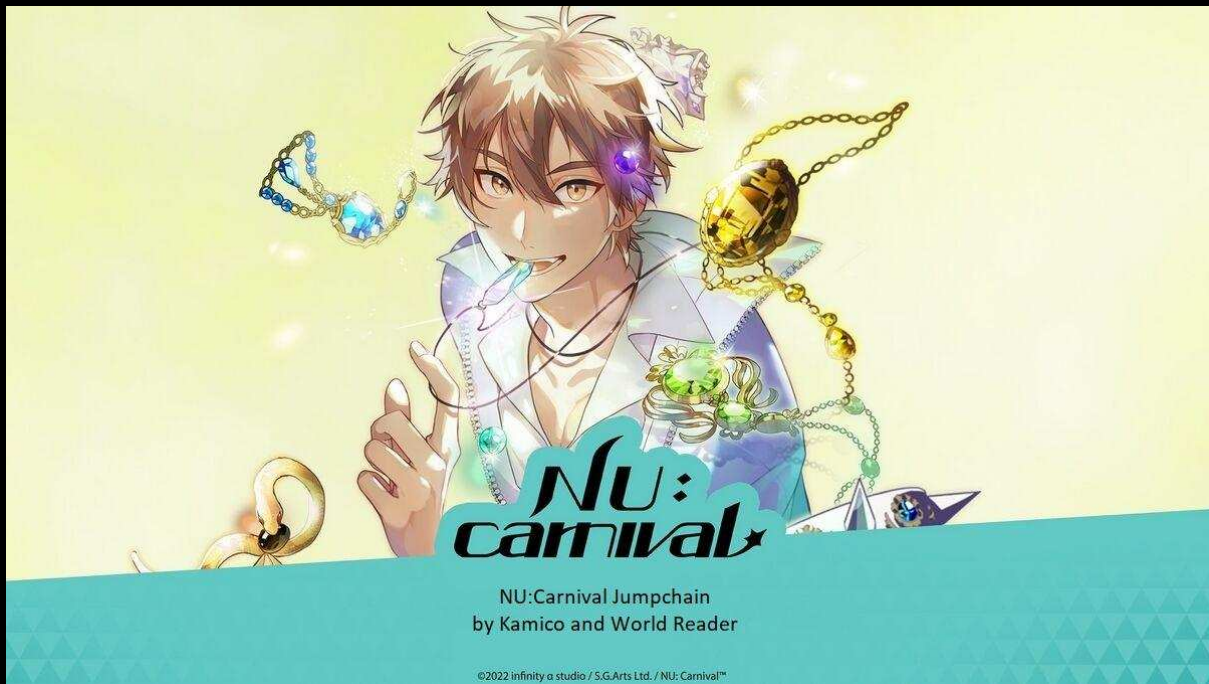




Welcome to the world of Klein! Here, a power called 'essence' flows through the fabric of reality and living beings, causing supernatural phenomena and magic to occur! However, Essence is sometimes unstable and thus requires 'regulation' - and the best type available is through sex!

However, not all is well. After Grand Sorcerer Huey disappeared, his creations, the Gemstone Altars, have been gradually degrading over the centuries, and the Dead Zone, a non-liveable area of Klein Continent, is encroaching ever slowly into the territories of Klein.

In a desperate attempt to find their lost master, Huey's familiars, the vampire Aster and the incubus Morvay, cast a summoning ritual to summon him back to them. Enter Eiden, a sex toy designer and prolific homosexual from modern day Earth, who possesses the same essence as Huey.

Here, have +1000 Carnival Points. You start at the same time as when Aster and Morvay summon Eiden, the protagonist of the game, to Klein.

Age: This is an adult game, so your age is 1d10+17

Gender: Same as previous  
Change to Male is free

Location: Choose one, or roll 1d8 for +100CP

**1) Light Territory**

Located in the center of the continent, the Light Territory is home to the Klein Royal City. Known for its clean, well-designed streets and bustling markets, the city also hosts the headquarters of the renowned Knights of the Klein Kingdom. The outskirts of the territory are made up of rolling fields and farming villages

**2) Water Territory**

With year-round rainfall and an abundance of lakes, the Water Territory possesses a highly developed system of waterways. Due to the high number of holy shrines and temples located within the territory, it has become a well-known religious hot spot, attracting huge crowds of pilgrims every year.

**3) Wood Territory**

Made up almost entirely of undeveloped forest, the Wood Territory is brimming with natural resources and is especially rich in essence. This has led to a high number of monsters and supernatural beings residing in the territory to gradually take on human forms. The Wood Territory is also home to several human tribes who peacefully coexist with the forest.

**4) Fire Territory**

The Fire Territory is home to Solaria which is led by the Sun Lord. Bandits and mercenaries run rampant across the Fire Territory's arid desert, teeming with fearsome beasts.

**5) Dark Territory**

A bleak land rife with monster activity, at its center lies a cave of gargantuan proportions, filled to the brim with crystals and gems. As the equilibrium between the elemental gemstones wavered, the Dark Territory's influence began to spread across the continent.

**6) Dead Zone**

An area devoid of all vitality and home to all sorts of dangerous monsters, its rivers have completely dried up and even the trees, affected by essence, have started to emit toxic mist. No regular human could survive here - they don't even dare get close. Yet, day by day, it grows ever larger.

**7) Present-Day Earth**

A world devoid of Essence yet full of skyscrapers and cars and other necessities and luxuries of modernity. Full of opportunities for an Essence User!

**8) Free Choice**

Origins:

**Drop-In**

The basic one! No extra memories or connections for you. You might've been summoned together with Eiden, or left behind in the Modern World.

**Sorcerer**

The choice for those who want to use Essence to bend the rules of the world! You can start enrolled in the Sorcerer's Trials School for free.

**Orderite**

Either a Knight or a Priest - choose wisely! In any case, you are bound by oaths and rules. However, this also allows you to have access to other, oh so virginal Orderites...

**Yokai**

A former animal, elevated to sapience and sentience and human form, as well as a human-level Essence. Has the animalistic instincts still!

**E-Droid**

A biomechanical servant to... someone? In any case, your Master isn't there, so you can run wild!

**Monster (+200CP)**

Huh? You really want to be a monster? Well, your choice. Choose a generic enemy from the game, you're now it.

Perks: The Origin-related perks are discounted 50%  
The corresponding Origin's 100CP perk is free.

General: (Free/100CP) **Porn Physics**  
Realism? In my porn game?! Now, sex will never have any inconvenient 'realistic' necessities or downsides for you or your partners.

Your orifices are now self-lubricating, sexually-transmitted diseases won't exist for you or your partners, your libido will never run dry if your stomach still has that fire, and cramps from being thrown up against all kinds of surfaces and holding awkward positions simply won't happen! Even pregnancy won't happen unless you want it. Also, everyone's bi now, or at the very least open to being sexually attracted to you specifically. You'll still have to work to seduce people though, this perk just makes the seduction possible, and maybe increases the odds just ever so slightly. Perks of being the 'star' of the show, if you get my drift~

But be warned, this only protects against non-magical, mundane aspects of sex. It won't keep a whip from leaving marks and seriously hurting you if used improperly, or an incubus from draining your life force to nothing. Free for this Jump, but to carry it into the rest of your Chain, you'll need to pony up 100 CP.

(Free, Mandatory/200CP/400CP) **Essence Pool**  
An energy pool of nebulously named 'essence', that ebbs and flows through you and the whole world. Allows for superhuman feats and magic usage. You start with an average-sized pool of Essence, and can pay 200CP for a Clan Member-level pool, or 400CP for the Essence pool of a Grand Sorcerer. Mind, even with an average-sized pool, you can have a lot of tricks up your sleeve...

(Free) **Spirit Magic**  
You can borrow the power of the Elemental Spirits by sacrificing your Essence to do all kinds of magic - your imagination and skill are the only limits! The power of this perk scales with the Essence Pool from this Jump, but post-Jump any other magical energy can be an acceptable substitute.

(Free/100CP) **Rarity Alternative**  
Choose a set of an Elemental Affinity (Light, Dark, Wood, Water or Fire) and a Role in combat (Striker, Guardian, Healer, Support or Saboteur). This Perk allows you to naturally align your Essence to that Elemental Affinity and perform acts associated with your Role, as well allowing you a special Charged Attack that reflects both your Role and Affinity. This Charged Attack requires a noticeable amount of Essence, putting it on a cooldown in combat, inversely proportional to the size of your Essence pool. The first four purchases of Rarity Alternative are free, with more being available with additional purchases. You choose which Rarity Alternative set you want to use each morning as you wake up, so no freestyle mixing and matching!

**(Free/100CP) Beautiful**

With this, you'll be a solid 8/10! No worries about blemishes, boils, or foot fungus ever again! Obviously, you still need to bathe to not stink, and there's room for improvement, but with a face like this you'll be guaranteed to catch a couple eyes on your appearance alone!

For 100CP, you'll be an 11/10. A beauty beyond compare, handsome beyond reason, and all in all just a fine piece of ass. You could stop bathing, and smell naturally like cinnamon and fields of flowers. You are the hearthrob crush of every village boy, the idol of a fanclub that hangs off your every word and deed, and the aetheric figure that draws travelers into the dangerous forest for the chance of another glimpse! Better hope you like attention cause you're sure as hell gonna get a lot of it, for better or for worse.

**(100CP/200CP) Pay-to-Play**

Now, everyone in Klein is willing to have sex with you before they even know your name - you just need to pay them enough! The prettier the person, and the less socially acceptable it is for them, the more money you will need. You can even have fun with the King of Light Territory, or with the Pope of the Church of Klein, as long as your wallet is full enough!

For an extra 100CP, you can take the effect of this Perk on your Chain (toggleable).

**(600CP) Gemstone Power Sharing**

Now, akin to the late Grand Sorcerer himself, you can solidify your Essence into gemstones, which, when embedded in a being, would allow them to access your powers of choice, Perk or otherwise (but not this Perk itself). You can mentally track these Gemstones and remotely destroy them, either harmlessly or in an explosion of equal strength to the amount of Essence sacrificed.

Drop-In:

**(100CP) Intimacy Up**

You always know what to give a person to make them like you more! Be it fluff balls, odd trinkets, expensive spices or even portraits of you, you'll know with absolute certainty what to give to a target to make them like you more. Does not come with a supply of items.

**(200CP) Top to Bottom!**

Do you find yourself a bottom in a world of bottoms? Do you want that busty priest to have his way with you over the altar, but realize that he's too addicted to his own bussy to fuck yours? Have you met the ruler of Solaria, and pegged him as a bottom by his hourglass figure, only to be disappointed? Well, worry no more my good Jumper! With this perk, you'll be able to toggle the sexual dynamics between yourself and others with but a thought! This of course won't change their personality, or attitudes, just what position they'll end up in when they get down and dirty with you. They can also be toggled to versatile, if you like to experience variety on the regular.

**(400CP) Protection**

Protecting your body is important, which is exactly what this perk does. Not only does this perk prevent vitality, life force, or magic to be unwillingly or unknowingly drained from your body, whether that be from a parasite under your skin or from a malicious spellcaster, but it also prevents supernatural or magical things from harming you through sex! Want to fuck a fire elemental? This perk won't let you get burned! Want to fuck an incubus without getting your life force stolen? This perk will produce life force for the incubus to feed on, leaving yours untouched! Some asshole cultivator wants to use you as a human cauldron? They get a qi deviation right in the gut! This protection extends to BDSM and similar potentially harmful fetishes, ensuring the pain is pleasurable and permanent harm is never done (unless you're into that for some reason). A bottom heavy knight could choke you between their legs and you'll be completely unharmed, if a tad bit out of breath.

This also bends the rules of probability and luck to prevent rape from both monsters and humans. Won't guarantee you won't fall into dicey situations, but it does guarantee that you'll be saved or get out of dodge before anything can actually happen. This additional protection can be toggled on and off, if that's something you want...

**(600CP) Harem Mastery**

So, you're not so set on a single partner? This can help. Through a strange sort of attractiveness and charisma, and because you know how to manage people, you will find that your partners are totally willing to share you. Also, every time something out of the ordinary happens, a chain of events might cause you to get to know (and 'know') your partners better.

Sorcerer:

**(100CP) Magic Proficiency**

Having this perk means you have a basic proficiency in magic, be it local magic or out-of-Jump. No need to go to a magic school to use simple spells, or at all bury yourself in books to use magic! It is, however, only the basic magic, on the level of minorly reinforcing yourself physically or simple protection charms needed to keep ghosts or perverts out of your house.

**(200CP) Essence Grounding Technique**

Now you can use magics and powers that would normally come with negative side effects on their wielders without paying the proverbial piper by connecting your Essence and grounding it with another person's Essence of a similar power level. Want to use a power that corrupts or destroys you or others the more you use it? If you have a Companion with strong enough Essence, these drawbacks would be absent! This is pretty spiritually intimate though, so make sure to do it with someone you absolutely trust! Not only with your life... but with your very soul and Essence.

**(400CP) Familiar Creation**

You can now, by expending or otherwise investing a considerably huge amount of Essence, can bind or even outright *create* beings that shall be your Familiars - giving them a humanoid form, a monstrous form, a super form, and an energy-saving form, four forms in total. Be it a human or monster you took as a base, or made them out of thin air, they shall be completely loyal to you, devoting themselves to your wellbeing and wishes, and will do their best to serve you, in every way possible.

These Familiars can convert material food into Essence to live off of, but just love to take it raw from those around them. They find their Master's Essence absolutely irresistible as well, so don't make too many or else they'll drain you dry!

**(600CP) Pinnacle of Magic**

With this, you'll become a peer of Grand Sorcerer Huey in magic knowledge and ability! You can now twist the very fabric of reality, manipulate the forces of the world with ease and even scry and open gates to other (albeit connected to your current) worlds and/or parallel dimensions!

Orderite: **(100CP) Body Reinforcement**

You can reinforce your body by utilizing your Essence! The more Essence you have and the better you control it, the more stamina, endurance, strength and dexterity you have. Applies especially in the bedroom.

**(200CP) Clothing Acceptance**

What, do you think these clothes are acceptable to be worn in this situation? Well, yes - now, that is. It doesn't matter what you are wearing or maybe not wearing, people will simply accept you as you want them to - be it as a serious knight or a chaste priest.

**(400CP) Leader's Charisma**

You are now extremely charismatic! People that are subordinate to you listen and obey, your ideas being considered right despite every evidence to the contrary. Please don't overdo it, or those not in your power will notice...

**(600CP) Order's Blessing**

You can now bless your followers with beauty and Essence reserves, scaling with their devotion to you and your cause. This means they will have lesser versions of freebie perks and the Orderite perk line, except this one, even if you don't have them. This also makes the blessed more devoted to you, in a mild positive feedback loop.



Yokai:

**(100CP) Humanoid Form**

You can now change from your animal form to human-like and vice versa! With experience and training you'll get to the fully human form and anything in-between. Embody the whole of the furry sliding scale! If you don't have an Animal form, this perk will provide you one of your choice.

**(200CP) Trickery**

Now, you are a pinnacle of skill in anything trickery-related! Be it pranks, sleight of hand, illusions, glammers, camouflage, etc, - you mastered them all!

**(400CP) Grand Spirit of Calamity**

Within all creatures of the world, there is the potential of destruction. But within you in particular, there is a dangerous force of nature that emerges to protect when you and the ones you love are threatened. Regardless of the form this force takes, be it a natural disaster or an animal aura, it is made up of your Essence and other supernatural forces you wield, making it something both of you but also separate from your conscious mind. With practice, you will learn to get this power under control, but excessive emotional turmoil is almost assured to unleash it upon the world.

**(600CP) Ancient Monster**

You are ancient even in Yokai standards, and it shows, but not in fragility; in a direct defiance of old age, you grew only stronger, your mind - sharper and your power - deeper. You are now incomprehensible, in power and visage, but only if you want to... Your powers are all honed and trained to their peak, and your Perks and abilities, should they require that, are all now mastered. Your age this Jump is now  $1d10*100+1d100$

E-Droid:

**(100CP) Biomechanical Body**

No need for food, water or air, instead feeding off energies - Essence in this Jump and any post-Jump. You also can change your bodily fluids in any way you want. You retain the best parts of the biological and mechanical.

**(200CP) Survival Training**

Face it - it's unlikely that you have any. With this perk, however, you'll be able to survive in any wilds and in hellscape, like Dead Zone. This Perk does not help with completely unsuited to life environments, but as long as a chance to survive is there, you'll be able to leverage everything to continue existing.

**(400CP) Database & Programming**

Now you have a mental database and programming for any kind of situation! Be it everyday life or extremely niche applications, you have it all. However, it activates only when you really need it, such as being outmatched in a life-or-death battle, or when the stakes are likewise high...

**(600CP) Sci-Fi Hacking**

You now can 'hack' people and objects via your in-build Hacking Module - be it appearance, memory/history or behavior/function modification, it'll apply to the victim/subject and be the new normal. However, if the future victim has something like a firewall or a hacking module of their own it'll become much harder to make changes...

Monster:

**(100CP) Monstrous Physiology**

Your body is now a murder and fuck machine, and, as long as it has calories, you can feed on it, be it physical matter or energy. You decide on your form, as long as it is sufficiently monstrous and not too much bigger than a human.

**(200CP) Enhanced Instinct**

Your awareness of yourself is boosted greatly, and also everywhere you go it's as if you're on your home turf: this includes subconscious awareness of your surroundings, the inhabitants, and dangers.

**(400CP) Freeform Shapeshifting**

Now you can be anyone and anything! A human? Easy. A monster? Even easier! An item? Sure! A whole field of tentacles? Absolutely! Limited by the available biomass.

**(600CP) Doppelgangers**

Now you can make copies of yourself and others out of the inner energies of the target's. These can be programmed to act however you like, and can be reabsorbed to gain the memories and skills of the copy. Have fun with a one-person gangbang!

Items:

**(Free/100CP) Fancy Clothes**

A set of fancy everyday clothes, that are tailored for you and will not get sweaty or dirty. They also take damage instead of your body, becoming more and more erotically tattered with harm taken - however, you'll faint if these get destroyed. They self-repair once a day. First four sets (N, R, SR and SSR, fanciness growing with each) are free, and more are 100CP each.

Drop-In:

**(100CP) Sex Toys**

A boxful of assorted modern sex toys that need no maintenance, cleaning or charging. If you show these to Eiden, he'll claim he made these.

**(200CP) Smartphone**

A top-of-the-line smartphone! It never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data, internet access and memory.

**(400CP) Personal Vehicle**

A truly out-of-this-world vehicle! Transforming to suit your needs, never requiring neither fuel nor maintenance, it comes with an on-board AI that is absolutely loyal to you and an ability to deposit people you run over into a special pocket dimension, completely unharmed yet completely dazed, for you to do whatever with them! The Vehicle can transform into a humanoid form, if you're into that...

**(600CP) Anything Delivery Service**

Now, you've got a subscription to the finest Delivery Service in the Omniverse! Be it mundane items, magical items, McGuffins, or Unobtainium, for a (sometimes steep) price anything and everything can be bought and delivered to you! And the delivery boy (man, woman, someone weirder - whoever you want) is a hottie, 100% your type, and always up to some fun~

Sorcerer:

**(100CP) Library**

A library full of (mundane and magical) books for every occasion! Connected to your Warehouse or placed in a place you own, it has knowledge about pretty much everything that is known in Klein. Also has lewd books.

**(200CP) Magic Mansion**

An absolutely stunning mansion of your own! Staffed by gorgeous chefs, served by hot maids and butlers, guarded by extremely pretty and handsome guards, they are all trained in all sorts of activities, all extremely devoted to you and do not need upkeep. This is a perfect place to have fun and relax!

**(400CP) Book Pocket Dimension**

A grimoire that contains a whole miniature world, sized for a grand castle with a surrounding garden, inside! The time dilation is 100:1, with time being faster inside. What's inside is up to you - however, you cannot bring things of the pocket dimension outside.

**(600CP) Crystal Altars**

A set of five altars with giant crystals within. Through a complex construction process these crystals can act as linchpins to change the local rules of the world, and clean it from magical wastes that may disturb the people's lives (or do the opposite, if you feel like it). You can place these anywhere you want the rules of the world to be changed. Be it something small like allowing colorful hair and eyes, or something big like making an RPG system, these will enforce your will upon reality as long as you can maintain and power them. Power consumed scales with the enforced changes. You get a set of five each Jump or 10 years, whichever is longer. See Notes for further information.

Orderite:

**(100CP) Sturdy Sword**

Will not break. Can import other weapons into this. Can also vibrate, making the blade cut sharper and the handle - lewder.

**(200CP) Incense Burner**

Always always full of your choice of incense or scent, with additional aphrodisiac and divine (be it blessing, exorcism or else) properties that you can control at will... can also work as a holy weapon in a pinch!

**(400CP) An Order For You**

A knight or a monk/nun order, 500 strong, that you are a head of! The orderites are all following your orders and declarations religiously and fervently. They are also all pretty good combatants, magical and physical.

**(600CP) A Land of You**

Your very own country, roughly the size of Solaria (a fifth of the Australia-sized continent), of which you are the King! The inhabitants are all eager to please and are extremely loyal to you.

Yokai:

**(100CP) Animal Companion**

Intelligent and loyal, this is your very own Animal Companion! It is entirely up to you to choose which species of animal or bird it is, but it is always cute! Currently just a smart animal, it'll slowly accumulate power and intelligence with time spent with you, turning into a Yokai of its own (including the Perkline) if you want it to, through a special event. You always can understand what it wants to convey, even if it is yet to gain speech. Counts as both Companion and Item, and can be Imported for free into other Jumps, as well as not counting towards the Companion limit. See Notes for more information.

**(200CP) Invitation**

A letter that allows you access to one exclusive event, particularly those of supernatural and high-class attendants. You get one per month.

**(400CP) Secret Retreat**

A hidden retreat... somewhere extremely hard to find. Has heating, plumbing, light, and enough food to live, refilling daily. It is at least a cottage, maybe a villa - a hikikomori's dream.

**(600CP) Lake of the Twinned Moons**

In a forgotten place, there is a lake blessed by twin lunar spirits, in which at night one can see two moons, one red, and one blue. From their blessings, this body of water now serves as a portal into the past. The spirits, a girl and a boy, use it to observe what has already come, and play games in eras long gone. These spirits have taken a liking to you, and now serve as your attendants, allowing you to use their lake as they do. Bound to the lake unless Companioned as a set, they always look forward to seeing you to share stolen treats and show off lost trinkets they've found. However, be warned dear Jumper. Meddling with time can be quite dangerous, for the rash and unprepared...



E-Droid:

**(100CP) Cute Fluffy Things**

A boxful of cute things of your choice. Completely harmless, but so good to cuddle with! They restore themselves from any harm daily.

**(200CP) Murder Implements**

A mundane weapon of your choice that you can (un)summon at will. Upon breaking, it will restore itself immediately upon resummon. You can Import any kind of weapons into this, retaining all properties of the Imported item.

**(400CP) Adamantite Supply**

This is a crate, 100\*60\*60 centimeters, full of miraculous material called Adamantite. It has a stabilizing effect on essence and elemental spirits, as well as being capable of bridging the gap between magic and technology by its inherent properties. One of its uses is a room-temperature superconductor! However, it has a mutagenic property, twisting living beings that imbibe it into more monstrous forms. This crate refills monthly.

**(600CP) Extra Body Chassis**

An extra E-Droid body, hidden somewhere safe, that you will wake up in in case of death once per Jump. It has all your perks, but you'll have to recover lost items yourself.

Monster:

**(100CP) Universal Aphrodisiac**

A small vial of aphrodisiac, guaranteed to work on anyone without any bad side-effects. Lowers their inhibitions harshly and gives them a powerful desire to fuck NOW. Refills daily.

**(200CP) Secret Key**

An ornate, golden monocle with a very useful effect - as long as you look through it at a person, you will become aware of a secret of theirs, a random secret per minute of staring. It saps your Essence with use, however, so make sure to ration it well.

**(400CP) Enslaving Collars**

A couple dozen collars that, if put on the neck of anyone, will make that anyone obey your every order even against their will. Come in every type and color! Leashes not included.

**(600CP) Your Pack**

This is a pack of eight Monsters that share your characteristics - they even have the Perks you've bought this Jump! Completely loyal and like-minded to you, they also count as both an Item and a single Companion, not requiring a Companion slot to take them.

**Companions:** each imported Companion gets an Origin and 800 CP

A Partner 50 to import/create 1

A Family 200 to import/create 8

A Clan 400 to import/create as many as you want

A New Friend 100 to recruit a canon companion

Drawbacks: Take no more than +600CP. Disregard this at your own risk.

**Expies Everywhere (+0CP)**

Was that Sasuke that walked past? Was it Marluxia serving in the Royal Guard? With this toggle, the Klein Continent shall be full of expies of the many, many worlds's hotties you visited and didn't yet.

**Gemstone (+100CP)**

You are now a member of Huey's Gemstone Clan! There is a gemstone embedded into a body part of your choosing. Now you might require regular sex with Eiden to regulate your Essence (unless you learn a method to do so yourself). You get the purchase of the second tier of Essence Pool for free.

**Fuck or Frog (+100CP)**

You're cursed: you are starting to turn into an animal (of your choice on taking this Drawback). To revert this, you'll need regular Essence 'infusions'! If you ever go full animal, this becomes irreversible. The animal form becomes an Alt-Form post-Jump in any case.

**Twinned Soul (+200CP)**

There is another in your body, a completely different person! He's headstrong and rash, but oddly protective of you, even if you don't want him to. He can hijack your body at any time, but you can remain cognizant of it. You share a mindscape, too, where the two of you can talk and even have unconstrained by reality sex... if you want you can keep him post-Jump, he counts as a Companion.

Alternatively, there is another somewhere in Klein with all your Perks and Skills (but not Items or Companions) that is murderously yandere for you. If you are into it, you still can take them as your Companion - just remember that they'll stay yandere for you regardless of anything in your Chain!

**Damsel in Distress (+200CP)**

All your out-of-Jump perks and abilities and skills? Sealed in this Jump. I hope you have enough Companions (or whoever) to protect you in this somewhat dangerous world.

**Bad Reputation (+100~300CP)**

This is a Drawback to have a bad reputation. For +100CP it's just a bad reputation, fixable with actions, for +200 it's an official warrant on you, but for +300CP it's a persistent curse that makes you be avoided by, antagonized and ostracized by everyone (excluding your Companions). Beware the hunting parties!

**Affected by the Twin Moons (+100~300CP)**

Your Essence is heavily affected by the phases of the Twin Moons! For +100CP, it's basically a heat/rut cycle, for 200CP it's taxing on your body and sanity, but for +300CP it gets dangerous for both you and those around you - thankfully, full berserking is triggered by the Double Eclipse, and thus pretty rare...

**Walking Dead Zone (+400CP)**

For some reason, your presence erodes the effect of the Gemstone Altars, making places you stay longer than a few weeks Dead Zones and mutating the surrounding monsters. Hope you can afford to be moving frequently.

**Demon King Eiden (+400CP)**

For... some reason, you have arrived to a wrong parallel world - here, Eiden is the Demon King, and the Gemstone Clan are heroes hellbent on slaying him, because the Huey equivalent fucked all of them, introducing weird kinks. Not a lot more known about this world, so you (or your Benefactor) shall have to fill in a lot of blanks.

**Huey's Wrath (+600CP)**

Somehow, you displeased/annoyed/interested in a wrong way/etc the Grand Sorcerer himself. Now, he is stoked to take you out. What, did you think he disappeared? No, he is just getting ready to make your existence worse than death... and he will stop at nothing to make it so.

Ending:

Stay

Return Home

Continue

Notes:

Pay-to-Play:

If you pay them, even hostile mindless monsters would have their way with you instead of trying to kill you! You even can kill them during or after sex! Just make sure they won't notice you trying to pull out that dagger...

Crystal Altars: the cost and maintenance necessary will increase according to the complexity of the changes, so filtering energy, changing minor physical features, and general modifications to the local rules can run on by themselves a long period alone, up to decades. You can set rules for who is allowed to maintain the altars in your absence, such as a blood descendent, a loyal servant, or synchronize with a particular object.

Installing one in the local leylines, or whatever equivalent the local land possesses, such as a place of importance and power, will better sustain and increase the range of the Crystal.

Anything Delivery Service takes any kind of money in the Omniverse, and its prices are fair - the same as the thing would cost in the world of origin. Priceless things are instead only very, very expensive... the app for this will show up on any computer or smartphone you own, or, if you don't have anything like that, will take the form of an infinite-page slim catalog that can be summoned at will.

Animal Companion's power growth on its own plateaus around Kuya's level, to make them more powerful you need to invest in them. In 10 years they will gain the 100CP Yokai perk, in 20 - the 200CP, in 40 - the 400CP, and in 100 - the 600CP perks. The 'special event' teleports you back to Klein during the Rainy Season near the flowering Virtualias, where he'll go on a spirit quest! Don't worry about their memories, too, they're protected by your Benefactor. After the successful Yokai-zation, you'll return home.

Bad Reputation (+400CP variant) does not include Huey - even if you appear on his radar, he won't lift a finger to make your life worse. Not so much for [Huey's Wrath], where he'll be consumed by the desire to see you worse than dead.

Huey's Wrath - not a Chain Fail, as you won't die, but if he captures you, you'll wish you did. You can burn 1-Ups to avoid this.

The usual place for a Gemstone is on your forehead, and the usual color - orange or red.

Grand Spirit of Calamity's training requirement to control it can be bypassed by Ancient Monster, or you can simply use Essence Grounding Technique.

Gemstone Power Sharing's Gemstone Creation part allows you to create any kind of gemstones you've encountered. You can sell those if you must, but you'll need to share SOMETHING via them, so if someone embeds such a gemstone in their flesh, they'll get access to shared power.

Anything Delivery Service's only thing out of stock is Oldwalker Sparks.