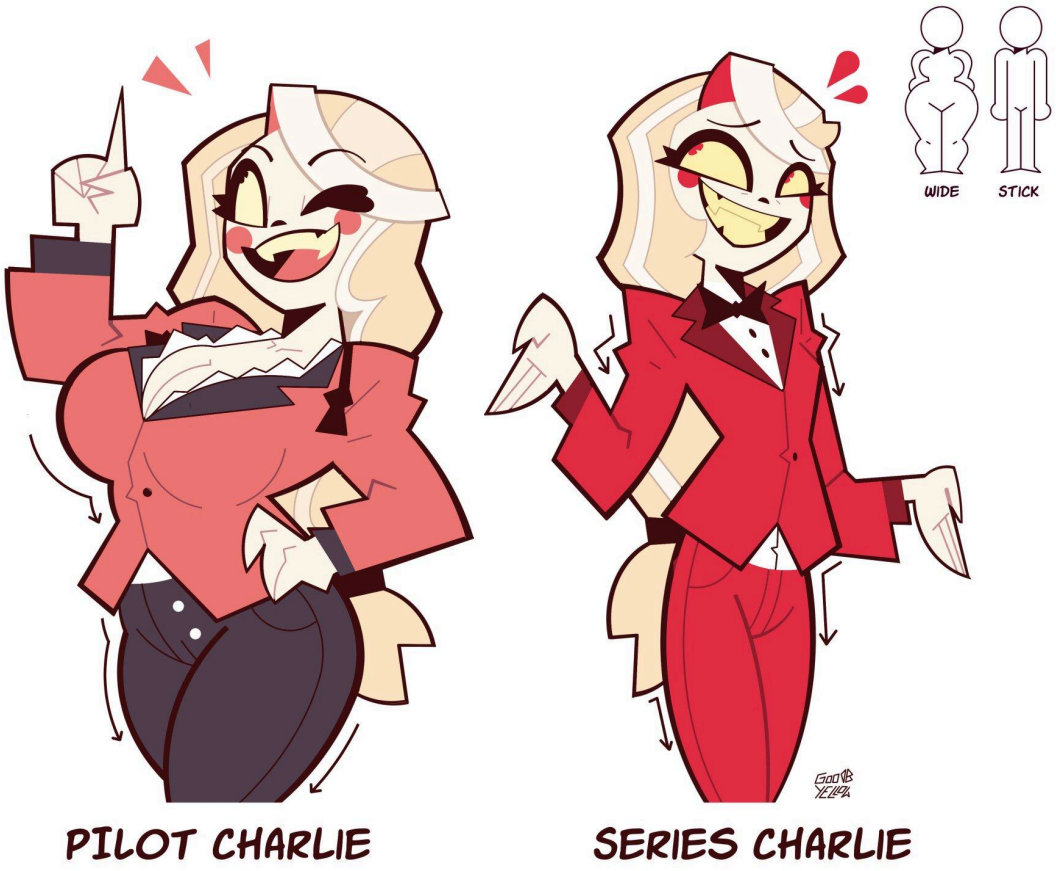
The major struggle here comes from the other members of the forum. You'll find several other powerful mind-controllers active in the world. These mind-controllers could be canonical (Vox, etc) or non-canonical, but there are at least three other forum members active.

Rewards: You may take any thralls with you as followers or as companions. They receive their powerset converted into perks, powers, and items.

Your Mind Control method is yours to keep as a **Power**.

Strangely Familiar:

This world has gone through a couple of different versions. Normally you've been cast down into the most modern version, but this world has pulled pieces from the pilots or fan-made alternate universes.



When you take this scenario, you may choose to replace a character or two with an alternative version of themselves. Or, if you're feeling particularly devilish, have an alternate version of the character fall into this world through a glitchy portal. You could have pilot Charlie meet canon Charlie, bring in the wildest version of Alastor you can find, or simply enjoy the chaos by replacing modern Stolas with pilot Stolas.

These altered characters are intensely drawn to your presence, probably due to your shared history of coming from a different world. This attraction can blossom into a full-blown romance if you nurture it, because the two of you are highly compatible.

To pass this scenario, you simply have to win the heart of this altered character.

Rewards: You may take any alternate characters with you as followers or as companions. They receive their powerset converted into perks, powers, and items.

Crossover Scenarios:

Peerage (Highschool DxD):

While traveling through a landfill, you find yourself curiously drawn to a red chess set. The set is complete, but as you go to pick up the king piece, it disappears. Congratulations, you've just become a devil.



Devils (as opposed to the demons from this world) are blessed in a great many ways. They can summon shadow-black wings capable of flight with a whim, possess the ability to understand all languages, and can cast spells using freeform imagination-based magic.

These blessings are not just restricted to you, but can be given to other people with the rest of your Evil Pieces. You must sacrifice enough Evil Pieces to match their power, with some individuals taking multiple pieces to convert. Once turned, these members of your peerage draw upon your magical power as King to maintain their continued existence, giving them a good reason to keep you around.

When you return to hellish civilization, you find it's rather different than how you remember it. There are many new demons in Hell, including a new set of Sin-tier demons going by Sirzechs, Serafall, Ajuka, and Falbium. These demons are pulled straight from DxD's underworld, but aren't devils. All the crossover

characters are now native demons; you may choose if they retain their human-like appearance or if they shift to gain the animal-like features of the Hellaverse. This new origin allows you to take them as members of your peerage.

To pass this scenario, you have to reincarnate a full peerage. You can fill this peerage with whoever you'd like.

Rewards: You may take your peerage with you as followers or as companions. They receive their powerset converted into perks, powers, and items.

You also gain a DxD devil bloodline or non-Longinus sacred gear of your choice. Your Devil powers and/or sacred gear are yours to keep as a **Power**.

Harem full of Demons (Helltaker):

You woke up one night with a burning desire for a harem full of demon girls, and Hell did deliver. A squadron of nine sharply dressed demons (and a rather suspicious angel) will fill your time in the underworld.



As these demons share names with the various denizens of Hellaverse Hell, you find yourself at a crossroads. You may choose to have them fuse or replace the character they share a name with, gaining their powers and station in life (also optionally, personality traits), or you could have them be a completely different set of characters who just have a really peculiar set of names.

These demonesses seem drawn to your presence, and you will find yourself encountering them often during your time in Hell. You'll find yourself dealing with a variety of puzzles and challenges as you encounter them. Once you've convinced all ten individuals to join your demon harem, you pass this scenario.

Rewards: You may take your new harem with you as followers or companions. They receive their powerset converted into perks, powers, and items.

You also gain excellent culinary skill focused solely on producing the greatest pancakes known to man.

Digital Demon Summoner (SMT):

(This scenario requires you to be a **human**)

A new game has gotten popular at your university. It seems to be an RPG where you collect demons to battle other players around campus, just a bit of harmless fun.



After three months of entertainment, things get serious when students start turning up dead. It seems that the demons are much more than just pixels on a screen. Heaven and Hell have created a deadly game with serious consequences, and your university is the focal point.

Your phone has become a demon summoning device of immense power. Not only can it pull demons from Hellaverse Hell, it can also summon SMT's demons as well. Your class is also full to the brim with characters pulled from all over SMT; you could have an English class with Chie Satonaka or have a PE class taught by Hiroko.

The sole boon you have available is the demons you've recruited. If you have **Human Magic** or **Solomon's Heir**, your digital demon summoning is dramatically more effective. Demons are much more likely to sign up with an actual wizard than a college student, after all.

To pass this scenario, you have to survive this sick game, which will end with the usual high-stakes battle common in most mainline SMT entries. (Author's Note: This scenario is likely the most dangerous on the list by far; be very, very careful)

Rewards: You may take your summons and any new social links with you as followers or companions. They receive their powerset converted into perks, powers, and items.

The Time has Come (Devil May Cry):

A long time ago, the demon knight Sparda discovered the injustice of Hell and betrayed his people, sealing the underworld for the sake of humanity. Afterwards, he lived on Earth and had two beautiful twin daughters, Dante and Vergil. When Sparda and their mother were attacked, Dante and Vergil were separated and chose different paths through life. Dante became a penniless demon hunter, whereas Vergil became consumed with a thirst for power.



A series of unfortunate events has led both sisters together into battle, where the end result was the trapping of both sisters within Hell. This doesn't bode well for the demons, due to the massive ongoing battle taking place, and it doesn't bode well for the sisters as Hell remembers Sparda's treachery.

You've been thrust into the middle of all this, being at ground zero where the sisters landed in Hell. There is something about you that calls to the half-demons, and you are likely the only person who can help them reconcile or make it out of Hell alive.

The only assistance you can get for the pair is either from Heaven (who are absolutely chill with the whole demon-hunting deal) or from Princess Charlie, who vaguely remembers Sparda and agrees with his goals.

You have to make it so at least one sister makes it out of Hell alive, or make it possible for either to live peacefully in Hell.

(This scenario, where a character is transported to Hell, is rapidly adaptable. You may thus use this scenario in the following ways. **Hellgirl in Hell (Hellboy), HA HA HA (Ultrakill),** and **Rip and Tear (DOOM)** all follow the same method. You may thus take this scenario multiple times, selecting one of the above options each time. Your goals remain the same: keep the intruder safe (and, in the case of a couple of the above, ensure there is still a Hell after they leave)



Rewards: You may take Dante or Vergil with you as followers or companions. Both sisters have **Goetian Physiology**, **Assassin,** and **Hell is Forever**. They also have a respective **Angelic Weapon** with unique powers (Dante has Devil Sword Dante and Vergil has the Yamato).

DANTE MUST DIE: Not only are the two Sparda sisters trapped in Hell, a Qliphoth seed also fell out of Hell and onto Earth. This has a serious chance of causing the apocalypse as demons spill out of the demonic nexus made by the tree. You've got to accomplish the original scenario while making sure the Qliphoth doesn't end humanity.

To make things even worse, the only (semi) capable demon hunter still active on the other side is Nero.

Rewards: You may take Nero or another member of the supporting cast with you as a follower or as a companion. This includes but is not limited to Lady, Trish, or even Nico. They receive their powerset converted into perks, powers, and items.

Anarchy Angels (Panty & Stocking):

Heaven is usually a rather stuffy place, but that's largely because the most eccentric angels are stuck throughout the world. A pair of these eccentric angels have been assigned to your district, and they are thoroughly obnoxious. Panty and Stocking are those angels; they spend their time on missions that always seem to involve you.

The angels seem to have no concept of collateral damage, and they both have deep appetites that can rival the Sins themselves. Panty is a living sex machine that can surpass most succubi, and Stocking has a massive weakness for sweet food.

On the other hand, the angels are both effortlessly cool and quite good-looking. From the wide eyes of Stocking and the smirk from Panty, it seems they think the same about you.

Secretly, the events of this scenario are being manipulated by Scanty and Kneesocks, Hell's rule-enforcing agents of mayhem. They've been spreading spirits around town in just the right way to make you three grow closer. Just when you're about to seal the deal with the angels, they'll kidnap you.



You'll awaken tied to a chair surrounded by Scanty and Kneesocks. The demons explain that they've prepared a trap for Panty and Stocking by using their love for you against them, and of course, the anarchy sisters fall right into it.

Just as hope is lost, Panty's loud mouth shouts out that the demons are just jealous. Shockingly enough, the demons don't exactly deny the accusation. A battle then commences that seems more like a catfight than an actual fight to the death. You just wish that in all the excitement, someone had untied you…

To pass this scenario, you've got to survive Panty & Stocking and the final battle. You can do this by breaking free yourself, or just letting the four get it out of their systems.

Rewards: You may take Panty, Stocking, Scanty, or Kneesocks with you as followers or as companions. Panty and Stocking have **Angel Physiology**, **Exorcist Physiology**, and **Angelic Weapon**, whereas Scanty and Kneesocks have **Goetian Physiology** and **Angelic Weapon**.

Uncreated Night (Godbound):

This world is but one realm of many. As you travel this world, you discover a piece of the divine machine that is broken and leaking over the world. As you absorb this power, you become something far more than before; you've become a Godbound.

As a Godbound, you have immense power over a couple of words of creation, as well as an immense potential for growth. You can power divine miracles, defeat armies single-handedly, and otherwise shape the world as you see fit. Heaven and Hell will desperately seek to discover your true nature.

As a newborn god, you will find yourself blessed with followers. A canon character of your choice will be rescued or otherwise blessed by your presence and go on to found a little shrine for similarly minded mortals.

Your newfound power is not without drawbacks. As you became Godbound, an uncreated monstrosity crawled into this world. The uncreated has power over a word of creation itself, and is symbiotic. It will bind itself to a host and seek to become your greatest rival. Due to the sexual magic in the air here, it's more likely to drive a host to seduce you than tear you to shreds. You may choose who becomes the host, but you forget who you chose as you enter this jump.

The goal of the scenario is simple: <u>defeat the uncreated monster that crawled through into our world before it can destroy it</u>.

Rewards: You may take your disciple with you as a follower or companion. You may also take your cult with you as followers.

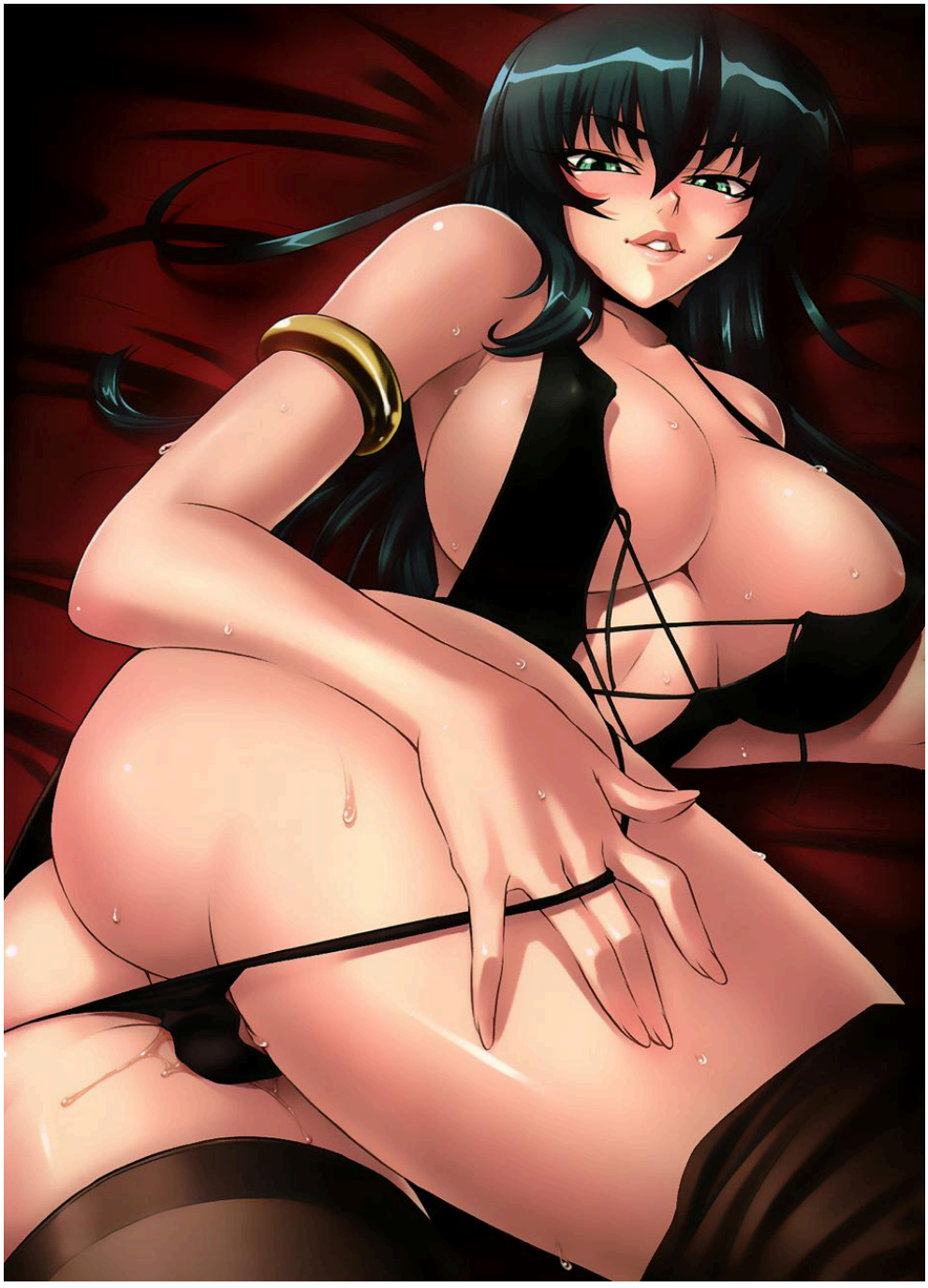
If you manage to save the poor soul bound to the uncreated, you may take them with you as a follower or companion. They are forever changed by this experience, becoming an Eldritch (immensely powerful sorcerer).

Your Godbound powers are yours to keep as a **Power**.

Hell on Earth (Taimanin):

Hell isn't alone in the underworld. There exists a hidden and corruptive demon realm, far from the glimmering Pride ring. For the last few millennia, the two realms have existed separate from each other; that is about to change. Not only have the demons of the demon realm recently dug into Hell, the fearsome Earth-based company Nomad has discovered the existence of Hell's demons from a pair of unfortunate D.H.O.R.K.S.

This development has put the Earth in jeopardy. The demon realm is highly corruptive and very dangerous. Most dangerous of all, Sinners affected by this corruption are freed from their infertility and capable of leaving the Pride Ring.



Luckily for Earth, there are several forces dedicated to managing the spread of these demons, including the most famous of all, the Taimanin force. This is where you enter the story.

You are approached by a force from the Taimanin world. The exact force you are approached by is up to you. You could be given a rank in the UFS, a squad of Taimanin ninjas, or a research grant from Nomad and all the freedom that comes with it.

You will be assigned a suitably lewd and challenging task for a person of your caliber. A Nomad operative could receive funding to produce a new line of brainwashing technology for Edith Black, whereas a Taimanin squad leader could be tasked with exterminating demons from a particular location. Accomplishment of this task completes this scenario.

The wrinkle for this mission comes from the crossover. Hell is full of idle Sinners eager to exploit these newcomers, and the Hellish technology of the demon realm is selling like hotcakes. Heaven is also in a tailspin, terrified that demons are about to become a massive problem.

You receive the ability to pick the Taimanin characters that surround you, with fate guiding them into your path. A Taimanin ninja might work with Igawa Asagi, whereas a member of Nomad might work with Ingrid.

The sole benefit you get is that the world cannot reset while you are here; use it wisely.

(Author's Note: This scenario is very dangerous; be careful)

Rewards: You may take your new allies (or slaves) with you as followers or companions. They receive their powerset converted into perks, powers, and items.

Final Choice:

You've finished your ten years in this world. You now face a final choice.

Stay Here (Keep all your perks and live forever in this world)

Continue (Start up another jump with all your loot)

Return Home (Keep everything but return to your home-world).

Notes:

Changelog:

V1: Added the following:

Items:

- **Your Circle**

Powers:

- **Control Freak**

Scenarios:

- **Serpent in the Garden**
- **Public Relations**
- **Queen of Wands**
- **Media Empire**
- **Lady of Lust**
- **Mass Media**
- **Strangely Familiar**
- **Anarchy Angels (Panty & Stocking)**
- **Uncreated Night (Godbound)**
- **Hell on Earth (Taimanin)**

Rebalanced:

- **A couple of BlueberryNo9531's drawbacks (see below)**
- **Crazy About You**
- **UnBeelivable**
- **Inside Every Demon**
- **Extermination**

Drawbacks:

- **Weeaboo Lust**

Suggestions:

Big thanks to BlueberryNo9531 for their drawbacks:

- **Oh, so THAT'S where they went**
- **I don't touch the Gays**
- **Too Hot to Handle**
- **Devil's Deal**
- **Pure Soul**
- **You're a Loser Baby**
- **Addicted**

- **Overbearing Parent**
- **Dramatic**
- **The Porn Star?!**
- **Unfortunate Form**
- **Mindfuck**
- **One Night Wonder**
- **Hopeless Romantic**
- **D.H.O.R.K.s of DOOOOOOM**

Big thanks to LuckEClover for the suggestions (and largely the writing) for the following original companions.

- **Injured Angel**
- **Wandering Winner**
- **Short-Stack CEO**
- **Seven Deadly Simps**

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- **Wrath Circle Rednecks**
- **Succubus Trio**
- **Imp Revolutionary**
- **Uncreated Night**
- **Little Leviathan**

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