



Incubus Transformation Jump

Version 1.0

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Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; demons. Demons in this setting are sometimes sexy and some of them can be downright chill. Demons here are real and those behind **the Veil** which shrouds Earth and the rest of Earth's solar system are found quite commonly affiliated with Apollyon, this setting's take on the fallen figure known commonly as **The Devil**.

In this visit to the **Veiled Earth**, the focus is on becoming an incubus, a sex demon with a variety of potent abilities relative to some of the other tantrically transformed beings one may encounter throughout Veiled Earth.

You now have 1000 Incubus Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a [link](#) to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is an NSFW Jump.

Peon (+200 IP): Your soul is about as strong as that of a rank-and-file demon. Nothing to be ashamed about, this is still plenty of power, and coupled with your Incubus abilities you'll be fine. Thankfully Candy still seems interested in you.

You only get **7 Demonic Flux** for your unholy stipend in the **Incubus Customization Section**.

Normal (Free): An average demon's power. This is enough starting power and much more flexibility in terms of what you can do compared to a Peon.

You get a devilish stipend of **10 Demonic Flux** for your use in the **Incubus Customization Section**.

Alpha (-200 IP): The upper crust of the hellish hierarchy! This class of demons are keenly associated with lust, sin, and hedonism. This is the sort of class that'll get Hell talking and spread legs, even ignoring your status as an incubus! Candy is basically drooling.

You get a hellish stipend of **14 Demonic Flux** for use in the **Incubus Customization Section** later in this document.

Starting Location:

1. Earth

There is only one location this jump will begin in; somewhere on Earth. Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the "Supernatural" side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life on Earth and are some kind of an adult with a home somewhere on Earth when your adventure begins, next to the enchanting angel Karael.

You initiate this jump on the cold, hard floor of an apartment that is not yours, next to a naked demon, Candy. She has just finished telling you a lot of information, with some of things she's told you being an abridged history of Trinity, Heaven, Angels, Demons, Hell, The Veil, and your newfound nature as an Incubus. At the end of her explanation, you're left with a lot to think about...

Trinity is the name of the **Veiled Earth** equivalent of the being most likely known to you as God. This being is a powerful divinity who lords over a divine realm and afterlife known as Heaven. She is a former lover of Apollyon, most likely known to you as **The Devil**. Apollyon is also a woman. Candy encourages you to not think incredibly hard about this, and instead to do *something else*.

Perks:

General Perks:

Incubus Internals (Free & Mandatory for this jump): You are an Incubus, a sex demon. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the **Incubus Customization Section** (only doing required bits for it). You are an immortal sex demon (the sort of perfect immortality, aging wise, where you stop aging when you hit your prime, and if you are past it already your incubus form takes you back to it), are immune to mundane diseases and poisons, and have a peak human physique.

You do not need to sleep, breathe, eat, or drink but you do need sex (in order to operate at 100% at least). You also lose your refractory period and can feed by having sex with other people. How much you feed by sleeping with them depends on specific choices you make in the *Incubus Customization Section*. Beyond that, however, is the fact that this alt-form also ages every day you don't have sex. This won't kill you, at any point, but it does annoy you. You can de-age yourself if you have aged by having sex, and enough sex can take you from a wizened old man or crone to a sexy stud or hot lady if you have enough sex.

Incubi can also be summoned, though the specifics of that will be discussed in the *Summoning* perk. You also have a true name, which you can go ahead and select right now. This name makes it easier for someone to contact you, and for them to summon you. You should avoid telling people your true name. This quirky thing is only relevant for your incubus form, even if you have other *Earthly Transformation* alt-forms.

In future jumps your Incubus appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Summoning (Free): To make yourself immune to summoning you have to fulfill two separate conditions. Firstly you have to choose the Mundane side of the Veil (which is represented via a drawback in this jump). After that you have to pay one of your demonic flux, which will fully immunize you to summoning. If you don't do both of those things you'll deal with occasional summons during your time in this jump. Adult mortals of your preferred gender(s) will summon you, giving you a single *boons* (the options for which are primarily sex, their virginity (and thus also sex), their money, or a version of the *Sexual Empowerment* ability (and thus also sex) that lasts for 24 hours (unless you have the Sexual Empowerment power, in which case it lasts for

three days)). In exchange you give them a service of some sort (which consists of having sex with them, enhancing their beauty, impregnating them with either another mortal sorceress or a succubus, you can give someone a year of life (in exchange for them paying 10 times the cost you asked them to pay), or you can claim their soul and when they die they'll go to your Hellish home.). This process is negotiated for up to an hour, and if no agreement is made during this time you return to wherever you were before being summoned. Being summonable is free during this jump, and afterward it's up to you whether or not you can be summoned.

Troyverse Physiology (100 IP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Incubi are said to be MALE sex demons but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Incubus, if you want. That said taking this perk guarantees you such protections moving forward. No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Carnal Corruption (200 IP): Incubi are embodiments of carnality. You are now an exceptional example of this trait, able to inflame the passions of anyone you see with as little as a glance, almost like a more enhanced version of the *Orgasmancer* power, but more broad than it, able to make people feel lust you can control and direct, beyond simply making someone orgasm. In time you may even learn how to twist this lust into a more multifaceted, broader sense of desire!

Stupendous Summon (200 IP): For the duration of this jump summons will be a fact of life unless you BOTH opt to be on the mundane side of the Veil and choose to be immune to summoning by spending one of your Demonic Flux on that option. This perk achieves a number of things, primarily it ensures that you can be summoned in future jumps by future sorceresses or sorcerers. Beyond that this shores up your compatibility with future sorceresses and sorcerers who might try to summon you, ensuring that their goals and offerings will be things you can find some amusement and use from, while ensuring that you can always give them something they need. Without this you'll be just as likely to find people whose offerings don't work for you, or those whose needs you cannot fulfill as you would be to be summoned by

someone whose needs and offerings are to your liking. You can also opt to not summonable in future jumps unless you'd want to be, and can, at any time, make yourself summonable again.

Deadly Sin (400 IP): You have a very strange, powerfully supernatural ability. You can sense and draw the faintest echoes of power from lust itself, in a tiny range that increases as you grow stronger. This power is an echo of something terrifyingly powerful, the very same sense possessed by an *Archdemon*, a type of unholy, infernal ascendant, though thankfully yours is much, much weaker. Archdemons of lust can sense every instance of lust throughout whatever multiverse they happen to be in, and draw power from every instance of the sin. This is clearly, somehow, an imprint of that same power, but it is synched to your own overall level of power such that as you grow in might it will grow in range and potency, becoming able to sense lust from farther away and extract more power from every sensation of lust it makes you aware of.

Peon Perks:

Infernal Knowhow (100 IP): Peons are the demons that are the most likely to interact with other demons in a normal, non-sexual context. You take to this with remarkable ease. You understand unholy politics, and the secret dealmaking that goes on in infernal parties and you are strikingly adept at such things, leveraging even your small amount of power into impressive influence in this and all other demonic spaces.

Demonic Might (200 IP): You can easily attract potential mates by behaving in ways that signal your demonic nature. People find your demonic abilities arousing and are interested in the thought of bedding you, especially when you embrace your carnal nature.

Tempter (400 IP): Like many demons, you excel at temptation. You know how to make things appealing to others, and can easily intuit how to most effectively make something really desirable. Additionally you draw bits, morsels really, of power from temptation, and the more tempted by something someone is the more power you get. If someone gives into temptation you get a small explosion of power, with the stronger or more demonic someone is the more power you get from their temptation.

Demonic Arousal (600 IP): You are a mythic lover to demons, effortlessly able to arouse, allure, and pleasure them, as well as altogether more easily pleased by them in turn. You also gradually grow stronger and stronger by bedding demons, their own sinful natures meshing with yours in alluring ways, which all serve to both strengthen you and make you more attractive.

Normal Perks:

Equal Opportunity Lover (100 IP): You are likely to attract lovers of all sorts, and so you know better than to pigeonhole yourself into only bedding lovers of a certain type. You are knowledgeable regarding a great many number of cultures and types of supernatural creatures, and gain an updating database in your head that lets you know the basics of all sorts of

supernatural beings you encounter along your chain, which is handy both in a sexual context and in a mundane one.

Varied Might (200 IP): Your nature as a multifaceted being is incredibly arousing to would-be love interests and fuckbuddies. You can allure and seduce people with impressive ease when you lean into your varied nature, able to attract a wider range of lovers the more varied your own abilities happen to be as well as the more forms you can take on, ensuring you'll never find yourself unable to attract new mates.

Quester (400 IP): You have a curious ability to go on adventures and a strange luck when it comes to all sorts of facets of adventuring. You are a questing demon, one that is an able tourist, traveler, and skilled at enjoying travel. You are a multicultural demon with an appreciation for things like seeing new vistas, making new friends, and introducing new people to hedonism. Something about you also keeps people from being afraid of the differences you have from them, and causes them to be more open-minded when it comes to accepting you and your viewpoint.

The Incubus Known Around The World (600 IP): You are an innately diplomatic sort, easily able to interact peacefully and happily with those unlike you. You can also seduce them with remarkable ease, and when they share your bed you gradually grow in power. Your power grows in ways that reflect their own best traits, such that sleeping with a human (while in your incubus form) who is a genius will enhance your own intellect, or sleeping with a werewolf with remarkable speed will enhance your speed. This also enhances the pleasure you give those you sleep with.

Alpha Perks:

Power Attracts Power (100 IP): You have an immeasurably vast level of tantric power, and this power in you attracts both those who seek power and those who possess it themselves. The stronger someone is, holistically, the more likely they are to be attracted to you, and the more power someone has the better sex with you feels.

Powered Might (200 IP): Your power attracts people, and displays of it get those around you hot and bothered. The stronger you are, the more powerful this effect is. In essence, the bigger and badder you are the hotter people will find you.

Summoner (400 IP): In a fascinating reversal, you are now a summoner yourself. You know how to summon demons, and can both offer anything you can do with perks, and can ask for service from those you summon (with the longer terms of service you ask for the more you have to pay), as well as what a normal summoner can ask for (with obvious exceptions in the forms of the *Life* option and the *Afterlife* option). You can also just summon demons to hang out or party with.

Grand Incubus (600 IP): Oh! This is fascinating. You're not merely an *Incubus* (already a rare thing) you're a *Grand Incubus*. In addition to operating on passive *Porn Logic* taken to its extremes, you have the ability to manifest the animating spirits underlying everything (which will be adults of your preferred gender that you can easily and passively seduce). This also makes you much sexier, makes sex with you tremendously more pleasurable, and quadruples things like the buffs you get from *Sexual Empowerment* (as well as other sexual perks generally, so long as they apply while you are in your Grand Incubus form). You are positively irresistible to anyone you're attracted to, and your skills at sex are uncapped, meaning you can get better at sex through practice (which you'll get plenty of with thanks to your nature as a Grand Incubus). This also lets you share some facets of your powers with others, such as allowing you to make others you have sex with immortal, and you are exceptionally, almost obsession-inducingly sexy.

Incubus Customization Section:

This is where you spend your **Demonic Flux Stipend**. How much Demonic Flux you have to spend depends on your origin. Peons have 7, Normals have 10, and Alphas have 14. This section allows you to customize some facets of your appearance, as well as allows you to decide which of the more classical, or at times odder incubus abilities and powers you'll have in your Incubus form. You can also spend Incubus Points here, and the math is simple. 1 Demonic Flux equals 50 Incubus Points. Some facets of this section are required and will be marked as such. Prices default to 1 Demonic Flux unless stated otherwise. Some choices here are different from in the base CYOA.

Body Type (+1/0/1) (Required): In order to gain 1 Demonic Flux you can spend elsewhere, you can have a scrawny body. If you don't want to gain or spend Demonic Flux you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Demonic Flux to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1/0/1/2) (Required): Ah, this is an odd one. For +1 Demonic Flux your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Demonic Flux your stuff is huge. For 2 Demonic Flux your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Horns (+1/0/1 Demonic Flux) (Required): All incubi have horns of some sort, which grow larger and more threatening looking based on how much sex (and how intense the sex is) you have. Demons also find horns almost as sexy as they find actual genitals, and non-demons use them as a marker to try and ballpark how powerful an individual demon could be. This option has three tiers; *Small Horns* (which give you a demonic flux to spend elsewhere), *Large Horns* (which is free), and *Grandiose Horns* (which costs a demonic flux).

Tails & Tail Length (0/1/2) (Required): All demons have tails as well. Other options further down in this section further modify what you can do with a tail, but at a base level you can move your tail imprecisely and it has the strength of one of your arms. For free you have a short

length tail which you can hide without much difficulty, for 1 demonic flux you have a medium length tail, and for 2 demonic flux you have a long tail. Your tail can also grow as you age, but you can start or pause this process at will.

Wings (+1/0/1) (Required): Incubi can have wings, and if they do it's free to have them. These wings allow you to hover a few feet off the ground and don't allow for true freeform flight (but do allow for gliding and other such things) without the appropriate additional power. You can gain a single demonic flux if you wish by forsaking wings. If you have wings you select their style, which by default limits you to a single choice. You can have batlike wings, feathered wings, or flaming wings. These differences are purely cosmetic and flaming wings don't burn their surroundings nor are they extinguished by water. If you aren't happy with a single choice you can spend a single demonic flux here which allows you to pick between all three of these choices at will and go back and forth, changing their appearance at will.

Legs (Required) (Free): You can choose between normal, "normal" meaning human-like legs or digitigrade legs (goat-like legs). This choice is binding, bar something like the *Shapeshifting* ability.

Sexual Sustenance (+1/0/1) (Required): Incubi do not need to eat, sleep, drink, or even breathe. You all do have one, rather curious (though quite fitting) need; you essentially need to have sex every day. Every single day you don't have sex you age, and also become cranky. Basically as an incubus you are somewhat physiologically dependent on having sex, and while you'll never die without sex you'll also never be operating at 100%. This section determines how sustaining sex is for you. At a base level you need three "meals" a day, and how much a single orgasm you cause a partner to experience (which is what "feeds" you, not orgasms YOU experience) feeds you will depend on the choice you make here. If you choose to gain a demonic flux you can spend elsewhere then each orgasm you cause someone to experience is worth half a meal (meaning you need to cause six orgasms a day to not age). If you opt for the default, free option, then a single orgasm is worth a full meal. If you spend a demonic flux then an orgasm is a day's worth of meals.

Exotic: This option causes people not to be alarmed or weirded out by your demonic form and makes them be more attracted to your odd features, and works on any sort of method people use to perceive you (meaning people won't find your features strange even if they see you online, rather than seeing you in person). This also causes people to not be bothered by you propositioning them even in public, but this won't make them more likely to say yes to you.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. They will often idly fantasize about sucking you off, if you catch them unaware. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your pheromones only affect people you find sexy.

Lots' o cum: This one enhances the size of your organs that produce your fluids. In males that's your balls, in women it's your breasts. This also immunizes them to damage, and thus removes what would otherwise be a major vulnerability to you.

Fertile: You can control your fertility, which can be quite good seeing as Incubi have fairly low fertility (and some are even sterile by default).

Nourishing: This powerful ability, one which is especially useful for incubi, has two tiers. If you spend 1 demonic flux on this option you get the first tier of this ability which is enough to make your seed or other sexual fluids delicious and healthy enough that it feeds someone who drinks it straight from the source (or if you will it, in other ways) for a full day and gives them all of the nutrients they need (and can make succubi and other beings of sex drunk, if you want). If you spend 2 demonic flux on this instead your fluids will halt the aging of anyone with your permission who drinks it for a full week, which can be used to grant someone conditional immortality. This is handy, and can give you a way to sustain others similar to how they sustain you.

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of equipment affects all of your equipment.

Enough to go around: Another pheromone tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power.

Always Fits: You can enchant your sexual organs so they always fit or can always stretch appropriately. This makes it so that you only cause your sexual partners to feel ecstasy when you're inside of them, even if you should actually be damaging or painfully stretching them rather than pleasuring them. Also works if your partner is inside of you. Have fun having sex with a giant! You can decide if this is a physical phenomenon that people can see or some sort of bizarre hammerspace thing.

Lust Aura: This aura lowers inhibitions and allows you to induce lust and direct it somewhat freely, and is also toggleable (and you can tweak its intensity at will). At low strength it makes people more open to sex, and at maximum strength you can get them to have sex in public.

Flight: You can fly! This option requires wings, but with it you can do things like take off or move freely through the air at speeds equal to your walking speed.

Orgasmancer: This power lets you induce orgasms, though these orgasms aren't useful for *Sustenance* purposes. How much demonic flux you spend on this power determines the criteria you need to fulfill before you can use it. For just 1 demonic flux you need to be having genital contact with someone, for 2 demonic flux you need to be touching them (but not having sex),

and for 3 demonic flux you only need to be able to see someone and be relatively closeby to use it on them.

Prehensile Tail: By default your tail is a clumsy thing, only able to be moved imprecisely. It also has the strength of one of your arms. For 1 demonic flux you have precise control over it, and it has the strength of both of your arms.

Tail Dick: This is an odd option, but with this you can transform the end of your tail into a dick or some other set of genitals, and you can transform it back and forth at will. All of the same options that apply to your main set of genitals apply to your tail-sex as well. Even without *Prehensile Tail* you have enough control with this set of genitals to be able to thrust your genitals.

Shapeshifting: You can give yourself any appearance possible, and can do some neat tricks like giving yourself more arms or changing your height (so long as it's still fundamentally humanoid and attractive in some way). You can also change the size of your equipment, but only up to the size you chose earlier in this document. You also can't make yourself more muscular than the body type you chose earlier, or grab a more expensive option for stuff like your tail, or your wings. Your shape changes last as long as you want them to.

Climate Proof: This perk allows you to adjust your new form to make yourself comfortable at any temperature.

Sexual Empowerment: This option allows you to extract even more of a tangible benefit from having sex. Now when you have sex all of your abilities are temporarily improved for six hours, with the extent of the improvement being determined by the longevity and intensity of the sex you have, with longer, more involved sex producing more of a buff than simple quickies.

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or cause them to feel the effects of some recreational drug.

These next options are normally available only to *Grand Incubi*, but as a *Jumper Incubus* you can get them as well without being a Grand Incubus.

Unicorn: This is a curious power. The way it works is that you draw power from those you have sex with who've never had sex with anyone else, based on two central factors; their relationship to you (the more you love or care for them the greater the boost you get) and the greater their power the more power you gain (thus fucking a goddess will do more than fucking a human woman on the mundane side of the veil would). This is also affected by things like if you are having sex with them for the first time. Beyond that, the increases here include you spontaneously developing new powers based on their own abilities.

Master of Desire: The feelings you inspire, including and especially after bedding someone, are radically enhanced. You can turn lust into love and devotion, and this is able to ensure that you can build up a legion of loyal followers, so long as you liberally wield your sexuality like the weapon it is.

Tantric Infusion: The final power available to Grand Incubi is one that is the inverse of a fusion of *Sexual Empowerment* and *Unicorn*. With this power you can empower those you have sex with, with the resulting boost being greater if they made you an *Offering*, if you deflower them, or if the fuck impregnates them. This is a comprehensive boost to all of their attributes, though its length is dependent on how much demonic flux you spend. For 1 demonic flux this lasts 6 months, 6 days, and 6 hours. For 2 demonic flux these buffs are permanent.

Items:

Peon Items:

A Club (100 IP): This is a club in Hell that a minor demonic noble gives you as a bribe to come and sleep with her. This can serve as a secondary home for you, is filled with demons, is spacious, and serves as a neutral meeting place for other demons (who pay you handsomely for this use of the place).

Right Hand Demoness (200 IP): This is a special follower, a demon of high rank (higher than Candy and below but in the same general sphere as Eisheth) who is surprisingly serious and is talented at managing one's affairs. They enter your service early on, demanding sex as payment, and will do everything they can to help you inch towards your goals. They are remarkable at their work, and are quite skilled in bed.

Coven (400 IP): This is a coven of low-level demons who are surprisingly adept at magic but who lack the personality to advance meaningfully in Hell's hierarchy. They turn to you, and are eager to use and be used by you, especially if it results in them gaining more influence and power. These minor demons can do a lot, but lack the hedonism needed to move up the ranks of Hell which is often more of a massive party than a meaningful alternative to Heaven and Trinity's power.

Lust Grimoire (600 IP): This is a powerful tome containing vast sex magic. It is a living thing with a personality that is compatible with yours, but it perpetually desires you and speaks in a voice that constantly arouses you. If it ever gets its way you'd be using its magic on yourself and drowning in lust, but it's also happy to be used against your foes or even on your friends and loved ones. There is an internal dimension it controls wherein it can manifest physical avatars that it bases on what you find sexy, where it hopes you spend much of your time. It is filled with mighty sex magic and in future jumps it auto updates to gain new sex magic based on the themes of the jumps you visit.

Normal Items:

A Lucrative Gig (100 IP): This is a nice job working in the adult industry, along with a company you own that produces high quality porn. This connects you to many sex workers of your preferred gender(s) who are eager to “perform” with you, even off camera, and is also a decently high paying gig that follows you into future jumps in some capacity, adapting to the times with remarkable ease. In future jumps this will gain some sort of fiat-backing to ensure it is always legal, and will attract attractive newcomers who’ll follow you into future jumps as employees.

Merry Maenad (200 IP): This strange woman is a *Maenad*; a spirit of revelry, drunkenness, and lust. She drinks, fucks, and delights in sloppy drunken sex. She is also a drink-maker who makes drinks that use the sexual fluids of those she persuades to be milked, and she can make an incredibly convincing case for it with her lips and her hips. She wants to make money off of your fluids, and will happily share the profits with you, and of course wants to share her body with you. If she can, she’ll persuade you to even live with her on her vineyard where she’ll keep you happy and drunk and milk you every day, and be joyously happy (and equally drunk) with you. In future jumps she and her vineyard follow you, and she finds both new markets for her drinks and persuades more people, especially those of your preferred gender, to join her and to be drunkenly milked by her.

Cult (400 IP): This is a cult of mortals who worship you as a demon lord of lust. If you try to correct them that you are not a demon lord of lust they’ll inform you that they don’t care. They will happily and eagerly summon you and any demons you tell them to summon, happy to do anything for you and to gain your approval however they can. They want to be rewarded with your lust, your children, and either immortality or the promise of an afterlife in your lustful care.

Scientific Minion (600 IP): This is a scientifically and medically trained minion obsessed with the supernatural. In exchange for the opportunity to study you and any other supernatural lifeforms who love you or lust for you they’ll happily share her findings with you. They are adept mechanically and discover the strange ability to use exotic tech despite their mundanity and humanity, and are delighted to make use of this discovery if it means they can find more supernatural life. They are a biologist and doctor and has a robust mind that can make much more sense of exotic physiology than anyone should be able to, and with the help of your servants, lovers, and children, they can make all sorts of discoveries. If they can study you *intimately* they’ll leap at the chance to do so.

Alpha Items:

Alien Job Offer (100 IP): This offworld business, be it a company from Mars or even from Saturn (the two most conventionally civilized and settled worlds in the Solar System other than Earth, though all of the worlds and some of the moons have life forms and different sorts of society) see in you; a powerful tantric being, an opportunity and approach you with a very high paying business offer. They ask you to go and seduce the owners, spouses, and children, of

prominent competitive businesses. In exchange they give you a luxurious penthouse suite in a prominent city on Mars or Saturn, a healthy harem of aliens native to those worlds (on Mars this would be primarily Viya and Orenar, while including some Daemons, and on Saturn this would be Idylons, some Nymphs, some Pixies, a few Glixies, and some Floranalina), and a very healthy income. In future jumps you'll get a similar business opportunity, and your penthouse suite and harem will follow you into future jumps.

Extrasolar Demon (200 IP): Rumors of a new incubus, rare even in extrasolar hells, reach many ears. Not long after you arrive you get approached by a demon of your preferred gender from the *Primordell*; the shadowy super-Hell from which all other hells are mere shades and echoes arrives and asks you to accompany them to the dimension's 2nd (of 9) circle; Lust. They will accept it if you say no, but will try to get you to go with them and see if you can establish a foothold in the eerie place, among Incubus Lords and ascendants of Lust. This is a demon of your choosing when you purchase this (They can be any type of demon aside from Ascendants, Pit Fiends, or Fallen Daevas), who follows and serves you hoping to get in your good graces before you eventually, inevitably (in their eyes) go to Primordell.

Extrasolar Lovers (400 IP): This is a small collection of powerful extrasolar (as in from outside of the Veiled Solar System) individuals who arrive here sometime after word of you begins to spread throughout Hell. These individuals revolve around a common theme you select when you purchase this (which can be things like "Divine", "Eldritch", "Necromantic", "Unholy", "Mystical", etc.). These lovers are eager to be ravished by you and see what sort of powers you gain from it, and what sort of powers they might gain from it, putting their powers at your disposal in exchange for the opportunity to share your bed. They follow you along your chain as followers (unless you pay to have them imported as companions). One of them can be an individual on their way to ascending, if you wish.

Iron Citadel (600 IP): This is a strange thing, an eerie replica of the mighty fortresses Incubi lords dwell in, in the depths of the 2nd circle of Primordell. This powerful fortress is immune to the assaults of countless beings and could, in all likelihood, withstand assaults by even beings like Trinity and Polly (though if they joined forces then the thing might start to take some damage). This vast fortress is luxurious internally, beautifully furnished, and is much, much larger on the inside than the outside. It is a safe retreat for an incubus lord wherein he can spend his days sating his lust with his harem of goddesses, demonesses, villainesses, and worshipers. These places are powered by lust, and can also efficiently convert lust into other forms of energy, allowing for lust to be highly useful here.

Companions & Followers

Importation & Creation (50 IP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves (with an appropriate Demonic Flux stipend), as well as 600 IP to spend themselves on perks, and items. Companions cannot take drawbacks. Companion creation follows similar rules with each created companion getting a stipend of 600 IP to purchase things with and a full stipend of *Demonic Flux* as per their origin.

Hellish Harem (First 8 Members free, every 8 people after that costs 50 IP): You have a harem of your own. If you recruit up to eight people (or eight separate GROUPS of people, with individuals such as the occultists counting as one person, effectively) from the Incubus Transformation CYOA, or from the other transformation CYOAs (Mulo, Grigori, Endymion, Zaar, Oberon) if you wish, you can import them as followers in future jumps for free. If you recruit more than eight then it'll cost 50 IP.

New Friends (50 IP if non-ascendant, 200 IP if they are the protagonist of another powerful CYOA 300 IP if ascendant): This option is for companionship other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 IP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 IP, or if they are an ascendant you need to pay 300 IP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points. All scenarios reward, at minimum, 200 IP (in addition to any stated rewards).

Hellish Career:

Hilariously early into your stay Candy reveals that Hell has a job offer for you. The forces of Hell want you to either tithe a portion of the sexual energy you get from sleeping with people to them (which cuts the amount each orgasm you induce feeds you in half, meaning you'd need between 12 to 2 orgasms each day depending on the specifics of your Incubus form to not age), or they'll ask you to impregnate or get pregnant with six children a year with the other partner being people they've chosen for you to impregnate. If you are attracted to people of the same sex this is still an option as they have magic that can ignore the inconveniences this causes. This scenario lasts the duration of your stay in this jump.

Reward:

You get part of your reward, your *Hellish Pad*, the moment you accept the scenario but it only stays with you in future jumps if you complete the scenario. Your *Hellish Pad* is a penthouse suite overlooking Hell's capital city that comes with unlimited, high-speed wi-fi and a well-stocked wet bar with unlimited food and drink, as well as a harem of succubi and demons of your preferred gender(s) who want to do whatever you want, treating you like their lord and master. This place is also where souls sworn to you go when they die (including your offspring, if they somehow perish), and if souls are sworn to your subservient demons they'll also arrive here and you'll have power over them as well. This place also grows in size (and the harem that comes with it grows as well!) the more sex you have, even in future jumps. Beyond that you get 2 additional Demonic Flux.

True Love:

In time Candy reveals more about her sisters *Apollyon/Polly* and *Lucky/Lakshmi*. One of the key bits she reveals is that Lakshmi and Ishtar (Candy's true name and real identity) once had an amorous tryst with *Mychelle*, the head of Trinity's angels. This was in the past, but after the falling out Trinity had with Apollyon. Ishtar asks you if you would be opposed to trying to mend the rift between the two former lovers. If you're a *Grand Incubus* (or other tantrically mighty being) this is not particularly difficult as the two could reconcile while in your arms, but if you aren't it will involve a great deal of labor on your part, including getting audiences with Polly and with Mychelle (which is easier than you'd think, but still no easy task; Heaven is a lot nicer than some folks might think and at least some angels are friendly with at least some demons even powerful ones like Mychelle aren't always biased against demons) and doing a significant amount of virtually prehistoric (read: pre-veil) Earth. This task could involve researching pre-Veil Earth and going to Atlantis, the home of the largest ancient historical archives on Earth! Eventually though, without the powers of a *Grand Incubus* or something else that is tantrically mighty like the *Anael*, the *Erotes*, or the *Grand Adonis*, it takes laborious couple's therapy and heartfelt efforts to get them to bridge the divide. If they do... Well, if they do then a good deal of the Supernatural World would rejoice as one of the most ancient, and weirdest, conflicts in Exotic history is laid to rest, and Ishtar and Lakshmi personally reunite with Mychelle, Trinity, and their sister, and all five (or rather all seven, Trinity has three bodies) women joyously invite you into their powerful polycue.

Reward:

You get the love and affection of five beautiful women, Heaven and Hell begin the process of reuniting and reintegrating fully, and you almost certainly gain the loyalty of nearly every Earthly angel and demon (who would all leap at the chance to follow you). Both heaven and hell follow you along your chain, and all five of the women involved in this scenario will join you for free as followers (and you can pay to import them as companions). You also get the perk *Lover's Champion* which makes it much, much easier for you to help feuding couples and for you to get people to reconcile if they still have feelings but broke up.

Drawbacks:

Mundane Side of the Veil (Toggle): This is a Troyverse, Veiled Earth jump. As such you can choose to stay on the mundane side of the veil. If you do, you keep things you purchase with your IP, and can still use new and old abilities alike, but you won't be able to interact with many supernatural lifeforms. You can still use your magical abilities on others but for the duration of this jump you'll live and interact in an almost entirely mundane (other than you and any fiat-backed out-of-context-stuff you have) world. This also prevents you from getting points from supernatural drawbacks, like Remote Reaches, Age of Myth and the 600 IP drawbacks.

If this is NOT toggled, then you have chosen the exotic side of the veil. You can still interact with mundane humans and have a life on the human side of the veil, due to your nature as a veil-straddler.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 IP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Embarrassing (Varies): This is a set of drawbacks from the actual CYOA, Monstrous, Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 IP, while Preferred Hole, Always Hard, and Grower are worth 100 IP, each (and Always Hard & Grower are mutually exclusive).

Stereotypes (100 IP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you. **For an extra 100 IP, you can have this affect your aura and aspect causing you to give off the opposite impression of what you mean to give off.**

Misunderstood (100 IP): Mortals are now far, far more likely to misunderstand demons and to think you are either some other kind of supernatural, or on some occasions think you are another kind of fey.

Tricky Sustenance (200 IP): You now have to work twice as hard for sustenance. This means you need to induce two orgasms to get the benefits of whatever option you chose in the *Incubus Customization Section*.

Remote Reaches (200 IP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.

Real Politics (200 IP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and

cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Wrong Group (200 IP): For some reason when Candy tries to take you to Hell so you can get set up you appeared in *Heaven* instead. How you deal with that is up to you, but the Heavenly Host are a lot less friendly towards demons than Hell is and while many Angels are fine, some angels you encounter will have many unpleasant questions for you. Candy will likely be looking for you, but expect it to take a bit.

Deprived (200 IP): For some reason the effects of "Starvation", at least as demons experience it, hit you three times as fast. This is not dangerous, not in a true sense at least, but it'll make your time here far less pleasant.

Dramatic Bastard (400 IP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Sly Snake (400 IP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 SP (Earthly tier) 600 SP (Exciting tier) or 800 SP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from *A King On Mars* begin to appear throughout *Veiled Earth* and on Mars. This tier causes the Zaar, Mulo, Endymion, Grigori, and Oberon to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief. If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity

himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 IP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

The Heavenly Host (600 IP): Ah, this is not good. Angels are now far more prone to hostility towards you, and they advise their mortal followers (the ones who can see through the veil at least) to be cautious of you. This makes them far more dangerous, and can very possibly lead to real conflicts. For an extra 200 IP Trinity is also opposed to you, though this can be overcome with true diplomacy and skill, or raw power.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a friendly demon, or something... more playful?

Stay Here:

Take another 500 IP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential Incubus, might be able to garner some decent levels of influence in the homes of the demons. Who knows?

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of a sexy demon.

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.

-The next jump in this series will be the Saturn CYOA jump. How exciting!