



Version 2.0

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“In an Age of Swords and Sorcery, the God of Creation has long since abandoned humanity. Only fickle spirits remain in the world. To gain the favor of these spirits, shrine maidens of noble birth are offered as sacrifices. These maidens are known as Sacrificial Princesses.”

~Excerpt from Princess Sacrifice

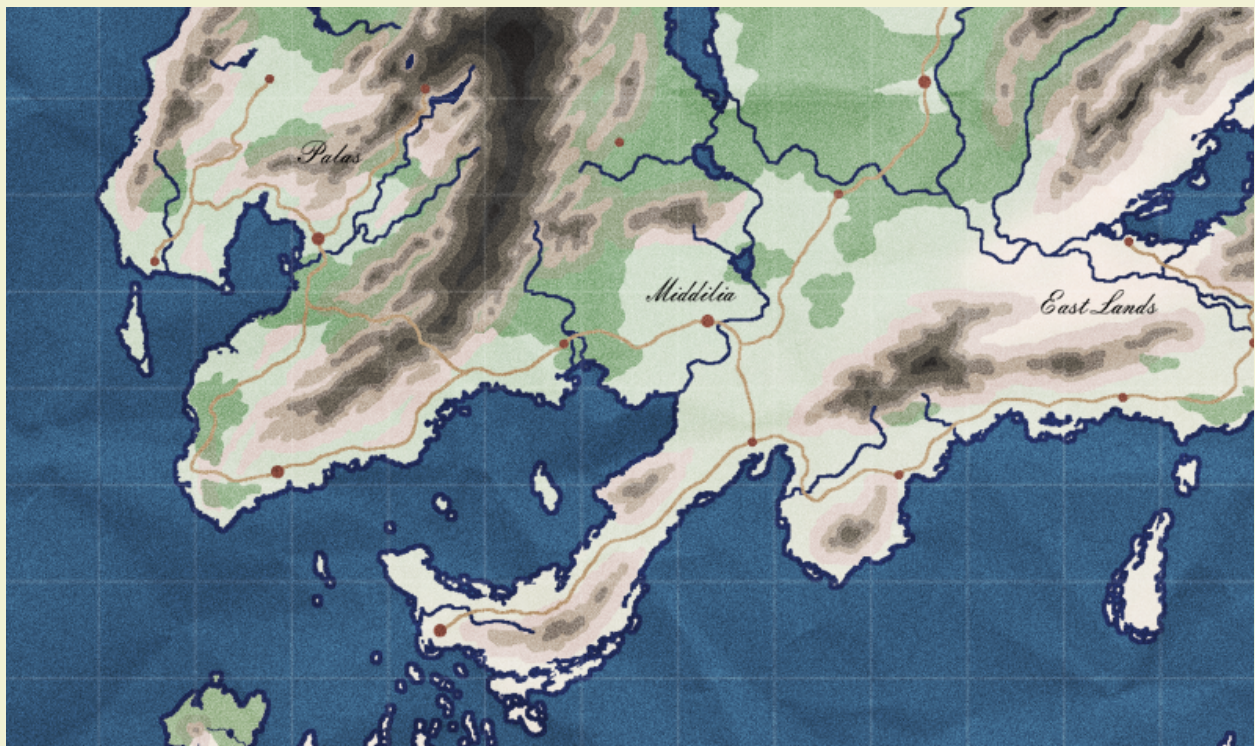
And you are going to be in this world for ten years, Jumper. You're going to see such wondrous sights. It's a world of Orcs and Demons. Of Fairies and Fauns. Of Humans trying to survive it all. Of good hard dickings...

Ah, sorry, I'm getting ahead of myself.

The Kingdom of Palas remains one of the few Human Kingdoms still free from the Dark Lord. Feena of Middilia has been sent to the Temple of Demea to be prepared as a sacrifice for the Great Spirit Demea. For years, the Dark Lord of the South has ravaged the lands of humanity, taking kingdom after kingdom to rule over everything.

It is a year before Feena makes her journey into the caverns under the Palas Monastery to receive her blessing and you are now in the Kingdom of Palas. Survive this hellish place for ten years and you may move onto the next jump — or stick around for more sexy Monster-on-You Action. I don't judge.

|+1000 CP|



Location

You start in one of the following locations as either a Drop-In, a Fairy Folk, or a Monster. This can be done by either rolling a 1d8 or spending 50 CP to choose.

1 - **Palas Monastery** [*Automatic for Sacrificial Princess*]: A Temple on the side of a mountain devoted to the worship of Demea. In the bowels of this landmark sits the resting place of Demea herself. This is where the Sacrificial starts, having been there for four years. Monsters that start here will start on the outskirts as one of the Dark Lord's Scouts. If you're a fairy, you also start on the outskirts. A Drop-In will be seen as a pilgrim visiting the Temple.

2 - **Gnosel Village**: A small village to the West of Palas Monastery, it is a quaint location — if you discount the cave of Orcs nearby that torment them or the forest to the north filled with slime or the hilly region to the south under the Fairy Lord's protection. If you are a monster, you appear whilst they are raiding the village. If you are a Fairy, you start on the outskirts.

3 - **Port Wellston**: The Major Port City of the land. Wellston is ruled by a ruthless, but fair Lord (with a penchant for boys) and contains a rather seedy Inn that will open its doors for a measly five gold. If you're female, be prepared for some nightly visits if you stay there. If you are a monster or a fairy, you start off on the outskirts of the City.

4 - **Pallant: The Holy City**: The most well-defended location of Palas. The Holy City has some of the strictest laws of the land. It also has a rather stringent entry requirement because of the demonic forces which constantly harass them. If you are a monster, you start on the outskirts of their 'No-Man's Land'. If you are a Fairy, you start on the outskirts of the southern entrance.

5 - **Heaven's Spiral Village**: A mountain village to the South-east of the Holy City, where periodically the villagers sacrifice people to the Dragon to appease it. Sure, you could climb to the summit to visit the Black Dragon, Skalmgriever, but he might just challenge you to a fight, anyway. If you're a monster or a fairy, you start at the base of the Mountain.

6 - **Eskarma Island**: A small island south of Port Wellston, there is relatively nothing on the island except for a ruined castle and lots of farmland. You arrive at the only inn on the island. If you are a monster, you start off in the Northern Forests. Fairy Folk start in the Southern Forests by the lake.

7 - **Land of Darkness**: Little is known about the continent to the South. All that is known is that the Dark Lord and his Legions of Monsters and Demons crossed the vast oceans to assault the Northern Continent. If you're a Monster, GREAT! You are essentially the reserves of the Dark Lord to be called up later on. If you're a Drop-In, well — I hope you're pretty strong because you'll have to fight your way back to human civilization. Fairy Folk will not last long if they don't escape.

8 - **Free Choice**: Lucky you, you can choose your starting location for free!.

Origin

Your gender is the same as the one you normally are — unless you want something different. Spend 50 CP to change your gender to the opposite. Any Origin may be considered a Drop-In

Human [Free]

The standard human is in a dubious place at the moment. With the Dark Lord invading from the south, the human kingdoms are in peril. Often thought of as too weak to face off against monsters, many pray for Demea to return and protect them through the power of a Sacrificial Princess. You are just built differently, though. There are a few humans with the skill and cunning to face the Dark Lord's forces. Whether you be a knight, a mage, or a bandit, you are all that stands between the Dark Lord and your fellow man. Though, nothing says you can't join the Dark Lord, either. Your age is 18 + 1d8.

Monster [Free]

Whether you be an Orc, a Demon, or any type of creature in the Dark Lord's Armies, you are now an oversexed creature of darkness. Whether or not you are loyal to the Dark Lord is up to you, but Humanity has a more kill first and ask questions later approach to your existence. Your age really doesn't matter where, so choose whatever you want.

Fairy Folk [100 CP]

You are one of the fairy folk: a fairy for a girl or a faun for a boy. While you are very much against the monstrous forces of the Dark Lord, you aren't really an ally to humanity, either. Instead, you are one with nature and prefer to frolic in the forests and fields of the land — more often than not trying to molest humans that cross your path. Your main abilities revolve around magical power rather than physical might. You're ageless, so it honestly doesn't matter. Choose however old you want to be in this Jump.

Sacrificial Princess [300 CP]

What's this? So you want to be the chosen savior of humanity? Or maybe you just really want to get railed by every person or creature in the land. You are royalty and were sent to the Palas Monastery in preparation for being a sacrifice to the spirit. Either way, you can either replace Feena as the Sacrificial Princess, be her Twin, or be one of the many other girls on-site to take up the call. Of course, you must be female in order to be a Sacrificial Princess, so you can switch to the female gender freely. However, you automatically start at the Palas Monastery as you are being prepared to receive Demea's blessing. Your age is between 13 and 20 years old.

Perks

All 100 CP Perks are Free to their origin. Other Perks are discounted 50% to their origin.

Human

Trap Sense [100 CP]: Any dungeon delver knows traps are a thing and there are plenty of traps, even outside of dungeons, in this world. Seems like you need a bit of help in this regard, so I think the ability to sense traps would be appropriate. Of course, this doesn't give you the ability to deal with said traps. That's all on you.

A Deft Hand — at Breaking and Entering [100 CP]: You have rather dexterous hands, Jumper. In fact, I believe you could break any lock with ease if you had the proper tools — or even just a hairpin. What I'm trying to say is that you have the proper skill and ability to rob any home or chest. Just be wary of the guards. I hear becoming a public 'cum' toilet is an appropriate punishment for breaking the law.

Powered by Pain [200 CP]: In any adventure, someone is going to get hurt. Normally, you would rather it be the person you are fighting than yourself. But as the fight drags on, you'll weaken and soon you'll be unable to execute even your simplest of abilities. Luckily, this perk is the answer. When you cause damage to your opponent(s) or take damage from them, you will regenerate power (whether magical, spiritual, etc). The best part about it is that the stronger (or more depraved) you become, the greater and more reliable the effect.

Delving into Secrets [200 CP]: You may start off knowing nothing, but with the right leads and a good sense of adventure, you can't stay uninformed for long. You find yourself asking just the right questions that will lead you on the path to learning quite a bit about your surroundings. From secret entrances to fortresses to ancient histories covered by the sands of time, you will eventually learn about them all. This essentially makes it easier for you to gain information on any secret (location, item, or other) in the world you land in. It also increases the likelihood of you finding leads to those secrets.

Magic Might [400 CP]: Whether it be the combat or support, you've gained the ability to wield magics. Magic is rather generic in this world. Mages/witches using fire, ice, and lightning, while priests/nuns can heal. With this, you gain the capability to wield both and the power to stand toe-to-toe versus some of the darkest mages the Dark Lord may bring to bear.

Assassin's Blade [400 CP]: A dagger is often seen as a weak weapon, but that's only for those that don't understand the proper usage of one. You have adept knowledge in the usage of small blades and where they can hurt the most. This allows you the ability to effectively kill a humanoid being with a single strike, if they are unaware of your hostile intent, except for those you are incapable of harming (i.e. demigods and super-powerful individuals). This is further improved by your ability to hide the blade on your person with ease, making it difficult for anything or anyone to detect it. Even metal detectors would have an issue — though you won't be finding those in this Jump, anyway.

Body Manipulation [600 CP]: This world is full of body modification and manipulation, jumper. Dragons growing multiple dicks. Spirits becoming tentacled monstrosities of sex. Little girls being modified until they need semen to survive. It's pretty damn freaky — especially when you include the necromantic nonsense into the mix. But I've decided that you might as well have the option of doing it as well. You have now been imbued with the knowledge and power to change the physiology of any non-deity. Want someone addicted to your jizz? Go for it. Want to be your own tentacled menace? Sure, whatever floats your boat.

Know Thy Enemy [600 CP]: Well, Jumper, I didn't expect you to go this far. Somehow, you've convinced a completely Anti-Human Army to allow you into their fold. How or why you're capable of this, even I don't know. But from now on, you can now join organizations that **should** hate your guts. That one Anti-Human Organization? It welcomes you with open arms. The Magic Hating group? Even if you're a Mage, they'll allow you in. It doesn't matter if you actually believe in their goals or not, you've convinced them you're on their side. Just be warned, if you plan on betraying them, the consequences are much more dire.



Monster

Libido Incarnate [100 CP]: Let's face it, you're a rape demon. If you aren't killing humans (or other monsters) or pillaging villages, you're probably balls-deep in some damsel in distress. Or maybe you're picking this perk up without the origin discount. I'm not judging. Either way, your libido could be considered on the level of Monsters. Refractory period? What's that? As long as you have the endurance, you can keep on going.

Warrior's Proficiency [100 CP]: Let's face it, besides the occasional Witch or Magic Wielding Demon, most of the Dark Lord's forces are melee specialized. They're the type to get in close and wreck their opposition. You now have the ability and skill to wield any sort of melee weapon with a proficiency that will shock and awe your lessers. Of course, it isn't to the capability of well-known fighters, but it's enough to stun the rest of the plebes.

Dominating Pleasure [200 CP]: The Queen is a rather sexual class that involves the domination of your opponents. With this perk, you may deal pleasure along with the pain you inflict upon your opponents. In fact, you might even force your foe into orgasm and thus stun them for a time — a time much longer than usual.

Who said Sharing was Caring? [200 CP]: Libido and Endurance are the backbones of any monster. The ability to get it up quickly and go on for hours to pound their prey straight into senselessness. What isn't mentioned often is their coordination, though. Mainly seen out of Orcs, the innate teamwork with gangbangng their victims is just crazy. Well, now you have the ability and the foresight to coordinate with your peers in any manner. Coordinate an assault upon a fortress? You can handle that, no problem. Get a fifteen-demon gangbang of the Sacrificial Princess together? Well, aren't you a saintly sort of monster!

Tis But a Flesh Wound [400 CP]: With so many individuals having sure-kill techniques, it takes an especially durable individual. The Knight class has a certain passive ability that gives them a 50% chance of surviving a hit that should have knocked them out/killed them. Considering Monsters can be especially tanky individuals, you might appreciate a similar ability, Jumper.

Monstrous Strength [400 CP]: Your strength is inhuman, which makes sense because you're a monster. Where Humans would have issues, you have none. You could lift small boulders with minor difficulty and rip your enemies asunder with your bare hands. Of course, you are not the end all be all in strength, but you're strong enough to be pretty damn scary. You'll start off with the strength of a well-trained Orc, but you'll definitely be able to increase that strength before the jump is done, so expect to be Demonic in strength at some point.

Monstrous Body [600 CP]: You're a Monster, Jumper. And if you're picking this from a different Origin, your body will certainly be like one. Your Endurance and Durability have reached inhuman peaks. What would be lethal for a human is a flesh wound to you. You're able to survive even the gravest of wounds and get to a healer or doctor. There's no regeneration involved or magical healing nonsense. You're just unbelievably tough. You can still be killed if your opponent is strong and/or skilled enough. Like strength, you'll start out at Orc-levels, but are able to train it up to endurance and durability seen in Dark Lords.

Necromantic Magic [600 CP]: Only the vilest of witches and warlocks delve into the mysteries that are Necromancy. Well, since you're a monster, it shouldn't be too difficult to imagine that you have that knowledge. You now have the ability and know-how to create the most grotesque of flesh constructs on top of summoning skeletons and wraiths to do your bidding. It isn't a true resurrection, but hey — it's the next best thing.



Fairy Folk

Spiritual Body [Free/Exclusive]: Your body is an unaging and immortal thing. Disease and age are a thing of the past for you. A good sword to the gut will still do you in if you aren't careful. Another good thing about having a spiritual body is the magic it can hold — which is a lot more than some measly humans are capable of wielding. After all, you are a creature of nature and magic. It'd be kind of silly to be bad at it.

Mischievous Molesters [100 CP]: Fairies and Faun (also known as Satyrs or Pucks) are well known for their mischievous behavior and actions. Well — let us add Lewd behavior to this considering the Jump. With this, you are now looked upon with very little suspicion. Even the most knowledgeable of foes seem to just let their guard down when they see you. After all, you aren't there to hurt them. What's a little skinship between 'friends'? Oh — and maybe a dick in the butt.

Harvesting Hoopla [100 CP]: Being creatures of nature lends a certain ability with — well — nature. As a member of the Fairy Folk, you have an adept ability at the discovering and proper harvesting of natural ingredients (herbs and the like). This can even be applied to more magical ingredients as well.

Dance The Night Away [200 CP]: Fairies are well known for their wild parties. Dance is often a thing at these parties (and the orgies). It seems that being well-versed in dancing also lends to being extremely evasive in combat. More than the average person, you have a tendency to dodge attacks with a grace that could only be dancing.

Nature's Wrath [200 CP]: Fairies are a part of the natural world — more spirit than mortal. With their connection to nature, they can call upon the native plant life around them to their cause. Vines binding enemies or lashing out to harass. Tree branches swinging to swat aggressors. Nature is but an ally to a Fairy in battle.

One With Nature [400 CP]: If there is one thing the fey are good at, it's hiding from others. Well, if they aren't dumb, that is. As spirits of nature, the Fairy Folk can blend in with nature. This makes it very difficult for humans or the random monster to find them. It would take someone with impressive spiritual perception or a good mage to detect a Fey trying to hide. You now have this ability as well, only it's more potent so you can hide from even the most talented of mages / spiritual folk. You could even hide from other fey!

Magical Potency [400 CP]: It would suck for a being of magical and spiritual power to be on a similar level to Humans when it came to magic attacks. Well, worry no more. As a Fairy, both Magical Attacks and Healing are double the potency of their usual ability. This can be developed and trained to great heights. You'll need a century or so to accomplish it, though.

Magic Resistance [600 CP]: You know Priestesses and their Divine Protections against Magic Attacks? Yeah, why can't Fairies have that too? They're pretty much spirits in all but name if you think about it. Well, here you go — natural Magic Resistance. Low-powered spells do barely anything to you and high-powered spells are weakened when they strike. It isn't Nasuverse Saber-level Resistance, but it's better than nothing.

Fairy Queen/Lord [600 CP]: Very few can reach this pinnacle of magical and spiritual power. Not quite on the level of Great Spirits, Fairy Lords and their Queens could rival many minor Spirits, considering how closely related they are to them. To be a Fairy Lord or Queen is to wield great magical power and charisma. Able to both charm others or immolate them with fire. They are the leaders and protectors of Fairy-Kind.



Sacrificial Princess

Due to the power of the Sacrificial Princess and what being one entails, the Three Blessings of Demea are free and exclusive, only for them.

Power to Charm [Free/Exclusive]: Part of Demea's Blessing is the ability to inflame the lusts of anyone or anything. If you enter into a dangerous situation, your opponents may allow their lust to influence them rather than their wrath. Instead of trying to actually kill you, said opponents will weaken you to the point where they can rape you instead. They can also use this outside of combat to seduce others. It does not work on anyone who wouldn't be attracted to you, anyway.

Power of Fusion [Free/Exclusive]: Technically, this is the third part of Demea's Blessing, but it's not the most broken of said abilities. The Power of Fusion allows a Sacrificial Princess to absorb the power of others and become stronger from it. How is this done? Through the consumption of semen and other bodily fluids such as saliva. This transfer occurs through the mucous membranes and can not only empower the Sacrificial Princess but also allow her to learn new abilities. This means magic and physical techniques, usually only one ability per monster/opponent.

Power over Death [Free/Exclusive]: The first and most powerful part of Demea's Blessing, the Power over Death imparts Immortality upon the Sacrificial Princess. If your body takes too much damage, your life force is preserved and your lost body parts will regenerate. Of course, this is the type of immortality that's a real pain — literally. Still, the ability to not die is always a plus. Just — don't lose your head. The last thing we need is a reenactment of The Highlander.

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*With that out of the way, here are some more optional perks for you. You may also take any of the Human Perks above 200 CP at a discount, since you were human before becoming a human-spirit hybrid. You need to pay full price for 100 CP Human Perks*

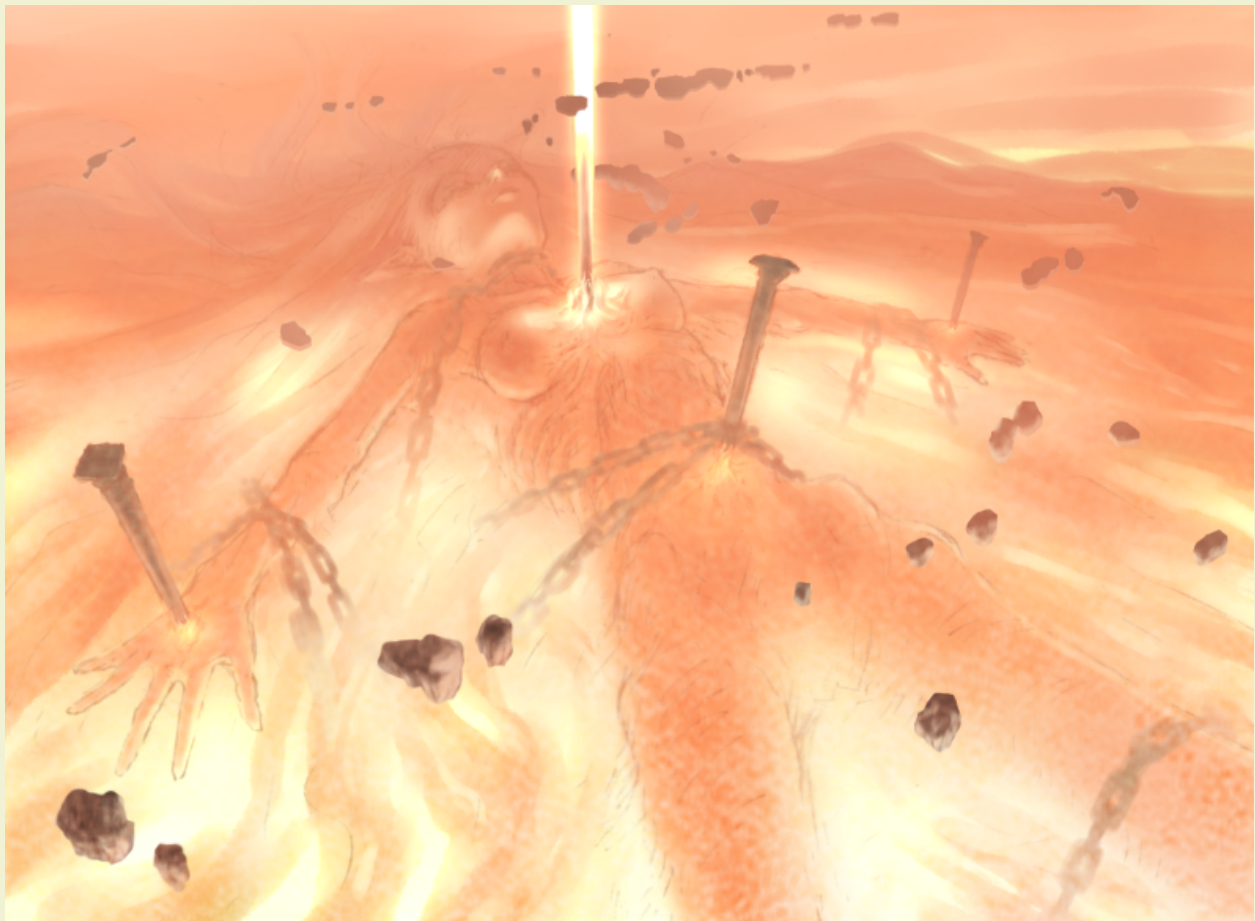
**Orgasmic Endurance** [200 CP]: There's this class called the Sex Slave. It has a passive ability that allows its wielder to not be completely drained of magical power when they are forced to climax. After all, in this world, orgasms make one weak and vulnerable to all sorts of things. This Endurance also transfers to enduring other attacks that would either-wise stun or incapacitate you for brief periods of time.

**Consumption of Seed** [200 CP]: The usual abilities of Demea's Blessing allow the empowerment through bodily fluids. This specific ability expounds upon the original and comes from the Class called the Meat Toilet. The fluids of others not only empower you but can also heal you and regenerate your power reserves now. That twenty Orc gang bang won't be putting you down anytime soon.

**Bent but Unbroken** [200 CP]: More often than not, Monsters rape and wreck their prey until their minds are broken and they become nothing but a plaything. A Sacrificial Princess has a stronger will than this. No matter how deviant they become due to the actions of others, no matter how much they give in to the pleasure, a Sacrificial Princess remains unbroken. Essentially, while you might get loopy and maybe even enjoy your little romp, you will not become mind broken through the rough treatment of others.

**Spirit Form** [600 CP]: It took the last Sacrificial Princess nearly a century or so to perfect the ability to escape her ravaged and tortured body via out-of-body experience. For you, you just need to spend CP. Instead of an out-of-body experience, though, your Spirit Form allows your body to transform into an intangible and invisible form. It allows you to be unseen by mundane folk and phase through structures that are not spiritually protected. Of course, those with potent spiritual and magical abilities could see you with no issue, but the average person wouldn't see you at all. A good way to escape, if you don't mind outing yourself to Spirits, Fairy Folk, and Demons.

**Silver Fires of Life and Death** [600 CP]: Normally, it would take the Sacrificial Princess' time to be completely linked to Demea's Power. The power of a Great Spirit is on par with gods and isn't something to be trifled with, after all. You, Jumper. You cheated big time. Right out of the gate, you can channel the full might of Demea into your body. With the Silver Fires of Life and Death sheathing your body, all your abilities are vastly increased. Of course, the power of a Great Spirit is nothing to be trifled with — so all your clothes are burnt off when you go into Trance. So have fun battling in the Nude — it worked for the Pictish Warriors...



## Items

*Items are discounted for their Origin. Origin items that are 100 CP are free for that Origin. Items of a similar type can be imported into these items for no additional cost.*

### General

**Dagger** [Free]: Much like Feena, you get a bog-standard dagger starting out. It doesn't do much damage, but also doesn't slow you down. With the right strikes, you could also shank a bitch.

**5,000 Gold** [50 CP]: Basically 5,000 of the local currency. Important for those that want to go on a spending spree as soon as possible — or bribing the shit out of guards.

**10 Bars of Silver** [50 CP]: The Name says it all! You get 10 bars of precious silver. Sell it or hoard it, it's up to you.

**Dragon Skin Black Undies** [200 CP]: A set of black undergarments made of dragon skin and fit like a glove. It makes the wearer resistant to fire, which is pretty damn good for a set of sexy undies. It has this odd effect of making the skin more susceptible to pleasure, though...

**Phantom Orb** [400 CP]: A ghostly orb that radiates an unearthly power, the Phantom Orb is a monstrous device that can change the sexuality and inhibitions of any targeted individual (even the wielder). So that girl you like? You can make her a bisexual nymphomaniac! Or you could be a boring putz and make her an innocent angel.

### Human

**Amulet of Chastity** [100 CP]: A magical trinket with the ability to ward off the lustful. It's honestly just an anti-rape field centered on a bit of jewelry that makes it easier to resist those that want to tap dat ass (your ass). However, it mostly just helps you resist them rather than be a true counter.

**Hidden Pocket of Lockpicks** [200 CP]: You might not think it's worth it. Why do you need lockpicks when you could use any sort of hairpin or small thing as a substitute? Well, I have two words for you: *Hidden Pocket*. The name says it all. You quite literally have a hidden pocket on your person (whether on your clothing or perhaps hammerspace) that holds a set of 5 lockpicks. You'll always have a set if you need to pick a physical lock! If they break, they regenerate in the pocket after a 24-hour period.

**Devil's Boots** [400 CP]: A pair of leather boots that would fit more on a dominatrix than a devil, the Devil's Boots increases the durability and defense of its possessor and seems to influence them to be more sadistic towards foes. Other than that, the Devil's Boots make it more difficult for the wearer to escape bondage, of all things. They also come with forearm covers and a choker.

**Silver Sword of Evil's Bane** [600 CP]: A sword forged from 10 bars of silver by a female blacksmith of Pallant, the Silver Sword of Evil's Bane is a holy weapon that is able to not just hack its demonic foes but also enhances its wielder's spells. It would cost you 2500 gold and those 10 silver bars to have it forged in Pallant. But you can spend CP to have it starting out~.

## Monster

**Golden Decoration** [100 CP]: Golden Decorations are essentially a set of nipple piercings, labia piercings, and a clitoral piercing all linked with a thin gold chain. The labia piercings are used to pull them apart and open the vagina for view. Great for showing off that lovely human you've taken as a cum dump. They also can reduce the will of the one wearing them and making them more docile towards the owner.

**Set of Cursed Chains** [200 CP]: A chain used to bind others. It is a chain that cannot be removed by any normal means and leaves one unable to wield a weapon. An individual could still cast magic or kick, however, but their arms are bound until they douse the chains with holy water or the individual casts a purify spell to remove the curse. The curse will return to the chains the following day. If the chains are destroyed, they will reappear in your warehouse the next day.

**Saint Killer** [400 CP]: A bondage harness that can fit under clothing, the Saint Killer is cursed attire that cannot be removed unless the owner of the harness wills it. This makes it the perfect outfit to humiliate and weaken captives. The Saint Killer also has two vibrating dildos in the panties of the harness. Powered by magic and willed by the owner of the harness, they are used for tormenting the one who wears it. It is also quite accommodating to the owner and anyone who wants to enjoy the victim of the Saint Killer, often allowing the dildos to vanish in order for the victim to be ravished.

**Sticky Treasure** [600 CP]: I honestly do not know what this is, but it's silvery — and rather sticky. Either way, this device has the wonderful ability to cast some sort of aphrodisiac-style of spell on any targeted individual and make them incredibly horny. It can also make bondage implements appear out of nowhere and bind the target. So it's a wonderful little capture device~. Oh — and it can apparently cover a target in semen. I don't know why it does that, but I guess it was made by a bukkake fetishist or something.



### Fairy Folk

**Egg Vibrator** [100 CP]: Powered by magic, this is a set of three egg-like orbs that can be attached to the body. There is also a remote that allows someone else to control its functions. What functions, you may ask? Vibration. They're vibrators. It's in the name. More often than not, it can be used to torment and pleasure the wearer into climax, stunning them often as a result.

**Supply of Sumodo** [200 CP]: A substance used to aid in the regeneration of magical power — at the price of making one incredibly horny. This substance is actually found often in the slimes that inhabit the lands. You start out with five vials of Sumodo that will regenerate about a day after use in your warehouse.

**Fairy Dress** [400 CP]: A sheer, light dress that covers down to an individual's thigh in length, the Fairy Dress is woven from fibers that improve the manipulation of magical energies at the cost of physical strength.

**Vial of Elixir** [600 CP]: A vial of Elixir — a crazy great find! An Elixir is literally a liquid substance that can fully heal a person, replenish their power, remove all status effects, AND regenerate clothing all at the same time. It's amazing and — we only give you one. Don't worry, it regenerates every 24 hours after use and appears in your warehouse.

### Sacrificial Princess

**Satchel of Holy Water** [100 CP]: A satchel containing five vials of holy water. Holy Water is just that — water imbued with holy properties. It is mainly used to remove curses (such as cursed chains), repel binding tentacles/slime, and remove impurities from the body (such as monster semen). Used vials are replaced the next day in your warehouse. Holy Water may have other properties in other jumps (such as anti-undead or exorcism properties).

**Magical Sewing Kit** [200 CP]: This little package with needle and thread can do a lot of good for ruining clothing. As long as you have some remains of the trashed attire, you can renew and repair it. This works not only on cloth and fabric but also on leather and even metal (for some odd reason).

**Holy Winged Helmet** [400 CP]: A metal helmet with angel-like wings protruding from the sides, the Holy Winged Helmet is a rather good defense for the noggin. Beyond that, it has a pain resistance effect on its wielder, dulling pain in order to keep them from being distracted by it.

**Spirit Spear** [600 CP]: An ice elemental spear of potent power and some magical enhancement effect, the Spirit Spear is an ancient weapon that Demea used to seal Skalmgriever the Black Dragon to keep him from harming mortals. Normally, you would need Demea and a fight with Skalmgriever to receive it, but you get a copy of it right off the bat.

## Companions

### **Comrades of Past Adventures** [50/200 CP]:

Adventures are rather lonely when done alone. Feena had to make hers with just a spirit to accompany her. You may have the advantage of old friends. You may spend 50 CP to import a single individual as any Background for free, except Sacrificial Princess. This person receives 600 CP to spend on Perks and Items. They also receive the standard discounts for any origin-based purchases. If you need to import a full eight companions, all you need to pay is the discounted price of 200 CP.

### **New Adventuring Friends** [50/200 CP]:

Maybe you didn't make any allies before now. Or maybe you only have a few. With this, you may create a set of adventuring companions to join you. To create a companion of the Human, Monster, or Fairy Folk Backgrounds, you must spend 50 CP. This companion will receive 600 CP to spend on Perks and Items, discounts are available for origin-based purchases. Once more, Sacrificial Princesses are a no-go. For a full set of eight, you may spend 200 CP.

### **Worldly Individuals** [50 CP]:

There are a plethora of individuals sitting on the sidelines here. So many of them could have helped and some of them did help, yet they all left it to the Sacrificial Princess to win the day. Then again, it was through their support that she could reach that far. With this option, you may gain the opportunity to recruit one of the many individuals not already offered. Whether it be the adorable innkeeper Mariel or one of the many Sacrificial Princess candidates not chosen, they will be made available to you. All you need to do is convince them to join you. They are available for only 50 CP each.

**Feena** [200 CP]: While you might party up with Feena if you are a Drop-In, Fairy Folk, or Sacrificial Princess (if you aren't replacing her), she is not necessarily a companion until you purchase her with CP (though shoving her into a Stasis Pod works too). As a purchased companion, Feena gets access to the three Blessings of Demea Automatically (**Power Over Death**, **Power to Charm**, and **Power of Fusion**).

**Pandor** [200 CP]: A Human Mage who was on the side of the Dark Lord, he was quite adept at both magic and body manipulation. He automatically comes with the **Body Manipulation** and **Powered by Pain** Perks. He also receives 400 CP to spend on Human Background Perks and Items. Of course, you'd also have to deal with his ideals and convince him to join you.

## Scenarios

*You may choose one or more scenarios depending on your desires.*

**The Final Countdown** [*Available for All*]: Well Jumper, looks like I wasn't looking when I dropped you into the setting. Apparently, the current Sacrificial Princess has been captured by the Dark Lord Baalveil and is now in the process of being prepared for insemination. That's right, the Dark Lord is getting poor little Feena ready to give birth to a new God. Of course, that normally means the destruction of all life on the planet to start everything fresh. Honestly, that's my bad.

However, this gives you a grand opportunity, Jumper. An opportunity to entertain me immensely. Your solemn task is to rescue the ~~eumdump~~ Fair Princess from the Dark Lord before he can complete his ritual. In order to do this, you need allies and you need them badly. You can accomplish this in any way you can, but you'll need an army in order to storm the Palas Monastery in time to stop the ritual.

There is no actual reward for this scenario. It is merely a way to make the Jump harder than before. Because of this, I'll just slide you an extra 400 CP for your use.

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Liberation of Middilia [*Human-aligned Drop-In, Fairy Folk, and Sacrificial Princesses only*]: This is a scenario that can only occur after the Dark Lord Baalveil has been defeated in Palas. Whether you are just some random schmuck that decided to join Feena on her journey, are the sole Sacrificial Princess, or Feena's Twin, you are now able to travel to the Eastern Kingdom of Middilia to liberate it from the Dark Forces that inhabit that realm.

Middilia was taken by the Dark Lord almost four years ago. Its Royals are dead except for Feena and/or you (the Sacrificial Princesses) as well as Feena's little sister, who has been held captive by the Monsters. Held by Baalveil's trusted servant, the Demon Lord Valefor, Middilia is hell on earth in its most primal. And little Feena wants to save it.

To do this would be fairly simple (considering Feena's power at this point), but Valefor has heard of his Master's defeat. While loyal to Baalveil and his ambitions, Valefor had his own ambitions — to become a Dark Lord. So he secretly began to search for ways a Monster like him could become a Spirit of Dark Powers. He's quite close to succeeding in his endeavors too. Wait too long to free Middilia and you'll have to deal with the newest Dark Lord on the block — powered by the souls of the entire Kingdom.

Upon Liberation of Middilia, you gain Feena as a Companion. This Feena gets the same Perks as the purchasable companion version, but also includes the **Silver Fires of Life and Death** Perk as well.

A New Dark Age [*Monster-aligned Drop-In and Monsters only*]: The First Dark Lord, Baalveil is dead — his forces are scattered and being driven back. They pray for a leader to unite them against their human enemies. They desire a unifying force to drive them to glory, wealth, and plenty of women. Well, Jumper, can you be that force? After all, you seem to have made friends with the monsters humanity fears.

The goal of this scenario is to unite the broken Dark Lord's Army under your own banner. From there, you must conquer at least two-thirds of the Northern Continent's southern kingdoms in your own name. Once that is done, only then can you work towards performing a ritual that will turn you into a Spirit and a Dark Lord.

The completion of the Ritual sparks the completion of the scenario and gives you the perk **Dark Lord of Journeys**. If you do not already have ageless immortality, you will gain it with this perk. It will also further increase your magical reserves to near god-like status and greatly improve any magic that could be considered dark magic. Your power will allow you to command any monster or evil spirit weaker than you, which also helps in other jumps down the line. You also gain this handy little ability to grow tentacles out of your body to bind and molest others~.

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**An End to Sacrifice** [*Available to All*]: Somehow I knew I'd get a white knight with one of you Jumpers. So you want to end the practice of the Sacrificial Princess — or maybe you want to modify it to make it less of an End for said Princess. I guess that's fine, though I have no idea how you could accomplish it. Demea needs a Human in order to balance the domains of Life and Death — after all, Spirits aren't as flexible in mind as Humans. In order to end the practice, you'll have to find some way of making Demea less insane or maybe just more human? Maybe you could spread it out among multiple Sacrificial Princesses? Well, I'll leave the details up to you.

If somehow, you are able to figure out how to accomplish this, a special prize awaits you. Remember 'Demea', the little Blonde spirit that follows Feena around making cynical remarks and enjoying her sexy adventures? Well, her true name is Lyn and she is now your companion. She has the Blessing of Demea (**Charm, Fusion, Death**), a **Spirit Form**, and the **Silver Fires of Life and Death** at her command. Overall, she is pretty much a grade A Badass in Lolita form. Oh, and her time attached to Demea has made her a controlled nymphomaniac. Have fun with that one.

## Drawbacks

*If 1000 CP isn't enough for a greedy one such as yourself, you can grab as many drawbacks as you can handle.*

**Increased Encounter Rate** [+100 CP]: As a grand old fantasy adventure, you can randomly encounter all sorts of creatures wanting to either kill you or rape you. This little drawback just increases the frequency of these encounters. Even in cities, you will end up running into the criminal element wanting your money, your life, or your chastity (if it even exists anymore).

**Rape Bait** [+100 CP]: You know the Sacrificial Princess' Power to Charm? Well, this is the darker side of that little perk. You have this aura around you of being weak and helpless to those who want that ass. To make matters worse, it is incredibly difficult to resist once caught. Get ready to have all sorts of sexy times that you may not even want.

**Locked Form** [+100 CP]: Well, say goodbye to your Alt-Forms for this jump because you've decided to throw them away. You cannot shift into any Alt-Forms for the remainder of this jump. Which will kind of suck if you're a monster and want to go into a city without being noticed.

**Stop Right There, Criminal Scum!** [+200 CP]: For some odd reason, you seem to resemble a criminal to the city guard. Whether you look like them is up for debate, but many guards have a tendency to capture you before even attempting to confirm it. This makes matters even worse if you really do look like said criminal (or have actually performed a crime). All that means is you'll get the usual Public Use and maybe even a Public Flogging for punishment. If you don't look like a criminal or the guard made some other mistake, the Judge/Lord of the land will have you stew in the dungeons, anyway. The guard might have a use for you down there if you're pretty enough. These punishments and incarcerations will only last a day or two though before you are released. You can only be captured by the guard once per visit unless you actually get caught committing a crime.

**Bound for Trouble** [+200 CP; *Available for Females Only*]: Well, isn't this a pickle? Somehow, you have been forced to wear the Golden Decorations, Egg Vibrators, and Saint Killer garments. Someone has enchanted the piercings of the Golden Decorations to remain in place and the Saint Killer garments are now unremovable. Whoever did this has placed multiple egg vibrators on your nipples and clitoris. These too cannot be removed. To make matters worse, you have no control over them, so they will vibrate at random intervals for random lengths of time and power. Fighting monsters will be difficult when you're climaxing without warning. The only good thing is that you can still wear clothing over these devices. You must survive your journey with these on. If you can make it until the tenth year, you may keep all three items for free.

**Wanted Fugitive** [+300 CP]: Huh — so instead of being mistaken for a criminal, you ARE a criminal. Well, this will make it difficult to enter cities. Unless you're in disguise, you'll most likely be captured, incarcerated, and/or gang-raped. Alt-Forms don't seem to work because they're listed as disguises you've used before. Well, at least you'll be at home in the bandit camps or with monsters — maybe.

**Exiled from Court** [+300 CP, *Not Available for Sacrificial Princess*]: I don't know what you did, but apparently, you have pissed someone off enough to be exiled from your group. The Fairy Lord has kicked you out of the groups if you are a Fairy. Whatever Leader in charge of your Monster Horde has made it so you are not welcomed by any Monster. Human Nobles despise you and have made it sure you're not allowed in any City or Village.

**Prisoner of Debauchery** [+300 / 600 CP]: Well, this is bad. You're now a prisoner of either the Orc Cave or the Bandit Camp. All backgrounds except Monsters could start in either one or the other, but other drawbacks are more focused. A Monster may only find themselves at the Bandit Camp between Port Wellston and Pallant. Either way, you will have a difficult time leaving. A nifty iron collar with magical script decorating it has sealed any abilities that would aid in your escape (combat, magic, bondage-breaking, etc). Abilities involving endurance or anything sexual related are available as are body mod enhancements. Normally, any male at the Orc Cave would be killed and eaten or a Monster would be killed at the Bandit Camp, but we don't wish you that fate. Instead, males of any background are little more than slaves and manual labor in their respective locations. Females, well, let's just say you're there to boost morale and leave it at that. There is a key to your collar held by one of the guards. Somehow, you must get it in order to regain your abilities and free yourself. You could also just find some way to escape and find a blacksmith or mage to remove the collar — for a price. It will be tough and any escape attempts would lead to punishment, though none of them will permanently maim you. The lesser version of this will not lead to a chain failure.

For an extra 300 CP (600 CP total), you find yourself locked away in either the Monster-infested Fortress, the one between the Palas Monastery and Pallant, or the Holy City of Pallant. You will have either been captured by the Dark Lord's Forces or the Knights of the Holy City. All backgrounds except Monsters may find themselves in either location. Monsters are solely imprisoned in Pallant. Your treatment, depending on gender, is like that of the Orc Cave or Bandit Camp, with a few caveats. Male monsters in Pallant may need to prepare themselves for interrogations on the Dark Lord's Forces. It is nothing that would seriously maim, but it will be harrowing. The commander of the Fortress, Menike the Fiend, is a demon that delights in the suffering of others. Males of any background will find themselves tormented to slake their thirst. Females will find themselves gangbanged ruthlessly by their subordinates and forced to debase themselves before Menike. If you are a Sacrificial Princess in the Fortress, you find yourself in more dire straits. The Dark Lord is looking for you and you only have a few days before you will be transported to the Palas Monastery and be brought before him. No matter what, this version will lead to a chain failure if you cannot escape in ten years time.

**Previous Sacrifice** [+600 CP]: Remember 'Demea'? Well, now you ARE her — or her partner at least. Whether or not you are a Sacrificial Princess, you end up chained to Demea getting ravaged. How do you get out of this? Well, you must help Demea guide Feena to victory for one. After that, you must keep her from becoming a part of Demea and keep her alive until the end of your ten years.

Once your Ten years are up, you have a choice to make.

Regardless of said choice, you will keep all of your abilities, items/memorabilia, and companions that you have gathered here.

Your Drawbacks fade away as you make your decision...

### ***Go Home***

You will awaken as you left your original world.  
Weary of travels, you are now — home.

### ***Stay Here***

You love your life here in this world of Fantasy. It calls to your sense of adventure.  
This world is now your home.

### ***Continue On***

Your journey continues and the call to adventure and fortune leads you on.  
Now is not the time for rest.

## Change Log:

- Version 1.5 - 01/08/2020:
  - Numerous grammatical and spelling corrections.
  - Added clarification on what Power of Fusion may absorb from monsters/opponents.
  - Combined Powered by Sadism and Hurt Me More perks from Drop-In into a single Perk called Powered by Pain.
  - Created a new 200 CP Perk Delving into Secrets for Drop-In to replace Hurt Me More.
  - Added the ability to train up characteristics gained by the following perks:
    - Monstrous Strength (400 CP)
    - Monstrous Body (600 CP)
    - Magical Potency (400 CP)
- Version 1.51 - 02/24/2020:
  - More Grammatical and Spelling Corrections
  - Edited Pandora to change Powered by Sadism to Powered by Pain.
- Version 2.0 - 04/17/2022:
  - Obligatory Grammar and Spelling Policing
  - Changed all Backgrounds to be Drop-In capable.
  - Drop-In Background now labeled as Human Background
    - Changed Luck of the Wanderer to Magic Might to diversify the Background
  - Reworked Sacrificial Princess Background Perks:
    - The Three Blessings of Demea are now free, but exclusive only for Sacrificial Princesses.
    - Increased CP Cost due to the Three Blessings now being free.
    - Orgasmic Endurance cost is increased from 100 CP to 200 CP
    - Spirit Forms cost is increased from 400 CP to 600 CP
  - Reworked Fairy Folk Background Perks:
    - Spiritual Body is now free, but exclusive only for Fairy Folk.
    - A New 400 CP Perk, One With Nature, was added
    - Magic Resistance cost is increased from 400 CP to 600 CP
  - Reworked Item Section:
    - The Item Section is now divided in a similar manner to the Perk Section.
    - Decreased CP Cost of General Items
  - Reworked Companion Section:
    - Changed the Companion Imports / Creation purchases to encompass all backgrounds except Sacrificial Princesses.
    - Added an option for canon characters called Worldly Individuals (50 CP)
    - Increased the CP given to Companion Imports from 300 CP to 600 CP.
    - Pandor Companion Purchases receive 400 CP to spend on Perks and Items.
  - Reworked Drawbacks
    - Removed the CP Cap for Drawbacks
    - Reduced CP gain of Locked Form from 200 CP to 100 CP
    - Added Bound for Trouble (200 CP)
    - Added Prisoner of Debauchery (300 / 600 CP)