

Feeder Fantasy Jumpchain

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(An RPG-Maker Title)



Ah, Jumper, welcome! Welcome to the peaceful little town of Mordau. Now, generally I'd say that you've arrived late to the party. I emphasize that the land is presently at peace, a lasting one, as a trio of heroins defeated the 'Demon King' long before you arrived, and all three have settled down in Mordau to enjoy the peace they fought so hard for. Sounds simple and sweet, doesn't it? A nice little, relaxing belay...

Wrong. You see there's a spoiler in the mix, a particular, depraved elf by the name of Sura. Like the three heroins she also received a divine blessing from the Goddess... only hers is *useless* outside of a singular purpose, one which she now seeks to completely abuse in this new peace. To what end? Nothing short of fattening every woman in Mordau up, with no real upper limit to her desires.

Left to her own devices it's really a toss-up whether Sura will achieve her goals with resounding success, or 'succeed' only in giving in to her own temptations.

What about you, Jumper? Are you here to help Sura? Protect the retired heroins from Sura's depraved wishes? Just sit back and watch the show unfold?

Whatever you intend, take this +1000 CP to enjoy your impending experience.

Origin

Our first question, of course. Who might you be?

-Pervert/Drop-In: Free

Oh? Another hitherto unknown wanderer with deviant desires? Mordau seems to be suffering a mild influx of you, to be perfectly honest. Idle hands are the devil's playground, right? Well, at any rate, you'll awake in the new, if basic, home you just spent the last of your (in-universe) money to acquire. All situated to begin weaving your wicked ways upon the unsuspecting inhabitants of this peaceful town.

-Hero/in: -200 CP

Oh ho now, seems there was another member involved in the party that brought down the Demon King. Like Alicia, Karen, and Elise you received a powerful blessing from the Goddess when you came of age, destined to do heroic deeds. Well, you done did it, for sure. The current age of peace is due to your collective efforts. In addition to the abundant gratitude you have front-loaded to you from the townsfolk, you will awaken in a fine home in town funded by the ample spoils you gathered during the struggle to topple the Demon King.

Divine Blessing

Choose One

-Blessing of Aura of...: Free

A bit wordy? Yes, yes it is. By default this "blessing" from the Goddess mirrors Sura's own 'weight gain aura,' that does nothing more than make it significantly easier for women to get fat in a radius large enough to cover a small town like Mordau. *Unlike* Sura's aura, should you be a woman you are exempt from your own 'corruption' influence. If weight gain isn't your cup of tea, you may instead alter it to some other small, yet biologically possible/natural metamorphosis. Excessive breast growth, for example. Growing new body parts is not possible.

-Blessing of Divine Protection: Free to Hero/in

Ah, finally something simple, eh? In a nutshell this Blessing does three simple things for you. One, you become by far more healthy than a normal person has any right to be. Getting a cold, for instance, is almost unthinkable for you. Second, you yourself are now considered 'Holy' and will register as such when it benefits you. Lastly, you become significantly more difficult to injure. Wearing fine armor might leave you nigh impervious to a standard fantasy setting. Alicia also received this Blessing.

-Blessing of Heroic Power: Free to Hero/in

This one is pretty one-note, and yet magnified by this simplicity. This is pure, brute strength. So much so that even a 'restrained' punch is fully capable of killing someone normal. Be careful with this one, yeah? It'd be horrible if you happened to get drunk and 'playfully' slap someone... Karen received this Blessing.

-Blessing of Infinite Magic: Free to Hero/in

Again, something simple, but potent in its simplicity. Have you ever felt that you were lacking in MP? Mana? Whatever you want to call it. Never again, as by the Goddess's grace you now have an unlimited supply. Do bear in mind, however, that 'infinite supply' doesn't necessarily translate to 'infinite power.' Elise received this Blessing.

Perks: 50% Discount to matching Origin, 100 CP Discounted is Free

Pervert/Drop-In

-'Harmless Mischief': -100 CP

"Oh, that card, lookit them messing around~" You can get used to that sort of reaction, especially from bystanders to your antics. Even from your 'targets' so long as your actions don't involve physical contact, cause physical injury, or involve minors. Expect your hapless victims to accept questionable gifts ad-infinitum.

-Heat-Seeking Missile/Magnetic Slot: -200 CP

Let's be honest, as a pervert you probably have lewd intentions towards the targets of your machinations. Given the extremes allowed by many 'auras' those erotic escapades could become... difficult. With this however, you will never need concern yourself with the difficulty of putting tab A in slot B, or slot B to slot B, regardless of physical proportions. Equally good for extreme musculature or gargantuan breasts as it is for massive fatness. Physics get bent!

-Smooth Talker: -400 CP

It's shocking, really, how easily Sura can convince people in Mordau to accept or do things that obviously are unhealthy for them. "Yeah, it'll be fine, just enjoy that 4-inch deep, huge pizza." In spite of, you know, the thing being bigger than the woman in question's entire torso. Assuming you've Sura's 'gift', this Perk would allow them to actually consume the calorie-bombs you might be offering them. Assume the same degree of persuasiveness depending upon what 'aura' you've selected, or general, large charismatic appeal in you have none.

-Willbreaker: -600 CP

Eh? What is this? Sounds more like something suited to the Demon King than some random pervert. At any rate, sooner or later the changes or adjustments you are making

to someone will cause a 'hold up,' reaction in your victim's minds. No matter how good it might feel, no matter how tempting it is, there are just rational limits to how much any one person will accept... But there is always a breaking point. Some small thing, some minor, otherwise insignificant act that might shatter what remaining barrier of resistance that remains. Such as Sura 'gifting' Alicia her holy armor and the retired hero bursting out of it as she's simply grown too fat, shattering her resolve to resist. You are a master at finding and exploiting these things no matter how illogical they might be, and those you 'break' will be all the more putty in your hands afterwards.

Hero/in Perks

-Flawless Countenance: -100 CP

Considering the amount of hardship you must have faced to topple the Demon King, you look *amazing*. Not a scar in sight, not a blemish to be found. Perhaps this too was a gift of the Goddess, hm? In addition to not scarring, you will find that your skin and general features remain perfect regardless of situation. You no longer need to bathe to stay clean. Sweat, mud, grime, wayward foodstuffs, stretch marks and all such visual impairments find no purchase upon you. You no longer excrete waste, and for women you will never menstruate. Truly, you are blessed.

-Appreciable Gratitude: -200 CP

You know, it's all well and good that you receive a sincere 'thank you' for saving the world, but it'd really be nice to get something tangible for your efforts, right? Thankfully, now you will. Even if the exact individual you help hasn't the means to show the proper remuneration, you will be compensated by karma itself if need be for the magnitude of your heroic deeds. Saving the world, for instance, would naturally set you up for life in the lap of luxury.

-Labyrinth Runner: -400 CP

Naturally, it's a time honored tactic to wear down a hero with a tedious and winding dungeon, peppered with fodder enemies that serve no purpose beyond soaking up your resources and wearing at your will. Well, you can tell all of that mess to go shove it. You've an unfailing sense of direction that would make Theseus intensely jealous and the Minotaur furious, capable of both perfectly finding the optimal path through a dungeon/labyrinth that both nets you the greatest amount of treasure and encounters the least amount of resistance. Likewise, you can then retrace that path at extreme speed in the event the dungeon decides to collapse on itself after you slay it's master, as such things are wont to do.

-Peacemaker: -600 CP

There are some that might say Evil is a hydra, no matter how many heads you cut off there is always another just waiting to rush into the spot light. You however, hold the

idea that Evil is a snake, and by cutting the head off the snake you can cow the remains into almost complete submission. In effect, this means that when you successfully topple an enemy like the Demon King their minions will all but vanish from sight and mind for years upon years at a time, too afraid the same will happen to them should they even go about quietly mustering for a resurgence. This will of course fade in time, but it will take multiple years for that to start happening. Don't enjoy your peace too much, eh?

Items: 50% Discount to matching Origin, 100 CP Discounted is Free

-Tasty Sandwich: Free to All

One could get hungry here, you know? Hoagies, subs, grilled cheese if you like. You can pull one out of your pocket every hour with the exact construction and fillings you like so long as the whole thing can comfortably fit your two hands.

Pervert/Drop-In Items

-Huge Pizza: -100 CP

Good Goddess, this thing really is *huge*. It's like, four inches deep and twenty four across! You could feed a whole family with this and it'd still be complete overkill. As with the 'Tasty Sandwich' Item you are free to dictate the toppings and sauce, if any, as per your whim. You can produce one of these behemoths every six hours.

-Giant Filling Steak: -200 CP

This might just be a literal title. Forget 8-ounce steak, this monster is like an 8 *pound* steak cooked to 'order' and gussied up as you see fit every time you generate one. I mean, really, is this thing like a Minotaur thigh or something? Surely no one person could possibly eat this all by themselves.

-Teleporter Wand: -400 CP

Ah, here's a nifty little device. This short length of alabaster metal houses a singular, potent enchantment. As you might guess from its name that enchantment involves teleportation, and this wand can be used as you wish to instantly transport yourself to any landmark location you have already been to, down to the minimum of a particular house.

-Amulet of Dispelling: -600 CP

Woof, this thing is a real treasure. How'd you get your mitts on one? Only fairies once in a blue moon seem to have these things. Anyway, as you'd doubtless like to know the title is very literal. If there is a sustained spell that you are aware of, this amulet can end it, no arguments accepted. Sure, while it won't protect you from catching a fireball to the face it would absolutely shatter the 'mage armor' of the wizard who threw it. Illusions, enchantments, curses even. All as dust before this priceless treasure.

Hero/in Items

-Elf Bonbon: -100 CP

Well, yes, actually. This is indeed a piece of candy. But wait, there is a perfectly reasonable justification for this. You see, these candies are meant to sustain an elf out on a *long* patrol route. How long? Two weeks round trip generally. And it's delicious to boot! You can retrieve one every four hours, so share away!

-Angelic Fitness Equipment: -200 CP

Ah, what odd gear do we have here? Why, nothing short of the bizarre products of a certain 'legendary' blacksmith looking for a way to cash in on a certain elf-induced obesity epidemic. Three items are included in this small bundle: a fetching white and gold hula hoop, a sturdy semi-stone sit-up bench, and a weight belt. All of these tools, used responsibly, can keep the body fit and gradually increase the power of the one who uses them... just don't try and give them to someone *too big*, alright? Though if you do, and they justifiably shatter, you'll get it back the following morning.

-Holy Armor: -400 CP

Ah, did you like Alicia's style? As this is a stunning recreation of her armor in every detail, sized to fit you man/woman appropriately. It would be no stretch to say this is the finest armor in the land save its exact peer, sturdy, self-fixing, and almost complete coverage with no loss of combat mobility. Unlike Alicia's however, this suit will adjust to fit you depending on alt-forms if you have them. Or simply if you adjust your body in some way.

-Church of the Goddess: -600 CP

Ah, this is *your* church inhabiting Mordau? I had no idea, "holy one." Jokes aside, this is a lovely church... not presently dedicated to any particular Goddess. Left to Sura's meandering machinations this place would gradually get dedicated to, well, probably not the Goddess that blessed the heroes to defeat the Demon King. As this is *Your* church now you may dedicated it to whichever deity you so please and it shall function as a locus around which a new faith can be born... or a current one corrupted. Your church, whatever you decide to do with it, will gather donations and influence over time, remembering its relative power between Jumps.

Companions:

-Make It A Party: -50 Per Companion, -200 for Six

Don't want to go it alone? Or do you just want some extra people around that you invented for lewding? Each Companion imported or Created through this purchase

receives an Origin and 400 CP of their own for Perks and Items. They cannot buy Companions or take Drawbacks.

-Bakery Girl: -50 CP



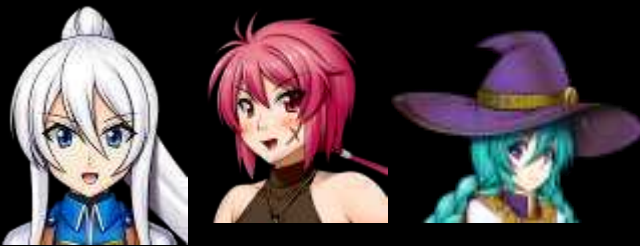
Meet Catherine, or Cat. Current owner and sole operator of the Wildcat Bakery. She's a good, honest, hard-working girl who... honestly really doesn't have many talents apart from being a really good baker. Well, to be completely candid she's also quite easily bullied into doing whatever, a total sub. All she comes with is **Flawless Countenance**.

-Ex-Thief: -50 CP



This is Maya, a former bandit that got out of the 'game' when the Demon King was defeated. Presently she's got little to her name beyond the clothes on her back and a bunch of 'secrets' she's hoping to sell for a mint to fund her genuine dream... living like a queen and being waited on hand and foot... interestingly she's still privy to useful, minor secrets should she fully get her wish. Lucky for her, she has **Flawless Countenance**.

-The Three Heroins: -200 CP



Alicia, Karen, and Elise, the three (original if including yourself) revered ladies that defeated the Demon King. They're each 'retired,' at the moment, and taking it in significantly different ways.

-Alicia is just, lost, baffled as to how she should be spending her peacetime while lazing about her expansive mansion.

-Karen is, in short, being a bored, belligerent drunk with nothing to fight. The run-down state of her house speaks volumes.

-Elise is the most 'well adjusted,' although she was anti-social and disliked even before retirement for her haughty, arrogant attitude.

They each have **Flawless Countenance** and their respective Divine Blessing.

-Perverted Elf: -200 CP



Say hello to the local degenerate, or at least the primary one. Sura here received her nigh-useless Blessing and just, pun intended, rolled with it as best she could. Unfortunately for her, she's every bit as enamored with *being* a fatass as she is in turning other women into them, thus the actual 'success' of her lewd ambitions permanently balances on the edge of a knife. Care to help the little degenerate out? Or at least take her off the local's hands? As possible incentive she

comes with **Flawless Countenance**, **Smooth Talker**, and her respective Divine Blessing, with the caveat that she is completely vulnerable to her own metaphorical voodoo.

Drawbacks:

You are fully allowed to take whatever you think you can take, don't glut yourself on Points too much, hmm?

-Exit Strategy: +0

Nothing fancy, Jumper. As it is mildly unlikely that there is enough in one town to keep you fully entertained in Mordau alone for ten years you are free to just bounce when it so pleases you, barring any caveats added through Drawbacks. Taking Drawbacks without a particular objective require you to stay at least one year.

-Goblin Magnet: +100 CP

What fantasy world would it be without Goblins? In fact there's a cave of them just off the northwest corner of Mordau. That's fine by the townsfolk, honestly, they don't seem to bother anyone what with three legendary heroes living there. You though, they don't like you. And they are as belligerent and numerous as you would expect Goblins to be. They're naturally incredibly weak and pathetic, but every so often they Will manage to steal something important and force you to chase them through their dark, winding cave to get it back.

-Obligations: +100 CP

So, as part of integrating you with this world I *might* have run up a staggering tab under your name at the Iron Gate Bar. The owner and head waitress presently has the right to requisition your services at least once a week for herself, and naturally as per this Drawback you are required to oblige. She's not particularly imaginative though, and most of her requests will be something you can fulfill so long as you've an ample wallet and a working set of legs to march over to the Bakery.

-Flat Broke: +200 CP

Oof, much like Sura starts out you blew all your money getting a nice place, and by taking this Drawback you both lose access to all out-of-Jump money, and any money-

making Perks and Items. Everything you'll use to buy anything will be earned the hard way in-universe.

-Lazy: +200 CP

There's really nothing overly special here, you just lose a large portion of ambition and motivation to do much of anything, maybe lie about and stargaze, take long naps, whatever. Expect to get taken advantage of in your blase state on everything, and a larger waistline should you happen to be a woman.

-Holy Servant: +400 CP

Hmm, prepared for frustration, Jumper? Because now you've an additional requirement added to your list of things to do before you're allowed to leave. The local Church (not yours if you bought it) has now retained your services, and you are obligated to track down suitable Relics, four of them in total, from Mordau's asinine 'Food Labyrinth' to the south of town. Unfortunately, the amount of time you are allowed in the Labyrinth scales downwards depending upon how fast you are. This will require you to gather 'chocolate coins' and trade them in to buy progressively more time inside till you can collect all the relics, which will take a minimum of one year. Upon completion of this task, and witnessing the unwitting hedonistic gluttony you've exposed her to, you are allowed to take the local "Nun," Sister Maria with you as a Companion should you wish... and her kid brother if you can stand him.

-HER: +400 CP



Recall Sura, Jumper, how the little degenerate is held back in her lewd ambitions by her inability to concentrate on others instead of 'others and herself.' This equally depraved elf woman has no such flaws, and will give you a different objective based upon your sex. If you're a man, her targets are the four primary girls: Sura, Alicia, Karen, and Elise. And you need to keep this woman from breaking them into her obedient

butterball pets for the duration of a year. If you are a woman, she's after YOU specifically and no manner of willpower Perks will render you immune to her potent temptations. Taking this Drawback forfeits you your ability to either kill or imprison her, but there may yet be hope. She's not immune to the temptations she so readily offers, though she is indeed focused on others. Maybe you could turn the tables on her, hmm?

-YOU FOOLS!!!: +600 CP

Oh, well now, seems the Demon King was more of a scheming type than anyone gave them credit for. She faked her own death (Demon King is just a title) and aided Sura from the shadows, making sure the little degenerate kept on task long enough to completely 'break' the three heroins that defeated her the first time. Mordau is now under siege, and it's probably all up to you. Should the Demon King completely capture Mordau you will have Failed the Jump, and be sent home... On the other hand should you beat her yourself (possibly again) you can take the petty brat along with you as a Companion. She possesses **Flawless Countenance** along with the equivalent power of all three of the proper Divine Blessings, IE, Alicia's, Karen's, and Elise's.

Scenario: Center of the Labyrinth

A touch of context, Jumper. The aforementioned and amusingly named 'Food Labyrinth' is quite literally the primary breadbasket of Mordau, magically generating so much food that it's impossible for the locals to go hungry. It's obviously not all calorie-bombs, else Sura wouldn't have had to do a damn thing to get her perverted wish. But that's not all there is to it. Young women, particularly young women who've significantly overindulged themselves trying to reach the center of the perpetually shifting maze, regularly vanish to never be seen again, muttering something about a 'call' that draws them deeper than ever to the very heart of the Labyrinth before they venture in for the last time.

As an optional challenge to you, Jumper, it is now upon you to reach the core and discover what draws these indulgent women to the heart, never to be seen again. There is certainly the possibility of the brute force approach, though that might indeed take a *long* time with how the maze shifts and defiantly denies you. The, possibility of an 'elegant' approach exists. Any of the local girls, or a female Jumper, sufficiently indulged would likely hear the 'call' and be drawn in, as so many women have before. In such a case either the escort would need to keep a close hand on their 'bait' lets they be lost to the core. Or the indulgent female Jumper would need a monstrous will to not lose themselves to the overpowering temptation showered upon them.

Either way you manage it, the core shall yield to you... revealing nothing short of an imprisoned Goddess, Zera. A gluttonous, hedonistic temptress that Sura and HER only wish they could be. Zera is surrounded by the corpulent, immobilized women whom were all tempted down here, a fate that you've revealed. The final test for a female Jumper would be to reject Zera's temptations, right in the heart of her influence. Guys get off easy here, only stopping their charge from accepting.

Your prize for this optional challenge? Why, the Food Labyrinth itself of course! With it in your possession, you and anyone whom you allow can simply summon whatever dish you can imagine to you or themselves from this opulent cornucopia of indulgence, though as noted what you order needn't be a calorie nuke.

Additionally, should you want her, Zera would be quite happy to be let out of her functional prison. Not that she'd be free of the prison of her own flesh that she's gleefully amassed, but semantics. I'm sure if you share any common mental ground with the likes of Sura, HER, and Zera having a literal goddess of hedonism and gluttony in your corner would be of great benefit to you... or don't. She'll be quite miffed but in no position to complain about it.

Ending Choice

Stay? Move on? Go Home?

Notes

-Drawbacks are not mutually exclusive with each other, which could get quite hectic if you have to juggle fighting off an invasion while smacking HER hands off of the already Sura-afflicted heroins, while also dashing through the Food Labyrinth in your spare moments.

-If you notice a particular and decidedly not even-handed slant to the Jump, that was completely intentional. I *love* fat girls, fat guys disgust me. Take that as you will.

-The link to download the Game itself, if what you have read excites you.

<https://mega.nz/folder/HW5BDYqY#pXrjUtYEdCSI58nxd9OiOg>

-Use EZ\$ to unlock NG+ should you download the game above to skip the grind and get right to the good stuff.