Kyonyuu Fantasy 2: Jumpchain

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Welcome, Jumper, to fair Hillsland. Perhaps you have heard of this land before? Perhaps you have spent some time in the neighboring country of Edelland? No? Well, if you have you may be interested to know that you step into a land where humans and demons still live side by side, mostly. The great war that drove

their population into the depths of Giripon Wood has not yet occurred. Indeed, a succubus currently holds the title of Duchess in the land of Molgrey. Otherwise, well, you should expect your fairly typical low-fantasy setting. And boobs, lots and lots of great, heaving bosoms.

But more on the current clime. The king, Galahad II, is dying, imperiled by a curse laid upon him by an innocent dwarf that he sentenced to death. Desperate to find a proper replacement, his options are few. The king's own son, Prince Haynes, is an imbecilic lout and a pawn of the Church of the Holy Rood. His only competition is the pick of the Prime Minister, Zeminario, the untested but academically excellent top graduate of the Royal Abbey.

You will enter this world on the day of graduation for the Royal Abbey, where the lowest scoring student, Ruin, would be thrown to the wolves in the province of Boobshire…

To better survive these tumultuous times, have this **+1000 CP**. And do try and enjoy yourself along the way.

Now, before you depart, Who are you?

-**Drop-In**: Free

No history and no extraneous memories? Of course, perfectly understandable and manageable in a land like this. Once you pick your Location you will appear as you are in a pre-paid room at the local inn, with enough pocket change to last you a week. I'm sure a charming character like you can find a rich sugar momma/daddy soon enough, or get a job. You may be a normal human, or either flavor of Elf at your pleasure.

-**Demon**: +200 CP/-100 CP/-300 CP

Technically you are suffering a small complication either way, but that bears a bit of explaining. By taking the pity CP of +200, you will enter this world as something like an Orc (the pig-man variety), a Wolfman, or a Ghoul. While you will more than likely be far stronger, physically, than the average human or elf, you will be looked at with distrust and scorn across all of Hillsland. It will be

assumed you are illiterate and bad with money. All of the preceding options have essentially no outward differential between the sexes apart from the plumbing.

However, by instead spending 200 CP you may become a Mermaid/Merman, or a Nymph. The 'distrust' of the Hillsland populace will all but evaporate, and you will retain your physical advantage along with several other benefits. Mermaids/Mermen naturally can breathe underwater, and can freely shift between legs, and a fish tail. Nymphs are radiantly beautiful, and receive the **Jewel of Hillsland** Perk for Free. For 300 CP you may instead be a succubus, with all that would imply. Succubae can fly, and freely adjust their apparent age. Nymphs and Succubae must naturally be Female.

Once you choose your Location you will, as per your pity/pay choice, start in a dirty hovel or a cozy, middle-class house.

-**Nobility**: -200 CP

Exactly what you would expect, a collection of decadent fops from this family or that, someone whose father did this, or this family that had this famous general… Hillsland is a rather small country, so you will find yourself significantly outnumbered by the populace. But that's not your problem, now is it…? Or, do you actually care? King Galahad would be overjoyed to have you in his court were that the case, maybe even on the throne in lieu of one of the Reccomendares?

You may be a human or an elf, but *not* a dark elf.

Naturally, once you have your Location you will start in your family estate, languishing in the lap of luxury.

Location

Choose from among the following…

-**Boobshire**:

Yes, that is the name. About as on-the-nose as you can be given the governing impetus of the setting. Boobshire is a provincial, rural area that is at present both poor and poorly maintained. The current Castellan cares not one whit for his public, and seems quite content to ignore the predations of the Orc brigand Drums

upon what little wealth Boobshire has. Given Hillsland's population, Demons are more prevalent here than most other places. The current castle garrison is in fact currently composed of only demons.

-**Molgrey**:

The domain of Madam Shaharl, Duchess, Succubus, and General of Hillsland. Molgrey is a rich, port town with lots of money flowing around… too much, perhaps. The town is currently suffering from a plague of moneylenders, and this plague is taking extreme advantage of the illiterate demon population. This only gets worse, as Shaharl has dismissed the last nine Prefects from administration of the town for "reasons."

-**Hillsland Capital**:

The seat of King Galahad II, an opulent city, to say the least. Security is tight, etiquette is paramount, and the Church of the Holy Rood holds great sway here. Naturally, demons here are barely present apart from in the dungeon for one reason or another. Well, apart from Queen Nadine, who is a nymph. And the frequent visitation of Shaharl for one reason or another. Mostly humans otherwise. But if you behave and make yourself valuable, then you will find yourself in probably the comfiest lifestyle imaginable.

-**The Elf Kingdom**:

A nation just across the sea similar in size and wealth to Hillsland, with the singular massive difference being that the majority population is overwhelmingly elves. Albeit the fair-skinned variety. Dark elves are looked upon with disgust. Currently reigning, King Ishtar I projects the image of a feeble, yet kindly old man. But he eyes Hillsland for invasion and conquest, and would gladly sic his brother, Duke Gwendolyn, upon Hillsland's people. If the Duke doesn't murder Ishtar first to seize the throne, that is.

General Perks

Discounts are 50% off to respective Origins.

-**Jewel of Hillsland**: -200 CP

Queen Nadine is considered a national treasure, especially her breasts, for her near peerless beauty. Take this Perk, and she suddenly has stiff competition. You are Gorgeous, with a capitol G. Your features are flawless, and you find yourself wearing your idealized physical build (within reasonable human limits) that takes next to no effort to maintain. If you are Female, you also may freely designate whatever grandiose cup-size you wish for your bust. Just, be careful to not go too wild, remember, the bra has not been invented yet. Secondarily, ladies, you may freely decide if you lactate naturally, and at what rate. Demons who took the +200 CP *cannot* benefit from this Perk in-Jump.

-**Martial Prowess**: -300 CP

Generally speaking this is a very peaceful time. Violence is rare, and far between. But there is something to be said about being prepared for the possibility regardless. Taking this Perk will allow you to wield a sword, axe, or other period appropriate melee weapon well enough that you could duel the likes of Zebia the dark elf mercenary, Princess Elisia of the elves, and even Madam Shaharl on mostly even terms. Putting aside the direct comparisons, battling multiple average soldiers at a time would be child's play for you.

-**Reccomendare**: -300 CP

If you want to get somewhere in life, especially in an established society, you generally can't do so entirely on their own. Starting from the bottom is relative, you can be a noble, but you're still only an entry-level noble, for instance. You can always climb higher inside of a system. And when you try to do so you catch the eyes of those already higher than you, always at least one, who see a spark of potential in you. They will want to help you rise, even if you seek to rise past them. Now, they won't do the work for you. But they will give you the opportunity to succeed.

-**Hallowed Demon**: -500 CP

Well now, seems you have a certain special heritage, now don't you Jumper? And this heritage offers you a wide plethora of advantages. First, and probably first in your thoughts as well, Jumper, you are outright astounding at sex without taking any experience into the equation. Multiple, rapid climaxes are the *norm* for any

romp with you involved and you could bring someone else to orgasm simply with foreplay. Second, you can interact with spirits/ghosts as easily as if they were corporeal beings. For fun, or for more practical reasons. Third, you are immune to the effects of a Soul Jar, and can in fact rescue others from the confines of such simply by reaching in and pulling them out. If it means anything, the only other Hallowed Demon in the setting is none other than the usual protagonist, Ruin Dimidium.

Drop-In Perks

-**Jolly Jumper**: -100 CP

Adversity can douse the spirits of the most noble of souls, and for someone who comes from nowhere, adversity is inevitable. And yet, you have this bizarre fortitude of spirit that refuses to completely go out even if everything you've worked for collapses around you. You will rally, you'll tell a bad joke, and you'll carry on. Nowhere to go but up, right?

-"Unremarkable": -200 CP

You know, people have this nasty tendency to judge a book by the cover. But who cares when you're the one winning! Adversaries, declared or not, always seem to find you less of a threat than sense would suggest, right up until you provide proof otherwise. Similarly, they will think you a right moron until you prove them wrong. But of course, by that point they may have already lost too many steps to ever catch up.

-**Positive Reputation**: -400 CP

It's a truth as old as time, word of mouth is the most effective form of propaganda, good or bad. For you, it's largely good. When you do something good, people talk about it. They tell their friends, then they tell their friends, sooner rather than later the whole nation knows what a stand-up chap you are and will treat you as such. Doing favors, offering discounts from a merchant you've never met just because they heard how nice you are, etc. This extends to your sexual escapades, as previous/current conquests will hype you up to others that you would find attractive, and plant the seed of desire within them.

-**Ruination**: -600 CP

The problem inherent in rising to the top, people are going to try and stop you. In a world such as this, they probably aren't going to be direct about it. They will scheme, they will plot, they will conspire, maybe even make unholy pacts with their mortal enemies out of mutual hatred of you… It doesn't work. Not only do these machinations fail entirely without any effort on your part, they instead create negative blowback for the schemer or positive reinforcement for you. Perhaps both if the plot was grand enough. While this won't stop someone from walking up and jamming a dagger in your ribs, sleep soundly Jumper. The skeins of fate have your back.

Demon Perks

-**Dirty Mouth**: -100 CP

The problem with all this 'society?' People have all this trouble stating what they want, brazenly and honestly. You do not have this problem, and rarely if ever will you face consequences for it. Yes, that barmaid will feel abashed that you publicly stated you want to rail her womanly valley like a bull in heat, but you were honest about it. No, it is not uncouth of you to publically laud and describe how good mermaids are at paizuri on account of them not having a pussy. No, that man isn't going to slowly back away because you said you *need* to bathe in his baby batter… I think you get the idea.

-**Scary Demon**: -200 CP

It's not really a discussion, demons are scary. It's probably one of, if not the top reason they are so widely discriminated against. Well who are you to buck tradition? You are *terrifying* when you try to be, even if you've the fairer form of a succubus or nymph. You know just how to stand, just how to put that little lilt in your voice, and just how to glare down your nose to put the fear of YOU into whomever you like. The strong-willed can resist, but your average layman is liable to wet themselves in front of you.

-**Mold-Breaker**: -400 CP

Madam Shaharl is a demon, and yet despite all Hillsland's prejudices she is the duchess of a massive province, has the ear of the king on equal or greater terms than both the Archbishop and the Prime Minister, and her very presence in the area deters invaders because of how fearsome she is. She shattered all those barriers in her way off of raw merit, and now you can too. You are utterly immune to racial, sexual, age, etc… literally any form of bias you might ever encounter. Not only that, but the bias seems to invert specifically for you. You may yet be a common orc, but demonstrate great piety and strength of arms and the notoriously demon-loathing Archiv, current Archbishop of the Holy Rood, would personally select you to guard him. Sky's the limit, Jumper.

-**Guerilla God**: -600 CP

Despite being a rather conspicuous demon, and a large one on top of that, the orc brigand known as Badums was able to lead a frighteningly successful insurgency in the heart of Hillsland to target the moneylenders taking advantage of Molgrey's demon population. And again, despite being so conspicuous, he never got caught until a personal vendetta clouded his judgement. With this Perk, you are now his equal in this regard. The improbable stealth skill, the charisma to stoke the flames of anger, and the wisdom to pick the right moment. Keep a cool head and you could probably bring the country down.

Noble Perks

-**Verily, I Quoth Speak At Thee**: -100 CP

If you wanted a single example to show how far removed the nobility is from the common man of Hillsland, the verbiage is probably the easiest to point out. Among the nobility, etiquette is everything. And not only have you mastered the word-salad that is speaking in such an archaic dialect you can do so with speed, with wit, and *sass*. Secondarily, this makes you very good at spontaneous poetry.

-**Prodigal Mentor**: -200 CP

Part of being in charge is finding competent people to fill a position, your own post if need be (even if you just want to muck about). Two things with this Perk. One, you can regularly find potential candidates with a minimum of searching. Two, once you find those candidates you are quite able of helping them along, and wrangling them a second chance if and when they royally fuck up.

-**Genius of Elfenbein**: -400 CP

There is a lot that actually goes into running a kingdom, Jumper, in case you weren't aware. Being lord of any swathe of land is far more of a job than you would expect from the fantasy. Paperwork piles up, petitioners and the dissatisfied form a line that stretches out of the building… And yet none of it seems to phase you. Paperwork flies off your desk in a fraction of the time it should take, negotiations flow smoothly with amenable terms on both sides. Laws you have a hand in writing are as fair, or low-key horrendously unfair, as you choose them to be. And people you assign to a task generally get the job done barring outside intervention.

-**Charmed Reign**: -600 CP

You know, curses upon him besides, King Galahad really is quite the fantastically lucky sovereign. He has people around him, Elfenbein, Shaharl, whom are genuinely invested in the health of the nation instead of in it for personal gain like so many other nobles. And when a crisis strikes, a foreign invasion for instance, a literal nobody rises to the occasion against impossible odds for the good of the country. Instead of, you know, rolling over and surrendering. You now possess this quality. Organizations, businesses, nations, etc. that you lead are unnaturally resilient to just about any kind of disaster with or without action on your part. Facing a famine? Random farmer will pioneer a miracle crop to pick up the slack. Corruption starting to spread its insidious roots? The bottom-level clerk will blow it wide open. Lead gloriously, Jumper. You deserve it.

Items

Drop In Items

-**Pocket Candy**: -100 CP

The exact form this Item takes is largely up to your discretion, Jumper. But the bottom line is that you have something sweet you can pull from your pocket at will. Perfect for gifting to precocious children, lovers with a sweet tooth, or a frightened/enraged cyclopes.

-**Ever-clean Clothing**: -200 CP

Let's be frank, Jumper, you will likely have a *lot* of sex while you are here. And the, shall we say, fluid output of both sexes can be a little bit absurd at times. Unless you like walking around covered in spunk or breast milk, these stylish threads are on offer that will never stain, wear, or otherwise collect any of the mess when you or your partner 'cum buckets.'

-**Chastity Belt**: -400 CP

Perhaps a little counter-intuitive, but worth offering regardless. Wearing this lockable belt will simultaneously calm the ardor of whomever is wearing it, and make it physically impossible for the wearer to climax. Good for situations where you know you should *not* sleep with the clearly horny MILF across the table from you. Also, never let it be said that it was stipulated that *you* were the only one that could wear this belt. You can summon the key to your hand with a thought, just in case.

-**Boobshire**: -600 CP

Yes, the province itself. Despite being considered a relegation by those in power, Boobshire really is just a gem waiting to be polished. The people are friendly and hardworking, almost eerily above-average in the looks department, and muster a shockingly potent militia in the event of outside aggression. Furthermore, the soil is ripe to produce wine that would be the envy of the world. Boobshire will 'remember' improvements you make to it, and its people if you choose. And will either be accessible to you through a door in your Warehouse that leads to the province castle, or at the closest topographical equivalent should you wish to import it into a future Jump.

Demon Items

-**Aphrodisiacs**: -100 CP

You know, just in case you need a little "help" sweeping up that comely lass or lad. These little silver pills come in a silver case that never seems to run out, and easily dissolve in liquid of any kind. They are furthermore colorless, and tasteless once dissolved. Only a person of heroic willpower would be able to resist a blatant advance of their preferred sex while under the influence of these pills.

-**Belly-Burst Seeds**: -200 CP

… What is it with this world and its bizarre plant seeds? Regardless, you can look at these seeds as a sort of not-obvious slave collar. Once swallowed, these seeds attach to the lining of the stomach where they just, wait. And they stay there until a special incantation, invented by you, is spoken within "earshot." Once that happens, well, the seed swells up and the afflicted individual bursts from within. Really nasty to watch, unless you're into that. You get fifty, and the bag they come in refills every month.

-**The Lair**: -400 CP

Not exactly anything fancy, this is a cave. A cave that just so happens to be impossibly aggravating to find unless one is either being led to it, or already knows where it is. It has ample space for loot, can comfortably sleep twenty or so, has an emergency escape in the back, and can only be approached by one very, very obvious pathway. Any bandit would kill for this kind of set-up.

-**Soul Jar**: -600 CP

Well, what a treasure you have here. And one that won't simply break if some drowsy idiot drops it. What you have now is a relic of the since nearly eradicated… yes this is actually their name, the Breast Fondler Tribe. It is simplicity itself to use this, simply open the jar, and the first person to speak within earshot of the jar is sucked in and left to starve/die of dehydration. Whichever comes first. In-universe, only a Hallowed Demon can rescue someone from the jar's clutches, but since this is yours now, you can release people from it at your whim, including yourself should you run your mouth a second too long.

Noble Items

-**Wealth**: -100 CP

"Money rules the world," as one hopelessly corrupt usurer once said. And if you're going to sit on top of the heap, you might as well have a bit of that rule for yourself, even if only to support your lavish lifestyle. This small fortune of 100,000 gold coins should be more than enough to last you your stay in this world without utterly irresponsible spending on your part. Or invest, I hear both charitable types and ambitious types do that.

-**Kraken Venom**: -200 CP

This jar of, well, slime, is the product of one of the giant squid-beasts that prowl the seas between Hillsland and the elf kingdom. It is absorbed through the skin, whereupon the afflicted suffer a delirious fever, debilitating arousal, and eventually death. You receive an antidote with this Item, though one technically doesn't exist. Otherwise, perhaps a poisoned individual could survive if one of extreme physical fortitude sucked the poison out? Hmm? Just an idea.

-**Cannonade Squad**: -400 CP

The times are changing, Jumper, and the military must adapt. These four cannons seemingly never run out of ammunition and reload by apparent divine intervention. In addition, they come with a support crew of Followers to move and aim the cannons, and these Followers may be human, demons, or elves at your pleasure. The power behind these cannons is something unprecedented in these times, Jumper. If you've the mind to crunch numbers, you can accurately lob shots for *miles* with this quartet of destruction.

-**Palatial Opulence**: -600 CP

Are you sure you aren't the king? Because this looks like where a king would live. This sprawling estate is fit with everything you could ever want in a medieval home. Lavish accommodations for yourself and a staggering number of guests. A legion of comely maids whom both suit your physical preferences and style of dress (along with being plenty happy for a quick romp). A legion of fully trained soldiers fully dedicated to you to protect the residence. A treasury with a capacity that can best be described as "yes…" Why would you ever leave? This property

retains upgrades, and can either exist as an attachment to your Warehouse or be imported into future Jumps at your discretion.

Companions

In order: Elisia, Zebia, Lorelia, Shaharl, and Queen Nadine.

-Lovers Old and New: -100 CP per.

As suggested, Companions past can get integrated into this world or you can create new ones from scratch. Each Imported Companion will have 600 CP of their own to purchase Perks or Items, and naturally cannot purchase Companions themselves. Should they wish to be Mermaids, Nymphs, or Succubae, they will only receive 400 CP, taking into account the cost of their racial pick. Likewise a hypothetical Orc would instead receive 800. Companions cannot take Drawbacks.

-**Fresh Faces**: Free

Should you meet a particular individual in-Jump that you simply cannot leave behind, you may take them with you free of charge so long as you convince them to come with you freely. Mind control does not count.

-**BroodMELF**: -100 CP

This mature Dark Elf has a rare, and shocking biological quirk. She's staggeringly fertile. Fearing that her clan was going to turn her into essentially a breeding slave she has run off, and into you. She is still just as lustful as any other non-virgin

Dark Elf, but would ask, at least initially, that you use protection. She's a fair bit chubby on account of seven nearly consecutive pregnancies, and the thirty-something children that resulted. But she is packing some lovely J-cup love pillows to compensate, and gods above are they *sensitive*. She can also cook and clean.

-**Sugar Momma**: -100 CP

A long-time noblewoman, this charming lady was wed to an elder man for political reasons, and inherited his great wealth when he passed due to natural causes. However, she feels that she passed the years of her youth in matrimony with a husband that didn't have the stamina to treat her right, especially in bed. Make her happy, and she would be more than pleased to shower you with expensive gifts and travel the countryside with you. She has the Perk, **Verily I Quoth Speak At Thee**, and five purchases of the **Wealth** Item. Secondarily, she seems astronomically lucky when it comes to investing, making multiple times what she puts in. And she's both genuinely surprised and excited every single time. It's adorable. Oh, and I-Cups, as I'm sure you would want to know.

-**Lewd Ghost**: -100 CP

What a miraculous occurrence, Jumper, you can see her! This long-dead, and equally unsatisfied spirit died of sickness the night before she was to be wed, and is *pent-up*. Do you understand just how depraved she had to be to come back from the dead? Don't worry, even if you aren't a Hallowed Demon we'll make a special allowance in her case so you can both have fun. While she's next to worthless at pretty much everything, trophy wife, she was to be, she does have the Perk **Jewel of Hillsland**. Shame that you're the only one who can see her. Her being dead might actually be beneficial to her, actually. Because you know hefting those M-Cup melons must have been a hassle without bras being invented yet. And, well, you know, she's a ghost. With a little guidance think of all the things you could do with her that wouldn't involve lewd things. Spying, poltergeisting (that's a word now), maybe she could even throttle someone to death. Naturally she would expect to be rewarded with depravity.

-**Assassin J**: -100 CP

… What even IS he? Are they a he…? No, they are a SHE! Well, the important point is that, unlike most of her fellows, Assassin J is actually competent. More than competent by far, actually. She has the Perk **Martial Prowess**, to complement her stellar skill at skulking around. She won't always get the job done, but she is just shy of guaranteed to make it out alive. And she always has a too-stupid-to-not-be-real story to tell every time, success or failure… How in blazes does she hide those J-Cup melons under that robe? How do they not get in the way…?

-**The Third Brother**: -100 CP

Apparently, Drums and Badums had a third brother, and this is he. Nearly identical in voice, height, strength, and disposition, this Orc is very nearly the quintessential demon. But, one, he is literate and articulate like his brothers. Two, he has the Perk **Martial Prowess**, just like his brothers. BUT, he is yet different… he has a passion for poetry, and still further has the Perk **Verily I Quoth Speak At Thee**.

Drawbacks

I'm not going to stop you if you want to make things more difficult for yourself. Take as many as you think you can handle.

-**Who's Ruin?**: +0 CP

No one, that's who. Because you are getting put in his place. Which could make things *really* interesting should you happen to be an Orc or Ghoul.

-**Assassin Reporting, A, B, C**: +100 CP

Well, look at that, it's our old friends, the letter assassins. If you aren't familiar with them, they're just about the worst assassins to ever live, failing miserably at whatever they attempt. And now they will be attempting to kill you. Laugh if you like now, but after the 300th time they try to kill you, whatever failure they have suffered will not be so amusing.

-**B. Tomless**: +100 CP

That belt of yours doesn't seem to work for shit, now does it? Quite simply, you can't keep your pants/skirt/dress up without near-constant attention. And sure, the first few times it might be funny. But just see what happens if you drop trousers in front of the king.

-**One Pump Chump**: +200 CP

How tragic, seems you have a sexual endurance that can best be described as "no." The first time you climax in any sexual encounter you will pass right out, a dumb smile on your face. When marathon sessions are the norm, you are going to leave a lot of very unsatisfied partners in your wake.

-**Daydreamer**: +200 CP

Like a certain tsundere dark elf you have a nasty penchant for flying off to fantasy-land while wide awake, gushing publically about romantic/lewd thoughts that you might be having about your lover, your potential lover, or an idealized lover… you get the idea. You can even manage moments of this in the middle of combat, should it occur. So watch out.

-**B. Roke**: +400 CP

You, you have horrible luck with money. Like grains of sand it slips between your fingers no matter how tightly you grasp it. Even a start as nobility will not save you, as sooner rather than later you will be struggling desperately just to keep your staff paid and put food in the pantry. To say nothing about any of the luxury you would be accustomed to.

-**Insubordinate**: +400 CP

Seems you can't get any respect around here, can you? Any underlings you might have, albeit from either post, title, or even Companions, will be surly, combative, and ignore your orders at the best of times. This isn't purely to say those employed

by you won't do their jobs, but you are going to have to fight them tooth and nail to get any measure of quality out of it.

-**Dwarf Curse**: +600

You know, when King Galahad was cursed by the innocent dwarf, he kind of lucked out. Two of the most applicable clauses of the curse canceled each other out, mostly. "The King will lose interest in women." And "The King will die if he sleeps with his wife." At least on Galahad's part he didn't have to suffer much. You? No such fortune. If you have sex, you die. And your libido has been thrown into overdrive just to make it worse. Is it worth it, hmm?

-**Assassin Reporting, X, Y, Z**: +600 CP

What's that? More letter Assassins you say? Well do not make the mistake of thinking these three the common fools of their similarly named contemporaries. X Y and Z are terrifyingly skilled swordsmen able to fend off multiple individuals with the equivalent of **Martial Prowess** simultaneously, and are capable of getting cut in half and fighting on as if nothing happened. These three masters are now out for your head, and they are relentless.

Ending

Well, did you have fun Jumper? Have a lot of quality time with some lovely ladies? Some strapping men? But what now?

Stay?

Home?

Move on?

Whatever your answer, think fondly of Hillsland wherever you go. I'm sure you've made an impression yourself.

Notes:

-Dwarf is not a racial choice because they are never shown.

-On Succubae and Nymphs being potentially lethal in bed, it is never addressed. And Shaharl certainly didn't kill the nine potential Prefects she rejected for failing to satisfy her. And Nadine having Nymph blood was never mentioned as a concern for King Galahad. Maybe Waffle forgot, who knows.

-On Elves, apart from the ears there seem to be no significant differences between elves and humans.