

# Total Warmaidens

AKA Generic Lewd Wargame Setting

Jump by 9anon

Inspired by lewd mods for Total War: Warhammer and Mount & Blade

Welcome to a war-torn realm where various factions fight each other for supremacy. Whether it be for land, resources, faith, or for the fun of it, war will continue until 1 faction reigns supreme over all others. Also, for whatever reason everyone involved - from the freshest peasant militia to the most seasoned commander - is a sexy woman wearing far less armor and clothing than she ought to.

Where you're a bandit, mercenary, commander, or regent-to-be, here's **+1000cp** to set you up for your decade here.

## Setting

**Standalone Mode:** Using this document on its own, you may visit any wartorn setting with a tech level that's largely medieval or earlier. Calradia during the eras featured in Bannerlord or Warband, the Old World as depicted in Total Warhammer with almost everyone from the setting's history present at the same time, some setting you made up yourself, or even visiting some historical era of the real world. Of course, whatever you choose will turn out much lewder.

**Supplement Mode:** You may supplement another jump with this one, keeping the points separate and getting the benefits of both builds as usual.

## Background

Whatever world you decide to visit during your time here, you're more than a mere common citizen. You may choose your background and demographics within reason, as well as whether you drop-in or have a local history, but what you can't change is your status as a warleader.

Before factoring in anything else, you start your time here with a token force of 20 soldiers plus enough money and supplies to last your party for the coming week. These soldiers are absolutely loyal, and basically trained and equipped, but aren't followers or companions so you'll need to keep them alive to the end of your time here if you want to keep them.

## Perks

You receive a discount on a single 600cp perk and three of each lower price tier.  
Discounted 100cp perks are free.

### Free Perks

**Warmaidens** [Free]: Whenever you first enter a setting, you may vastly increase the number of women involved in war and politics, up to making them entirely female fields. This may be done across the whole setting, applied only to specific factions, and you may choose this to apply differently to different factions. You may also selectively swap the sexes of established characters in these fields or exclude specific characters.

You may also adjust the sex ratios and roles in wider society as you like, in case you're wanting to truly reverse the roles or just make everyone female. In the latter case, concerns about reproduction are automatically handled in accordance with your desires or simply never come up.

**Beautiful Battles** [Free]: Whenever you first enter a setting, you may improve how attractive everyone is. This defaults to a simple +2 on the 10-point scale for the common peasant, but those with more power and authority see bigger improvements to the point that leadership is guaranteed to be 10/10.

But whatever their standing, the impact of age, illness, injury and obesity on a person's appearance is heavily reduced. Women still look their age without losing their looks, fat tends to go to all the right places before it starts overflowing, scars tend to end up looking cool if they're very noticeable at all, and so on.

Beyond all the little details that go into how attractive someone is, you may also adjust the physical features and proportions of the local populace. Erasing coarse body hair, massively increasing the sizes of sexual characteristics, adjusting what body types are possible, and so on. These changes may be supported by porn physics, eliminating any health issues and most physical limitations that might arise. This may also include improving the local jiggle physics, making enhanced sexual characteristics that much more enjoyable to witness in motion.

Finally, life is just much cleaner, and battles aren't as bloody and horrifying as they'd normally be. On the former point, people just tend to be clean and well-groomed by modern standards, even with premodern technology and hygiene, and STDs just don't exist. On the latter point, there's the same amount of death and injury going on, but it's just way less gory - plenty of blood if you want it, but you won't have to witness sexy women being gutted and dismembered.

**Effective Armor** [Free]: Whenever you first enter a new setting, you may make local apparel much sexier and optionally make the sexier apparel completely normal. You may choose what is made sexier, in what ways, and how normalized they are. Additionally, adjusted apparel is just as effective as its original form - bikini plate with high-heeled sabatons just as protective and stable as the full plate it would normally be.

**No Futa Patch** [Free]: Whenever you first enter a setting, you may remove any sexes outside the natural binary from the setting and prevent them from emerging in any way.

Or you can be wrong and do the reverse: Adding them to the setting, adjusting their existence and prevalence according to your desires.

**Sexy Monster Encyclopedia** [Free]: Whenever you first enter a new setting, you may grant any local non-humans sexier and/or more humanoid forms, particularly those involved in war. What these forms are and what gets them are up to you. They could be anthro, kemonomimi, monstergirls, or something else. Replace your warhounds with dog girls, have your cavalry ride centaurs, make sure your Chaos Spawn are tentacle monsters, and so on.

This also includes a boost to their intelligence and sexual compatibility, so your new war inumimi will have the capacity and willingness for sex. Or you can leave certain units untouched for some bestial fun.

### 100cp Perks

**Blood Is Thicker** [-100cp]: People aren't immortal...at least most aren't. And the closest they can get to immortality is having children, continuing their bloodline and the legacy of their ancestors before them. Adding onto that, improving things for one's lineage is often the driving force behind almost anything anyone does.

While you still need to have a compatible partner, you can always choose whether sex will result in pregnancy or not, no matter how fertile your partner is. Even species isn't a barrier if you don't want it to be. You can also always choose the sex and species of your children based on what's possible, and they're guaranteed to be absolutely loyal to you.

This also eliminates any issues that might arise from incest, social or genetic, as well as any potential risks of pregnancy for the mother. Your family tree could look more like a wagon wheel without any problems, and whoever gives birth to your children will only find their body built up rather than worn down.

**Cultural Penetration** [-100cp]: Security is always a concern in these troubled times, leading to most cities being surrounded by tall, strong walls or at least having a secure keep to retreat to in the event of attack. It pays to be able to slip past all of this if you're looking to take a city for yourself.

You are an expert at infiltration, able to slip yourself and any guests into pretty much any secured population center. More secure locations are a little harder, but not by much. Beyond just getting people in and out, you're also good at discreetly spreading your influence in enemy territory - criminals and other underworld types are much more open to working with you, and any conspiracies or secret societies you create or subvert are almost impossible to detect until it's too late and are able to operate effectively and loyally without oversight.

**Hentai Hero** [-100cp]: There isn't much fun to be had if all the women you're about to surround yourself with aren't into you. So why not adopt an appearance more fitting to a noble hero?

You are incredibly attractive in a manner of your choosing, even to the point of completely customizing your appearance. Circumstance also bends to accentuate your appearance - injuries and scars just make you look cool, the grime of battle makes you look rugged rather than dirty, you always catch the light in the best ways, and more.

Alternatively, you can forgo boosting your appearance, instead simply being perceived as highly attractive by those you'd find attractive. To them, there's just something utterly enchanting about you that they can't really put a finger on.

In either case, you may also enhance your sexual characteristics to porny levels - both their size and what you can do with them. This gives you endless sexual stamina at the very least, but can eliminate the inconvenience or danger of absurdly large endowments, let you cum buckets of semen without immediately dehydrating, make your dick *just that good*, and more.

**Just Rape** [-100cp]: Warfare isn't just about killing - it's about taking. Territory, resources, women, all of that and more were the rewards for a war well-fought. Things aren't that different in this world, although there's a lot more raping than burying and pillaging.

After you've eliminated all the enemy troops and all that's left are the squishy civilian sectors, you and your troops can do without all the destruction and violence, only having to

engage in all the sexual violence you want to get the same results. If you want to raze the place to the ground and steal everything you can, it'll all be automatically collected and/or destroyed while you and yours ravage the enemy civilians. If you want to rule the place, the locals will actually be far more loyal after being savaged and everything will be intact. No need to terrorize folks to establish your authority, just fuck 'em crossed eyed.

**Sexy Spoils** [-100cp]: While the supplies and riches one can loot from the enemy are often a powerful motivator for one's troops, the real prize is the living prize - the women of your foes. Whether their fate is chattel or wifhood, getting more of them in better condition is better. Obviously.

You and your forces are guaranteed to find many more captives than normal after battle, and they're guaranteed to be sexy. They'll also be in much better condition than they ought to be, though not anymore resistant than they'd normally be. This defaults to finding many women, but you can adjust the demographics you're looking for as needed, whatever your reasons.

**SMT** [-100cp]: There's a certain balance to gaining military experience. Rote training is safe, but really only works for beating the basics into your body. Real combat is invaluable for building those skills, but comes at the risk of just outright losing troops and having to start from zero with rookies.

But you can do better. You and your troops are able to develop military experience through simple sexual activity. Encouraging nightly fraternization in your ranks is about as effective as regular, daily battles for the effectiveness of your troops and yourself - both skill and physical conditioning.

**Token Dick** [-100cp]: A likely outcome of visiting this world is being one of few men in a commanding role, potentially the only man around with such a high-and-mighty position. But you'll find this doesn't hurt your ambitions at all.

Even when that isn't the specific scenario you encounter, you find that you have no issue being a demographic outlier in any situation or role. You suffer no serious discrimination for being different from your peers, though you can still expect some playful but ultimately harmless joshing and hazing. You can even access areas that would normally be restricted to your sex, like joining your female troops in the showers as their male commander. This also has the odd side effect of letting you access or use anything that would normally be locked to a particular sex or other demographic.

**Unencumbered** [-100cp]: Historically, fighting in the nude was actually an effective tactic in some circumstances. Some crazy dude running at you screaming with his junk flailing around can be quite disconcerting for a more organized military, after all.

You and your troops are also much more effective in combat when wearing less. The less you're wearing, the bigger the enhancement. Going in completely nude, a token force of 100 troops can take on a force of 1000 who'd normally be 1 for 1 in strength. This applies to armor and apparel adjusted by **Effective Armor** and similar effects, so you can benefit from both proper armor and this if you want.

**Voyeuristic Vision** [-100cp]: Moving large forces is a complicated and slow affair. Managing the terrain, moral and stamina, knowing where to actually lead everyone on your way to your next destination, avoiding hostile parties, and all of that.

You are an excellent scout, able to easily identify suitable paths for any party you're attached to and lead them through untamed wilderness with surprisingly few issues - to the point where you'll move them much faster through the world than normally possible. You also have a good sense for the movements of other parties, both their presence nearby and where they've recently tread. Finally, you're more likely to have random encounters on the road, which are all but guaranteed to be sexual in nature and ultimately harmless.

## 200cp Perks

**Battlefield Caster** [-200cp]: While the magic you can acquire here isn't the most powerful or flexible you might be able to find on your journey, it's still the sort that can decide the outcome of a battle - either ensuring victory entirely or giving you the edge to snatch victory from the jaws of defeat. It's also especially impactful in the sorts of worlds without magic.

You are a skilled mage in a thematic speciality of your choice - like one of the winds of magic from Total Warhammer. You start off with a couple of battlefield-scale spells that you can use a few times per battle, with the potential to learn more and use them more as your skills improve. You also have a knack for learning other forms of magic, but nowhere as quickly as your chosen specialty.

Of course, you also have a talent for turning your magic to lewd ends. Finding lewd applications for your existing spells, replacing the materials and practices of your rituals with lewd alternatives, learning lewd magic much faster than normal, and so on. Using magic for lewd purposes also just makes it better - making your field of vines molest your targets not only makes casting the spell faster and cheaper, but the vines have a better hold of your targets and last much longer.

For **-100cp** undiscounted, you may gain an additional magical specialty. You may take this upgrade multiple times.

**Camp Follower** [-200cp]: Battle is dangerous. After all, you've got people risking their lives to take the lives of others, often in places without much infrastructure to speak of. And in the end, the most deadly part of being in an army is often disease - infected wounds and plagues striking down whole regiments alike.

You are extremely skilled with medicine, allowing you to treat or cure most injuries and ailments with even basic supplies. But beyond that, you and your troops heal and recover faster from any health issues, which can be accelerated even further with lewdness. Nothing quite as therapeutic as an orgy.

**Decapitation Strike** [-200cp]: Cutting the head off the snake is often an extremely effective tactic, especially when the enemy's war effort is a little too dependent on a single actor. Suddenly there's no vision leading the force, communications break down as nobody knows what's going on, and the enemy forces fall to your much more organized forces.

This tactic is especially effective in your hands. Assuming you can conquer the enemy leadership and make that fact clear, the bulk of their subordinates will bend the knee without much of a fight. This is extra especially true if you conquer their leadership sexually, and said enemy leadership also tends to be far weaker to sexual conquest than they might normally be.

**Dickplomacy** [-200cp]: Even though war is a constant in this world, that doesn't mean there isn't room for words, especially when they can help to at least delay some threats so you can deal with others without being the center of a military gangbang.

You are incredibly charming, not only always knowing what to say but also reading people like an open book. It doesn't take you much effort to figure out what all parties involved want and how best to get your way or reach an acceptable compromise.

You also find that seduction is much more powerful in your hands. Your own attractiveness makes you much more convincing on a base level, but you can also add your sexual skills to the mix if you can take a conversation in such a direction. No need to even make any displays - they just know.

**Frontline Fighter** [-200cp]: Even with as lewd as this world may be, combat is still a factor. Gotta beat the fight out of your foes before the fun can begin, after all. So it pays to be a competent combatant.

You are skilled in a particular sort of conventional combat, to the point where you can reliably defeat dozens of regular soldiers at a time. Maybe you're a legendary archer able to snipe targets from across a battlefield, one after another. Or you're simply so good with a particular form of melee that you can cut swathes through enemy formations. Whatever your specialty, you have a talent for picking up new combat skills and have the physical conditioning to fight (and fuck) for hours at a time.

Beyond conventional combat, you have a real talent for making combat lewd. Altering your regular fighting style so you strike at your target's libido as hard as you do their body, outright replacing any regular damage you'd do with sexual pleasure and arousal for nonlethal subdual without having to hold back, turning molestation and sex into a surprisingly effective manner of fighting, and other potential applications.

For **-100cp** undiscounted, you may gain a similar level of skill with another sort of conventional combat. You may take this upgrade multiple times.

**Hard Bargainer** [-200cp]: War is a hungry occupation - eating up men, resources, coin, and so much more as it goes on. And to feed that effort, you need to trade.

You are an excellent trader, able to get far more for what you sell and pay far less for what you buy. You can even buy and sell pretty much anything if there's enough coin involved, even people and land.

But even better, you can substitute sex for your coin, whether you're giving or receiving payment. The relative value depends on how good the sexual favor is, but you can at least get a discount where the cost of something isn't totally eliminated. Of course, this makes extorting sexual favors from people really easy if they owe you something.

**Ribald Recruitment** [-200cp]: Calradia is the kind of place where it seems like every village always has a few young men (or young women in the case of this version) willing to join up with any random schmuck that rides in with a horse and a purse of coin. Great for filling your reserves after a battle or getting an early army together.

There always seem to be a few volunteers for your forces anywhere that people live, ready to join up for some coin...or a nice roll in the hay, if you'd prefer to save the money. These recruits are very attractive and ready to embrace the lewdness of fighting under you, and recruiting them doesn't seem to affect local population numbers, though you'll need to wait a while before the local recruitment pool refreshes.

Beyond that, you have a knack for recruiting people through lewd means. Drawing in degenerates with libidinous parades, regular seduction, breaking their will through more forceful

means, and so on. If you wanted, it wouldn't take long to turn any captives you've taken to your side.

**Sexy Smithing** [-200cp]: Metals are a foundational product throughout history, playing roles in weapons, armor, tools, fortifications, and so much more. Having access to not only the right materials, but the knowledge of how to work them, was key to the dominance of many nations over others.

You are a master of metallurgy and metalworking, from processing materials to finishing products. This includes both mundane methods and applying any weird powers you have to the process. Further, using lewd materials and methods in any crafting you do somehow always gives you better results, which only get better if the end result is lewd in nature - like making a plate bikini that's as protective as a proper set of full plate.

### 400cp Perks

**Fighting As One** [-400cp]: No fancy description here - you are able to selectively share the benefits of your lewd perks with your troops, adjusting who gets what benefits at will and according to your whims.

**Instant Investment** [-400cp]: Building things takes time. Recruiting and training people takes time. Time is a valuable resource because there's only so much of it before something happens that needs you to have invested time and other resources to deal with.

Not a problem for you anymore, as you are able to expend money to instantly accelerate the completion of a project - whether constructing a castle, or filling up and training a regiment of soldiers. This is much more expensive than the project would normally cost, but instantly advances the progress of it proportional to how much you spend - even instantly completing it if you drop enough dosh.

**Just Kill Me** [-400cp]: Even with everything you may bring to this world or purchase here, defeat isn't an impossibility. Hell, it may even be a goal if you have certain proclivities. Nothing quite like being struck down in battle and taken by your enemy, in the carnal sense.

In battle, death is far less likely to be an outcome for you. You can still die if circumstances are bad enough, but you are far more likely to simply end up wounded or otherwise incapacitated. And if you don't die, you're pretty much guaranteed to be captured by the enemy if your side loses, and then subjected to all kinds of lewdness in lieu of any torture or exceptionally poor treatment. This lewdness and those inflicting it on you are also guaranteed to align with your tastes, even to the point of incredulity - like ending up the personal toy of the one woman present in a force that's otherwise entirely male.

**Lead From Behind** [-400cp]: There are two important aspects to being a commander - having a decent grasp of strategy and tactics, and actually having people listen to you.

You have an excellent grasp of strategy and tactics, enough to guarantee victory against any evenly matched opponent and make sure that your matches are never even. From the moment-to-moment movement of troops in battle, to all the decisions leading up to and following battle, you'll know how best to leverage your resources given your knowledge.

As for making sure you can actually leverage your human(?) resources, you are great at maintaining the loyalty and morale of your troops - especially when your methods are on the lewd side. You can give quite the rousing speech, but it gets even better if you make it arousing. Turning battle planning sessions into orgies somehow actually works to get everyone up to speed on what the plan actually is and on board with it. And making sure that your troops are properly compensated - or *sated* - goes a long way.

On that last note, going through the effort to satisfy all of your troops yourself somehow takes far less time than it should. Hundreds or thousands in a single night, all without interruption.

**Libidinous Authority** [-400cp]: What fun is being surrounded by sexy, scantily clad women if you're also bound by normal rules of decorum? No fun at all, I say. Wouldn't it also be nice to be an effective leader when you're abusing your authority?

You are a great leader of (wo)men. You know the right decisions to make for the prosperity of those you rule, and you know how to sell those decisions to your people without them rioting. But more importantly, you are a master of weaving your sexual proclivities into your policies and the culture of any group or society you rule. Indeed, doing so only makes your faction all the more effective, no matter how distracting all that lewdness may be.

Also, you can always get away with giving lewd orders and making lewd laws. Nobody will question or complain about you wandering through camp and having your way with whoever catches your eye, or keeping a promising young cadet as your personal sex slave.

**Real Time Sluttery** [-400cp]: In olden times, communication between command and troops was often a slow affair - runners running back and forth to deliver missives. This allows far too much room for error and interference.

You are able to instantly communicate with your forces, in both directions. It doesn't matter how loud the battle is or how far behind the lines you are, your commands will always reach your troops the instant you make them. You also have an accurate sense of how well your troops are performing and the overall state of the battle, ensuring that you have the information to make informed orders.

**Siege Engineer** [-400cp]: Sieges are a defining feature of warfare across time. Building up strongholds, developing ways to break them down, developing ways to build them up stronger, and so it has gone.

You have an eye for both sides of the issue. Fortifications are an open book to you, their weaknesses as easy to spot as how to shore them up, and building up your own from scratch is guaranteed to have much better results than any of your peers. Siege engines are just something you know how to build without much need for build up, allowing you to start busting down fortifications much faster than anyone else.

Outside the realm of sieges, you have an intuitive sense for the sexual applications of technology and how to work them into your designs, and making the best use of any supernatural powers or materials you have at hand. Further, you find you can vastly improve upon existing technology with ease and just as easily get others up to speed, allowing you to bring a medieval society to a rather anachronistic level of technology. But imagine what you could do with all these together and a little bit of **Lewdstone**.

**Simple Supplies** [-400cp]: Ah, logistics. The most boring and vital part of any war effort. Soldiers need to be recruited, trained, armed, and commanded - otherwise there's no army to fight on your behalf. That's not as much of an issue for you, though.

Your forces are supplied directly from your coffers. No need for vulnerable stores or supply trains, all of their equipment and supplies just kinda appear when needed or at regular intervals. However, all of the usual costs for these supplies and getting them to your soldiers are immediately subtracted from your liquid wealth. From simple rations and uniforms, to larger military equipment embedded into a force, it's all taken care of as long as you have the coin...or loot, if you happen to have enough valuables on hand.

## 600cp Perks

**Jumper Corruption** [-600cp]: It depends on the particular world, but it isn't uncommon for the land to be influenced by whoever rules over it. The territories of vampiric lords tend to become sunless realms where stray undead rise and wander without direction. Realms under the influence of evil gods become desolate, or twisted in unnatural ways to reflect the nature of the god with the greatest influence. Meanwhile, forces that would prefer more normal environments tend to resist such corruption or purge it as they take territory from more corruptive factions.

This perk provides you with your own brand of corruption to spread, twisting the world and the people in it. The effects and aesthetics of your corruption are up to you, even having it work to purify other forms of corruption, but keep in mind that more extreme and weird changes require higher concentrations and longer exposure to emerge. Your corruption can also be resisted if something is already corrupted in some other way, possesses enough of its own power to shrug it off, is protected from corruption or the supernatural, or is simply absurdly willful enough.

Your corruption can be spread through a variety of methods. Exuding from yourself and those loyal to you, or suffusing your territory in concentrations appropriate to your authority there. Maybe your followers can perform rituals to spread your influence in an area. Or you can weave your corruption into your actions, or directly release waves of corruptive energies.

Finally, you can express your other powers through your corruption if you'd like. Like ice powers allowing you to put your territory under a permanent winter, spatial manipulation letting you manifest warped space in places corrupted by you, or even just applying the effects of your setting adjustment perks to your lands outside of the usual time. You may adjust the effects of your corruption at will, regardless of whether they're sourced from other powers or not, but the changes can take some time to be reflected.

Oh, and there's nothing keeping you from individually corrupting targets and/or adjusting how their corruption changes them.

**This Is Total Stupidity** [-600cp]: Your enemies have all the smarts of the Total War AI. Which is to say that: in battle, the greatest commanders can pull off something more complicated than Charge every once in a while, while the less skilled ones will struggle with even that. Don't expect your enemies to be any smarter on the strategic layer either, they won't collapse under their own stupidity, but once you take over their lands finding ways to improve things will be easy. Interestingly, this doesn't affect how people will react to your successes, crush a legendary commander with an army twice your size by standing on top of a hill and shooting everyone as they trickle in piecemeal and everyone will be overawed at your genius strategy.

**Very Immortal Person** [-600cp]: Protagonists tend to have quite a bit of plot armor, always surviving impossible odds and narrowly escaping certain death with some regularity. After all, what's a story without a protagonist? You share this bit of plot armor.

You tend to avoid death where possible by simple circumstance. Sure, you may lose all your troops, supplies and coin, and be captured by the enemy or otherwise in a bad spot, but you'll still be breathing the next day. And when a sure death does strike you, you aren't doomed as long as your faction is still kicking about - you'll lose a few days, but awaken at the most central holding of your faction as good as new.

But once jump or decade, whichever is shorter, you can come back even if all of your subordinates lay dead and holdings lay in ruin. It's still going to be hard starting from scratch, but you've at least got that second chance.

## Items

You receive discounts on 3 items in each price tier.

Discounted 100cp items are free.

Items you purchase here respawn, repair, and resupply each week.

Items you purchase here retain upgrades made to them.

You may combine similar-enough items you have with items you purchase here.

You can insert properties into a location of your choice whenever you import them into a new setting.

## 100cp Items

**Captive Bindings** [-100cp]: A collection of everything you need to keep someone restrained - rope, chains, shackles, BDSM furniture, and more! You always have as much on hand as you need, and all of this stuff restrains the abilities of your prisoners as much as it does their bodies. Basically, anyone you manage to get this stuff on is reduced to the capabilities of a normal human. All their magic is drained, their superhuman strength gone, and so on. You still need to get them restrained in the first place, but they'll be much easier to hold once you've achieved that.

**Epic Mount** [-100cp]: The ultimate in premodern traversal - some variety of mount for you to ride around on, whether the classic horse or some more exotic like a dragon. It's always noticeably faster than you, you can call it to your side at will, and it's even tough enough to help you out in battle. Your mount is also totally loyal to you and rather clever.

This mount is, of course, interested in and capable of interspecies fun if you want. And if animals aren't your thing, it might also be intelligent and capable of taking on more humanoid forms that still reflect its species - like a horse that can turn into a centaur, horse anthro, and umamusume. It counts as a follower until you decide to import it.

**Hidden Village** [-100cp]: A remote village that is well off the beaten path. Unless you lead people here, odds are no one outside of it will ever realize it exists. The residents are quite friendly with you, so it makes a great place to recover after a bad defeat. It also helps that the villagers are attractive and have compatible tastes, so those few weeks of licking your wounds and building your forces back up will be quite sweet indeed.

**Long And Hard** [-100cp]: A piece of siegecraft that's as suggestively shaped as it is effective. It defaults to being an incredible phallic batter ram capable of busting down most gates with a single thrust, but can take other shapes when needed - each just as dominating as the last.

**Ministration Desk** [-100cp]: A desk and chair. The desk is very impressive and the chair is very comfortable, perfect for taking care of all the paperwork running a mercenary band or kingdom involves. Though if you find that boring, having sex within the room the desk is in will see things taken care of exactly as if you'd done it yourself, and don't worry if you want to have fun on the desk or in the chair, both will stay clean and the things on the desk will be fine. Just be aware that one hour of sex will only get one hour of work done, so if you're managing a large kingdom you'd better be ready to go all day.

**Period Wardrobe** [-100cp]: A chest containing a collection of clothing appropriate for the current setting. Or rather, a lewd parody of the current setting considering how little most of it covers. But in spite of that, this stuff will still keep you warm and dry, even if you're traipsing about a winter wonderland in a fur bikini. This chest is also able to convert any armor or clothing you toss into it to a functionally nude style, and back again if you change your mind about giving up modesty.

**Tattered Tavern** [-100cp]: Wherever you go, there's always a tavern waiting. Somewhere to carouse with your soldiers after a hard battle or long march, hit on some wenches, and generally unwind. But it's also a great place to pick up mercenaries, with at least one person from such a company having a drink and open to being recruited. There's also always a shady guy around who's ready to pay some good coin for any prisoners you happen to be carting around - the more skilled or higher status the prisoner, the more coin you'll get.

### 200cp Items

**Happy Merchant** [-200cp]: Everywhere you go, this merchant always seems to be there. Attractive and ever-so-happy to see you, no matter the circumstances, they always have plenty of useful stuff for sale and will always buy anything you need to get rid of for a fair price. And if you're a bit short on cash, they'll be amenable to *alternative payments*. Their sex is up to you and your preferences, so those alternative payments aren't going to be unpleasant unless that's your thing.

**Lewdstone Deposit** [-200cp]: A large rock with a pulsating pink glow, embedded into the ground. Those that draw near find their libidos stoked, minds filling with lewd thoughts. This is Lewdstone, a magical mineral with libidinous properties. Properly harnessed, this stuff could be the backbone of an industrial revolution that drags a nation from generic medieval to a renaissance of anachronistic and fantastical technology. Aside from the rock itself, which never seems to wear down no matter how much you break off of it, there's also notes for harnessing this miraculous material - including how to generate more of it.

**New Faith** [-200cp]: A lewd religion practiced by those under your authority. This faith defaults to being centered around you, but you adjust that and the other details of it according to your desires...as long as it remains at least slightly lewd. What separates this from just making up your religion is that you can automatically spread it among those loyal to you at the start of each jump, and it serves to spread your influence in a more tangible way - meaning that it spreads any corruption you have (and want) to spread around any centers of worship aligned with your faith, as well as countering any incompatible or unwanted corruption in the same manner.

**Nudist Beach** [-200cp]: At the start of each jump, you may insert a secret society into a location of your choice. This organization is hidden from wider society, absolutely loyal to you, and poised to help you however they can. Left to their own devices, they'll slowly expand to nearby settlements over time. You may otherwise decide the details of this clandestine cult as you like.

**Open Arena** [-200cp]: Not all combat needs to be in the field, people spilling blood for their nations. Why not fight for fun, and money? This is an arena for such activities. It can simply be somewhere for your troops to build up some skills in a controlled environment, aided by the array of heavy, blunt equipment it provides and a toggleable effect that ensures that fights don't end up lethal. Or you can open it up, allowing for fighters and spectators to do their thing and make you some coin in the meantime. Also, people will be just as accepting of and excited for sexual exhibitions done here as they would be for the bloodsports they'd normally expect, both spectators and the "fighters" themselves.

**Orgy Camp** [-200cp]: A comprehensive bootcamp where your troops can gain some military experience without having to risk their lives on the battlefield. It has everything a green soldier needs to become competent, and for units to forge ties that can save their lives in combat. But in addition to the more usual training equipment and spaces, there's also all kinds of lewd stuff. Sex toys, BDSM furniture, tents for folks to have some private time, and more.

Your troops can accrue real battlefield skills by engaging in sexual activities here, whether they're using the equipment or each other. Further, both normal and lewd training done here can change their bodies in ways other than simply getting more fit - nothing beyond the boundaries of species, but a unit of misshapen uggos could walk out as beautiful bimbos with enough effort.

#### 400cp Items

**Army Camp** [-400cp]: All the supplies you need to make camp when on the march, and a wagon to carry them in. Not much on its own, but there's always enough to shelter your entire force, and you may integrate your fiat-backed properties into this - causing them to appear when you establish camp or providing their benefits to the whole camp, depending on the property. There's also a bit of spatial warping to ensure that the amount of space your camp takes up when deployed is much smaller from the outside. You could have a veritable camp city stuffed into a small palisade fort, and the whole thing can be broken down or put up in the space of a busy morning.

**Economic Powerhouse** [-400cp]: A one-stop workshop for all your crafting and economic needs. It contains all the tools and materials you need to put your crafting skills to work, plenty of space to work with, and you don't even need to be the one doing the crafting. Just assign some people there, get them up to speed, and they'll be able to pump out whatever you need in mass. The economic part comes in that you may convert the output of this workshop directly into coin, in whole or in part. This conversion isn't as efficient as properly playing merchant, but it's fast and guaranteed.

**Legendary Artifact** [-400cp]: While a woman's weapon isn't the whole of her strength, a good weapon can make an average soldier great. This is one such weapon - the sort that empowers it blows such a single warrior could at least make a notable dent in a much larger force, all while never getting scratched, dented or otherwise damaged. And because this is a porn jump, it can also inflame a target's libido in place of any damage it would normally do - for when you want to *lay* the dragon rather than slay it.

The exact form of this weapon is up to you, depending on your own preferences and skills. It could even be a magical focus, a shield, or a set of armor if a really cool weapon isn't your speed. It may also have a number of other powers beyond those described in the previous paragraph, which are also up to you - but within reason. This is a powerful artifact to be sure, but it's not going to be the kind of thing to win a setting on its own.

**Your Army** [-400cp]: If you'd like more than the 20 rookies you start with by default, you may purchase this to have a proper army at your beck-and-call. 100 soldiers at your command - each is well-trained, well-equipped, and utterly loyal to you. The details of your army are up to you, from wider arrangements like who is trained in what specialties, to the finer details like a particular soldier's hobbies, and everything in between.

But the real value of this item is that this follower group has 1000 slots. All you need to do to add someone to it is recruit them as a soldier. Once you've paid them their first wage, they'll quickly enter the fold and slowly become just as trained and loyal as their peers, though you'll need to equip them properly. You may remove soldiers from this group by firing them, at which point they return to being regular people - if still retaining their training, and equipment if you're nice.

You may choose how the weekly respawn affects your soldiers - whether the individuals revive, or are simply replaced by a similar soldier.

For every extra **-200cp** (undiscounted) you invest into your army, it gains an extra 1000 slots and you may optionally start with an extra 100 soldiers.

**Your Land** [-400cp]: A valuable province under your command, secure and wealthy. The geography makes your lands incredibly defensible, allowing you to hold out against forces many times the size of your own. And considering how fertile and rich with useful resources your territory is, trying to siege you into submission has no hope of working with incredibly overwhelming force or subterfuge.

Your lands have a single fortified city that serves as the capital, several outlying villages that actually work the land, and incredibly secure forts as key locations to keep the province safe. The inhabitants are loyal to you and have a culture that is lewd in ways that align with your tastes.

**Your People** [-400cp]: A race of people under your authority, their capabilities, culture, and background up to you to define. They don't even need to make sense in the context of whatever setting you decide to visit with this document, or even be a uniform people, but there's still some limitations. For one, they need to be capable of desiring and enjoying sex.

For the other, they cannot be all-powerful - individuals may be capable of rising to great power, but the average member of your people is still bound to mortality in some way. Generally violence if age or disease won't do the job.

Further, you may optionally have some method of converting others into your people. Likely a very sexy method.

You may incorporate your people into the population of any fiat-backed organizations, nations, or settlements you acquire. On purchase, you may optionally import any people already under your rulership if you want, allowing you to upgrade or customize them.



## Companions

**Vassal** [-100cp]: Each purchase of this option allows you to create or import up to 8 companions, giving them +600cp on perks and items.

You may also create or import 1 companion for free.

**Troops** [Free]: You may import your existing followers and companions into this world as your troops. This doesn't provide any benefits beyond basic combat training and physical conditioning to let them play their role.

**Export** [Free]: If you've convinced or coerced someone to come with you and they are still alive at the end of your time here, you may bring them along as a companion or follower.

For **-100cp**, you may arrange to have many opportunities to meet a local of your choice, the nature of which will be appropriate for your intentions for that person.

**Expy** [-100cp]: Each purchase of this option allows you to recruit a local person who strongly resembles an established character of your choice, though obviously adjusted in history and ability to match the local setting.

## Drawbacks

No drawback limit.

**Beta Branch** [+100cp]: Life is like a videogame...at least during your time here, and not in any convenient way. Reality seems like it's on an unstable branch with as many game-like bugs as you are bound to encounter. Apparel clipping with the bodies of those wearing them, people looking really different from far away, people just not acknowledging when you've done something, maybe even the most dangerous of glitches like falling through the floor.

**Nudist** [+100cp]: Nothing quite like the breeze on your parts, am I right? Taking this drawback, you find yourself unable to wear any apparel. Even if you have the means to benefit from apparel without wearing it, those means simply fail to work. Any efforts to wear apparel ultimately fail, though you can define how this happens. Maybe they just spontaneously fall apart, teleport off your body, or circumstances just align to ensure that you're always nude.

**Pauper** [+100cp]: Rags to riches challenge activate! You start with almost nothing. No troops, no money - just some rags to keep your modesty and a rusty knife. Have fun crawling your way up from (almost) nothing.

**TES Classic** [+200cp]: In addition to the effects of **Pauper**, you start your time here in jail. Indeed, you are on death row, so you'll need to escape as soon as you can, and you can be sure that whatever faction is holding you won't be friendly going forward.

**Puritans** [+100cp]: At least one of the factions you'll encounter here are utter puritans, who see your lewd ways as a threat to their chaste way of life. They'll relentlessly war with you whenever they have a chance. They're still affected by the lewd nature of this setting for as repressed as they are, so have fun with that information.

**Amnesia** [+200cp]: For the duration of your stay here, any memories of your chain and past life are locked away. If you decide to have a local history, it's like you've always lived in this world. If you drop-in, you're a more classic amnesiac.

**Bandit Lord** [+200cp]: For whatever reason, you just can't manage to recruit any regular soldiers, even complete rookies. Nope, you are stuck with looters, bandits, and other ne'er-do-wells. Worse yet, you won't be able to just straight up recruit them at first - you'll need to beat them into shape if you want them in your warband, and your forces will need to be sizable if you want to bypass that whole process.

**Diplomacy Is Not An Option** [+200cp]: Diplomacy is incredibly useful. Turn some potentially useful rivals into allies, or at least keep them from attacking for a time, establish peace with someone you're already at war with. Trade. All that. You'll benefit from none of that during your time here. At best, other nations won't be actively at war with you, but they won't trade or even consider talks. And once someone is at war with you, they'll stay that way until either you or they are wiped out. Rebellions will also be brutal affairs, so you'd better keep your own people happy.

**Multiplayer Session** [+200cp]: Normally, the other nations you'd contend with wouldn't be that aggressive. Sure, they'd fight a lot of wars, but it would end up mostly being a constant back-and-forth with your influence. Taking this drawback, at least one of your rivals is bent on world domination, and they recognize you as a threat to their claim.

**This Is Total War** [+200cp]: No longer are you limited to just a particular region - there's a whole fucking world out there, and all of it is just as wartorn as the region your start in. That means there's far more nations to contend with, and they can get far larger.

This provides an extra **+200cp** if taken with **Manifest Destiny**, as you now have to conquer the whole damned world rather than the region of focus.

**End Times** [+300cp]: During your time here, the world is guaranteed to face a major crisis. Maybe a particular nation will suddenly become incredibly powerful and start invading everyone, there's some global catastrophe that leaves everyone wrecked, or something. Whatever the case, it'll be a proper apocalypse.

**Manifest Destiny** [+300cp]: By default, you don't really have to do anything to get through your time here except survive. Now, you have to play the game if you want to continue with your chain: You won't automatically leave this world when your decade is up. You'll instead have to conquer the whole region before you can leave, though you won't be subject to the usual 10 year time limit. Death and old age remain as concerns, though.

**Realm Divide** [+300cp]: In addition to the effects of **Manifest Destiny**, you have to worry about your rivals putting aside their differences. Once you've conquered about 30% of the land, every other nation in the region will unite to take you down. Even the most bitter enemies will fight shoulder to shoulder if it means you lose.

**Power Loss** [+300cp]: For the duration of your stay here, you won't have access to any perks, items, or companions from outside this jump. This excludes the benefits of your body mod and companions you paid to import. If you want to combine items, you'll have the chance to do so when you leave this jump.

**Total War Economy** [+300cp]: Someone turned up the difficulty, because it seems like your foes are cheating. They don't seem to have any supply lines and they never run out of money, their cities just don't seem to suffer when under siege, and they pop a top quality army just a week after you eliminated the last one.

**The End**

**Stay / Return / Continue**

Drawbacks are revoked.

You may take whatever lands you've conquered with you as a fiat-backed property, which may either be kept in its own pocket dimension or inserted into a location of your choice at the start of each jump - chosen at the start of each jump.

### **Notes**

Setting adjustment perks may be applied retroactively or suddenly upon your arrival.

## Changelog

2026-01-21;

- Initial Release
- Fixed Vassal and Exported Character options so they have prices and the former actually provides a stipend.
- Changed Manifest Destiny to delay your departure until you've conquered the allotted area.

2026-01-22;

- Added Epic Mount item.
- Buffed companion import to allow for up to 8 companions per purchase.
- Remembered to add price to Import.
- Added line about individual impact to Jumper Corruption.

2026-01-23;

- Added STD erasure to Beautiful Battles.
- Added feature to Epic Mount so you can fuck it without having to be a zoophile.
- Noted that your Epic Mount count as a follower unless imported.
- Buffed Sexy Smithing so you get better results if they're lewd.

## **Links**

[My Stuff](#)

[Live Document](#)

