Final Fantasy XIV

~~*A Realm Reborn*~~

~Balmung Supplement~

Created By:
Mechlionzet

Based on Media By:
Square Enix

Things have gotten decidedly lewd around here. The world of Etheirys has always had something naughty hiding in the background, whether it be in the general conversation one can pick up while walking around or the dancers of Ul'Dah.

But it was never this bad!

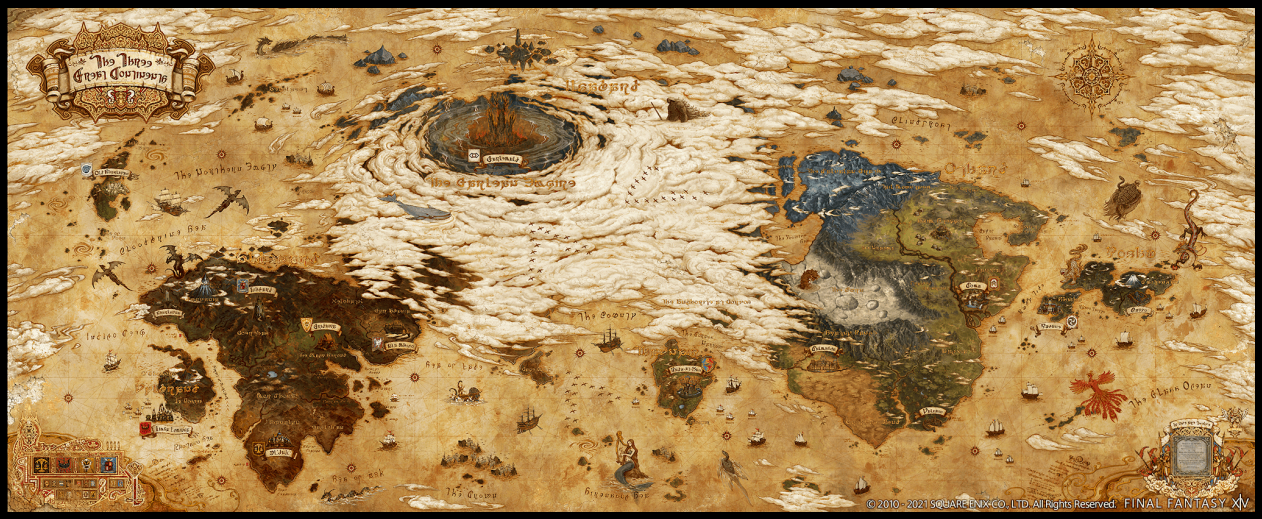
Adventurers of all stripes are running around in their skivvies! They whisper sweet nothings into each other's ears when in taverns. And Twelve help you if you were ever to barge into a private room in an estate!

Truly, ERP is the end game of the Balmung server, not fashion.

*If you want to join this debaucherous world, take this **1000 CP**.*

If not, flee before it is too late!

Note: The CP is only for this document alone. It cannot be used anywhere else.



The World

Welcome to the world of Hydaelyn, also known as Etheirys. What is normally a world of adventure and fun has turned to debauchery. However, you can pick the level of debauchery you were looking for below. This will take the original setting and spin it into a level of lewdness you prefer. You may also pick the level at random.

- **Full Monty! (1)** - This world is pornographic, full stop. Sex is life, and life is sex. It is not uncommon for sex to happen in the streets and in full view of others (except the children). I hope you weren't looking to get any adventuring done. **Requires *What Plot?* Drawback. *By choosing this World, you forfeit the Final Jump option of Final Fantasy XIV (mechlionzet ver.).***

- **Lewd World (2)** - Sex is extremely common and accepted, but you still have trials and adventures available. Brothels and sex clubs are highly common in major cities and in Residential Areas. Much of the flora and fauna is lewd as well, so watch out for that.

- **I Can't Believe it's Not Hentai! (3)** - Nudity is common, but public sex is not. It sometimes happens, but only for the freakiest of individuals. This sort of world is what happens when you keep a lot of the taboos of sex, but up the libido of the population. Nudity taboos aren't a thing though…

- **Typical Ecchi Series (4)** - Is this honestly any different from the original setting? Yes, yes it is. But only if you look at it from the lens of the lore itself. The major difference is that this is ***with*** Adventurers running around doing their shenanigans in crazy sexy glamors. ***Note: This is what happens if the setting was a lot like the game because of player interaction.***

- **Purchases Only (5)** - Boo! This is just the standard world, but you're only here to purchase the lewd perks and stuff.

Setting Toggles

Here are a few changes you can make to the setting if you want to customize the experience a bit more. It is free to toggle them on for this jump alone. Any Setting Toggles purchased with CP here can be used in future jumps. A toggle can only be activated at the beginning of a jump.

That's My Fetish! (Free / 50 CP)
Do you have a specific Fetish that hits all the right buttons? Are you really freaky? Well, this toggle takes all your fetishes and makes it more common among the masses.

Herm-a-phro-di-te~ (Free / 50 CP)
Fully functional intersex individuals are now present in this world and all the worlds beyond should you choose this toggle. Whenever you toggle this, you get to decide how pervasive intersex individuals are in the world. As a bonus, you may switch the genders of any canon character in a setting to fit your desires.

~Safe Sex~ (Free / 50 CP)
Diseases and ailments associated with sex just plain don't exist anymore. Defects from inbreeding are a thing of the past, if that's your thing. So Incest babies are just as healthy as normal ones. The only detriments from sex are sore bodies and 'happy accidents'.

Sex Work is Work! (Free / 50 CP)
The oldest profession, beyond that of the humble hunter, prostitution is now more acceptable in this world and the worlds beyond. Whether you are a common street walker or a high-class courtesan, people won't denigrate you for using your body to make a living. This also makes the job as safe as any other occupation, with laws and regulations policing abuses.

Consensual Nonconsent (Free / 50 CP)
Want to take a darker path? This is similar to **That's My Fetish** but applies it to more serious situations. Want to avoid death? Or maybe you just have a non-con / dub-con fetish. This allows human and humanoid enemies to capture you rather than kill you. And once captured? They're going to have their way with you. I hope you have some perks for escape and evasion.

Monster Mash (Free / 50 CP)
Normally, creatures and monsters wouldn't be that interested in sexy times. After all, you are even the same species. Now? There's just something exciting about the humanoids. The monsters of the world are now interested in more than just finding a quick meal.

Aetherical Reactions (Free / 50 CP)
Aether is abundant in these lands (barring specific locations) and practically all races of man and beastkin are capable of using it. With this, Aether can have some interesting side effects. Maybe certain body parts swell when an abundance of it is absorbed. Maybe too much makes one rut. Either way, you can tailor the interactions to your liking.

Physics of the Debauched (Free / 50 CP)
Cumflation. Belly Bulging. Elastic Anus! The physics of the humanoid body have been skewed towards the most debauched levels. The bodies of everyone in this world will not stretch and contort into interesting, sexy ways without causing physical harm to them. It's like everyone is both made of rubber and a contortionist! Your body is affected in the same way.

Personal Perks

Perks that affect you and your abilities. It's really that straight forward. You may pick two Tier One perks for free. In Tiers Two and Three, you may pick two perks per tier at a discount. You may only pick one Tier Four perk at a discount.

Tier One

Conception Control (100 CP)
Want to have all the fun and none of those messy consequences? Or maybe you absolutely must impregnate that girl you're interested in. You now have complete control of your virility/fertility, ranging from completely infertile to *the dragon is now pregnant*. This comes with the added bonus of a lack of refractory period and increased orifice durability. You can handle the largest of shafts without pain or risk, should you desire.

Monstrous Beauty (100 CP)
Are you a dragon? Or maybe a member of the various Allied Tribes of Eorzea? Your appearance might be a bit of a turn-off for some people. It makes it hard to find partnership with the human races without resorting to nonconsensual means. Taking this allow others to see past your physical exterior for who you are! Or it at least helps you find the kinkiest in all of Eorzea. Not all Bards want to sex the Dragon, after all.

Preparation H-entai (100 CP)
Carnal acts sometimes require preparation. Whether it be for a vanilla night in bed or a raunchy bondage session in a club, you've got to be prepared to find enjoyment. With this, you always seem to be prepared for fun. You will be ripe and ready for a quickie or whatever else is needed for your hanky-panky.

Shameless Shenanigans (100 CP)
Wait, you have shame? Or maybe you're one of those shy virgins just waiting to break out of their shell! Are you wishing to experiment, but find it hard to ditch your anxiety at performance? Well, this is the perk for you! You gain an innate ability to turn off your shame, anxiety, or panic temporarily in order to accomplish a task, whether that be slaying or laying monsters. After the task is completed, the effect wears off. However, with consistent use you can train your body and mind to not feel those when wishing to try something taboo or scary. Or, if you don't want to train those feelings out, you can train yourself to function even through them.

Skilled in Love (100 CP)
It'd be quite a shame if you existed in a land filled with carnal acts, but weren't skilled in such. With this, you become a sexual expert. A deft touch that can send a partner into ecstasy. A sodden love canal that can squeeze the essence from your lover. A dick that can pierce the heavens~. With your skills, no partner will be left unsatisfied.

Sexual Intimidation (100 CP)
For those that want to partake in nonconsensual or dubious consensual actions or maybe just want to spice things up, you gain the ability to intimidate those around you sexually. In essence, you can cause others to feel scaroused by simply flexing your aura. Very nice for those who wish to be a goth dommy mommy.

The Art of the Deal (100 CP)
Contracts and Negotiations? In my smut world!? It's more likely than you think. You gain an innate ability to negotiate services with others in the more sexual sense, and the terms will turn out well for both parties. This could range from negotiating the price of a night with you (or the lady) to creating a master-slave contract for a BDSM relationship. This does not work for actual business deals, that perk lies elsewhere.

You Know the Rules~ (100 CP)
Any relationship that involves BDSM requires trust and a set of guidelines, maybe even rules. Everyone has their own hard limits, after all. You gain a sixth sense of what your partner's limits are. While you can discuss things with them and maybe even convince them to try something new, you will always know what their hard 'no' is when it comes to fetishes. It makes planning kinky encounters rather easy.

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Tier Two

Aetheric Erotica (200 CP)
Aether is everywhere in this world. It is in the sky, the flora, the earth, and in every living being. Many use it to perform wonders ranging from the creation of alchemic concoctions to controlling the very elements themselves. Some have even made machines that can manipulate this fundamental force of nature. So — why not use it for raunchier purposes? Yes, I'm talking about sex magic. You gain fundamental knowledge and skills in manipulating aether to create spells and abilities solely to promote pleasure. This starts out at a basic level, but with time and many a soul crystal, you could create something *magical*.

At its most basic level, sexual magics could simple things like stimulate pleasure or pain, moisten orifices, loosen or tighten holes to provide less or more friction. But the more you study your talents, the greater your abilities become. The infamous **Power Word: Nut** might be a spell in your future.

Be Strong! (200 CP)
You can do it! Your stamina is all things physical (sexual or otherwise) has been improved drastically. Participating in that twenty person orgy of your dreams is well within sight! Should you feel your stamina waning despite this, your libido may be used to give you a second wind. So long as you remain horny and/or willing, you may continue to go on. Just beware of the crash once everything is over. Who knows, you might even be able to drive your partner into the legendary orgasmic mind break.

Shapeshifting For Fun (200 CP)
The wonders of Fantasia have created some interesting times, but what about other sorts of changes? What if the Dragon wanted to have a Hyur form? Or the Moogle wants to temporarily change to a Lallafel? With this, you may shift your form temporarily into that of another species, so your fun times can be at sizes that don't intimidate your partners. You will inevitably switch back to your original form when you go to sleep. This includes minor changes like boosting sexual characteristics (breast, dick, etc.)

What Happens on Balmung… (200 CP)
This is mostly a meme, or is it? The level of Erotic Roleplay on Balmung is mostly exaggerated, but that doesn't mean it's nonexistent. It mostly happens in private areas rather than ERP on the streets of Ul'dah. Needless to say, you *could* have it on the streets, if you're feeling frisky. This allows you to find a quiet place in public to get your freak on. Should anyone stumble across your carnal tryst, they will be the type of person to either keep quiet or join in on the fun.

…Stays on Balmung (200 CP)
Yet, despite finding private and/or quiet places, you may eventually get noticed for your raunchy ways. While this may be fine in the more degenerate worlds, you may find yourself in a place that has quite a few taboos in their culture. With this, such actions are less noticeable. In fact, it could even be said that your reputation is sterling. That affair with the innkeeper's daughter? Relegated to a rumor that no one believes. Maid finding you in a romp with a Queen? Well, that happens behind closed doors is none of her concern. A sudden orgy in the marketplace may stretch things a bit, but the rumor mill will be suspiciously quiet with such incidents. No names reported. No reputations shattered.

You're Not Alone! (200 CP)
It'd be really horrible to come to a sexualized Etheirys and not be able to gather lovers. This little perk improves your charisma in the arts of seduction and love, a silver tongue that could drive anyone wild. This also has the neat side effect of making it easier to gather multiple lovers. Maybe you can convince them to share or even play wingman between each other. Either way, harems and polycules are much easier to form.

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Tier Three

Carnal Healing (400 CP)
Despite their being sexual magics, they aren't really suitable for healing. That still remains in the realm of the Astrologian, Conjurer, Sage, Scholar, and White Mage. But that doesn't mean the abilities of those jobs and classes can't be improved. Healing is a powerful thing already, but it's not perfect. After all, mental wounds are often left on the wayside compared to physical. But what if there were spells and rituals to improve and heal the mind and soul? They would have to be more intense, invasive, one may even say — intimate. The healing classes and jobs now gain a list of spells and rituals that have the sole purpose of healing both mind and spirit. Spells that improve moods and mental health just as much as blood circulation. These rituals are rarely spoken of (or very well known depending upon the setting) and require very intimate actions upon the patient. Basically, it's sexual healing for the mind and soul. The best type of healing. Feel free to create your own spell and ritual names for these.

Monster Taming (400 CP)
Beastmaster is a job that many have wanted but may never happen. A class revolving around the capture and training of monsters to be used in combat. Well, you might get your wish — but the monsters are horny (maybe). With this plus a soul crystal, you may be able to finally live your Beastmaster dreams. And even without a soul crystal, you'll still gain the ability to properly tame the wild fauna of Etheirys. With certain toggles turned on, this could lead to some adventures many would consider taboo.

Quest Rewards (400 CP)
Quests of all types have rewards, whether they be as simple as a bag of gil to some sort of grand title or weapon. Well, what if there was something extra beyond those rewards? This adds a nice sexual reward to many of the quests you may complete, though the level of reward is dependent upon the service. Rescuing a damsel could lead to a nice night of passion between the two of you. Gather a bunch of materials? Well, a nice blowjob for a job well done seems appropriate. Saving the world? Well, sounds like orgy territory right there.

Sexual Gadgeteer (400 CP)
This place is some strange amalgamation of medieval fantasy, magi-punk tech fantasy, and post-apocalyptic adventure series. Far and wide, you will find instances of technology powered by Aether or some form of wonder material. Why not apply that to sexual toys and furnishings? You've become an engineer of sexual enjoyment! The wonders of the ancient world applied to all things raunchy. You may even design the ultimate sex golem with enough study and practice.

Summoning Dat Ass (400 CP)
Arcanists, Summoners, and Scholars have a unique ability that allows them to call a simulated creature to do their bidding. From the adorable Carbuncle and the helpful fairy to the literal essences of God-like Primals, these beings are meant to provide support to their summoner or directly their combat enemies. But does it have to just end there? What if you could summon something for a more kinky encounter? Should you have knowledge in the summoning classes / jobs, you could summon effigies of carnal delight in the form most pleasing to you. You may even include your Inner Darkness (Fray) if you're a Dark Knight. If you don't have that knowledge already, you gain that ability here, but you may only summon beings for your own pleasures, not combat.

That Billboard Place (400 CP)
Have that awesome nightclub attached to your estate that needs advertising? Suddenly there's a billboard somewhere a world away highlighting it. While you still need to put a bit of effort into hyping up an event or place, this allows you to advertise in some of the most unusual, yet highly traversed places. Should anyone be interested, they'll find a way to reach your advertised event / property — no matter the cost. Note: you won't be sued by a foreign company for your advertisements.

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Tier Four

Aetheric Succubus (600 CP)
Voidsent are creatures that feast upon the aether found within living beings in order to feed the unending hunger within them. One of these creatures is formed from the bodies of recently deceased women: the Succubus. They seem rather plentiful in Amdapor Keep. While legends of their lustful urges are missing in the realm of Etheirys, that doesn't mean they aren't present. In this regard, you will find yourself with a strange ability. While in coitus or any other sexual activity, you may drain your partner of aether to strengthen yourself. Should you already have the **Void Hunger** perk from **Final Fantasy XIV (mechlionzet ver)**, your ability to absorb aether has been increased drastically. You could absorb only a little bit and have the benefit you would have originally had from hours of draining.

The Balmung Effect (600 CP)
Its corruption knows no bounds. Should a hapless adventurer enter Balmung unprepared, they are destined to be damned. Yet, is that such an awful thing? You gain a toggle-able corruptive presence that can affect entire swaths of people in a location. The more time people spend near you, the more pronounced it becomes. Slowly, the insidious nature of lust and desire corrupt them. In days, their inhibitions will be lowered. In weeks, it will be nonexistent. Should they spend years around you, they will develop an appreciation or an addiction to your preferences and fetishes. With this, you become a singularity of lewd emotion~.

The Power of 'No' (600 CP)
The ultimate power in a sexual situation! With consent being absolutely needed, you may wonder what would happen with all these nonconsensual and dubious consensual toggles. Sometimes, you just want a break. Maybe you're tired of the hardcore debauchery and want a break. This empowers your negative responses to the level of gods. By simply stating the word No with all your heart and soul, you can end any encounter with your opponents just walking away. It may not be a friendly parting, depending upon the situation, but they will leave you alone for a full day (twenty-four hours) from the moment the word No is spoken.

This ability changes with individuals considered to be the Big Bad Evil Guy. Instead, it causes a portal to form underneath you and deposit you in a safe place. The BBEG could still start hunting for you immediately, but you'll be far enough away to give you a day's reprieve.

Companions

Companion Addendum (Free / 50 CP / 100 CP)
Have you already imported a companion from the main jump? Have you formed a Light or a Full Party? A Free Company? Purchasing this allows you to add perks and items from this document to those same companions. A **Light Party** is Free, a **Full Party** is 50 CP, and a **Free Company** is 100 CP. Each person imported gains 600 CP to spend on perks and items. The same rules as **Free Company** apply to this option, companions beyond Alliance strength (24) only get freebies. Setting Toggles are not available to Companions.

Lovers We Meet (50 CP)
An addendum to the main jump's **Friends We Meet**. Have you fallen hard for someone you've met along the way? Maybe you've gathered a coterie of lovers. Should they accept your invitation on multiversal adventure, they can also gain 600 CP to spend on perks and items here.

Standalone Import/Create (Free / 50 CP)
Want companions but don't want to deal with other documents? This one is for you! You may import four companions for free or eight for 50 CP. They receive a stipend of 600 CP to spend on perks and items only. They can only have Perks and Items from this document.

Original Character Companions (50 CP each)
The world of Hydaelyn is vast and there are plenty of people that inhabit it. The following are just a few individuals you may meet along the way. Their gender and race are all up to you, as well as the details of their personalities, but the basics are right there on the tin. They all gain 600 CP to spend on perks and items here.

- **Dark Mysterious Caster** - This caster has a mysterious aura about them. They revel in being dark and aloof, but could make an exception for you. A dominant significant other that will lovingly bring you to heel. That is — if you can drag them away from their studies.

- **Spunky and Fun Monk** - This monk is energetic and willing to go the distance for you. With the energy and stamina to be on the move for hours, it's little wonder they have an appreciation for lewd acts. They have quite a bit of experience in that regard, but if you've won their heart, you'll get a loyal lover for life.

- **Bratty, Yet Submissive Warrior** - This warrior just likes to press buttons. A powerful fighter willing to dive into a throng of enemies and come out the other end battered and bruised. Should you gain their affection, they will tease and poke you until you snap. They love it when you snap. Once you've shown them their place, they're quite submissive and obedient to all your desires. But they are quite capable of returning to their bratty self when your guard is lowered.

- **The Elegant Courtesan** - An individual that thrives in high society. They know all the right people and have gone to all the most influential parties. And they have gone to them on the arm of a high paying client. Sometimes, they even provide after-party services. Somehow, you have gained their attention and maybe their affection. Suave and highly experienced, they could be a fantastic lover and an even better partner.

Equipment and Gear

You may pick two Tier One items for free.
In Tiers Two and Three, you may pick one item per tier at a discount.

Tier One

Ardent Armoire (100 CP)
An attachment to the Armoire and Glamour Dresser or a standalone item of its own. The Ardent Armoire is a piece of furniture that holds a treasure trove of attire. Fetish wear, sexy lingerie, cosplay outfits, the works. Everything you'd need to entice and enthrall. All clothing from this comes with self-cleaning properties. Any attire that is destroyed will reappear in the armoire overnight. You may add new outfits to this armoire and they will obtain the same abilities. It can also be merged with the **Armoire and Glamor Dresser** item from **Final Fantasy XIV (mechlionzet ver)** at no additional cost.

Carnal Log (100 CP)
A little black book filled with those you have wooed and bedded in the past. It is a log consisting of the person's name, current location, favored positions / fetishes, and the last time you have had sex with them. Should you be interested in another encounter, it will teleport you to their general location.

Fetishized Furnishings (100 CP)
While the name is rather tame, this is literally just sex furniture. Enough to furnish your room or a small sex dungeon with all your kinky delights. Nothing special beyond their self-cleaning and repairing properties. They are comfortable enough for hours of play, or just uncomfortable enough for it to be kinky. This includes a small chest filled with sex toys that will always be clean and in working condition.

License to Lay (100 CP)
A simple script or document with a lot of potential. Should you be interested, this may allow you to work legally as a sex worker, whether it be as a worker or a manager. It comes with all the legal and medical documentation needed. Should that not be to your liking, it may also act as a *coupon* when visiting certain establishments of the naughty variety. The workers there would still get their wages, but you won't have to pay a Gil.

Private Room Addition (100 CP)
Normally, a private room is literally just that. A single room that grants its resident privacy. This little addition adds a second room to your private room. Want a store right out of your private room? That's entirely possible with this. A secret sex dungeon? Definitely! It is the exact same size as your original private room and connected via its own door. This can be purchased multiple times for 50 CP per additional purchase for a maximum of **four (4)** rooms. If this is your discounted item, it will still be 50 CP per additional purchase.

Unending Cask of Booze (100 CP)
Sometimes, you just need refreshments for a party. Maybe you own a tavern, bar, or club that requires it for the guests. Or the orgy on the pirate ships needs some grog desperately. Either way, you now have a large cask with a tap that holds a never ending supply of alcohol. You can choose what type it is before the first serving.

Tier Two

Balmung Quicksands (200 CP)
You are now the proud owner of a tavern. Specifically, the Quicksands of Ul'dah. Found in the Hourglass, it is home to Ul'dah's Adventurer's Guild. It is also a prime location to hook up with a cutie while in the city of gold and commerce. And for some Adventurers, it has become an impromptu strip club. This version is less impromptu and more deliberate. In this lewder version of the world, the Quicksands is both home to the Ul'dahn Adventurer's Guild and Bordello. If you aren't interested in making one at your Estate, this is an easy way to have your own naughty business. Comes with a little Momodi running the counter for those that are into that sort of thing.

Collar of Obedience (200 CP)
A choker or leather collar with the ability to slowly invade its wearer's mind. Its sole command, obedience to the owner of the collar. This normally means you. You get a set of three with every purchase, plus the ability to craft more should you have the appropriate skills for it. Someone with great willpower could resist the command for months, but the collar will eventually wear them down.

Should you decide to wear this, you will be able to be able to designate an owner of choice. That owner will then have the ability to find you via a mental *pull* that will direct them to you. A perfect thing for someone that wants to play the damsel in distress or just finds it kinky to be hunted down and *taken*.

If you were to place this on a beast, it will increase their comprehension of your training. This reduces the taming of wild creatures from years to mere months. For those into that, it will also allow you to send a command to the beast when you desire it for carnal reasons.

Commercial Estate Addition (200 CP)
Some estates in the residential areas tend to have a theme to them. A tavern or bar here. A little shop there. Some estates even turn their entire building into something crazy — like a brothel or dance club. With this, you can add a room or service to your estate. This can be something as simple as a storefront in the foyer to something as complex as allowing your residents to bring their Johns to their Private rooms. Should you wish to use this for non-commercial activities, it can be used to create any room-sized addition to the Estate. Can be purchased multiple times, up to a maximum of **four (4)** additions, with each additional purchase discounted to 100 CP. If this is one of your discounted items already, each additional purchase is 50 CP.

Soul Crystal of Debauchery (200 CP)
Soul Crystals are specialized devices that record and store aether. Within that aether is the memories and experiences of those that have worn them before you. Such soul crystals are often used to pass down lost knowledge to teach future wielders the techniques of their predecessors. This soul crystal is for a particularly naughty skill set of your choice. Want to be the Dom? You now have the Soul Crystal of the Dominant One. Desire rigging skills to bind your volunteer in a hempen rope as an art piece? The Soul Crystal of the Binding Artist will be yours. You only get a single crystal per purchase. If this is discounted, each additional crystal will be 50 CP.

Tier Three

Costa del Sol (400 CP)
The most famous resort town in all of Eorzea. A beachside paradise under the control of one Master Gegeruju. You now have a replica of that very resort to call your own. While you are in this world, you'd be considered a co-owner thanks to the investments of a relative. But once you leave, it will follow you to your next destination. It may be imported for free or be attached to your warehouse, should you desire it.

This version of Costa del Sol is more of a sex resort than your standard tropical paradise. Nude beaches are just the tip of the iceberg here. The seasonal events and standard fare are all custom tailored to your preferences. The resort is also staffed by the most handsome/beautiful workers and are considered your followers.

Extra-Large Commercial Estate Addition (400 CP)
This is the daddy to the original **Commercial Estate Addition**. Purchasing this adds a cottage-sized building to your property / estate. The building is entirely dedicated to commercial pursuits. Want that nightclub / brothel combination? This is what you purchase to get that. Should you wish to use this for non-commercial activities, it can be used to create any cottage-sized addition to the Estate. Can be purchased multiple times, up to a maximum of **two (2)** additions, with each additional purchase discounted to 200 CP. If this is one of your discounted items already, each additional purchase is 100 CP.

Fantasia Set (400 CP)
You are gifted with a six-pack of Fantasia, the wonder potion that allows you to permanently reconfigure your physical form: race, gender, and build. A buff Hyur man could become a cute Miqo'te femboy. A slender Elezen queen could be a Lallafel short stack. This six-pack will regenerate at a bottle a year *after the last bottle has been consumed*. Meaning you and five of your friends can change forms permanently then need to wait a year before one of you could change once again. This only works for a humanoid to humanoid transformation, one cannot transform into a dragon or moogle with this. This means in future jumps, usage of a Fantasia potion can transform a user into a humanoid species in that setting (human to twilek, quarian to turian, etc.)

Drawbacks

If 1000 Crystal Points are not enough, you may pick up as many Drawbacks as you wish.

What Plot? (+0 CP; Only for Full Monty! Worlds)
The dangers of Ascians and Primals are no longer there. The Final Days are just a myth. Maybe it was taken care of earlier, or maybe it never existed. Whatever dangers there were have been transformed into sexy punishments and lewdness. This is a sex world, and you have nothing to worry about besides your next lay.

Fanfiction Crossover Shenanigans (+0 CP)
Pick a setting of your choice and add it to this jump. The CP pools of both settings will be separate from each other and can only be used for their specific documents. Any modern or sci-fi setting will be shifted into a setting that will fit Final Fantasy XIV, though considering space travel is available by Endwalker, that's not much of a change for some settings. Settings that involve a single location will have that location added to the world of Etheirys. A lewd school setting might be added to some city-state, or a country from another setting may be added to a continent. There's plenty of space on Etheirys to hand wave a country in, after all.

Necessary Adjustments (+0 CP)
Is there a person on Etheirys you're interested in? Maybe they are your favorite character, and you'd like to hang out with them as an equal. Yet, they're what you can only describe as — friend zone material. Maybe they're too old or too young for the type of stuff you wish to introduce them to. With this, their ages will be adjusted to something more palatable to your tastes. No more awkward moments of a certain elezen with their obvious hero worship.

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A Wild Night (+100 CP)
Waking up in a strange place can be jarring. This is especially true when you wake up with some form of inconvenience. You barely remember how you got there: a party, an orgy, or maybe even a one-night stand gone awry. Whatever happened, you're now in a seedy hostel or some public park naked and confused. You might even be bound in cuffs or chastity. It's easy enough to figure your way back and find the person who did this. But does this have to happen every month!?

Conceptually Inconsistent (+100 CP)
You may want to invest in some birth control, because your fertility/virility is rather inconsistent. Those perks that control them won't work either. So if you're having a little romp in the hay with a cutie, you might want to be careful. You might be hyper-fertile one random moment only to be completely infertile the next encounter. It's quite easy to sow your wild oats in this case.

Debauched Hounds (+100 CP; Additional 100 CP for Purchase Only worlds)
It's all fun and games until you get surrounded by a gang of thugs looking for — your small clothes. Beat them, and you'll inevitably come across a ruffian who comes for a feel. Or maybe encounter a Garlean with a Viera fetish a few malms ahead. It seems you're destined to attract those with perverse tastes, and not all of them are to your preference. Should you have chosen to forgo changing the World's lewdness at all, you can gain an extra 100 CP to spend.

Embarrassed Nude Person (ENP) (+100 CP)
You aren't quite as shameless as you thought. In fact, you're the type to be easily flustered or embarrassed by simple nudity! Any perks that keep you from feeling embarrassment or panic are deactivated in non-combat situations for the rest of your time here. Be prepared to stutter and freak out over even a nip-slip.

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Not-so Safe Time (+200 CP)
All those toggles that keep STDs from occurring aren't working now. You'll need to be a bit more careful of who your partner is now. Those strapping young ladies from the slums might be carrying something now. Perks that make your orifices more elastic are toned down, too. So be careful with those large-sized Roegadyns~.

Raunchy Slapstick (+200 CP; Additional 100 CP for Typical Ecchi Series worlds)
Oops! You just entered the room without knocking. Y'shotla was apparently changing in that room. You tried to explain the situation, but it's your fault for not knocking. At least she just cast a sleep spell on you. Yda punched you just a day ago for walking in on her while bathing. The world just seems to conspire to place you into situations that are cliché to the Ecchi Rom-Com genre. If you've actually changed this world into an Ecchi Series, you will gain an additional 100 CP for making it truly an ecchi series. That and these situations will increase in frequency. Have fun with that.

Overwhelming Lust (+200 CP)
It seems you have a hard time keeping it in your pants. Your desires for carnal acts are hard to hold back. Should you not lay with a person in a twenty-four-hour period, you will increasingly become restless. It starts slow at first. An itch that just can't be scratched. Then you will start to become distracted to the point of making mistakes in non-life-threatening situations. If you remain celibate for a week, you will find yourself overwhelmed with the desire to just drop your pants and get worked over by anyone interested. Just be careful, you'll probably be very easy to capture in this state of wanton desire.

A Jealous Rival (+200 CP)
No, this isn't a combat rival. This is much worse. You've gained a romantic rival. They will be romantically interested in any individuals you may be. This even includes some of your companions. They will have an almost supernatural charisma to them, yet be the opposite of you. If you are a monogamist, they're a polyamorous person. If you're kinky, they're absolutely vanilla. Despite this, they will have the capacity to woo your targets away should you allow them. And if you wish to woo them? Well, that's going to be a challenge in itself.

But if you can romance them, then they can become a companion you may pick up. If they decide to join you, they will gain all the same benefits as an **Original Character Companion**.

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Imprisoned Passions (+400 CP)
Instead of starting as an adventurer somewhere, you're now a prison or a slave. Depending upon the continent or location you start, you could be an indentured servant in Ul'dah or a criminal imprisoned in Gridania or even one of the many conscripts the Garlean Military possesses. You'll be in situations where you have little to no consent and serve under some bastards incarnate. You can try to escape, but you'll always have someone loyal to your master watching you. Should you succeed in escaping, the bounty placed on your head will tempt any man hunter or bounty hunter in the area.

Frequently Interrupted Coitus (+400 CP; Additional 100 CP for 'I Cannot Believe it's Not Hentai' worlds)
Here you are in the baths with Haurchefant ready to show him what a hero will truly do to that silver tongued menace when Alphanaud suddenly walks in to ruin the mood. You don't know why the kid entered, you're pretty sure he's too shy for such things. Yet there he is, huffing about how improper it is. He's also blushing like mad. With this, the world will conspire to create little incidents that either ruin a lusty mood or interrupt you before the act. It doesn't happen all the time, but it will often happen, and at the funniest of moments. If you chose to make this world practically a Softcore porn, you will gain an additional 100 CP for fitting the setting. Plus, you will be cock blocked / clam jammed much more frequently. I hope you've got the patience for it.

Inexperienced Lover (+400 CP)
All of your sexual skills will be reset to that of a virgin. You will fumble and awkwardly love your partners. This may not matter if your partner enjoys taking the lead, but you will be slow to improve those skills. This may irritate some lovers, who are hoping for someone to mold quickly to their liking. Yet, you will eventually reach an average level of skill. However, becoming the perfect lover will always be out of your reach.

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Frantic Pleasures (+600 CP)
Why is this so difficult!? You've spent two hours making love to this woman and yet you haven't reached your climax! It took another hour of getting pegged while crossdressing to finally finish. You didn't even know you liked it that way!

Essentially, you have trouble having an orgasm. It will take longer and kinkier play to reach it, and even then, your partners may not be capable of doing it. You may find yourself blue balled for days before finally reaching your peak and that may leave you dazed for a good while. Hopefully, you have enough discipline, or you may end up an addict, chasing after that ever difficult to reach goal.

If you take this along with **Overwhelming Lust**, I declare you a *hardcore masochist*.

Dark Hentai Fantasy (+600 CP; Additional 200 CP for Lewd Worlds)
Things have taken a turn for the dark. Normally competent individuals will find themselves in situations that will leave them imprisoned by foes that have lurid desires for them. Married couples need to be wary of the dreaded man with tanned skin and blonde locks. Captured woman may even have to fear being turned into the dreaded 'fuck box'. Your world has suddenly become similar to darker hentai like Tamainin or Kuroinu Kedakaki Seijo wa Hakudaku ni Somaru. Should you have chosen to make this a Lewd World, you will gain an additional 200 CP for making this fit perfectly well. Nothing else changes beyond that, since… Oh, actually, should you wind up in a bad end scene like the heroines from those darker hentai shows, it's a chain-ender. That's rough, buddy.

Notes:

This was created on a whim. The memes of Balmung and Erotic Roleplay couldn't be held back. While it's supposed to be a companion to my Final Fantasy Jumps on the SB Drive, it could be used as a standalone should people wish it. There are quite a few doujins you could mimic with this.

Links to FFXIV Jumps found below:

Final Fantasy XIV (mechlionzet ver)

Final Fantasy XIV (mechlionzet ver) - Expansions

Changelog:

- Initial Release - 2025/10/18
- Completed Draft - 2025/12/19
    - Grammar and Spelling Corrections
    - Changed the Order of **What Happens on Balmung…** and **…Stays on Balmung** from the usual alphabetical order, so the meme can fit.