

Youkoso! Sukebe Elf no Mori e 1.0

By saiman010



Introduction:

Welcome, Jumper, to Alfheim—a world ruled by elven women, where the echoes of war have long drowned out the once-harmonious songs of nature. For centuries, the High Elves and Dark Elves have waged a relentless conflict, each side seeking dominance over the other. Yet, in their endless strife, they have overlooked a far greater crisis—one that threatens not just their war, but their very existence.

At the heart of Alfheim stands the Holy Tree, an ancient and sacred being, the source of all magic and the "mother" of every elf. Through its divine power, new generations of elves have always been born, ensuring the cycle of life continues. However, in recent times, the Holy Tree has begun to wither, its magic fading, and with it, the birth of new elves has ceased entirely. The war-torn factions now face an impending extinction, and neither side knows how to restore what has been lost.

But there is hope. A prophecy, whispered through generations, speaks of a man from another world—a savior who will bring salvation to the elven race. And that savior... may very well be you, Jumper.

It was not long before fate answered the desperate prayers of Alfheim. A man named **Yuichi** was summoned from another world, arriving in the midst of the warring factions. The High Elves and Dark Elves, recognizing the dire nature of their situation, put aside their hatred—if only for a moment—to pursue a single, unshakable goal: securing their future. And for that, they need Yuichi.

And that, Jumper, is the world you step into. The elves are desperate, the prophecy is unclear, and your choices will determine the destiny of Alfheim.

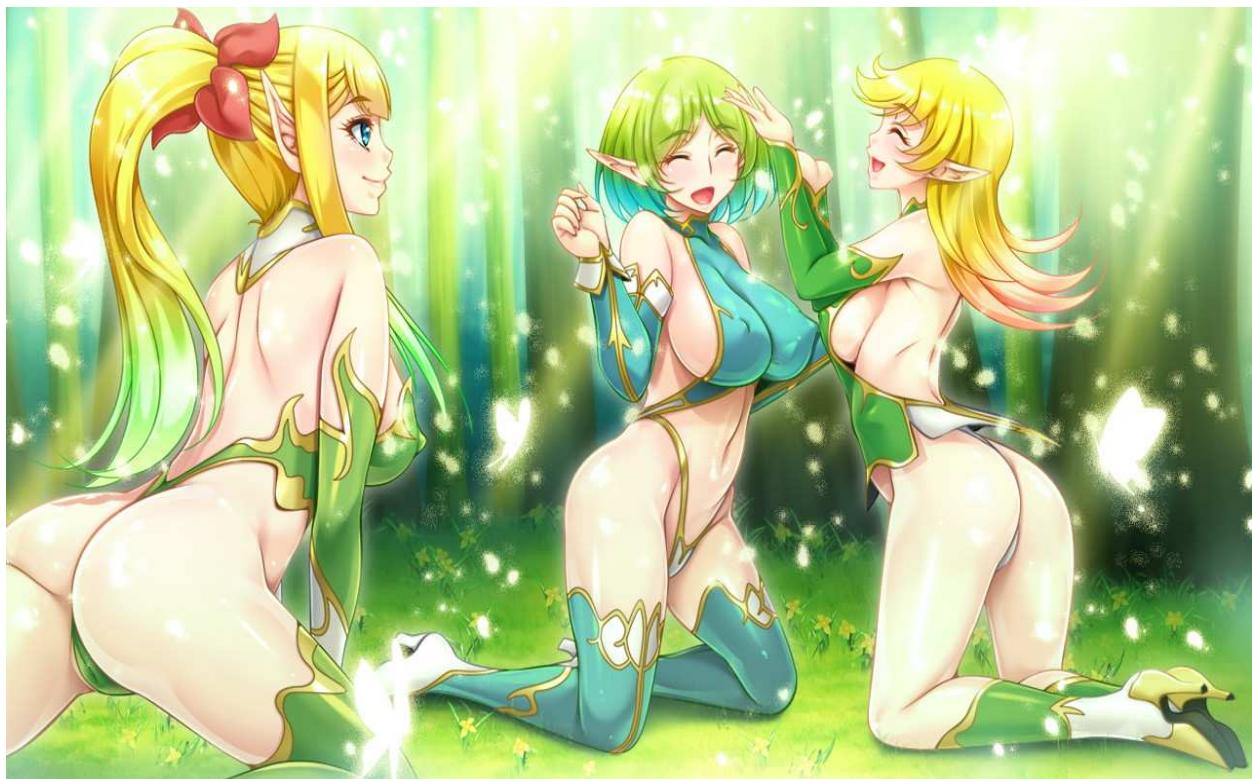
Take these **1000 CP** and see what you can do to shape this world. Will you be its savior, its conqueror, or something else entirely? The future of the elves is in your hands.

Starting Location:

The Holy Tree of Alfheim

Jumper, your journey begins in Alfheim, near the Holy Tree—the sacred heart of elvenkind and the very source of all magic in this world. Once, its radiant glow illuminated the land, nurturing both High Elves and Dark Elves alike. Now, its branches grow brittle, its light dims, and its once-boundless magic dwindles with each passing day.

It is here, beneath the towering, ancient boughs of the Holy Tree, that you first awaken. The whispers of the wind carry the tensions of war, and the soil itself seems to pulse with the lingering echoes of countless battles fought between the warring elven factions. But amidst the conflict, both sides have one undeniable truth in common—they need you.



Race:

Here you will determine what race you will be. Some races are locked to specific origins and genders, so choose carefully. Here you will also decide your age.

Human

You are a normal human from Midgard, specifically modern Japan. Unlike the other races, humans lack inherent magical affinities or supernatural advantages, but they make up for it with sheer adaptability and potential. With determination, humans have been known to achieve feats that rival even the strongest beings of other realms.

Despite lacking the extended lifespans of elves or the innate power of supernatural beings, humans have no racial restrictions on their skills, professions, or growth. They can learn magic, master weapons, or even form contracts with powerful beings to compensate for their natural limitations. Many humans rise to greatness through hard work, ingenuity, and sheer willpower.

- Gender: any Gender
- Age: $1d18 + 1d20$ (determines your starting age)

High Elf

As an High Elf of Alfheim, you hail from a land of pristine forests, towering crystalline cities, and a society deeply intertwined with nature and magic. High Elves are known for their long lifespans, pointed ears, and ethereal beauty, with many embodying the elegant and refined traits common in fantasy and anime. They possess a natural affinity for magic, particularly elemental and nature-based sorcery, and excel in archery, healing arts, and the crafting of enchanted objects.

However, elves can be aloof, proud, and somewhat naïve when it comes to the affairs of other races, often living in isolation from the world. While physically graceful, they are not as durable as other species, and their prolonged lifespans can make them slow to change or adapt. Despite their long years, they often retain a youthful curiosity and a love for art, music, and philosophy.

- Gender: Always female
- Age: $1000 + 3d100 + 2d100$ (determines your starting age)



Dark Elf

Dark Elves, also from Alfheim, share many of the physical traits of their lighter-skinned counterparts but are distinct in both appearance and culture. They are often depicted with darker skin, silver or white hair, and piercing, mysterious eyes. While still highly proficient in magic, Dark Elves tend to favor shadow magic, illusionary techniques, and curses, making them formidable opponents and skilled assassins, spies, and tacticians.

Culturally, Dark Elves are often more pragmatic and independent compared to the traditional elves. They have a strong warrior tradition, valuing personal strength and cunning over societal hierarchy. While they can be alluring and enigmatic, they are often viewed with suspicion due to their association with darkness, forbidden magic, and ancient rivalries with the High Elves. However, their fierce loyalty to their own kind and their unshakable resilience make them valuable allies to those who earn their trust.

- Gender: Always female
- Age: $1000 + 3d100 + 2d100$ (determines your starting age)



Origins:

Your origin determines not just your background but also your starting age, knowledge, and experiences, shaping how you interact with the world of Alfheim. You are also free to decide which side you align with—the High Elves, the Dark Elves, or a neutral faction. Choose wisely, as your allegiance may shape the course of the war... or even bring about a new era altogether.

Any origin can be taken as a Drop-In option, meaning you arrive in this world without pre-existing connections or memories.

Messiah [Male Human Only]

You are a summoned human, much like Yuichi, brought to Alfheim by Norn "Nol" Alfheim, the guiding spirit of this world, or perhaps by other unknown forces. Your purpose is singular, yet paramount—to save the elven race from extinction. With the Holy Tree unable to produce new elves, the only remaining hope lies in you. By spreading your seed, you will create a new generation of elves, ensuring the survival of their kind. But will you embrace this destiny? Or will you seek a different path, reshaping the fate of Alfheim in unexpected ways?

Mage

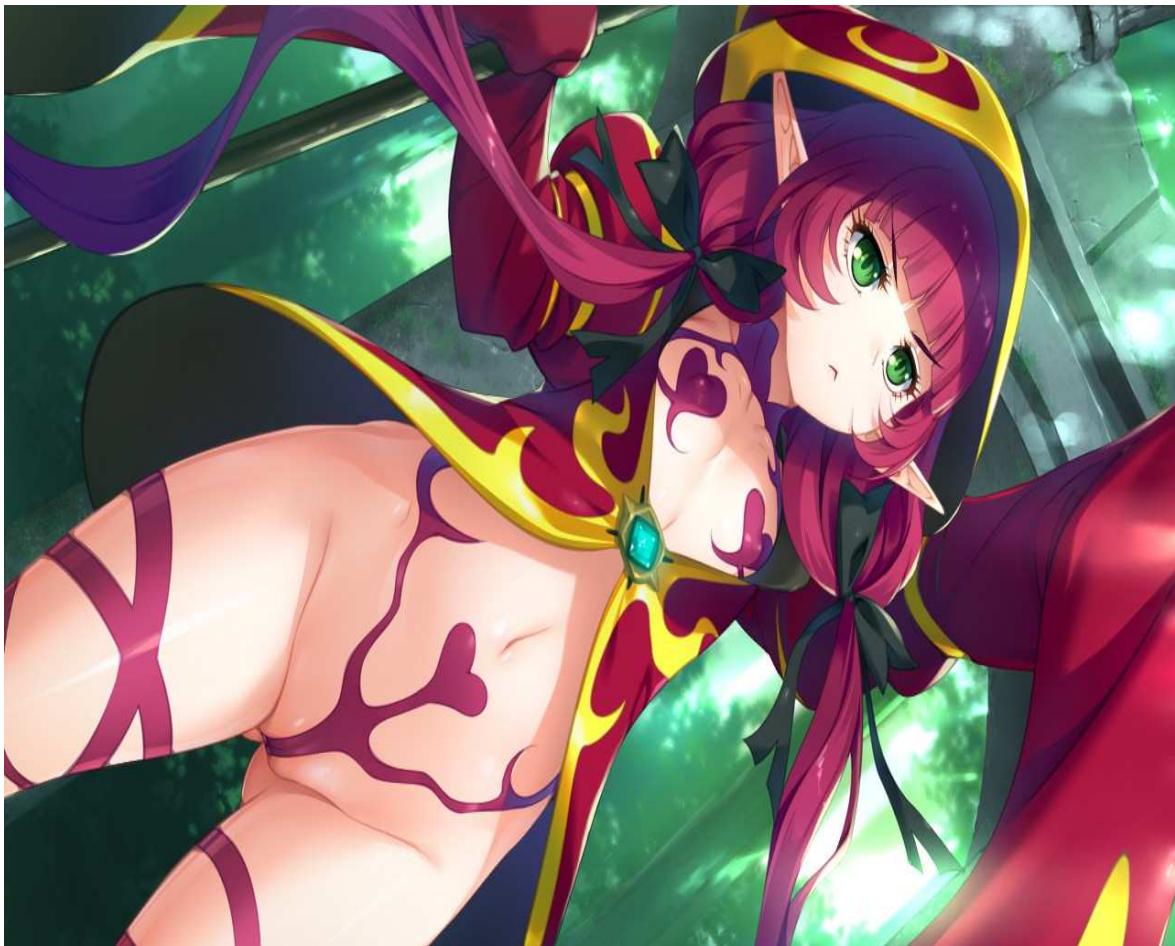
Like Misery Stentrem, you are a powerful wielder of magic, trained in the arcane arts. Your abilities allow you to conjure spells, craft potions, and manipulate magic in ways few can comprehend. Whether you choose to stand on the battlefield as a sorcerer, delve into lost knowledge to restore the Holy Tree, or exploit your power for personal gain is entirely up to you. Magic is an unrivaled force in Alfheim—wield it wisely.

Warrior

Much like Elda Ballad, you have honed your body and mind in the art of combat, forging yourself into a relentless warrior. You are an elite fighter among the elves, mastering the ways of weapons and warfare. Whether as a champion of the High Elves, a ruthless blade for the Dark Elves, or a mercenary walking the path of neutrality, your strength will shape the tide of battle. Will you fight to unite the elves? Crush your enemies? Or carve your own legend in the annals of history?

Nobility

Similar to Firis Hagerhelm, you were born into an elven noble family, entrusted with authority, wealth, and responsibility. Whether among the High Elves or Dark Elves, your duty is to lead, govern, and protect your people in these troubled times. Your status grants you influence over politics, resources, and even the decisions of war. But will you uphold tradition? Seek to reform your people? Or use your power to serve your own ambitions?



Perks:

Here, perks are 50% off based on origins; also, 100CP discounted perks are free.

General

Beautiful Race [Free / 100 CP]

In a world filled with breathtakingly beautiful elves, it would be strange if you didn't fit in. That's why, from now on, you and your companions will always be at least a 9/10 in terms of looks. Whether through natural charm, supernatural grace, or just good old-fashioned divine intervention, you will always stand out as exceptionally attractive.

Additionally, you have complete control over your appearance, allowing you to freely design your body to match whatever aesthetic you desire. Want to be a statuesque blonde with piercing blue eyes and an aura of untouchable elegance? Done. Prefer a rugged, dark-haired rogue with smoldering intensity? Easy. Whether subtle or dramatic, your looks can be tailored to your personal tastes.

If you pay 100 CP, this perk extends beyond this world, affecting all future worlds you visit. In those worlds, all sentient races will naturally adhere to human beauty standards, ensuring that no one is ever below a 7/10 in attractiveness.

Stripperific [Free / 100 CP]

As you may have noticed, the elves of Alfheim have a rather... unique approach to fashion. Their outfits barely cover anything beyond the essentials, yet somehow, against all logic, they still function perfectly as armor or clothing. A warrior clad in a skimpy battle bikini? Just as protected as someone in full plate. A mage in a translucent, flowing robe? Completely shielded from the cold. Fashion and function have never been so delightfully contradictory.

This perk is free while in Alfheim, ensuring that all clothing—no matter how revealing—offers the same level of protection as its more modest counterpart. Feel free to embrace the elven aesthetic without worrying about pesky things like practicality.

If you pay 100 CP, you can bring this cultural phenomenon into all future worlds you visit. In those worlds, revealing outfits will always be considered normal and functional, with the same inexplicable protective properties.

A World of Asexual Female Elves [Free / 100 CP]

In this world, you quickly come to understand a unique truth—every single elf is female. Since the dawn of Alfheim, the Holy Tree has only ever birthed female elves, making them a monogendered race. Furthermore, due to their unique method of reproduction, all elves in this world are naturally asexual and virginal, lacking any innate drive for reproduction unless external forces intervene.

This perk is free while in this world, ensuring that all elves born before your arrival are female and asexual. However, its effects can extend beyond Alfheim, allowing you to alter future worlds you visit. With this ability, you may designate any race—or all races—in a world to be exclusively female, ensuring that they reproduce through magical or supernatural means rather than traditional biological reproduction.

Additionally, when using this perk in future worlds, you can choose whether the species in question remains asexual in nature or whether they still develop romantic and reproductive desires under specific conditions.

High Magic Affinity [Free for Elves / 200 CP]

Magic flows through you as naturally as breathing. As an elf, you possess an innate and powerful connection to magic, allowing you to learn and cast spells with ease. Even complex and high-tier magic that would take others years to master comes instinctively to you.

Your mana reserves are vast, your spellcasting is refined and efficient, and even without formal training, you can wield magic at a level that would take human mages a lifetime to achieve. Your abilities are further enhanced by your natural attunement to the Holy Tree's lifeforce, making you especially gifted in nature magic, elemental control, and arcane arts.

Light Is Good [Free for High Elves / 200 CP]

The High Elves of Alfheim embody the classic aesthetic of purity and nobility, with their bright-colored hair, radiant clothing, and ethereal presence. Something about their luminous appearance and elegant demeanor just makes it really hard for others to hold grudges or act aggressively around them. Even in the midst of war, their sheer "good guy" energy has a subtle but undeniable effect on those around them.

With this perk, you gain a similar aura of peaceful influence. People instinctively associate you with goodness and reason, making them more likely to seek peaceful resolutions rather than escalate conflicts. At worst, someone who might normally be an outright villain will just act like a mild jerk with a hidden soft side.

Easily Forgiven [Free for Dark Elves / 200 CP]

Dark Elves have a certain reputation—one that, by all rights, should make them irredeemable villains in the eyes of history. They've waged war against the High Elves for thousands of years, brought their entire race to the brink of extinction, Yeah, that's just another Tuesday for them.

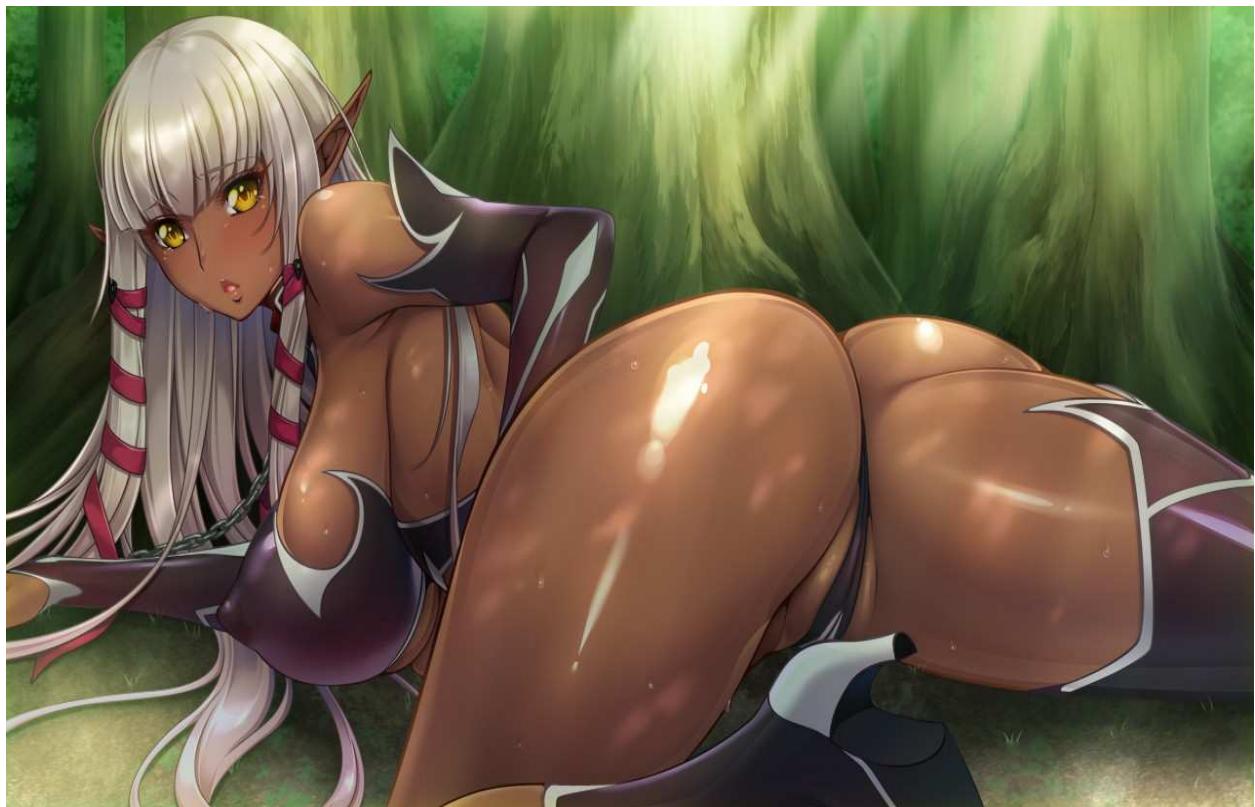
And yet... they're always forgiven.

With this perk, you gain the same baffling ability to escape lasting consequences for your actions. No matter how morally questionable, outright villainous, or socially unacceptable your behavior may be, people just seem weirdly quick to move on. As long as you offer even the bare minimum of an apology (or sign a peace treaty, if you're feeling fancy), your past misdeeds will be largely forgotten—or at worst, reduced to mild inconveniences.

Half-Elf [600 CP]

You are a rare hybrid, born from the union of a human and an elf during a time when the power of the Holy Tree weakened in the past. Unlike ordinary elves, your human heritage has enhanced you, granting you exceptional abilities beyond either race.

Your lifespan stretches and adds 10,000 years to your age, making you one of the longest-lived beings in Alfheim. Even by the standards of elves, your magical talent is extraordinary, allowing you to wield arcane power with unmatched skill, your magic cost $\frac{1}{4}$ of the original mana cost, your spells strength by a factor of 2 and your mana is a lot more dense. In time, you have the potential to rival even Norn "Nol" Alfheim—one of the most powerful beings in this world.



Messiah

Born Lucky [100 CP]

As someone chosen to be a Messiah, fate itself seems to favor you. Compared to the average person, you have noticeably better luck, whether it's avoiding misfortune, stumbling upon opportunities, or things simply working out in your favor. Situations that would normally end in disaster for others tend to go just a little smoother for you—as if the universe is giving you a helping hand.

Elven Chick Magnet [100 CP]

Elves just can't seem to resist you. Whether it's your looks, aura, or something else entirely, you are a natural magnet for elven women. If you find an elf attractive, there's an extremely high chance she will feel the same way about you. This goes beyond mere charm—something about you is just inherently alluring to them.

In future worlds, this effect extends to all females, ensuring that you will always have an edge in attraction and romantic pursuits.

Potent Seed [200 CP]

Your fertility is off the charts. Normally, elves are notoriously difficult to impregnate, often requiring specific conditions to conceive. But with this perk, those limitations simply don't apply to you. Even outside of their most fertile days, your seed is strong enough to guarantee conception, making you an ideal partner for repopulating the elven race.

In future worlds, this ability applies to any female of any species, so long as both parties consent to the process.

Good Sex Partner [200 CP]

As someone destined to restore the elven race, you've been granted superhuman endurance and virility to fulfill your sacred duty. You never need to rest between rounds, require minimal sleep and food, and can go all night long with enough stamina to satisfy multiple partners. Your fertility is unmatched, ensuring that every encounter has the highest chance of success.

No matter how demanding the task, you were built for this.

Anti-Magic Feature [400 CP]

Whenever you engage in intimate activities, you naturally absorb magic from your partner, leading to several powerful effects. This restores your stamina, significantly boosts your recovery rate, and heals any wounds you might have. Your mana reserves are also replenished, ensuring you're never left magically drained.

Additionally, this absorption dispels any active spells your partner is concentrating on, making it particularly effective against magic users reliant on buffs or enchantments. As a final effect, the process sends waves of pleasure through your partner, creating an addictive sensation that makes them crave the experience again.

Decent Person [400 CP]

For you, being a good person actually pays off—and in ways that far exceed normal expectations. Every time you act with kindness or decency, you tend to receive disproportionate rewards.

Return a lost wallet? Turns out the owner was a legendary wizard looking for someone worthy of wielding a mythical sword. Help an old lady cross the street? She might just reveal a hidden royal lineage and adopt you into her noble family. Instead of being taken advantage of, your good deeds create absurdly lucky opportunities, ensuring that doing the right thing is always worth it.

Mediator Between the Races [600 CP]

In a world torn apart by conflict, your presence alone is enough to inspire dialogue and reconciliation. No matter how deep the grudges or how long the wars have raged, you are recognized as a fair and impartial mediator, someone who both sides can trust to guide them toward peace. Even the bitter animosity between the High Elves and Dark Elves—a conflict spanning thousands of years—can be slowly mended under your influence. While the process may take years, as long as you remain involved, it is guaranteed to succeed in the end.

Your abilities extend beyond just making people listen—you have an almost supernatural knack for understanding both perspectives, knowing exactly what to say and how to say it to ease tensions and foster cooperation. Where others see an impossible divide, you see the path to resolution, guiding former enemies toward common ground, mutual respect, and eventually, unity.

This power is not limited to Alfheim. In any future world you visit, you will be seen as a neutral and respected peacemaker, capable of bridging gaps between races, nations, or even warring gods.

Population Control [600 CP]

As the progenitor of a new generation, you now hold complete control over the traits of your offspring. When fathering children, you can freely determine their biological sex, even among races that were previously exclusively female, such as the elves of Alfheim. If you wish, you can ensure the birth of male elves, altering the course of their species forever.

Beyond just sex selection, you can also choose which of your own perks and abilities your children inherit. Whether it's enhanced magical talent, superior physical prowess, or unique racial traits, you can selectively pass down the gifts you deem fit. Your offspring will always have the best possible start in life, carrying forward your strengths and advantages into future generations.

This ability extends to all races in future worlds, allowing you to shape the next generation of any species. Whether you seek to balance populations, create a lineage of powerful descendants, or subtly guide the evolution of entire civilizations, your bloodline will always be extraordinary.

Mage

Spellcaster [100 CP]

As an elf, magic is second nature to you, and you've received basic training in spellcasting. Right now, you can effectively use simple attack spells and weak cantrips, giving you a solid foundation in magic. With practice and study, you can develop your abilities further, eventually mastering higher-tier spells and more advanced magical techniques.

Dirty Little Talker [100 CP]

For some reason, elf magicians have a habit of talking dirty, often mixing suggestive language into their spellcasting. Now, you've developed this unique ability as well. You can speak in a way that's both seductive and provocative, making your words irresistibly captivating. Whether you're flirting, commanding attention, or casting spells with a sultry twist, your words have an undeniable effect on those who hear them.

Researcher of Midgard [200 CP]

You have an uncanny talent for reverse-engineering and recreating items, even from vague descriptions or half-remembered notes. If someone describes an outfit from Midgard, like a nurse uniform, teacher attire, or miko robes, you can faithfully recreate it using the materials available in Alfheim. While the items you create are mundane in nature, your skills allow you to introduce entirely new fashion trends and cultural influences into the world.

Historian [200 CP]

You are a keeper of history, dedicated to preserving the knowledge and records of your race. Your penmanship is impeccable, ensuring that any documents you create are clear, detailed, and aesthetically beautiful. More importantly, you know how to preserve writings and artifacts so that they can last thousands of years, ensuring that future generations will always have access to the past. Whether you're chronicling major events, recording forgotten legends, or safeguarding lost knowledge, your work stands the test of time.

Shape Shifter [400 CP]

You have gained the ability to freely shift between a childlike and an adult form, altering your body structure at will. This transformation is instantaneous and can be used as often as you like, allowing you to adapt to different situations effortlessly.

Beyond just appearance, your magic output and efficiency change depending on your form. In your child form, your raw magical power is reduced, but your spells last longer and require significantly less mana to maintain. In contrast, your adult form grants you greater magical potency and raw output, at the cost of higher mana consumption and shorter spell durations. Whether you prioritize sustained magic use or explosive power, your shifting abilities let you adjust to any magical scenario on the fly.

Potion Brewer [400 CP]

You have mastered the art of potion-making, allowing you to craft a wide variety of magical brews using whatever ingredients you have on hand. With the right materials, you can create healing potions, mana restoratives, and potions with unique magical effects.

Your expertise extends beyond just standard alchemy—you have a particular talent for brewing powerful aphrodisiacs and stamina potions. Your creations can enhance endurance, eliminate fatigue, and keep someone going all night long without issue. Whether you're supporting warriors on the battlefield or ensuring lovers never tire, your potions are in very high demand.

Archmage [600 CP]

You have ascended beyond mere spellcasting proficiency, becoming a true master of magic. With ease, you can now wield mid-level and high-level spells, casting them as effortlessly as a novice would a simple cantrip. Your knowledge of magic has deepened to the point where you can manipulate and shape spells creatively, adjusting their potency, range, and effects to suit your needs. Whether in combat, research, or enchanting, your arcane prowess is undeniable.

However, what truly sets you apart is your access to a Dark Form, much like Norn "Nol" Alfheim. Though unlike her yours aren't a curse version. When

activated, your hair and attire turn pitch black, and your magical power surges dramatically. Even the weakest spells, such as a simple fire bolt, now unleash destruction on par with fireballs, and your high-level magic becomes devastating beyond measure. In this state, you wield unparalleled magical might, turning the battlefield into your personal domain of destruction.

Yet, this incredible power comes at a cost. Prolonged use of your Dark Form risks pushing you into a berserker state, where your control over your actions weakens. In this frenzy, you may lose the ability to distinguish friend from foe, attacking allies and enemies alike with reckless abandon. Mastery of this form requires extreme discipline and self-control, as even the most skilled archmages risk being consumed by their own power.

Traveler of the Nine Realms [600 CP]

You have gained the extraordinary ability to travel freely between the Nine Realms of this world. Whether it be Alfheim, home of the elves, or the distant and mysterious lands of Asgard, Midgard, and beyond, no realm is out of your reach. You can walk the paths between worlds with ease, navigating through dimensions as though they were mere roads.

This ability extends beyond just movement—you have an innate understanding of how these realms function, allowing you to blend in, survive, and adapt no matter where you go. You might be negotiating with gods in Asgard, wandering the mortal lands of Midgard, or even braving the frozen wastes of Niflheim without fear. Each realm offers unique opportunities, dangers, and resources, and you are free to explore them all at will.

In future worlds, you will be able to travel to any realm reminiscent of Norse mythology, including alternate versions of Yggdrasil's cosmic branches.

Warrior

Body of an Amazoness [100 CP]

Your genetics have blessed you with a body that is both powerful and undeniably feminine. Your muscles are far denser than those of an average person, granting you greater strength, endurance, and durability without making you bulky. Instead, as your physical strength increases, your feminine features become even more pronounced, enhancing your grace, curves, and allure. You are the embodiment of beauty and raw power combined, moving with the elegance of a warrior goddess.

Weapon Proficiency [100 CP each, can be purchased multiple times]

Choose one fantasy weapon, and you instantly become highly proficient in wielding it. Whether it be a greatsword, bow, twin daggers, or even something more exotic like a scythe, you wield your chosen weapon with the skill of a seasoned master. You may purchase this perk multiple times, gaining expertise in additional weapons with each purchase. Also only the first purchase is discounted.

Dominating Aura [200 CP]

You naturally exude an intimidating yet irresistibly alluring presence that demands respect, obedience, and submission. In battle, allies are more willing to follow your commands, and enemies—especially weaker ones—may hesitate or even flee before engaging you. Your aura is not just fearsome but also undeniably seductive, making people instinctively recognize you as a dominant force, both on and off the battlefield.

Perfect Skin [200 CP]

Much like the elves of this world, your skin is flawless—completely free from scars, blemishes, or imperfections. Even after sustaining injuries, your body heals without leaving any marks, ensuring your skin remains as soft and smooth as ever. Despite its delicate appearance, your skin is remarkably resilient, making it far more resistant to damage than it looks. Whether you're a warrior who endures countless battles or simply someone who values their beauty, your perfection is eternal.

Beastman Mode [400 CP]

You now have the ability to enter Beast Mode, transforming into a half-beast hybrid—more specifically, a cat-like form with adorable furry ears and a swishing tail. While this transformation undeniably boosts your cuteness factor, it's far more than just a fashion statement.

In this form, you gain the enhanced reflexes, agility, and senses of a cat. Your reaction speed becomes blindingly fast, allowing you to dodge attacks with near-instinctual precision. Your night vision sharpens, letting you see perfectly in the dark, and your hearing becomes incredibly sensitive, picking up even the faintest of sounds.

Not Fighting That [400 CP]

You now possess an instinctive sense of danger, allowing you to immediately recognize enemies you have no chance of defeating. Whether it's a battle-hardened warrior, a godlike mage, or something even worse, you just know when picking a fight is a terrible idea.

But that's not all—this instinct comes with a talent for diplomacy and deception, allowing you to navigate around conflicts without looking weak. You can subtly manipulate situations, use clever wording, or even set up indirect disadvantages to ensure that your would-be opponent thinks twice before engaging you. Whether through careful negotiation, well-placed distractions, or strategic flattery, you can walk away from deadly encounters unscathed—or even turn a potential enemy into an ally.

Mark of a Hero [600 CP]

Branded upon your right hand is the Crest of the Hero, a sacred mark that signifies you as a legendary champion of the elves. This crest is more than just a symbol—it enhances your very being, granting you a body that rivals the mightiest of elven warriors, including Delva Celebrían herself. Your strength, endurance, and agility are now far beyond elven limits, making you a force to be reckoned with on the battlefield.

Beyond sheer physical prowess, your growth and learning abilities have been dramatically enhanced. Where an average elf might take centuries to master a skill, you can do so in a mere few months, allowing you to quickly surpass even the most talented individuals. Whether it's swordsmanship, magic, or even political strategy, your mind and body absorb knowledge at an accelerated rate, ensuring you are always at the cutting edge of elven power.

Class Specialization [600 CP each]

You have dedicated yourself to mastering a particular fighting style, becoming an expert in your chosen class. Also only the first purchase is discounted . Pick one of the following:

Fighter

You are a master of weapons and combat techniques, trained to adapt to any battlefield. Whether wielding swords, spears, or axes, your reflexes and skill ensure that you always have the upper hand. Your training emphasizes precision, efficiency, and versatility, making you a formidable opponent in both one-on-one duels and large-scale battles. You may not have magic, but your combat instincts and sheer physical prowess allow you to go toe-to-toe with even supernatural foes.

Paladin (High Elf Exclusive)

You are a holy warrior of the High Elves, wielding both divine magic and martial prowess. Your power is drawn from light and purity, granting you the ability to smite darkness, heal the wounded, and protect your allies with sacred barriers. Clad in radiant armor, you are a symbol of justice and righteousness, standing at the front lines as an unshakable bulwark against evil. Though your devotion to the elven cause is absolute, your true test lies in whether your faith remains unshaken as the world challenges your ideals.

Dark Knight (Dark Elf Exclusive)

Unlike the noble paladins, you embrace the power of darkness, drawing strength from forbidden magics and ruthless combat techniques. Your abilities allow you to siphon life from your enemies, curse them with debilitating afflictions, and enhance your own power at a cost. You are a fearsome presence on the battlefield, your dark armor and ominous aura striking fear into those who oppose

you. While some call you a villain, you know that true power is earned, not given, and you will use it to forge your own path—regardless of morality.

Archer

With unmatched precision and agility, you dominate the battlefield from afar. Whether using longbows, crossbows, or enchanted arrows, your keen eyes and steady hands ensure that no target escapes your sight. Your training allows you to fire with deadly accuracy, even while on the move or under extreme conditions. But you are more than just a sharpshooter—you excel in stealth, survival, and battlefield positioning, making you a ghostly predator that eliminates enemies before they even realize they're being hunted.

Barbarian

You fight not with finesse, but with overwhelming strength and raw, primal fury. When battle begins, you enter a berserker state, making you stronger, faster, and far more resilient than any normal warrior. Your roars shake the battlefield, your strikes can shatter armor, and even wounds that should be fatal only seem to fuel your rage further.



Nobility

Blue Blood [100 CP]

You are born into nobility, carrying the distinguished features and lineage of your prestigious elven family. Your appearance alone marks you as one of high status, ensuring that others immediately recognize your noble heritage. More importantly, your family's wealth and influence will always provide you with resources, connections, and protection. Even in future worlds, you will find yourself born into a minor noble house, ensuring you always have a foundation of power and privilege to build upon.

Arrogance of Nobility [100 CP]

Your pride is unwavering, but instead of alienating others, it draws them to you. Whether it's your confidence, charisma, or sheer presence, people find themselves compelled to follow your ideas and commands, even if they are self-indulgent or reckless. Your noble arrogance radiates authority, making you an effective leader who can inspire loyalty and admiration, no matter how audacious your plans may be.

Duty of Nobility [200 CP]

You understand the true responsibilities of nobility—which tasks must be handled personally, which can be delegated, and which can be ignored without consequence. Your sharp instincts allow you to balance duty with pragmatism, ensuring that your rule remains effective and respected. Even when cutting corners, you always maintain an air of competence, ensuring that no one dares to question your decisions.

Nobility Social Circle [200 CP]

Navigating the world of nobility is second nature to you. You effortlessly maneuver through politics, courtly intrigue, and high society with the grace and etiquette expected of a true aristocrat. Whether forging alliances, avoiding scandals, or gaining favors, your refined demeanor and social cunning make you a natural power player in any noble court.

The Harshness of Nobility [400 CP]

Ruling is never easy—one wrong move, and the sword of Damocles could come crashing down upon you. But what if that threat no longer applied to you? What if, no matter how ruthless your rule, the people accepted it without resistance?

With this perk, you can govern however you see fit, taking even the most extreme actions without facing rebellion or widespread discontent—so long as your rule ultimately benefits the population in some way. Want to eradicate a faction that has been a thorn in your side? Want to eliminate rival nobles before they become a threat?

As long as the people under your rule see tangible improvements in their daily lives, they will turn a blind eye to your cruelty, ambition, and absolute control. Whether you choose to be a harsh but fair ruler or a tyrant with a justifiable grip on power, your authority will remain unchallenged—as long as your land prospers under your rule.

First Dibs [400 CP]

As nobility, you're sometimes assigned unpleasant tasks—duties you'd rather avoid. But fortunately for you, whenever you are given such responsibilities, you always receive first pick of the best resources, manpower, and land needed to complete them. Even if someone else technically deserved them first, no one will complain or resist, as they will genuinely believe you were the rightful recipient for legitimate reasons.

Whether it's acquiring the best warriors, securing prime territory, or even being the first in line for special privileges, you will always be prioritized. This advantage extends to more personal matters as well—if, for example, an elven messiah has been summoned to restore your people's numbers, you can expect to be at the front of the line for such sacred duties, with no objections from your peers.

Royalty [600 CP]

Oh, look at you—now you're part of the royal family! You wield power over vast lands divided into several counties, ensuring a steady flow of passive income from business ventures and taxes collected from the commoners. Of course, ruling can be exhausting, but don't worry—you don't actually have to put in much effort. If you so choose, your realm can function on autopilot, requiring only the bare minimum of your attention while you focus on more important matters—like lavish feasts, extravagant parties, and grand social gatherings. After all, a true royal must look the part and enjoy the finest luxuries life has to offer.

This prestigious status isn't just for Alfheim—in future worlds, your royal bloodline follows you. Wherever you go, you'll find yourself second only to the highest-ranking figure in any kingdom, empire, or major organization of your chosen background. Whether you prefer to lead with wisdom or simply bask in the perks of nobility, you can rest easy knowing you've earned your place among the elite.

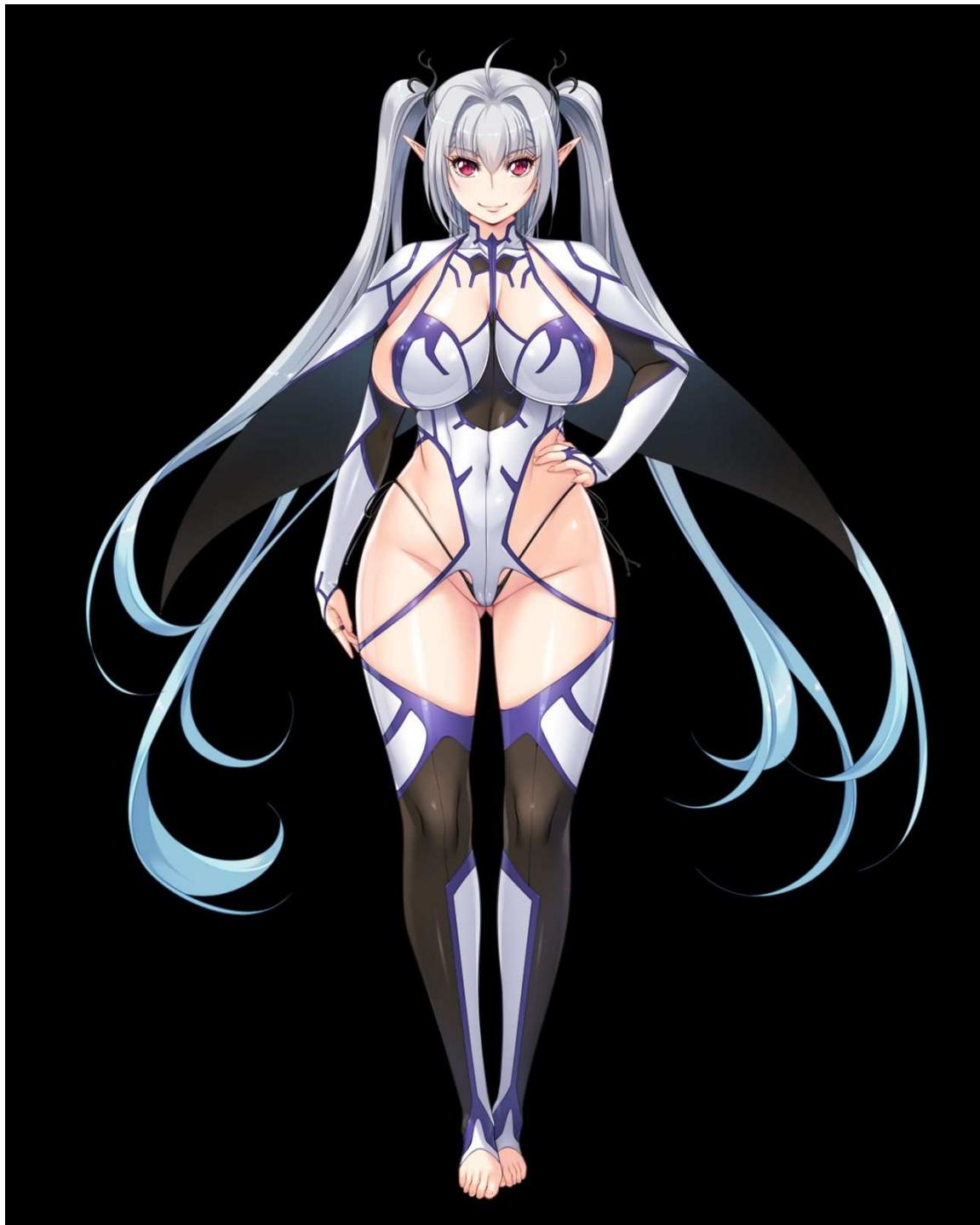
How to Be a Leader [600 CP]

As nobility, you bear the burden of leadership—a task that demands wisdom, strategy, and unwavering dedication. But with this perk, you'll find that ruling has never been easier, as it grants you several key advantages to govern effectively without losing sleep over the finer details.

First, tedious administrative work—from handling bureaucratic paperwork to overseeing the day-to-day training of your soldiers—will be automatically managed without your direct involvement. Your kingdom or domain will run like a well-oiled machine, ensuring that productivity and efficiency remain high while you focus on more pressing matters.

Second, your people adore you. Your approval ratings will always be exceptionally high, as your policies and leadership naturally steer your nation toward prosperity and happiness. Even when challenges arise, the fallout will be minimized, and your subjects will be willing to overlook minor flaws in your rule.

Finally, your position as ruler is secured. Whether through assassination attempts, political coups, or betrayals, no force can dethrone you as long as you have the will to rule. Your authority is absolute, and your reign will stand the test of time. This advantage follows you into future worlds, ensuring that wherever you go, you will always be a leader worth following.



Items:

You receive discounts based on your origin with 100 CP discounted ones being free. Also any items bought here can be imported to similar items.

General

Lilith Outfits[Free/200CP]

You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine. This outfit, when destroyed or worn out, will conjure a new one in your wardrobe. For 200 CP, you now have a wardrobe filled with these hentai-themed outfits that you can freely import and use in the field, and no one will question why you are wearing a bunny outfit in a full war zone.

Messiah

Cellphone Between Worlds [100 CP]

This special cellphone is more than just a communication device—it's your portal to endless dimensions. Whether you're in the mystical world of Alfheim, exploring the bustling streets of Midgard, or visiting a realm beyond your wildest imagination, this phone keeps you connected to anyone you need. The battery will never run out, so no need to worry about your phone dying at an inopportune moment. You can make calls, send messages, or even browse the internet across different worlds, seamlessly. It's like having a pocket-sized device that allows you to stay connected no matter where you are in the multiverse, so you'll never feel out of the loop.

Additionally, the phone is synced with the internet of any world you find yourself in. No more getting lost in translation—you can immediately access information, communicate with others, and even stay on top of your digital life, no matter which world you're in.

Ever-Clean Casual Clothes [100 CP]

This suitcase filled with casual Midgard outfits is a game-changer. Whether you're hanging out in a casual setting or heading to an impromptu social gathering, you'll always have the right clothes ready to go. With a variety of outfits that can suit anything from a simple day out to a relaxed evening, you're guaranteed to look your best. And with the added perk of never having to worry about laundry, you can simply wear them, take them off, and the next time you open your suitcase, they'll be fresh, clean, and ready to wear again.

Box of Delights [200 CP]

The Box of Delights is exactly what you need to make sure your intimate activities are always met with the right tools. This box will summon any toy, accessory, or tool you can imagine for your sex times. Whether you're looking for restraints, lubricants, oils, or a little extra spark, the box will instantly manifest whatever is needed to make your experiences more pleasurable and fulfilling. And because it's a magical item, it's limitless in what it can produce—there are no restrictions on what's possible. As long it has something to do with sex play.

Endless Fridge [200 CP]

The Endless Fridge is your personal pantry that ensures you never run out of food, especially the high-energy, stamina-boosting kind. It's designed specifically for your most demanding sexual activities, always stocked with your favorite snacks, meals, and energy drinks, all of which are fresh and perfectly prepared. No matter how many times you grab a meal, the fridge automatically replenishes itself with what you need, so you can focus on other things without worrying about grocery shopping or running low on supplies.

Not only does it provide endless food and drinks, but the fridge also caters to your personal tastes, ensuring you always have exactly what your body needs. You don't have to worry about eating on the go, because whenever you're ready for a meal or need a quick burst of energy, this fridge will always be stocked and waiting for you.

Private Cottage [400 CP]

Congratulations, you now own your very own private cottage, designed to suit all your needs and those of your many partners and children. The best part? This cottage is completely mobile, meaning you can relocate it anywhere you need to be. Whether you're traveling across worlds or just want to move to a different location, the cottage will adjust and settle wherever you decide to call home. The beauty of this perk lies in its infinite adaptability—the number of rooms constantly expands to accommodate the growing number of your family, ensuring everyone always has a place to stay.

Inside, the cottage is fully equipped with everything you could ever need. The kitchen is stocked with the finest appliances, perfect for preparing meals for large groups. There's a delivery room for when it's time to welcome new life, and a daycare for your little ones. You'll also have access to luxuries such as a swimming pool, gym, and training room, making sure your family can stay both fit and entertained. Each bedroom is soundproof, allowing for peace and privacy when needed. Furthermore, this cottage is more than just a home—it's a base of operations where you and your partners can rest, relax, and have everything you need. Plus, the best part is that you can take any partners and children with you as followers in future worlds, ensuring they always have a safe haven no matter where you go.

Ring of the Messiah [400 CP]

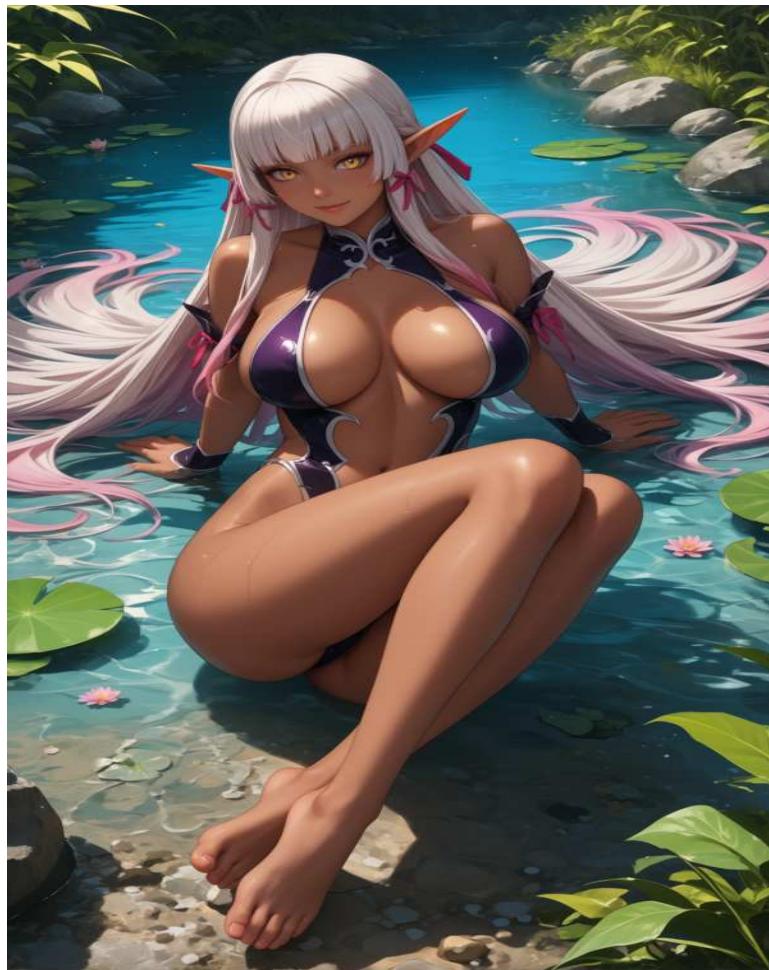
The Ring of the Messiah is a powerful symbol that signifies your divine role as the chosen savior of the elves. Wearing this ring grants you a unique authority within Alfheim, allowing you to enter even the most forbidden areas of the realm. No matter how restricted a place may be, the ring ensures that you have the right to pass through any gate, door, or barrier that would normally be closed off to others. This can be incredibly useful when seeking answers, uncovering secrets, or simply exploring places that hold important knowledge or power that others are not permitted to access.

Beyond just being a key to hidden locations, this ring also marks you as the legitimate messiah, giving you an aura of respect and reverence from those who encounter you. In future worlds, the ring's authority will extend to any forbidden areas or restricted zones you encounter, granting you the freedom to explore places that others cannot.

Bifrost Gate [600 CP]

The Bifrost Gate is an incredibly powerful and convenient transportation tool that allows you to effortlessly travel between Alfheim and Midgard (and potentially other realms) with the swiftness and ease of a single step. This gate opens up an instantaneous passage through the Bifrost, the rainbow bridge that connects the realms, ensuring you can travel between worlds without the hassle of long journeys or complicated rituals. The gate is portable, and once activated, it will always be able to carry you between these two realms, providing a direct and secure way to navigate between Alfheim's mystical beauty and the more grounded yet bustling realm of Midgard.

What makes the Bifrost Gate particularly useful is its efficiency. Once you've established it, the gate allows for seamless travel at will, ensuring you can quickly move between locations as needed, whether for business, leisure, or fulfilling your messianic duties.



Mage

Mage's Hood [100 CP]

The Mage's Hood might not provide much in terms of coverage—in true elven fashion, it leaves very little to the imagination—but don't be fooled by its appearance! Despite its rather revealing design, this hood offers resistance to an element of your choice, allowing you to endure extreme conditions like scorching flames, freezing cold, or even high-voltage lightning with relative ease. Additionally, this enchanted hood enhances your ability to absorb mana from the air, ensuring your magical reserves replenish faster, making it an excellent tool for any spellcaster who wants to maintain their strength in prolonged battles or intricate rituals.

Mage's Scepter [100 CP]

With this steady and stable magical scepter, your spellcasting becomes far less volatile. Magic can be unpredictable, with spells sometimes misfiring or outright exploding if cast improperly—but this scepter acts as a stabilizer, ensuring that your spells are precise, efficient, and completely under your control. Whether you're launching powerful fireballs, summoning lightning, or weaving intricate enchantments, this scepter provides a reliable focus, significantly reducing the risks of backfires and magical mishaps. Even for a seasoned mage, this tool is invaluable in maintaining consistent magical performance.

Cloth-Making Supply [200 CP]

With this enchanted needle and threads, you can create any outfit your heart desires—from elegant royal robes to durable battle attire. But these aren't just ordinary materials; they possess a magical property that allows any clothing you craft to be imbued with powerful enchantments. You can weave defensive enhancements, giving the protection of plate armor while maintaining the flexibility and comfort of cloth. Alternatively, you can attune the fabric to an element, granting resistance to fire, ice, lightning, or any other force of nature. Whether you're designing practical combat gear or stylish attire for a ball, your creations will always be functional, fashionable, and fortified.

Alchemy Set [200 CP]

This advanced alchemy kit significantly enhances your potion-making abilities. With this set, your potions will not only be far more potent, but you'll also require fewer ingredients to achieve the same effects, making it incredibly efficient. Whether you're brewing powerful healing elixirs, mind-enhancing tonics, or alchemical concoctions that defy the laws of nature, this set ensures that every drop counts. No more wasting rare ingredients on weak, ineffective mixtures—your alchemical creations will now pack a punch, rivaling even the most seasoned potion masters in Alfheim.

Perfect Greenhouse [400 CP]

You now possess a magnificent greenhouse, an agricultural marvel that provides the perfect conditions for growing any plant species you desire. Each section of the greenhouse automatically adjusts its biome to accommodate the specific needs of different flora—whether it's a humid jungle for exotic herbs, a frigid tundra for rare frostbloom, or an arid desert for magical cacti.

But that's not all—this greenhouse is also optimized for effortless cultivation. Plants grow faster, healthier, and more abundantly, ensuring a steady, sustainable harvest of everything from medicinal herbs to mystical reagents. Whether you're an herbalist, alchemist, or just someone who enjoys fresh produce, this greenhouse will always provide an endless bounty with minimal effort.

Ancient Library [400 CP]

You are now the proud owner of an Ancient Library, a vast and nearly endless repository of knowledge that houses tomes, scrolls, and grimoires spanning countless subjects. Whether you seek forbidden magical arts, lost histories, advanced alchemy, or forgotten battle techniques, this library will always have just the right book waiting for you. The shelves rearrange themselves to ensure that whatever you seek is always within reach.

But knowledge isn't just about books—the library itself is semi-sentient, offering guidance through floating lights, spectral librarians, or even whispered advice from the books themselves. As you grow in skill, new wings of the library will unlock, revealing even greater secrets. In future worlds, the library will update

itself with knowledge relevant to each new setting, ensuring that you are always one step ahead in the pursuit of wisdom.

Scepter of the Holy Tree [600 CP]

You are now the owner of a scepter crafted from a branch of the Holy Tree, a divine artifact of immense power. This scepter is intricately carved with sacred runes, pulsating with raw magical energy that resonates with the lifeforce of the world itself. Simply wielding it enhances your magical abilities, making spells flow more easily, reducing the cost of high-level magic, and granting you an innate connection to nature-based spells. The scepter also functions as an unbreakable conduit, ensuring that magic cast through it never misfires, overcharges, or backfires on the user.

Beyond its role as a spellcasting focus, the Scepter of the Holy Tree possesses a unique attunement to the land. With it in hand, you can heal blighted landscapes, accelerate the growth of plants, and even communicate with ancient spirits residing in nature. When placed in the soil, it acts as a beacon of life, purifying the land and making it flourish with vitality. This effect extends beyond Alfheim; in future worlds, the scepter will adapt to each setting, influencing the local environment in ways that best restore balance and harmony.

Legends speak of the deepest secret of the scepter—when wielded by one deemed worthy, it can awaken the will of the Holy Tree itself. This could grant divine visions, allow the wielder to perform miraculous feats of magic, or even bestow temporary immortality. However, such power comes with a price, as invoking the full strength of the scepter drains the lifeforce of its user, forcing one to wield it with wisdom and restraint.

Warrior

Bikini Armor [100 CP]

Despite its incredibly revealing design, this armor offers far more protection than it should—perhaps due to magic, divine intervention, or sheer force of will. It is as durable as full plate armor, yet somehow never restricts your movement, allowing you to fight with complete agility. Whether you prefer heavy sword swings or acrobatic dodging, this armor never gets in the way.

In addition, the Bikini Armor is self-repairing—any damage it takes mends itself within minutes, ensuring that you always look as battle-ready (and fashionable) as possible. Some warriors even claim it grants an intimidation effect, distracting foes and making them underestimate you... right before they realize their fatal mistake.

High-Quality Weapon [100 CP]

You now possess a masterfully crafted weapon, forged from the finest materials available in Alfheim. Whether it's a sword, spear, bow, or any other weapon of your choosing, it boasts exceptional durability, sharpness, and balance, making it a cut above the standard arms used by ordinary warriors. It never rusts, dulls, or breaks under normal circumstances, ensuring that it remains a reliable tool in battle for years to come.

Camping Set [200 CP]

You now own a top-tier camping set, perfect for surviving in the wilderness of Alfheim or any other world. This includes a magically reinforced tent that protects you from extreme weather, a self-sustaining fire pit that never needs wood, and an ever-fresh water container that refills itself daily. Cooking utensils, sleeping bags, and other essentials are all included, ensuring that no matter where you travel, you can set up a comfortable basecamp with ease.

Trap Set [200 CP]

You now have access to a versatile and highly effective trap set, perfect for capturing wild beasts, enemies, or even playful elves who think they can get the drop on you. This set includes pressure plates, snare wires, pitfall mechanisms, and magical tripwires, all designed to work in different terrains and situations. Each trap is crafted from high-quality, self-repairing materials, meaning they can be used multiple times with minimal maintenance.

Additionally, the set comes with a magically reinforced cage, designed to safely contain whatever (or whoever) you manage to capture.

Ring of Status Nullification [400 CP]

This unassuming ring carries an immense power, allowing you to completely nullify any status effects that would normally afflict you. Curses, poisons, mind-control, paralysis—none of them will stick while you're wearing this. Whether you're in battle, dealing with scheming nobles, or simply trying to avoid some particularly clingy elves, this ring ensures that no external force can alter your physical or mental state against your will.

Collar of Magic Nullification [400 CP]

This elegant yet intimidating collar is a tool of absolute magical suppression. When worn, it completely nullifies the wearer's ability to use magic, rendering them unable to cast spells, activate magical artifacts, or harness any supernatural abilities. Originally designed for keeping dangerous prisoners in check, it can now serve whatever purpose you see fit—whether as a security measure, a battle handicap, or for... personal use.

The collar only functions if the wearer does not remove it themselves, ensuring that it cannot be easily escaped through sheer willpower. Additionally, its effects can be selectively toggled, allowing you to decide whether to dampen a target's power entirely or only weaken it.

Holy Legendary Weapon [600 CP]

This is no ordinary weapon—it is a divine artifact, forged by celestial hands and imbued with holy power beyond mortal comprehension. Whether it takes the form of a sword, spear, bow, or any weapon of your choice, it radiates an aura of purity and righteousness, making it devastating against demons, undead, and other unholy beings. Even the most powerful dark entities will tremble in its presence, as its mere existence weakens their corrupted forms.

But this weapon is more than just a tool of destruction. It can also bestow blessings upon those it deems worthy, granting temporary bursts of power, enhanced durability, or even healing wounds inflicted by cursed magic. In future worlds, the weapon will evolve alongside you, adapting to new settings while always retaining its legendary might. It is not just a weapon—it is a symbol of divine judgment and protection, ensuring that wherever you go, justice follows in your wake.



Nobility

Money [100 CP]

As a distinguished noble, wealth flows effortlessly into your coffers. Each month, you receive a generous allowance of 100 gold coins, an amount equivalent to approximately \$100,000 in value. This steady income ensures that you can live lavishly, indulging in the finest luxuries Alfheim has to offer—whether it be extravagant feasts, finely crafted armor and weapons, or rare magical artifacts.

Noble's Clothes [100 CP]

A noble must always look the part, and with this wardrobe of elegance, you will never be caught in anything less than perfection. These finely tailored garments—ranging from ornate ceremonial robes to stylish everyday attire—are designed to exude refinement, sexiness, authority, and grace. Each outfit is self-repairing and self-cleaning, ensuring that no matter how chaotic your day becomes, you will always appear immaculate. Torn in battle? It mends itself. Spilled wine on your finest silks? Gone in an instant. Even if reduced to tatters, these garments will reappear in pristine condition within your wardrobe, ready for the next grand occasion.

Letters of Recommendation [200 CP]

Connections are everything in high society, and you hold in your hands one of the most potent tools a noble can wield—letters of recommendation from some of the most influential figures across various spheres. Whether it's an esteemed general, a powerful merchant, or a fellow noble of great standing, these letters serve as a golden key, unlocking doors to prestige, power, and opportunity. Need a high-paying position in an organization? Want to ensure someone looks the other way regarding a scandal? Or perhaps you simply wish to guarantee exceptional service wherever you go? These letters grant you preferential treatment, elevating your status in the eyes of those who receive them. However, such favor does not come without limits—each letter is only effective once per group of people.

Battle Defense Underwear [200 CP]

At first glance, this might look like ordinary lingerie or simple undergarments, but don't be fooled—these enchanted pieces offer a defense stronger than steel!

When worn, they generate a magical barrier that passively protects the wearer from physical and magical attacks, greatly reducing damage taken. This barrier is adaptive, capable of withstanding multiple blows before reaching its limit. Should an attack exceed its capacity, the barrier will shatter spectacularly, taking the impact with it.

Of course, there's a small drawback: when the barrier breaks, so does the underwear—literally disintegrating into nothingness. But fear not! You have a practically unlimited supply of these enchanted undergarments, ensuring that you'll never be left unprotected (or completely exposed) for long.

Servants [400 CP]

What is a noble without a proper household? As a person of high status, you now command a retinue of 400 elite servants, each meticulously trained, unwaveringly loyal, and fully compensated. These attendants are handpicked to ensure that your vast estates, extravagant events, and daily needs are handled with unparalleled efficiency and grace. Whether it's cooks, maids, butlers, bodyguards, scholars, or personal attendants, you may freely decide their demographics, shaping your household to your liking.

Lands [400 CP]

A noble is nothing without their own domain, and now you have secured a vast estate complete with a formidable castle. This fortified stronghold serves as your seat of power, standing proudly within fertile agricultural lands that sustain both your fortress and the people who reside under your rule. The lands are well-cultivated, ensuring a steady flow of resources, while small villages dot the landscape, providing a modest yet loyal population to oversee.

Within your territory, you have access to a blacksmith, an alchemist, and a cleric, each possessing respectable skill in their craft. While none of them are legendary masters, they are more than competent in fulfilling everyday needs—whether it's crafting weapons, brewing potions, or providing healing and spiritual guidance.

Kingdom [600 CP]

You are no longer just a noble—you are now the sovereign ruler of your own kingdom. At its heart stands a grand, fortified capital, a thriving metropolis where trade flourishes, scholars gather, and culture prospers. The city's streets bustle with activity, from artisans selling their wares to merchants conducting lucrative deals, ensuring your economy remains strong and self-sustaining. Overlooking it all is your mighty castle, a symbol of your power and authority, where you govern your people and command your armies.

Beyond your capital, your domain extends into numerous fiefs, each ruled by loyal vassals who administer their lands in your name. These nobles owe you their allegiance, ensuring that your realm remains stable and prosperous. Whether it's taxation, military defense, or handling disputes, they manage the day-to-day operations, leaving you to focus on greater matters of leadership. While in this world, your subjects are elves, in future worlds, you can shape the racial and gender demographics of your kingdom, molding your domain to fit your vision.



Scenarios

Here, you have the option to take on special scenarios at any point during your time in this world. These scenarios come with unique challenges, objectives, and potential rewards, allowing you to test your skills, expand your influence, or shape the world around you.

However, once you accept one or more scenarios, you cannot leave this jump until all chosen scenarios have been completed.

Restoration of the Holy Tree

In the heart of Alfheim, the Holy Tree—the sacred source of all elven life—has begun to wither, its once-radiant energy fading into a mere shadow of its former self. The once-glorious cycle of rebirth, where elves were born from the tree's divine essence, now teeters on the brink of extinction. Faced with this dire reality, you have made a resolute decision: the time for the Holy Tree's end has not yet come. Determined to restore it to its former glory, you embark on a monumental quest alongside your allies, delving into ancient knowledge, forbidden lands, and powerful magics that may hold the key to reversing its decay.

Your journey will be anything but simple. The truth behind the Holy Tree's decline is not a single mystery but a puzzle scattered across all nine realms. To uncover the solution, you must traverse these worlds, seeking the wisdom of gods, spirits, and forgotten beings who may hold the answers. Along the way, you will face trials, dangerous foes, and rival factions who may seek to exploit the tree's power for their own ends. Restoring it will require more than just magic—it will demand diplomacy, perseverance, and perhaps even great sacrifices before the Holy Tree can flourish once more.

However, should you succeed, the rewards will be beyond measure. The Holy Tree will be reborn, stronger and more vibrant than ever, ensuring the survival of elvenkind for generations to come. As a token of gratitude from the divine forces intertwined with the tree's existence, you will receive a precious seedling—a miniature Holy Tree that can be planted anywhere, serving as an everlasting symbol of your victory. Each year, the tree will birth at least one new elf, eternally loyal to you. As the tree grows, it will expand its influence, creating a protective barrier around its domain. Within this barrier, the land will be enhanced, brimming

with life and abundance. Moreover, only those you allow may enter this sacred space, ensuring the safety of its inhabitants. You will also have the power to shape the culture of these elves, deciding whether they will be asexual or not, their clothing, their magical affinities, and even their traditions. Additionally, you will receive a new seedling every year, allowing you to spread the legacy of the Holy Tree across different lands and worlds.

Impregnation Project – 200,000 Children (Messiah Only)

As the Messiah of the Elves, you are tasked with fulfilling a grand and sacred duty—to ensure the future of elvenkind through sheer numbers. This is not merely a personal ambition; it is a divine mission woven into the fate of Alfheim itself. You cannot leave this world until you have fathered at least 200,000 children, securing the future generations of elves and cementing your place in history as their greatest progenitor.

Achieving this goal will require dedication, time, and resources. The elves of Alfheim, reverent of your divine status, will eagerly support this mission, ensuring that your task proceeds as smoothly as possible. Luxurious accommodations, well-maintained facilities, and even magical assistance will be provided to ensure the health and well-being of both the mothers and children. As your legacy grows, so too will your reputation, with entire elven clans and noble families aligning themselves with you, eager to take part in the creation of the next era of their people.

Upon successfully completing this scenario, you will receive an unprecedented reward—a fully functional replica of Alfheim that will follow you into future worlds. This personal domain contains lush forests, vast lands, and a copy of the original Alfheim capital. However, while the replica retains all the beauty and magic of the original, its Holy Tree is merely a reproduction—it will not naturally birth elves unless supplemented by your own divine power. Even so, it serves as a perfect sanctuary, a home for your descendants, followers, and future generations in the worlds to come.

Companions:

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks:

You are limited to +1000 Cp from drawbacks.

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Rule 63 [+0]

Well then... looks like we are entering a world where instead of focusing on the stripping of Beautiful elves , it is instead the Handsome elves . If you want to see bishonen men ripping each other's clothes off, be my guest.

Stripped A lot [+100CP]:

It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 100 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Villain's Face [+100CP]:

Your appearance is far from charming or captivating; in fact, it may be downright off-putting. Whether due to a scarred visage, unsettling features, or an aura of malevolence, you're not likely to win anyone over with your looks. Your presence might evoke fear or disdain rather than admiration or attraction.

Substance Dependence [+100 CP]

You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

Novice [+200 CP]

You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]

You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this vulnerability.

Blood Lust [+200 CP]

A deep, uncontrollable craving for violence has been instilled in you, driving you

to seek out bloodshed and conflict. The need to spill blood can overwhelm your senses, making it hard to resist the temptation to engage in violent acts. Whether in battle or in moments of rage, your desire for carnage becomes an intrinsic part of who you are. This lust for blood can cloud your judgment, making it difficult to distinguish between when violence is truly necessary and when it is simply driven by an insatiable hunger.

Set in Stone [+200 CP]

The course of events in every world you travel through becomes fixed, and the narrative cannot be altered or manipulated by you. You have no power to change the outcomes of crucial events, and any attempts to rewrite your fate will be futile. The world's story unfolds as it was destined to, no matter your actions. Worse still, the games or trials within each world will inevitably lead you down the darkest paths, where despair and suffering are unavoidable. Every decision you make seems to push the world closer to its most tragic and hopeless conclusion, and despite your best efforts, the story's descent into ruin will feel almost preordained.

Crazy Love [+300 CP]

Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Three Vices [+300 CP each]

You have an overwhelming tendency to indulge in one of three vices: sex, sleep, or food. Your desire for excess in any of these areas often clouds your judgment and can lead to distractions or even self-destructive behavior. Whether you're driven by an insatiable hunger, a constant need for comfort through sleep, or an irresistible craving for indulgence in physical pleasure, your cravings can derail your focus and discipline.

Sealed Powers [+300 CP]

Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Hero of Justice [+300 CP]

You are an idealistic, overly self-righteous "hero" who insists on saving others, even when it puts you at a severe disadvantage. However, you lack the plot armor or extraordinary growth potential typically seen in these types of characters, meaning you are incredibly vulnerable to the dangers around you. Your sense of justice compels you to intervene in almost every situation, no matter how outmatched you may be. This causes you to frequently make reckless decisions, often getting yourself into trouble and putting others in danger, all while believing you're doing the right thing. You may gain some small victories, but expect constant setbacks and challenges due to your naïve and impulsive nature.

Uhh You are loved!? [+400 CP]

You've become the object of intense, obsessive desire for a powerful noble or a leader of a formidable faction. For reasons known only to them, they are consumed with the goal of capturing you, subjugating you to their will, and bending you to their desires. With vast resources at their disposal, this relentless pursuit turns your life into a deadly game, where your every move is watched, and escape is nearly impossible. Survival hinges on your ability to outsmart this obsessive pursuer—whether through eliminating their faction, finding ways to evade their grasp, or turning the tables entirely. For those seeking an extreme challenge, this drawback may be selected multiple times, each attracting up to three different factions, all working together in their unyielding quest to claim you as their prize.

.Hypnotism Seal [+400 CP]

A powerful and cruel enemy has branded you with a hypnotism seal, allowing them to control your every action. This means that you're now at the mercy of

their will, forced to obey their commands and follow their instructions without question. Your autonomy is significantly diminished, leaving you vulnerable to their whims. They may humiliate and degrade you repeatedly, manipulating your actions for their entertainment or their advantage. The seal ensures that breaking free is nearly impossible without some external help or finding a way to break the bond on your own, making you a puppet in their cruel game.

Enslaved [+600 CP]

You are no longer your own master. A dark elf has claimed ownership over you, binding you in chains both physical and magical. Your every action is dictated by their whims, and disobedience is not tolerated. If you fail or refuse to comply with their demands, an agonizing punishment will be inflicted upon you—one that seeps into both your body and mind, ensuring that even the thought of rebellion is met with suffering.

But it doesn't stop there. Each act of resistance, each failure, only tightens your chains further. The more you struggle, the more your freedom erodes—your movements will become sluggish, your power dulled, and your very will slowly crushed under the ever-growing weight of enslavement. The chains themselves seem almost alive, reacting to any attempt to break free by restricting you even further.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. . Well perverts hopr you enjoy your stay here in this world.