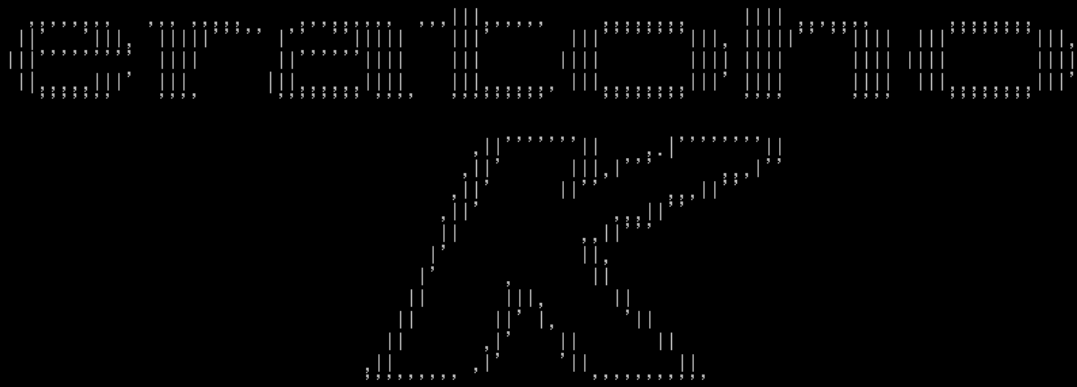




By IGanon

Gensokyo is divided!

The land has been split up into various factions, all fighting each other for supremacy and control of Gensokyo. Now girls from all Touhou, including the PC-98 era, lead armies to battle it out with each other. Yet at the same time, darker forces have made their move: Succubi from the Dream Dimension are flooding into Gensokyo, intent on turning this dimension into their lewd paradise. Tentacle monsters from beyond have burst out of the ground, overrunning many civilians and spreading from there. Outsiders have broken in from the Outside World, intent on performing depraved experiments with the girls. Hobgoblins run amok, violating anyone they please. Amidst the chaos, bandits have sprung up, looting and lewding whatever falls into their clutches. Vigilantes form their own self-defence committees to protect themselves against the warring factions (and get a piece of the action). Cultists of dark gods (of tentacle rape) emerge. You will be thrust into the middle of this, just as the factions are gearing up to battle to control Gensokyo once and for all! For this you gain 1000 CP to spend as you wish here.

Girls are preparing. Please wait, they are doing their best...

Races:

A little note about gender here, there's five of them. Male (you should know this one), female (you should know this one too), futanari (woman with penis), hermaphrodite (man with vagina), and trap (man who superficially appears female). You may select your age and sex for free; switching it is not particularly difficult here. Races here are largely cosmetic; racial abilities tend to fall under the Abilities and Skills section later.

Amanojaku (free): Amanojaku are spirits of controversy and contrarianism in general.

Angel (free): Angels are the minions of God(s?). They have the classic angel wings and heavenly looks. Of course, you're under no obligation to do good deeds, or even listen to the divine.

Beastkin (free): The Beastkin youkai greatly resemble the "ears and tail" version of animal-girls. They are known for especially enjoying any breeding-themed sexual activities, as well as enjoying having their animal bits played with. They also tend to collect in groups of the same kind of Beastkin; lots of cats tend to hang around catgirls, for instance. Kitsune and tanuki fall in this group. Note: Catgirls do not have barbed tongues here.

Celestial (free): Celestials are similar to hermits that have ascended to Heaven.

Devil (free): Definitely not to be confused with succubi. You may have the horns, wings and tail common to all demons and devils though.

Divine Spirit (free): A Divine Spirit is the spirit of a human who achieved godhood.

Doll (free): You're a living, intelligent doll, possibly created by the witch Alice at some point. Despite being a doll, you do possess genitals, which is what's really important here.

Fairy (free): You're a fairy. No immortality here, you are merely statistically much more likely to be extremely short.

God (free): Gods here run off the animistic laws of Shintoism. There are as many gods as there are people to worship a god of something.

Ghost (free): Ghosts are the souls of the living who have ended up in the world of the living again after their former owner died. This category also includes Phantoms and Poltergeists.

Hermit (free): Hermits are people who've meditated so much they've shed their humanity.

Hobgoblin (+200): These hobgoblins are like western goblins: You're an ugly-ass short humanoid. Really ugly. Maybe that's what you want?

Hourai Immortal (-200): Yeah, I know what you're thinking. Hourai Immortals work a little different here; for one, they're a whole race of their own, for another, there's no immortality like in regular Touhou as part of being a Hourai immortal. You do recover fast, far faster than normal people, fast enough to recover overnight from injuries that might take weeks to recover, but execution and death in general still hits you as normal.

Human (+50): You are a human. In another time, another land, you might have been on the bottom of the food chain, but here the scales are relatively balanced. Unlike everyone else here, you don't have any kind of ageless immortality and will die of old age eventually, though this is about your only inherent drawback.

Inchling (+100): You're the tiniest of them all, statistically around 30cm tall. Being this diminutive might cause you some trouble, though. Oddly enough it doesn't hamper your ability to lead armies.

Kappa (free): Kappa are aquatic youkai with strong similarities to frogs and turtles.

Magician (free): You're a human who learnt so much magic that you stopped being human any more.

Makai Person (free): You come from Makai.

Moon Rabbit (free): You're a rabbit youkai. From the moon.

Non-Human (free): The "general" category of things that aren't human but can't be defined by any other category. You may customise your nature and appearance freely but gain no hard advantages by it. Perhaps you're an intelligent turtle?

Oni (free): You're an oni, a notoriously strong and wilful species of horned humanoids, though you do not gain any advantages to it.

Robot (free): You're a machine, an android, or something similar. You function identically to a human, down to getting drunk and enjoying food, despite your metal body.

Shinigami (free): Occupying a cultural zone similar to reapers of the West – but here much cuter and less bony.

Succubus (-100): You're a native of the Dream Dimension who crossed over into Gensokyo during the chaos. Succubi are totally optimised for sex – their bodily fluids are an aphrodisiac and taste amazingly good. Their orifices are capable of moving and "milking" anything inserted in them. Male succubi are called incubi.

Tengu (free): Tengu come in two kinds, the Crow Tengu who have crow wings, and the White Wolf Tengu who have white hair, wolf ears and a wolf tail. Awoooing non-compulsory but recommended.

Tentacle Monster (-100): You're a native of a dimension far beyond this one who took advantage of the chaos to break in. You are a monster made up of (hentai) tentacles about the size of a normal person, though in the right conditions you can grow to the size of a room and perhaps even beyond. You can even spawn tentacle parasites, that upon successfully entering someone's body will infest them with tentacles and become an excellent servant for tentaclekind.

Tsukumogami (free): Tsukumogami are basic goods that have achieved sentience.

Vampire (free): As a vampire, you would normally drink blood to live and burn in the sunlight, but here you're just someone with pointy fangs.

Vengeful Spirit (free): Vengeful spirits are the spirits of the departed who have since returned to cause more trouble.

Youkai (free): This is the category of youkai that do not fall under any other category. You are permitted to design your own kind of youkai here, though you may not gain any mechanical benefits. Keep it limited to aesthetics.

Yama (free): The Yama are the judges of the dead, formerly. Now even they are dragged into this conflict.

Origins:

Any origin may function as a drop-in.

Seducer: You're here for one thing and one thing only; to get in someone's pants and give them the night of their life. A very understandable motivation.

Slaver: You love to totally break people. You are, to put it simply, an S in a world of cute girls and few ramifications for taking what you want.

Soldier: You're a warrior by trade, or perhaps a general. In any case, this world will soon need competent fighters as, after all, a ruler without an army will soon rule nothing at all.

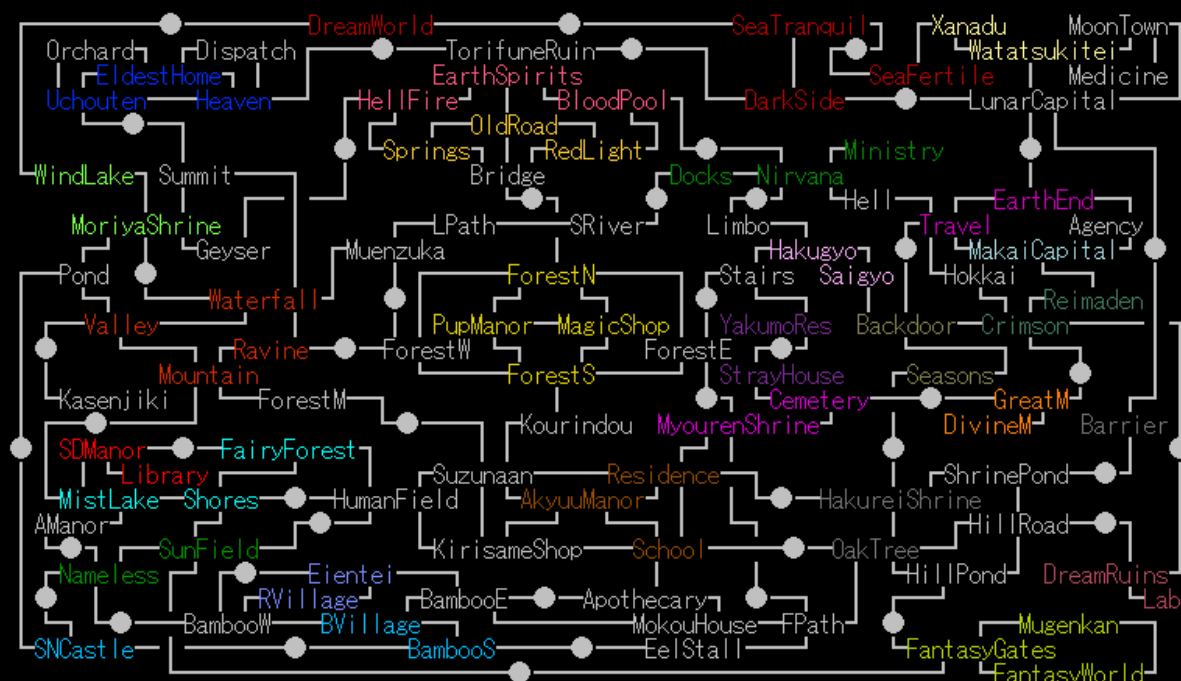
Sorceress: Most people here know a bit of magic, but you have dabbled in the arts most thoroughly. Here you will likely learn how to summon tentacle monsters at the very least.

Stateswoman: You are already a powerful, influential leader. Perhaps you rule a faction on your own, perhaps you're such an invaluable member you're almost the right hand of your ruler.

Subordinate: You are a devoted servant of a powerful person and probably an M too. Your experience serving under people has likely given you valuable skills at resisting being sexually broken and assisting your mistress.

Locations and Factions:

You are permitted to freely pick which location and faction you start with. Note that most factions are identical outside of starting leaders and officers.



Junko: Controlling the Dream World, Sea of Tranquility, Dark Side of the Moon and the Sea of Fertility. Her generals are Clownpiece and Hecatia.

Yorihime: Controlling Xanadu and Watatsukitei. Her generals are Toyohime, Rei'sen (no relation to the former Lunarian Reisen), Sagume, and a Moon Guard.

Tenshi: Controlling the Eldest Daughter's Home, Uchouten, and the Capital of Heaven. Her generals are Iku and Shion.

Satori: Controlling the Hell of Blazing Fires, Palace of the Earth Spirits and Pool of Blood. Her generals are Orin, Okuu, and Koishi.

Yuugi: Controlling the Old Road, Hot Springs District and Red-Light District. Her generals are Kisume, Yamame, and Parsee.

Shikikei: Controlling the Ferry Docks, Nirvana and Ministry of Right and Wrong. Her generals are Komachi and Lily Black.

Kanako: Controlling the Wind God's Lake and the Moriya Shrine. Her generals are Sanae and Suwako.

Sariel: Controlling the Ends of the Earth and the Makai Travel Firm. Her generals are Sara, Louise, Magan, and Elis.

Shinki: Controls the Makai Capital. Her generals are Yuki, Mai, and Yumeko.

Aya: Controlling the Nine Heavens Waterfall, Untrodden Valley, Foot of the Mountain and Genbu Ravine. Her generals are Nitori, Momiji and Hatate.

Marisa: Controlling the Forest of Magic North, Puppet Manor, Magic Shop and Forest of Magic South. Her generals are Alice, Shanghai Doll, Hourai Doll, Ooedo Doll and Goliath.

Yuyuko: Controlling the Hakugyoukurou and Saigyou Ayakashi. Her generals are Lyrica, Merlin, Lunasa, Youmu, Myon, and Youki.

Yukari: Controlling the Yukari Residence and Stray House. Her generals are Chen and Ran.

Byakuren: Controlling the Cemetery and Myouren Shrine. Her generals are Nazrin, Ichirin, Unzan, Minamitsu, Shou, and Jo'on.

Okina: Controlling the Land of the Backdoor and Four Seasons Door. Her generals are Satono and Mai.

Mima: Controlling the Crimson Dreamworld and Reimaiden. Her generals are SinGyoku, Kikuri, and Konngara.

Miko: Controlling the Great Mausoleum and Divine Spirit Mausoleum. Her generals are Yoshika, Seiga, Tojiko, and Futo.

Remilia: Controlling the Scarlet Devil Mansion and the Library. Her generals are Meiling, Koakuma, Patchouli, Sakuya and Flandre.

Cirno: Controlling the Fairy Forest, Misty Lake and Lake Shores. Her generals are Rumia, Daiyousai, Wriggle, and Mystia.

Keine: Controlling the Residential Area, Akyuu Manor and School. Her generals are Mokou, Akyuu and Kosuzu.

Reimu: Controlling the Hakurei Shrine, Oak Tree and Great Hakurei Barrier. Her generals are Suika, Sunny Milk, Luna Child, Star Sapphire, Sumireko, and Aunn.

Yuuka: Controlling the Nameless Hill and Sun Fields. Her general is Medicine.

Shinmyoumaru: Controlling the Shining Needle Castle, Bamboo Shoots Village and Bamboo Forest South. Her generals are Wakasagihime, Sekibanki, Kagerou, Benben, Yatsushashi, Seija, and Raiko.

Eirin: Controlling Einte and the Earth Rabbit Village. Her generals are Tewi, Reisen (no relation to the lunarian Rei'sen), and Kaguya.

Yumemi: Controlling the Dream Ruins and the Laboratory. Her generals are Chiyuri and Ruukoto.

Gengetsu: Controlling the Gates of Fantasy, Mugenkan, and Fantasy World. Her general is Mugetsu.

Bandits: Bandits are exploiting the chaos to become a "faction" of thieves and looters plying the classic rape, pillage and burn strategy. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Cultist: The cultists are a bunch of religious fanatics worshipping... something huge with a mass of tentacles. If they manage to take over Gensokyo they'll be able to summon their god into the world, though for now they satisfy themselves with sexualised religious indoctrination. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Hobgoblins: The formerly oppressed Hobgoblins have finally taken advantage of the chaos and destruction of war to rebel and found their own faction – and no guesses what they plan to do to anyone they capture. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Outsiders: Invading from the outside world and bringing strange technology from them, these humans have come to perform strange, sexual experiments. And, of course, take over Gensokyo. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Succubi: Hailing from the Dream Dimension, these succubi are here to do far more than just give lewd dreams; they wish to take over and create a Bacchanalian paradise of unrestrained orgies. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Tentacles: Tentacle monsters erupting from beneath the earth. Naturally, they wish to violate, impregnate, and breed much more of their kind. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Vigilantes: Many humans, as a result of the chaos, have banded together to form an ostensibly-benevolent Vigilante Committee for self-defence and ending the wars. However, their sexualised “re-education” techniques and desire to expand their power and influence has guaranteed conflict with the other factions. Their starting point is random; immediately upon entering the jump they will seize one unoccupied territory.

Establish: You can, of course, choose to establish your own faction. You may centre this on any currently unclaimed location and become the ruler of your own faction. You don't start with any local generals, so you should probably get to work. Or, on the other hand, you can become the leader of one of the special factions (Bandits, Cultists, Hobgoblins, Outsiders, Succubi, Tentacles and Vigilantes), enabling you to select an unoccupied starting point for your faction to enter.

Wanderer: Of course, you can choose not to take any side here: this will allow you to wander around from faction to faction entertaining anyone you like or just searching for the best “sign on bonuses” before you decide. Note: Rulers occasionally offer their body or the body of their close aides for the most highly skilled generals.

Perks:

General:

Flight (free): It doesn't get referenced much, but everyone important here can fly too. They just prefer to walk around, for some reason. Anyway, you can fly, which to you is like walking, in any direction you wish as long as you wish.

Spell Cards (free): Largely obsolete in an era of army-wide battles, they still see some use in one-on-one challenges. You can turn any ability you own into spell cards, which turn them into thematic shows of bolts of energy that require dexterity and agility to dodge around. Victory in spell card duels here tend to involve who can dodge the longest as two people fire off a bunch of spell cards at each other. Getting struck by a bolt from a spell card does nothing but cause mild pain, exhaustion, and destroy clothes. Losers of spell card battles here tend to end up raped or robbed, but nothing more serious than that. In future worlds this will depend greatly on the locals.

Porn Physics (free/-50): Sexually improbable actions are perfectly possible here in this land of fantasy! Even stallion-on-inchling action causes no harm beyond pain despite the gross improbability of inserting rod A into slot B. Nor are there any sexually transmitted diseases here [obligatory pregnancy joke], meaning there are of course no consequences to having wild orgies every night. This is a free and inherent part of the jump, but costs 50 CP to take along with you.

Cross-Pollination (free/-50): There's no such thing as any biological barriers to impregnation here. You can impregnate pretty much anything with a vagina, and you can get impregnated by anything with a penis. Including animals. This is a free and inherent part of the jump, but costs 50 CP to take along with you.

SENS (free/-100): Everyone here has four or five sensitive locations, the mouth, breasts/nipples, the clitoris/penis, the vagina (men generally lack this one), and the anus. There is no such thing as burnout or desensitisation here. In fact, the opposite is true, the more one of the erogenous zones are stimulated, the more sensitive they become. Indeed, you could "train" someone through habitual use to be so sensitive a slight caress, a quick kiss is enough to bring them to an intense climax. You do not need to be actively trying to raise their sensitivity, although this makes it faster. Finally, the better you are at sex, the faster their sensitivities are raised; should you have godlike sexual skills you could even turn someone's body from relatively normal to reaching orgasm at the slightest touch in a single night. Alternatively, with effort you could instead train down someone's sensitivity until their erogenous zone(s) is near-completely insensitive. This is free and an inherent part of the jump, but costs 100 CP to take along with you. Post-jump it may be toggled on and off for whatever reason such as not wishing to train someone's sensitivity further, or exempt specific people. As a final benefit, there's no such thing as a refractory period here. For anyone. Cum as much as you like without shooting blanks. Or let loose as much milk as you want.

Situational Sexuality (free/-100): Neither gender nor race is no object to anyone here. Same-sex relationships are just as easy to form as opposite-sex relationships – nobody is truly straight or gay, and open to everyone whether you might be man, woman, hermaphrodite, angry cloud or sentient turtle. You could easily fuck someone gay or straight into bisexuality if you're the wrong gender and have an already close relationship with them, such as being good friends, and any good friends you have will be surprisingly open to sleeping with you too. This is a free and inherent part of the jump, but costs 100 CP to take along with you.

Arousing Fluids (-100, free Succubi): The bodies of the sex demons from the Dream Dimension are designed for pleasure, and yours shares this characteristic. Your body fluids taste inhumanly good and act as a mild aphrodisiac, arousing people and heightening their sensitivity in proportion to how much they've come in contact with.

Stat Sight (-200): You can see an extensive list of valuable information if you focus on someone. It will tell you their general mood from ecstatic all the way to sad or furious, the lubrication state of their orifices, their virginity state, how much sexual experience they've had and what sort of positions, whether or not they're lactating, your general relationship with them as well as their submission/dominance towards you and their sexual assertiveness, how perverted they are in general, how close they are to orgasm, how sensitive their erogenous zones are, where they are on their menstrual cycle and whether they are pregnant, and finally, their skills both of the sexual kind and of the domestic services, political and military skills, and magical aptitude.

Origin:

Seducer:

Simultaneous Stimulation (-100): Whether it's from alternating your genitals between two (or more) partners, or touching someone in multiple places at once, you somehow know how to time it and focus your attentions so well that you give the exact same pleasure as if you were focusing your entire attention on one. You're not in two places at the same time, but they might as well feel as if you are.

Scandalizingly Seductive (-200): You can seduce anyone with time and effort. From people whose orientation is incompatible with your gender to violent andro/gynophobe, emotionless sadists, and even animals are on the menu of creatures you can wrap around your finger with a little effort. You could easily make a normal person realise they love you after only a couple dates, and even the most emotionally denied, sexually incompatible tsundere will fall for you in half a dozen.

Balancing Love (-400): For you, it's not impossible to romance many, many people at once. You find it easy to hold multiple people in a loving, committed relationship with you. There is no upper limit on this, indeed you could take every single woman here as your wife or concubine and still manage to keep a happy relationship with all of them. Any relationships you maintain will have no jealousy, no plotting between lovers, and definitely no insecurity, unless you deliberately will it. Have fun building your harem.

Supreme Sexual Skills (-600): In this world, you have no equal in the bedroom. A single touch could bring someone who's never even kissed to orgasm. And when you actually get sexual with them, you'll find almost no equal in the kind of pure pleasure you can dish out at once. You may disable this if you don't want to cause a fuss. Or a mess.

Slaver:

Delaying Action (-100): You are highly skilled at edging people, keeping them on the very brink of climax near-indefinitely. It's very helpful if you wish to, for instance, time it to make someone suffer multiple simultaneous orgasms.

Night Crawling (-200): You can easily break into people's homes and violate them. You are so skilled at night crawling, you could ensure even an entire kingdom's worth of guards would simply miss your breaking and entering and cover up the sounds of the action going on top of that. Ensuring it's incredibly unlikely someone would interrupt your private time.

Hypnosis (-400): You have nearly absurdly effective hypnosis. You can sneak hypnosis into a regular conversation. Only the strongest wills can resist once you hypnotise them, which is again extremely simple to perform and you may release the hypnosis at any moment and will, for a while, (long enough to bone a lot) render them completely subservient and utterly incapable of refusing anything you say.

Mind Breaking (-600): Some might choose to keep their subordinates loyal through love and others through trust. Not you. You have the ability to strip away someone's will to resist with effort. Through repeated, degrading rape, you can break their minds and spirits completely, turning even your most hated foes into devoted, submissive slaves who cannot even think of disobeying your will. Broken in mind and heart. Naturally, this is quicker the more competent you are with your sexual skills.

Soldier:

Target Her Clothes (-100): You can customise your powers and other abilities to blast someone's clothing completely off and leave them exhausted and pre-stripped upon defeating them in combat. I hardly need to explain what you can do with this ability, do I?

Where Are All These Warriors Coming From (-200): Despite most places being largely bereft of civilians and trained warriors that seems to matter little here as armies are raised from the most unusual locations. Like a lake, the inside of a library, a village populated entirely by cats, several people's houses and a store that sells grilled eel. You too will have no trouble raising armies of men – as long as you have the money to hire them. They just come from somewhere.

Recruitment Sex Tapes (-400): You can create sex tapes, starring you or anyone you wish, and use them to boost military recruitment. Of course, its effectiveness depends on a couple things, namely how many people are involved in the tape and how much they're obviously enjoying it. After releasing these tapes into the public, you will find it a frighteningly effective recruitment tool, easily able to bring together thousands of soldiers to you simply from a mediocre tape, with better tapes producing far, far more results.

Morale-Boosting Thottery (-600): You can choose to boost the morale of everyone under you by spending some time *under them*. That means host an orgy with you at the centre. Somehow, no matter how large your army is, you can always find the time to have all of them fuck you in a day, and this will instantly restore their morale and fix any grumbling within the ranks. And don't worry, your reputation won't be harmed when word of this gets out. Indeed, not only will public knowledge of your habit of letting your army run a train upon you not harm your reputation, it will somehow boost it. People seem to think it's something admirable? New recruits will flock to your armies, lured in perhaps by the promise of gangbangs, similar to releasing recruitment sex tapes.

Sorceress:

Natural Aptitude (-100): You have a natural skill with magic. This immediately opens up the mystical powers of the magic section (see the Abilities section for more detail). You may, with time and practice, possibly even enlighten someone else in the ways of magic.

Body Modification (-200): You have delved into the forbidden magical arts of modifying someone's body. You can easily cause people to grow a penis (or vagina and breasts) temporarily or permanently, cause someone to begin or stop lactating, change their hair colour and hair length, and modify someone's height and weight (within normal limits of their race). It can even be done on someone who doesn't consent – do be careful with this.

Sexual Training (-400): You can train any ability by having sex. Whether it's trained by getting cummed in or bringing someone to orgasm is up to you, but both will work just fine. The more sexual pleasure you both give and receive, the more of a boost to your abilities you gain. An hour of the most intense sex of someone's entire life could be the equivalent of dozens of hours of more mundane sexual intercourse, boosting your abilities by the equivalent of weeks to months of training in one night. Fuck your way to the top of the world!

Tentacle Knowledge (-600): You can easily summon tentacle monsters, turn yourself into a tentacle monster, give people abortion-via-tentacles, even conjure up rooms full of tentacle monsters that will quickly break the spirit and will of most people and reduce them to breeding stock for more tentacles. These tentacles will be your loyal servants and make excellent fodder for an army – indeed since people infested by tentacles can give birth so rapidly you can quickly build a loyal army of tentacle monsters. One person could easily end up birthing the equivalent of thousands of mundane warriors at a time in tentacle monsters.

Stateswoman:

“Diplomacy” (-100): You may offer, in lieu of normal negotiations, to attempt to improve relations between yourself and any organisation you so choose by taking its current leader to the bedroom. Neither they nor anyone else will find such a suggestion odd, and while whether they accept depends on their personality, should you impress them with your bedroom skills you are guaranteed to noticeably warm relations with their whole organisation. You may require several rounds of “diplomacy” to turn hostile organisations into allied ones, however.

Payment of Another Kind (-200): Leaders will be willing to trade a night with you in lieu of any other payments for diplomatic concessions, such as asking foreign leaders to supply you with cash or troops. You will often find them open to the idea, even putting it forwards as a condition of their acceptance that they will be able to enjoy your body for a while. While it doesn’t make them more likely to accept any diplomatic overtures, it does make it likely you won’t have to pay a dime for them. This perk is toggleable.

Well-Liked by All (-400): You’re very good at forming major alliances or coalitions against specific targets between like-minded groups as well as smoothing over diplomatic issues caused by your previous actions, for example, kidnapping and violating important persons in their home country. This works much better if you actually put effort into diplomacy, but even putting some cursory effort into diplomatic relations will pay off. This is even more effective if people feel threatened by a third party, such as by a great expansionist power, as you will simply breeze through signing temporary truces and coalitions.

Bedroom Coup (-600): By becoming the lover of a powerful political figure you’re able to usurp power from them. You will find that the person will love you so much, they’ll simply surrender all authority to you without a fight, and their vassals and servants will happily accept this transition with nary a protest. Additionally, should you cause a foreign leader to fall in love with you, will find it easy to convince them to surrender their nation to you; all the better to be close to you again.

Subordinate:

Pleasure from Pain (-100): You’re an M at least. You can get off just from being whipped, needled or roped. You can even disable your pain response, letting you treat all “pain” as equivalently strong pleasure. Perfect for a certain kind of bedroom play.

Comforting Treatment (-200): You have the ability to restore anyone’s energy with a little bit of comforting them. How this manifests is up to you, but this is not the sexual kind of comforting. How much you restore them depends on how good you are at the comforting treatment, anything up to totally rejuvenating them and letting them go for round two (or more!). You may do this as aftercare.

Mind Break Works the Other Way Too (-400): When being violated you will find your assaulter will care about you more and more, until perhaps your assaulter will feel genuine love and care for you, even if they bought you as a cheap relief toy. Of course, this depends on how much pleasure you can give someone; a night even the most jaded hedonist would remember may even cause someone assaulting you to immediately fall in love with you and release you.

Unbreakable (-600): You cannot be broken no matter what kind of sexual tortures are used on you. You will always stay true to your ideals and loyalties, even during the most corruptive treatment from the succubi or others who specialize in breaking wills. You need not fear any corruption into darkness or betrayal, for your heart is clean now and forever more. Additionally, you can easily cleanse mindbroken states from other people, with just a bit of time convincing them to let go of what happened to them/

Items:

One 100 CP item is free, and you may discount one item of each tier (200, 400, 600). Lost, used, or stolen items respawn weekly as usual.

Cash (-50): You have 10000 treasury-quality cash. You can use this cash to recruit soldiers at a roughly 2:1 ratio of cash:soldiers, hire mercenaries or wanderers at market rates, or perhaps even invest it in the economic development of territories you control.

Shady Drugs (free/-50/-400): These drugs take effect instantaneously upon consumption. Somehow. Your first purchase here is free, while buying extra drugs costs 50 CP each, while buying all of them costs 400.

- **Abortifacient:** Use this on a pregnant person to instantly terminate their pregnancy, no matter how far along it is. No side-effects here.
- **Aphrodisiac:** An aphrodisiac is an arousing drug that takes effect almost instantaneously; single dose of this able to put just about anyone in the mood for long and hard loving.
- **Anal Preg:** Use this to make a man pregnant in his butt with your children. Try not to think about it too hard. Useable on those who lack functional wombs only.
- **Beast Elixir:** This drug causes someone to grow the ears and tail of an animal. You are permitted to choose which animal you want them to grow the ears and tail of.
- **Diuretic:** This makes someone need to urinate immediately. Abusing this drug does not cause dehydration though, curiously.
- **Fertility Drug:** While this drug doesn't trigger ovulation, it makes impregnation much more likely the next time they enjoy a creampie.
- **Futa Drug:** Turns a man or woman into a futanari or a futanari into a female (or their original gender).
- **Genderswap Drug:** Switches the gender of anyone who takes it, male-female or female-male.
- **Arousing Incense:** This incense, upon burning, fills the air with a pink haze that slowly builds sexual arousal. Its effects are similar to the aphrodisiac, though weaker, but can affect multiple people at once. It is perfect for group sessions.
- **Ovulation Drug:** This drug allows you to switch around which days someone ovulates on, including triggering it on the same day. Only works within a humanly possible cycle, however, so no perpetual ovulation.
- **Opiates:** This is opium. It fills someone with numbness and general joy for the duration of the "high". Can cause opium addiction if abused.
- **Stamina Pill:** Need help continuing? The spirit is willing, but the flesh is spongy and bruised? With this you will instantly restore all your stamina as well as temporarily increase your sexual desire.
- **Reset Elixir:** Want to fix a mindbroken girl? With this elixir, you can choose what to totally reset, from merely their memories of getting violated all the way up to their virginity and even restoring them to the exact state they were in before the jump started. You could use this to repeatedly break someone's mind and heal them, if you're that kind of person. This also works on resetting someone's sensitivity down to regular person levels, in case you trained someone too well.
- **Youth Potion:** Regresses someone physically and mentally to the state of a child. Judging

Sex Toys (-100): You have a collection of basic sex toys. This includes a dozen of the following: A dildo, double dildo, vaginal vibrator, anal vibrator, strap-on, an onahole, vibrating rotor, enema kit, and a seemingly endless supply of condoms, contraceptives, and lubricant. All you need to have all the fun you want.

BDSM Toys (-100): You have a collection of toys befitting BDSM play, about a dozen of each of the following: Ropes, whips, gags, three vibrating clamps to attach to the nipples and clitoris, nose hook, permanent markers, blindfold, balloons designed to be inserted into an orifice and inflated, and a collar with a leash.

Tattoo Kit (-100): You have a tattoo kit with an unlimited supply of ink, as well as a kit that quickly removes unwanted tattoos. Now you can put offensive, lewd, degrading, or just artistic patterns on anyone's skin. Comes with the ability and knowledge to actually make tattoo art.

Hair Growth/Removal Kit (-100): This kit allows you to customise someone's body hair in seconds, from letting them grow head hair down to their ankles or become completely bald, to removing/growing pubic and underarm hair. This includes permanent depilation.

Drinks (-100): What kind of Touhou game wouldn't have alcohol in it? With this you have a seemingly endless supply of bottles of regular quality sake, unfiltered sake, highly refined sake, dirt-cheap "alcohol", sweet wines, beer, and a special high-alcohol "brew". You also have a similarly endless supply of ambrosia, a sweet but non-alcoholic drink liked by everyone (except alcoholics). There's something for everyone's tastes in here. Makes a very good ice breaker or romantic gifts.

Stray House (-200): You have a stray house full of cats. In this there are dozens of cats – both normal housecats and cats old enough to become a bakeneko/nekomata. Comes with an endless supply of catnip and silvertine/matatabi if you want to have *fun*. A cat is fine too.

Childcare (-200): You have a pocket childcare dimension that follows you around and, curiously, can always accept more of your children, but only your children. After throwing them in the childcare they'll be released as regular, well-adjusted adults once they hit that age. It makes it easy to simply dump all your unwanted kids here with a guarantee to be raised into responsible adults and to never have to see them again.

Odd Pocketwatch (-200): This pocketwatch has the odd ability to elongate time itself. It will add on roughly one extra second for every two that pass for you and up to eight other people you choose to affect. One use only, but this gives you ten. This effect will apply to both yourself and anyone you wish to affect that is in the same room or general area as you – this was designed to make longer sexual actions possible.

Witchcraft Book (-200): This book lets you teach someone how to use magic, from enhancing their battle abilities to summoning or turning into a tentacle monster during sex. It's rather easy, as well, needing only a once-readover to turn someone from a mere mundane person into a capable witch, blessing them with the equivalent of an F-rank in Magic (see the Attributes section later). It has no effect on anyone who already possesses skill in magic.

Gap Generator (-400): This device creates small portals no larger than a single person through space over an area roughly the size of Gensokyo that last no longer than a few hours at most. These can be used for travel (such as taking someone outside for public training), communication, or just dirty uses: Now you can literally go fuck yourself.

Slave Market (-400): This disreputable place sells people who have been captured from all over the world! Indeed, it seems everyone who ends up captured and sold passes through this market sooner or later. They're willing to buy practically anyone you wish to sell and sell you anyone they get. No guarantee they

haven't been used already before arriving at the market, however, or by any of the slave traders. Caveat emptor.

Tentacle Execution Room (-400): Once locked in this room, nobody in this world can escape under their own power, though this is no guarantee that truly absurdly powerful beings would be permanently trapped. You may consider this a death sentence, as these tentacles are highly skilled at destroying both body and spirit to make an unfortunate victim a breeder of more of their kind. Good news: Tentacle monsters make excellent soldiers. The ones birthed from this room will instinctively follow your orders, including orders to obey someone else if you wish to delegate authority. One person locked in this room can easily produce the equivalent of thousands of regular warriors quite fast.

Scapegoat Doll (-600): Normally, getting injured or otherwise incapacitated is largely inevitable; no matter how hard you try it's almost guaranteed something will eventually get you. That's what this doll is for; its strange construction enables you to deflect a single injury, death or otherwise incapacitating situation on to the doll, destroying it in the process. You have only one Scapegoat Doll though you do not have to sacrifice the Scapegoat Doll in response to any incapacitating situation.

Slave Collars (-600): You have some slave collars, if you've seen hentai (or even ecchi), you're probably familiar with them. Getting someone to wear this will turn them into completely loyal slaves. They will not be able to disobey any of your commands as long as the collar is on – and it doesn't come off without strong magic – and will actively enjoy anything you do to them. You have ten slave collars and may choose the general design of the collars. Alternatively, this manifests as ear or nipple piercings.

Skills and Attributes:

You receive 1000 Skill Points to build yourself in this section. If you need more Skill Points you may exchange CP for SP at a 1:2 ratio.

Attributes

There are nine relevant attributes that are ranked, from lowest to highest, G, F, E, D, C, B, A, S. You receive a G rank in everything for free and may purchase extra ranks from below. It's important to note that any attribute can be trained upwards by both direct experience in the relevant field, in theory indefinitely though you will hit diminishing returns as your attributes grow more difficult to train the higher they are.

Fighting (-100): Fighting as a measure of your physical strength and attack power, both in danmaku matches and for the warriors under your command. A high Fighting will enable you to seize quick victories and inflict serious casualties upon your enemies, conversely a low Fighting can result in prolonged stalemates and an inability to decisively defeat the enemy on the field even when the numbers are grossly stacked in your favour. Being a good warrior will also make it easier to recruit fellow soldiers; men of war flock to like souls after all.

Defence (-100): Defence is a measure of your durability and ability to avoid injury, both for yourself and the soldiers under your command. A high Defence, especially relative to your enemy, will allow your armies to avoid taking casualties, conversely neglecting it will likely lead to pyrrhic victories at best as every success is marred by serious losses.

Strategy (-100): Strategy does not directly impact combat. Rather, it is good largely for countering any enemy tactics as well as preparing your own. But do not neglect Strategy, for one who is poor at Strategy is likely to lead troops into battle too exhausted to fight correctly, or worst of all, be so thoroughly outmanoeuvred he is incapable of contributing his own skills and abilities to the battle, effectively sitting the entire thing out. A disordered mob without leaders *dies*. A high Strategy score is also quite useful for winning strategic games, like the dai shogi variant Momiji is so fond of.

Politics (-100): Politics largely comprises the domestic management of your nation, yet it also involves motivating those beneath you to directly improve an army's ability to deal damage. Having a high Politics skill is great for arresting pesky troublemakers within your own borders. Of course, it has other uses as well; good political skills make it easier to form good relations with nearby nations, as well as grease the diplomatic wheels to sign away peace deals, negotiate for hostages, even form permanent alliances or get rulers to submit to demands for their body. It also works well with recruiting soldiers, since this also falls under domestic politics.

Magic (-300, F-rank free and further ranks discounted with Natural Aptitude): Magic is a broad grouping of supernatural powers that improves both Fighting and Defence simultaneously as much as the sum of its parts in battle as a mage can provide tremendous support on their own. A G ranked mage is incapable of using magic at all.

Singing (-50): Singing is your singing and entertainment skills. Having a good singer around is highly motivating, as it enables people to recover their lost energy from listening to your singing – this is proportionate to how good a singer you are. An S rank singer will totally recover someone with inhuman energy levels after a single song, while an F rank singer would struggle to take away even some of their exhaustion. It also improves your offensive and defensive abilities, though not by as much as by improving

other abilities. Finally, it also improves your ability to recruit soldiers; a good singer makes a good recruitment pitch.

Cooking (-50): Cooking is your skill in making meals and general domestics. Like Singing, it improves your ability to nurse someone and restore them energy after hard work, ensuring that they can stay far more active, in every sense. Well-fed soldiers are well-motivated, and so like Singing it will also improve your offensive and defensive leadership. It also boosts your economic growth across any nation you lead, somehow.

Drinking (-50): Drinking is how well you drink and how well you hold your liquor. Did you expect anything less from a Touhou game? Anyway, a low Drinking score naturally makes you get drunk easier from lower amounts of alcohol; with the highest score you could even out-drink an oni. Getting too drunk may lead to unfortunate sexual situations; raising your Drinking is great for avoiding being taken advantage of or ensuring you remain sober when others are not.

Skills:

Skills are like spell cards here coupled with your innate abilities you can freely use. Skills are transferable – anyone can learn the skill of anyone else as long as they are willing to teach. However, Skills can have effects on the battlefield that are even more dramatic than raw Abilities, so neglecting them in the hope of learning some in-jump may not be the best move. This is balanced by most skills requiring deliberate activation to function, while Abilities are always-on.

Category (free/-50): Skills come in four categories: Combat, Capture, Escape, and Passive. You may build a maximum of ten Combat skills and five of each of the others; most characters have vastly fewer, generally around one of each category. The effects of skills stack, should you activate multiple. For this reason, your first Skill in any category is free, while the next ones cost 50 SP. They have the following abilities:

- **Combat:** These skills directly involve fighting itself. Skills in this category may directly damage the enemy (destroying portions of his army), summon extra expendable troops to battle, boost the army's combat skills and abilities, reduce damage (and therefore casualties) taken, boost damage (and therefore casualties) inflicted, summon friendly characters to assist you, or directly mess with generals on both sides (such as temporarily causing a general to switch to your side, removing generals from leading the army or returning removed characters to battle).
- **Capture:** These skills make it easier to capture the enemy, whether through improving your ability to track them down or by making it much more difficult for them to run.
- **Escape:** These skills make it easier to evade capture, whether by enabling you to evade pursuit better or by hampering the other side's ability to follow you.
- **Passive:** These skills do not need to be activated to use; they are always on and in the background. These skills may make it easier to grow your abilities or boost your experience, enable you to nullify strategic manoeuvres through passive foresight, and enable you to recover from disasters faster. Their bonuses are not going to be as good as skills that must be activated first, however.

Level (free/-100): Skill levels come from 1 to 5. Level 1 is free for any skill you build and increasing the level costs 100 SP per level. Level 1 skills are highly situational, such as temporarily increasing Strategy at the expense of all other abilities, swapping all abilities with your enemy, or otherwise offer only relatively minor bonuses. Level 3 skills are middle-of-the-road, being generally useful but not extremely potent, or being very powerful but highly specialised and difficult to pull off. Level 5 skills are extremely powerful and useful; at this level you might be summoning powerful youkai as temporary allies, remove every enemy

general simultaneously, triple all your military abilities (even dividing yourself up into three to lead as well as three separate versions of you together), boost the rate at which you learn skills and gain experience simultaneously, or else give other large buffs or inflict similarly large debuffs. They may not be an instant win button, but they come close. Additionally, adding on extra problems with your skill will increase its effectiveness. This may take many forms, such as a skill that harms both armies at the same time, or ones that require specific situations to trigger.

Example Skills: These skills are already possessed by different characters. As they're existing skills you could learn them yourself or buy them now to get them.

- Tabula Rasa (Ellen): Combat: Level 1: Resets all ability modifiers on your side – this includes both positive and negative ones.
- The Inevitably Forbidden Game (Gengetsu): Combat: Level 1: Removes every general from the fight, including yourself.
- Uncontainable Nuclear Reaction (Utsuho): Combat: Level 1: Significantly boosts fighting at the cost of nullifying own Defence and Strategy.
- Autumn Day's Man Eater (Kisume): Combat: Level 2: Boosts Fighting relative to the number of enemy humans leading the other army.
- Ability to Reflect Light (Sunny Milk): Combat: Level 2: Boosts personal defence.
- Fluster Escape (Tewi): Combat: Level 2: If your army becomes outnumbered, it allows you to instantly withdraw from the battlefield with all your soldiers, preserving your force though losing the battleground.
- Flesh Dismantler (Yukari): Combat: Level 3: Enables your army to make a pre-emptive attack before battle would normally start.
- Gensokyo's Rise from Yomi (Yuyuko): Combat: Level 3: Returns one person removed from the battlefield for whatever reason back.
- It's Spring! (Lily White): Combat: Level 3: Summons a quantity of soldiers to the battlefield, numbering a small portion of your existing troop numbers.
- Master Spark (Marisa): Combat: Level 4: Uses the power of the Master Spark to directly damage the enemy army.
- Resurrection (Mokou): Combat: Level 4: If Fighting is debuffed, removes all debuffs and deals significant damage to the enemy army.
- Devil's Temptation (Koakuma): Combat: Level 4: Removes all male/bisexual generals from the field, depending how lustful the user is.
- Sakuya's World (Sakuya): Combat: Level 5: Removes every general except Sakuya from the battlefield.
- Unvalued Life, Valued Life (Komachi): Combat: Level 5: If your army number is inferior to your enemy, it immediately switches up the army sizes, so you have the larger one.
- Planetary Revolution (Utsuho): Combat: Level 5: Damages enemy troops on both sides with the infernal heat of the sun itself. Can nearly annihilate armies, both large and small.
- Tracking (Generic): Capture: Level 1: Increases the ability to track one single enemy general.
- Exteeending Aaaaarm (Nitori): Capture: Level 2: Increases the ability to capture one single person.
- Kagome, Kagome (Flandre): Capture: Level 3: Increases the chance to capture everyone, though not by much.
- White Wolf's Nose (Momiji): Capture: Level 4: Increases the chance to capture all enemies at once.
- Lunar Dial (Sakuya): Capture: Level 5: Greatly increases the chance to capture a single enemy.
- Quick Pace (Generic): Escape: Level 1: Decreases own chance of being captured.

- Retreat+ (Generic): Escape: Level 2: Decreases chance of all allies being captured.
- Star Ring Pounce (Kagerou): Escape: Level 3: Decreases own chance of being captured.
- Cursed Decoy Doll (Seija): Escape: Level 4: Decreases own chance of being captured.
- The Wicked Hermit Who Passes Through Walls (Seiga): Escape: Level 5: Decreases own chance of being captured.
- Remedy (Generic): Passive: Level 3: Greatly speeds up recovery time for the entire team.
- Insight (Generic): Passive: Level 4: Nullifies all enemy strategic manoeuvres.
- Super Growth Potential (Generic): Passive: Level 5: Makes gaining and improving skills easier, and slowly passively improves all improveable-skills.
- Hard Worker (Generic): Passive: Level 5: Slowly passively improves all improveable skills, and also increases improvement of combat abilities from direct combat.

Companions:

Cannon Fodder (Free): Armies of thousands, tens of thousands will battle here soon enough. You may import any number of companions by taking this option. They receive all free purchases they qualify for but receive no CP or SP, though you may spend CP to give every companion either SP or CP simultaneously at a 1:1 ratio.

Animals (-50): You have a large, male horse, dog, pig, and/or monkey. They're not good at fighting, but they have "other" uses and looks at people funny. You sick bastard.

Generals and Companions (-100): Every great leader needs to delegate some time, no? Taking this option will allow you to import up to four companions or create new ones out of scratch. Companions receive 600 CP to spend in this document and receive 600 SP for the Attributes and Skills section. Taking this option multiple times allows you to bring in or create another four companions every time.

Canon Companion (-100): Every 100 CP you buy here will grant you one open companion slot you may use to companion any one consenting character. However, if that is not enough, you may also choose one character who you will either already start out as close friends with or ensure that you will fall into a fast friendship with them soon after meeting.

Army (-100): You have an army of your own, ten thousand vaguely defined soldiers. They might have the aesthetics of tentacle monsters, professionals from the Outside World, succubi, random armed Gensokyo natives, hell even troops with vintage from the Great War or Second World War, even the High Middle Ages. In this and future jumps, these ten thousand soldiers will be loosely equivalent to the combat power of ten thousand local soldiers. Regrettably, however, this doesn't come with generals to command them. Lost soldiers will return every month, though a month is a *long* time in the middle of a war. You may purchase this as many times as you wish.

Grateful Youkai (-50): Some time ago, you rescued an injured animal from a trap; you may have rescued a rabbit, fox, wolf, or any other animal you wish from an animal trap. As it turns out, this animal was actually a youkai who can turn into a cute girl/boy/other, is deeply grateful to you, believes themselves to owe you a great debt and wishes to pay it back in any way possible. That means sex. They're more than willing to become a loyal officer for you, though they aren't particularly skilled they're willing to learn, or even just a bodyguard. You may purchase this as many times as you wish.

Tengu Reporter (-50): War is good business, especially for journalists. Fortunately, one of the locals of Youkai Mountain has decided following you around would inevitable end in great (marketable) stories. And yes, they're totally down to fuck. Apparently trading sexual favours for interviews happens surprisingly often. And makes for a great excuse if anyone asks why they hang around your place!

Fairy (-50): You've somehow managed to get a fairy living in your home. Her size is quite variable, anything from near-human height to less than a foot tall. No matter the height, she can indeed "fit" anything in those places (see Porn Physics). She's very mischievous and playful as well as lewd. Comes with a jar if you want to store her somewhere.

Kappa Inventor (-50): A Kappa has decided to hang around you. Turns out they got themselves kicked out of, uh, *everywhere* else for their experiments creating all kinds of different machinery on a whim. Unfortunately, they've got about as much chance of coming up with a fantastic new economy-boosting machine as creating a big explosive disaster and they only work well by themselves. But, if you want to risk it, they'll happily hang around you and work for free, even trade sexual favours for the right to run experiments on your land.

Drawbacks:

Character Replacement (+0): Maybe instead of entering Gensokyo you want to take over an established character? With this drawback you can replace them within the setting, though this only affects your history and starting point, not anything else you would otherwise gain from this. Note that with this drawback, you can indeed take over Myon as a Phantom and be Youmu's other half.

A Brighter World (+0): This version of Gensokyo is somewhat darker than base Touhou, with values on human life closer to the Sengoku period, widespread executions and massacres of tens of thousands known to exist. By taking this drawback, the setting becomes much lighter, closer to the original games. Battles are now strictly non-lethal, more like aggressive foreplay to see who ends up on top, and everyone has a good time. However, taking this drawback forfeits any CP gained from the rest of the drawback section, as it no longer poses any risk to you.

Gender Ratios (+0): Not into women, men, or dickgirls? With this drawback you can freely adjust the gender of everyone in this setting at the beginning of your entrance here. No changing it in-jump though, that requires special items.

Virgin-Lover (+0, incompatible with With Long Life Comes Experience): By taking this drawback, you reset the sexual experience of everyone else here back to pure innocent maidens. This naturally makes the setting a bit less lewd, as more of them have more hang-ups to losing their first time and become much less likely to initiate sex until they've been deflowered. Alternatively...

With Long Life Comes Experience (+0, incompatible with Virgin-Lover): By taking this drawback, everyone here has been around the block, so to speak, and there are no virgins here. As a side-effect, the setting becomes even lewder as nobody has any hang-ups about losing their first time anymore.

No Horrible Fetishes (+0, incompatible with Horrible Fetishes): Considering this game has been created by many people of... varying quality tastes, it goes without saying that it covers a lot of fetish bases, even ones that are rather controversial like NTR, bestiality, urine, and feet. With this drawback you can tweak the fetishes of this world to deliberately exclude ones you don't like. People just won't even think of doing it. Of course, this only applies to the sexual sphere; this doesn't actually make the world less dangerous. Executions might not be carried out via tentacles, for instance, but this drawback won't stop them getting carried out.

Map Change (+0): Don't want to fight over Gensokyo? With this you can choose from several different starting points instead. From World War 2 to 1221 AD Europe, or even Sengoku Period Japan, you are permitted to change the map and "setting" to such different places.

Non-Drinker (+100): You have perhaps the worst curse to ever exist. You are a *teetotaller*. You have essentially no tolerance for alcohol and can be sent into a drunken stupor with only a few drinks. This is even more of a problem than it sounds, as alcohol is a common way to break the ice, a common part of partying, and just generally a fact of life here. You can still try to drink, but your complete intolerance for alcohol will make even small amounts of sake hit you like a truck and will get totally wasted long before your peers. Extended partying and drinking may build up enough alcohol tolerance to nullify some of this drawback but not all of it.

Gyno/Androphobic (+100): You have trouble with one of the sexes. If you're an androphobe, you're disgusted with men, which includes anything with a penis and male sexuality in general. If you're a gynophobe you're the same but for women and vaginas. You might be able to overcome this with time or perhaps magical drugs, but you'll be effectively cutting off half of one sex. Cannot be taken if you've used Gender Ratios to remove that sex from the world here. You may take this twice, if you really want to.

Insensitive (+100): One of your sense locations (Mouth, Breasts/Nipples, Clit/Penis, Vagina, Ass) is extremely insensitive. It will be extremely difficult for you to enjoy stimulation from it. You can train yourself out of it in-jump, although this won't be easy and will require many sessions to re-sensitise yourself. You must possess the location to buy this; no purchasing an insensitive vagina as a man. You may take this drawback multiple times, each purchase covers a different location.

Mixed Signals (+100): You will find how the women react to anything you do – from buying them flowers to raping them – completely inconsistently and almost incoherently. Some might love it and fall in love with you for kidnapping and violating them, others may decide to hate you for being given a precious gift. You have no way of knowing. This will annoy you.

Dead Fish (+100): You're utterly incapable of initiating sexual actions. Your sole hope for enjoying sexytimes here will be that someone wants to take you. Fortunately! This world is as lewd as a porn game should be; it's quite likely you'll end up being taken. You will simply have to endure not being able to initiate it yourself.

東方 (+100): At random, people's speech and writing will be replaced by untranslated Japanese, which you will not be able to speak. You have no control over and will have no warning when it suddenly happens. You should hope it doesn't strike during some kind of plot-important dialogue.

Taking Stock (+100/+200): Every week, you will be forced naked into a pillory. When locked there, you cannot use any of your abilities and powers, or even prevent any passers-by from doing anything non-fatal to you, anything from violating your body to venting their frustrations on you with cock and ball torture. At least you can choose the gender of who comes to assault you and the location you're stuck in! Although for another 100 CP, you can't even choose that. It'll be random at every time. One week you might have a bunch of horny youkai rabbits run a train on you, another week you better prepare your asshole 'cause a bunch of fat bald men are in town.

Bounties (+200): Yesterday was a rampaging ogre, today it's a necromancer, and tomorrow? More monsters. There's a lot of the damn things running around, and it seems nobody else wants to hunt them down at all. You'll either have to get used to the disruption and hope for the best or hunt them down on your own (possibly with friends/subordinates). Unfortunately, many of these monsters are terribly strong and would require nothing less than some of the strongest Touhous to knock down permanently. The good news is that these terrible monsters have (and will continue to) cause so much destruction and chaos that tens of thousands of cash has been chipped in to help put them down permanently.

Queen of Bubble (+200): Jo'on has somehow got her sticky fingers into your treasury, or pockets if you don't have one. Anyway, she's able and willing to blow thousands on stuff for herself, generally consumables like fine champagne you won't be getting back and you definitely won't get her to share. Did I mention how important money is here, for recruiting soldiers and training your subordinates? Being out of change can harm you plenty in the short and long term alike.

Contracted (+200): Someone sold your body to a demon. You're in control of your body... most of the time. Every so often, however, the demon will hijack your body and use it for its own lewd purposes, that will inevitably involve lots of sexual intercourse. This may ruin your reputation and, worst of all, you won't have any memories of what the demon was doing. Nor will you have any warning when or any way to predict when the demon will take control; it will happen seemingly at random though fortunately never when you have something *important* to do.

Horrible Fetishes (+200, incompatible with No Horrible Fetishes): Pick a fetish that disgusts you. Now, an entire faction devoted to it is about to erupt into Gensokyo to inflict it on as many of the girls they can. They are at least as strong as the other special factions and highly militaristic and aggressive. You may purchase this as many times as you dare though you will only receive CP for the first four purchases.

Kidnappable (+300): You seem to have a serious weakness: You can't win a fight to save your life. Any time you try you'll end up beaten and taken into captivity. Any time you try to run from a fight? They'll somehow catch you. You will find you must command from the rear, lest you be grabbed and taken away even during a victorious battle. Don't worry, you are at least guaranteed not to be executed, but violating and humiliating you is definitely not out of the question. Or simply damaging your reputation. Stay out of the arena, unless you for whatever reason wish to be defeated and publicly violated.

Blackmail (+300): Someone has damning evidence of you that will ruin your reputation if released, so much that you would find great difficulty getting any respect at all for the rest of your time here if it were ever released. They are likely to demand things from you, perhaps money or perhaps your body. You do not inherently know the identity of who has it and you can be assured they will use this blackmail at the worst possible opportunities.

What Are Skills? (+300): It would, of course, be unfair to expect that the Touhou would lie down and take invasions from the Outside World, or the Dream Dimension, and continue to play along with spell cards and minor skirmishes. From now onwards, the crisis has convinced the girls to drop their play-fights and get serious. From now onwards, this game has the power levels of "regular" Touhou with the disdain for spell card battles in this game. Note that this will not affect you; your purchases will not be buffed up to normal Touhou levels. Only everyone else's. Try not to ~~get violated die die getting violated~~ get into trouble.

Scenario: The Gensokyo War

To win, your faction must become the supreme – and sole – power left in Gensokyo. All those who do not swear allegiance to your faction or agree to an alliance in perpetuity must be driven into exile, slain or locked away in your dungeons. This will not be an easy task, as the combination of Gensokyo's destabilisation and the emergence of multiple special factions near-guarantees that you will have to fight over every single landmark in Gensokyo.

Having crushed your enemies, seen them driven before you, and heard the lamentations of their women, you now have launched yourself – or your faction leader – to supreme prominence over Gensokyo. Gensokyo is at peace again, although if you worked for a special faction their peace may (will) involve innumerable orgies in perpetuity. Your reward is being able to take the world with you, but whether this is a Gensokyo returned to normal or a new paradise of earthly desires will be up to you. All living characters will become followers, though you may import them individually in future jumps to promote them to the status of full companion. Should a follower from here die in a future jump, they're out of the game until the end of the jump, whereupon they will be restored to life as usual.

Notes:

Rape is still wrong even if you rape them until they like it.

https://wiki.eragames.rip/index.php/Main_Page

Era games are a collaborative effort by several Japanese people using a clunky-ass game engine. Fortunately, after filtering through translators it's generally workable.

The Sense system is much easier to explain from a mechanical perspective than an in-universe one. Basically, the more pleasure you inflict upon someone, the more [location] XP they get, which levels up their sensitivity. Naturally, the higher level you have in [sex skill], the more XP they receive and naturally, the more pleasure they'll receive as a result of the action. Levelling up their sensitivity enough eventually results in gaining the Lewd [location] trait (ex: Lewd Lips), further boosting sensitivity. Hypersensitivity does not have any negative effects unless you consider getting off easily to be a bad thing, unlike in the real world where being hypersensitive can cause pain and difficulty enjoying sex.

Orgasming itself runs on a scale of sorts, from "orgasm" to "the strongest orgasm" which changes flavour text, influences how much someone ejaculates/whether or not they squirt and influences how much strength and stamina they lose from it – it's possible to fuck someone until they pass out and then keep going, fucking them so hard they get pulled back to consciousness to continue. It is indeed entirely possible to level someone's mouth sensitivity up enough that they orgasm from performing oral sex on someone else or even just get given a quick kiss on the lips, which makes for a hilarious mental image when pulling that in public. Again, there is no refractory period in this game and there's nothing stopping you from, say, giving someone ten "Quintuple Overwhelmingly Powerful Orgasms" (hitting "the strongest orgasm" in all five locations of the body simultaneously) in a row as long as you also have the stamina to pull it off. The only explicit reason sex has to stop is a vague rule about running out of time, which can be delayed through that strange pocketwatch. Otherwise go wild.

The eighth and tenth attributes – Ambition and Sexual Knowledge – have no effect beyond influencing someone's loyalty or what kind of sexual knowledge they already possess and is therefore not included as a purchase the Attribute section. Feel free to fanwank your own or for any characters you import/create.

Attributes and especially Skills don't wholly line up with how they're represented in the game because how the game represents them is extremely inconsistent and incredibly vague. Skills don't describe much how they work either. Tried to get something workable out of it.

Comforting Treatment lets you use anything comfy and non-sexual to rejuvenate someone. Cooking and Singing both rely on cooking and singing.

Changelog:

- Cut prices for Shady Drugs, as many of them are extremely situational.
- Added treasury cash.
- Added many drawbacks.
- Added childcare for when you don't want to raise a child and don't care
- Added a Tengu reporter, Kappa experimenter, wild youkai, and fairy to companions section
- Significantly fluffed out many purchases.
- Minor spelling and grammar fixes
- Noted the Reset Elixir can also reset sensitivity as well as bad memories.
- Specified you can indeed use the SENS perk to train down someone's sensitivities.
- Halved skill prices & increased CP to SP ratio to 1:2.