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ELVES AND EVIL SPIRITS

[Doujinshi by Hிரagi Popura]

Welcome to a fantasy land of myth, magic, elves, and adventures. On the surface it would seem that this is a bright yet somewhat generic fantasy land where sword and sorcery are the name of the game. Pure princesses rule over peaceful cities, innocent elves hunt prey in the woods, and hopeful heroes go adventuring deep into dungeons. Yet the stories of this world do not focus on those tales. They do not look at the bright light of the sun. Instead, they focus on the much darker side of things. They look deep into the abyss, and the abyss is dyed in the glorious pink of pleasure and possession.

There are several parts to this tale, spread across time and space. The very first event that would trigger many others is the events whereupon an evil necromancer manages to capture a beautiful elven knight. But this old and decrepit sorcerer did not slay her, nor torture her. When he looked upon her youthful body full of vitality and mana, he saw salvation for himself. With dark magic, he seized her body for his own. In the years that followed, she would become known as the Queen Of The Dead, the Cadaver Queen, a sorceress and necromancer of world renown.

But that is only the first chapter of this story. Years later she would use her foul magic, which had only grown stronger over time, to have her apprentice steal the body of the world's greatest female martial artist. Later still, together they would arrange for a destitute peasant to seize the body of a beautiful princess and soon-to-be queen. They would create a flourishing kingdom of magic and wisdom, no-one the wiser as to the true events that had led to its foundation, nor the lives that were stolen in the process.

The last thing to happen is that an artifact that that same Sorceress had made would find its way to a lowly thief. This bracelet would allow him to snatch the body of an unguarded elf as she bathed in a lake. Using her body and memories, he would infiltrate the elvish village hidden from the world and slowly take it over until the entire settlement of elves had been tainted in his colour.

Other minor events occurred in this time, such as adventurers being converted into Slime Queens and comrades being betrayed only to end up revived as succubi. But at this moment all of these events are still yet to come. You will be starting just prior to whatever tale you choose to enter. You'll be staying here for a nice clean decade. Plenty of time to have fun, learn magic, and maybe find your ideal body. The world is your oyster.

For now, take these **1000CP** to spend on the document below, to help on your journey.



Location: *Choose where/when you will be starting and what tale you may be starting in.*

A Dark Dungeon - A fantasy classic. A deep dark dungeon, made of crumbling stone bricks, covered in moss and roots, and full of monsters and magic traps. This is the lair of the necromancer Grus that has been hiding from the local kingdom for some time now. This is the very lair where he will soon steal the body of an elven holy knight, resurrect his apprentice into the body of her nun friend, and start his, now her, story to become the feared Queen of the Dead. There is still time to rescue her currently... or take Grus's place.

A Bustling City - Likely the most cheerful and peaceful of the possible starting locations, this is the bright and wealthy kingdom overseen by a wise king and kind queen. Princess Mireille's parents. In a few short years both these rulers would pass away, and before Mireille could ascend to the throne her body would be stolen by a peasant. The kingdom would later be converted into a great magical kingdom led by a brainwashed royal family and advised by the Cadaver Queen herself.

A Serene Wood - Far away from the hustle and bustle of civilisation is this quiet, peaceful forest. While no humans live here, it is not without residents. A hidden village of elvish women calls these woods their home. Their only real contact with the outside world is when they go out to find someone to impregnate them. If one has the knowledge, they will quickly be able to identify elvish markers that will point right to this village. It is this particular village that would later be infiltrated by a dirty thief who had managed to acquire an artifact that allowed him to steal an elf's body.

A Damp Cave - Truthfully this cave isn't particularly noteworthy in itself. What makes this cave special is its residents. This dark, damp environment is the perfect place for slimes to gather. While most of these are the mindless blobs that feed on junk, among them is a single queen slime who converts wandering adventurers that she captures into slimes. Even further in the cave, where rock gives way to dungeon brick, a pair of succubi live, feeding off any adventurers that get past the slimes. This singular cave will see the creation of two separate slime queens; each converted from a human male, and who will each go on to create separate kingdoms of slimegirls.

A Quaint Village - The stereotypical fantasy starter town. This place is a simple village of stone houses, gravel roads, and friendly folk. At the edge of town is a small adventurers guild building, where adventurers will take on tasks from the beautiful guild receptionist, the jewel of the town. In fact, sometimes things really are too good to be true, for this receptionist is in fact a blue-skinned succubus. She's already made the leader of the adventurers guild into her willing slave as well as many men. She's currently on the look out for a lucky adventurer to convert into her sister.

A Foreboding Castle - Upon a looming mountain, in the looming night, sits a looming castle, to give you a looming fright. Despite all appearances, this castle is not the home of the demon lord. But it is the home of a demon. No-one knows what this demon looks like, and reaching this castle is nigh impossible without wings or magic. In secret, this demon is hatching an evil plan. They plan to capture an angel and steal their body, using them as a hostage to lure Princess Apa and make her give up her body to them. From then on, a new Fallen Angel Princess will rise, ready to take over Heaven itself.



Origins:

What is your background? You may choose your age and gender for free. Any origin can be taken as a drop-in if you desire.

Villager - For every one hundred civilians in the world, there is one adventurer. For every ten thousand adventurers, there is one hero. While they are rarely the focus of stories, the average joe accounts for the vast majority of the world. You won't be starting as the 1% in this jump. You won't even be the 10%. You are the 99%, the average person, the villager that blends into the background, of no importance to the games of gods and demons. It's only up from here.

Aristocrat - Equality is a nice dream, but a dream nonetheless. Unlike the dirty masses, you were born with a silver spoon in your mouth. You were born to a noble family, one with some level of influence and wealth to their name. Enough so that you stand out from the masses. Your home is closer to a manor, you had tutors to teach you growing up, and you are destined to live a somewhat comfortable life if you want as long as you don't do anything to mess it up. If you wanted, it wouldn't be hard for you to find a knight to squire under. You may even get opportunities to meet royalty at parties and notable social gatherings.

Warrior - There are many monsters in the world, and they are not limited to certain species or social standings. A monster can be anyone or anything, and it is the job of adventurers, soldiers, knights, and martial artists to put them down. You will be entering into this world as a warrior, a fighter. Your role in society is that of combat, whether that be for sport or conflict. Compared to the standard villager, you are at least marginally more prepared for encounters with monsters that would see you harmed.

Bandit - Civilisation is not so civilised in this world. Or at the very least they don't try as hard to hide this fact. Banditry, thieving, pillaging, and more are still rife across the continent. Some do it because they feel they have no choice. Others do it simply because they don't care about the rules of law or society. You will be starting off this jump as a bandit, an exile. You saw the expectations of society and found them... inadequate for your needs. On the one hand, society does not look favourably on you. On the other hand, you have a certain amount of freedom to do whatever the hell you want, good or bad. Just keep in mind that if you do anything too major, you may wake up one day to find adventurers or knights knocking down your door.





Race: Choose your starting race

Human - Humans. They aren't the sexiest race. They aren't the most powerful race. They aren't the longest lived race. They aren't even the most inventive race. However... Actually there is no however. There are so many of them in the world already too, they practically outnumber all the other intelligent races combined. Who would choose to be a boring old human when you could be so many other cool and sexy races? Oh, you did? To each their own, I guess.

Elf - Beautiful, powerful, eternal. The elves are everything humanity wishes it was. While they are rarely seen outside of their hidden villages or the odd heroine, elves are still highly sought after by both hopeful bachelors and slavetraders. It is not uncommon for large groups of female elves to create secret villages where no men are allowed. These dwellings call into question if there are indeed any male elves at all. The elves are experts in both magic and martial combat, any individual warrior having potentially centuries of experience under their belts. Their brains are specifically wired to hold centuries worth of knowledge with ease.

Succubus - While they like to appear as sexy humans while blending in with civilisation, a succubu's true form is one of blue skin, bat wings, and a long pointed tail. They are everything you would expect when you think of the fabled race of sexual deviants. They can't help it, such behaviour is literally part of their being. As an innately sexual race, they feed on the lust and vital energy of other races, particularly humans, using sex as a medium to drain every drop of life from their victims. Succubi specialise in mind and body altering magic in general.

Slime - Generally considered one of the weakest and simplest races, slimes are a race of vibrantly coloured gelatinous ooze. Most lack even the most basic level of intelligence, little more than roving puddles that feed off scraps. Some, however, have more humanoid shaped bodies and an intelligence to match it. You are one of the latter. Queen slimes are innately able to convert other lifeforms into slimes, though notably these slimes will generally emerge as simple minded as their new kin.

Angel - If there is one race that is synonymous with kindness and holiness, it is the angels. They take the form of young women with pure white wings. You can choose if you have a halo, though they don't naturally have one. Generally angels will stay up in heaven, high above the world. Their innate holy nature puts them in direct opposition with the demonic races and they largely only descend to smite them. Their only real weakness is the fact that if they give in too wantonly to their darker emotions, they can degenerate into fallen angels. Currently they are led by the angel princess Apa, a silver haired beauty with breasts the size of her head and a heart that is even larger.

Fallen Angel - These are Angels that have given into their lust, their greed, their pride, their wrath, and indulged to excess. What was once pure and white has been stained with the darker shades of sin. Their wings have turned to a dark grey, nearly pitch black in colour, to denote their fall. Their holy energy has corrupted into something wholly more demonic. As beings that hold themselves to the highest standards, angels that fall reach the very bottom. If things are to play out uninterrupted, they will soon be commanded by a demon that stole the body of Princess Apa and converted her to a Fallen Angel.



Perks: You may discount any two perks of each price tier to half price. 100CP perks are free on discount.

100CP Perks

100 - Theft And Burglary

You are a thief, and you keep what you steal. In a world lacking so many comforts and guarantees for basic necessities, it is little wonder that a not insignificant portion of the world turns to thievery and banditry. You are more successful at it than most. At the very least you haven't been caught yet, not in any official capacity. As a thief, you have dexterous fingers and swift hands. You are reasonably good at breaking into places, avoiding detection, picking locks, and that kind of thing. A magic lock may give you pause for a while, but you'll get through that too if given time.

100 - Political Princess

This is not a world where the queens and princesses of a kingdom are naught but pretty faces. This world is made up of a complex web of kingdoms, countries, and empires, tied together by carefully curated treaties and negotiations. From a young age, nobles and royalty are taught in the fine art of diplomacy and politics, knowing how to navigate the subtleties and pitfalls of high-society. A monarch who cannot maintain their ties with their allies will all but doom their kingdom. Like Princess Mireille, you took to politics like a duck to water. You are more than suitable for negotiating on behalf of a kingdom, and are generally competent at achieving desirable results in the process.

100 - Bountiful Blessings

One thing you will notice very quickly in this world: the women are very attractive. Even the more mundane women would still be considered super models in other worlds. Maybe it is some inherent trait of this world because when you entered this jump you had a full glow-up. However attractive you were before? Now that's been ratcheted up to eleven. More importantly, your 'assets' have received their own notable upgrade in shape and size. Sagging? Not a thing. Balance? Not an issue.

100 - Mischievous Mage

Magic and mystery. A gateway to abilities beyond the mortal world. Who wouldn't learn some magic if given the chance? The magic of this world is quite stereotypical fantasy world magic; dark magic, holy magic, elemental magic, necromancy, runes, and so on. Unlike many of the poor peasants living in the world, you have the talent to actually learn magic and the mana reserves necessary to do more than light a candle. Get out there and bend reality to your will... Or an elf over your bed.

100 - Eyes Are Windows To The Soul

And that is very literal. A person's eyes can say a lot about them. Yours in particular are quite versatile. Most people's eye colour is set from birth, but yours are able to change not only in colour but also in iris shape. Sometimes they'll even glow. It would appear that they are most likely to change when you are using certain types of magic or feeling particularly intense emotions. You have a limited amount of control over when and what they change to. Just remember: pink is the colour of possession.



100 - Blessing Of Fairies

Kind fairies granting wishes to unfortunate souls is a story usually reserved for fairytales. Yet against all odds, in this twisted fantasy world you have managed to stumble upon that one unique fairy that does just that. She has listened to your heart and heard your prayer. Her fairy magic has suffused your body and given it a quite interesting, albeit unusual, ability. It doesn't matter how revealing the armour you wear is, the magic field around your body will extend the protection of your armour to cover the parts of your body that are exposed. There is an argument to be made that this is just an excuse to get you to wear bikini armour, but the benefits are undeniable! This does need to be actual armour, mind you, so you can't just stick a diamond on your wrist and call it a day.

100 - Maidly Duties

Those with wealth and power will have butlers and maids to take care of their day-to-day life. Many think of these people as mere servants and peons, but one doesn't become the first maid of the princess by being average. Who else could live like kings but the very people who make monarchs lives so comfortable? You are skilled at cooking, cleaning, tidying, and all the other maidly duties. If you want to, you could turn even the dirtiest hovel into somewhere that nobility would stay.

100 - Elvish Brain

Elves are a long lived and intelligent species. This isn't just because of their culture, but a literal part of their physiology. Their brains are incredible, many times more efficient than other humanoid species. A lifetime of human memories would be but a drop in the bucket if added to an elven brain. When the necromancer Grus stole Elisia's body, his own talent for magic underwent a significant metamorphosis. The software might have been the same, but the hardware had undergone a massive upgrade. You too have a brain just like that of an elf, one suited for absorbing knowledge of all kinds like a sponge. If you happen to already be an elf, this merely ups that even more, so that you are notably above average for an elf.



200CP Perks

200 - Up Close And Personal

It's called personal space. That means it belongs to you. Other people also have personal space? Great! That means that also belongs to you, right? The usual expectation when a smelly and dirty man reaches for a woman's face is that she'll make some effort to dodge them. That's what makes it all the more strange that people don't do that with you. That isn't to say they are particularly happy with you doing so, but they rarely seem to try avoiding it when you, a stranger, put your hands on their shoulders or touch their chin. You will find that you are able to walk right up to complete strangers, well beyond where most people's personal boundaries would begin, and they just let you. Though even this has limits. Your opponent isn't going to let you just walk up to them holding a sword or anything.

200 - Will Of Iron

Your will is as solid as steel, forged in the fires of self-discipline. You are no fickle figure that gives in to their every impulse. While an important trait for a soldier or a knight, this lifetime of practice mastering your mind and fighting your bodily instincts has had a quite nice side-benefit. Those seeking to influence your mind would find it a hard nut to crack. If you happen to get possessed by a malicious spirit, while you may not be able to actively expel them from your body, you'd be able to put up enough resistance that you could nudge their limbs off course and wreck their fine motor controls. For beings that desire control above all, this alone may be sufficient to make them leave again.

200 - Holy Cleric

Holy magic is not the sole purview of the Angels. Nuns and priests of the church are trained in the use of holy magic, to heal and purify the masses and combat any dark magic that would attempt to gain a grip on the land. They are the enemies of necromancers and demons. While you may not be a priest specifically, you have learned their holy magics and are proficient at casting them. It doesn't matter if you are a practitioner of dark arts yourself. You could be the resurrected soul of a necromancer possessing the body of an innocent victim and you could still cast grand holy magic just like an arch-bishop of the church.

200 - Soul Extraction

Just as one does not need to be a fire mage to cast fireball, one does not need to be a necromancer to cast a necromancy spell. Soul Extraction is a relatively advanced necromantic spell, but it is ultimately only a single spell. A master of necromancy has carved this spell into your soul itself, allowing you to activate it with a thought. No magical knowledge or training required on your end. Once activated, you can manipulate a soul to remove it from its living body, leaving behind the empty vessel. This spell can let you move not only other people's souls but also your own. Necromancers will use this technique to move themselves or their followers into more suitable bodies. If you consume an extracted soul, you will be able to gain its memories and skills, and can even let your soul take on the consumed soul's form.



200 - Human Form

Humanity rules the world, in numbers if not in power. To blend in amongst them, the other races need to be able to hide their more inhuman features. Even the most humanoid monster will still have horns, pointed ears, or blue skin. Magic spells to disguise yourself run the risk of being detected or dispelled. Luckily you have the innate ability to hide your inhuman features at will. Because this is an innate trait of your species, it isn't a spell that can be dispelled any more than one could dispel a slime girl's arm or succubi's wing. If you wanted, you could easily pass for a normal human with ease. Passing for a similar race, such as an elf, would be harder but still doable.

200 - Getting Comfortable

The body is malleable. The soul is less so. Usually. Stealing a body is only half the battle. If you want a body to *truly* be yours, to accept you wholly, to gain their abilities and memories, you need to be able to make the inside match the outside. Doing so is simple enough for you to accomplish, and is actually quite the pleasurable affair. That's because pleasure is actually the key. As long as you can reach orgasm while your soul is inside their body, your soul will adapt to its new body, and in turn that body will accept its new soul. This means that even if you leave, the body will readily accept you back in without having to go through all this rigmarole again. The more times you orgasm, the less the original soul will be able to resist assimilation. Victory obtained through pleasure.

200 - Succubus Training

Succubi are creatures of lust and sex. That means they are always seeking it out and will ride a man until he literally dies of exhaustion. You are built differently though. You are high breeding stock, carrying the genes of humans carefully curated by the succubi in human farms. What this means is that your ability to last and please others during sex is many times greater than that of your kin. Where a normal man might have a heart attack after a dozen consecutive, non-stop orgasms, you'd be able to keep going for the entire night. You are truly the greatest prize for a succubus, a person who can match them in stamina and ability.

200 - Luck Of The Devil

No good deed goes unpunished, and indeed those that commit evil are remarkably fortunate. In a world with actual demons and angels, it is possible that you legitimately have been blessed by the Devil himself. You find yourself inordinately lucky, especially when it comes to matters of a sinful nature. You will find the perfect targets for your purposes quite quickly, and find otherwise competent adventurers falling into your traps with startling regularity. You want to meet the queen of the country? Oh, well there goes her maid right over there! You get the idea.



400CP Perks

400 - Conferment Of Power

The ability to interact with souls opens the doorway to some rather useful tricks. One of these has been touched on earlier; the ability to carve a spell into someone's soul. By imprinting the spell matrix on to their spirit, they are able to utilise this spell with a mere thought. With this trick, one can allow even the most useless peasant to cast a single spell effortlessly. This imprinting process is relatively simple for you, to the point where you don't run the risk of damaging whatever soul you happen to be working on. Keep in mind that you can generally only do a single imprint on an individual soul, so choose wisely. With practice you may be able to up this number. The spell itself will manifest as a tattoo somewhere on the body when activated.

400 - Royal Queen

This world has many different kingdoms and countries spread across various different races. With so many different monarchies, this naturally means there is no small number of royal families. Who would notice one more in the world? You aren't a mere noble or peasant. You are the heir to the throne! A literal prince or princess. The power of an entire kingdom is at your beck and call. But that isn't all. Because it must be noted that the royals of this family have more than just power. They often look the part too. The Queen or Princess of a kingdom is often one of the most beautiful people in that kingdom, and the same applies to you. You aren't just attractive, you are the jewel of a country. A face that would launch a thousand ships.

400 - Skill Of Ancients

Proficiency is gained from time, effort, and talent. Thus those races that live a long time will eventually become amazingly skilled in their profession if they keep up even a token effort. They may not be undefeated champions, but they are at least better than ordinary human mages or warriors. You have the skills to rival an elf in their chosen profession, capable of shooting three arrows in the span of a single second, casting complex and potent spells, or sneaking into the most heavily guarded of fortresses undetected. More importantly this comes with a whole host of practical experience in that field, teaching you all the little tricks and other things that you only find out through practice rather than talent.

400 - See Things My Way

A transformation can come in three different forms: There is the transformation of the body, the transformation of the soul, and the transformation of the mind. Of the three, the mind is the most easily changed or swayed. To put it in simple terms; this is corruption or brainwashing, a particular speciality of succubi. You are particularly skilled in this kind of insidious bending of the mind, with or without magic. Without magic you would be the fabled evil vizier, whispering in the ear of the sultan. With magic, you can speed up the process quite a bit. If you'd rather watch it unfold as a passive observer, you know a few womb tattoo spells that would do wonders. If given time, even the most heroic of knights could become your willing pawns.



400 - Mind My Own

Who are you but the sum of your experiences? You might think that taking in all the memories of an entirely different person would change you as a person, especially if they've lived decades or centuries longer than you. But surprisingly not. Or at least, it doesn't change you any more than reading a book or watching a play would. The core of your being is strangely resilient. It doesn't matter how many foreign memories or fragments of other people's souls that you inject into it. It weathers all of that like a sturdy boulder. The line has been drawn in the sand; you are who you define yourself as, not something that others get to define.

400 - Hidden From Holy

Holy magic is the nemesis for demons and necromancers, but it is not an omnipotent magic. It can be tricked and avoided. Purification magic doesn't cleanse the dark, it cleanses the unnatural. It cleanses that which does not belong. As far as Holy Magic is concerned, you do belong. More specifically, it would appear you are immune to the negative effects of purification or healing magic whatever body you are in and whatever kind of magic you practise. Exorcism magic leaves you feeling refreshed rather than burned and holy water is about as effective as a splash of river water. If one were to view your soul, they would not see a vessel at odds with its occupant, but rather a perfect mirror reflection. That isn't to say that a 'holy smite' would wash over you, it simply wouldn't affect you any more than it would anyone else.

400 - Artificer

What would you consider more impressive? The holy blade that slew the demon lord or the person who made it? The bracelet that let you swap bodies or the necromancer who enchanted it? Casting magic is hard enough for most people. Creating an artifact that allows other people to do the same without any personal knowledge themselves is understandably harder. Luckily that is one area that you specialise in. You are very adept at translating any magics or similar abilities that you know into usable items that can be utilised by whoever picks them up with little training. Just for your information, the reclusive elves are always eager to acquire more tools of a more perverse nature. If you want to earn some money quickly.

400 - Immortal Couple

Another blessing of the fairies, though this one is one that is far more profound. You are immortal. Not the kind of immortal that is unkillable, but rather the kind of immortal that doesn't age. Once you reach the prime of your youth, you simply stop aging. The rivers of time pass around you but not through you. With time you will see a sapling grow into a towering tree, then decays into mud. You will witness kingdoms rise and then fall. You will watch as magic itself fades into obscurity to give way to the world of science and man. Assuming nothing kills you in the meantime, like a jealous king after the secrets of your eternal youth. As an additional blessing of the fairies, you can choose one other to share this gift with, to accompany you through the eras.



600CP Perks

600 - Assimilation

Whatever race you may have chosen at the start might have been your original form, but that is no longer the case. Now it is just a shell to hide your true nature. At some point you were exposed to raw condensed monster essence and it has left you... 'destabilised'. You melted like liquid into a slime-like creature, a barely functional mess. But in exchange for this, your unstable state left you with an incredibly potent ability. The ability to devour and assimilate. You can consume other creatures in order to take in their strengths, appearance, and racial traits. Your slimy nature also makes you exceptionally hard to kill by physical means. Be careful with this, as what you absorb can have a profound effect on your personality. The original adventurer who this happened to managed to absorb not only several succubi but also the demon lord himself, establishing herself as the Slime Succubus Queen.

600 - Progenitor

Several monster races are able to convert others into the same kind as themselves. However often these conversions are not perfect, and the resulting creature is often lesser than their surrogate parent. There are exceptions however. The Progenitors. These individuals are not necessarily more powerful than their kin, but they are special in that they are capable of converting one species to another without any degradation in intelligence or ability. Those they convert are every bit as strong as a natural born of their species. In some rare instances, they are even able to create upgraded versions of their kin. This is how a great kingdom of slimegirls arose in the far south. The process itself is over in a matter of minutes.

600 - Chosen Hero

Amongst the sea of soldiers, there is always one shining star that shines brighter than all the rest. The Hero that rises up to slay the demon lord. The Saintess that purifies the demons. The Sorceress that masters control over the elements. You are this generation's shining star. Already you are the best in your respective country in some specific aspect, whether that be in swordplay, holy magic, or something else, and with time you have the potential to reach the top of the world. Should you try your hand at a new skill, you would see yourself picking it up very quickly. Maybe you could try getting to know the world's top martial artist? Word is that she's a quite attractive young woman. She would make for a good sparring partner.

600 - Necromantic Mastery

Necromancy is not simply robbing graves and animating dilapidated skeletons. A true necromancer is a master of the soul, able to manipulate both the living and dead with their magic. Somehow you have managed to avoid detection long enough to become a master of death and a manipulator of souls. The kind of necromancer who could become an Arch Lich with ease if they wished. Summoning the spirits of the dead is a mere ritual away, expelling people's souls from their body is child's play. If you wanted to be cliché, you could reanimate a horde of the undead, or try placing your own soul in a phylactery. Should your occupation get out, it would take a heroes party to take you down.



600 - Demon Lord

Who needs skill when you have raw, unfiltered power! The demon lord isn't the most wily monster, nor are they the most intelligent. They are the strongest. The monster that stands above all other monsters. There is a reason a hero needs a hero's party to face the demon lord: skill can only go so far when faced with sheer might. You are ridiculously powerful in both physical strength and magical power. If the average person burns with the intensity of a candle then the hero burns with the intensity of a campfire. But you? You burn with all the ferocity and heat of a great bonfire. In your hands, even the most basic fireball spell turns into something that destroys houses and sweeps away squads of soldiers. Were someone to try blocking the swing of your weapon, they are more than likely going to find themselves lacking a sword in short order.

600 - Wish Upon A Fairy

Please great fairy, grant mine wish! By some fluke of chance, you have been born with the unique powers of the mysterious fairy known to grant people's wishes. The wishes themselves cannot be too large in scope, no world sweeping changes or wishing away the demon lord. Instead they are more personal focused. Whether that be turning someone into a girl so that they can be closer to a friend, turning them into a maid so they can be with a princess, turning them into a female warrior so they can defend their loved ones, or reincarnating them as a young baroness to live a happier life, all are possible with your power. If you've been noticing a common theme, that would be the one caveat of this power. It comes with an oddly specific monkey paw: any wish granted will be granted through the lens of turning someone into a cute girl, the default target being the wishmaker.



Items: *You can choose to discount one item of each price tier to half price. 100CP items are free on discount.*

100 - Training Dildo

A special artifact exclusively found in the hidden elf villages. With no men in the village, those within need to find other ways to relieve their tension, as well as undergo training for acquiring a stud for reproduction to keep the village numbers up. In fact it is common for almost every elf in one of these villages to own one. This little badge, when activated, turns into a large dildo of customisable shape and size. It uses magic to regenerate itself, so you never need to worry about it breaking. You can optionally get a Training Pussy instead, which functions similarly.

100 - Elf Spring

A small piece of paradise, right in your backyard. This is a favoured spot of the elves; a peaceful spring of clean water situated in the middle of a picturesque forest glade. Small birds and little squirrels can be seen scurrying about and foraging for food. The pool of water is so clear, naturally filtered by moss and stone, that it could be used as drinking water. That or an outdoor bath. Those in tune with nature and nature spirits would adore this glade. It is the perfect place to get away from the world and relax. This spring has been placed somewhere near your home in this world, with the deed to the land technically in your hands.

100 - Womb Tattoo

If there is one true classic when one thinks of succubi, lewds, and fantasy, it is the legendary womb tattoo. This world is no exception to its presence. While generally one can be applied with certain magics, this one instead takes the form of a small little sticker that you can place on someone. Whoever you place this on will gain a glowing pink tattoo just above their crotch, that is only visible in certain circumstances. Whoever has this on them will gradually be nudged to be just that little bit more lustful, that little bit more horny, and that little bit more susceptible to your words.

100 - Magic Traps

Don't underestimate the humble magic trap. Even the most experienced of adventurers might one day fall prey to one of them. You have come into possession of a large number of deployable magical traps of various kinds. The kind of thing you might find in a dungeon or dark mage's lair. They'll need setting up in advance, but include warp traps to transport victims to predetermined locations, binding traps to constrict them, acid traps that melt clothes and weapons exclusively, and even tentacle traps if you're feeling like humiliating any damsels who get caught. Once set up, they won't need any further maintenance beyond removing them again.



200 - Soul Bead

If you remove a soul from a body, or summon it from the afterlife, or come across a wandering spirit, you may want some way of storing it and keeping it safe for later use. This small little artefact is used for exactly that. Taking the form of a transparent glass pearl, this item can act as the perfect container for a soul. While inside the pearl, it will be protected from degradation or damage. It is obvious when this pearl has been occupied, for it will fill with a swirling blue light. Releasing the soul again is as simple as whispering the inscribed spell or, if you need it done quickly, smashing the pearl. You've received three of these pearls, each of which can hold a single soul at a time.

200 - Nun Of Your Business

One of the first acts of the Queen of the Dead when she gained her elven body was to consume the soul of her stolen body's close friend, a blue haired holy nun of great beauty. She would then use this now empty body as the temporary host for her fallen apprentice. Your entry into this world has changed that sequence of events. Rather than being used as a host for that apprentice, this soulless vessel has ended up in your possession. The magic of the Cadaver Queen still permeates her body, and has made it into the perfect vessel for a disembodied soul. As long as you don't pre-emptively put a soul in this body, you will find that should any of your companions or loved ones die in a jump, their soul can be revived inside of this nun's body.

200 - Slime Enhancing Slimes

In any other circumstances, putting a slime against your chest or butt is severely discouraged. The best case scenario is they do nothing. Worse case, they try eating you. But these aren't any ordinary slimes. They were created by a mutant slime queen with a singular purpose in mind. Rather than attempting to absorb you, they would instead be absorbed by you (or any flesh body) instead. Place them on your chest or butt and you would swiftly find yourself gaining a very plump, elastic yet firm set of assets. Yes, even if you are a man. What you do with these slimes is up to you. Just keep in mind that they are liable to reproduce and you will have an 'interesting' next morning if they break containment while you sleep.

200 - Restraining Cage

So you've managed to capture the beautiful heroine, holy nun, sorceress, or whoever. Now you've got to have some way to keep them constrained. What better way than some bondage- I mean chains? These metal chains are the perfect tool to restrain an errant hero or mage. Made of an alloy stronger than steel while also exhibiting notable anti-magic properties, it would take a real freak of nature to break out of these constraints. Just don't try wrapping up a dragon and you should be good. They also come with a handy little dungeon cell of hard stone to further trap any prisoners.



400 - Holy Sword

Shaped like a cross, this large sword is the holy sword used by the Great Knight of an unnamed kingdom. It is one of the greatest swords in this world, with an edge sharp enough to slice through a solid brick wall like paper. It is eternally sharp, never gaining a nick or dent along its length. What makes this blade more than just a mere sharp sword is the fact that it is imbued with the ability to seal magic away. Any being cut by the sword will find their magic reduced in strength and volume. The larger and more they are cut, the more of their magic is sealed. If one could stab their opponent fully through the chest, even if they survive their magic would all but be sealed away. Only with a lot of time and outside help could they restore their power. It is the perfect weapon for combating demon lords or evil magicians.

400 - Slave Market

In a world with strong adventurers and beautiful women, is it any surprise that some people have made it their business selling other people as servants and slaves? Elves in particular are known to fetch quite a high price when auctioned off. You have come into possession of a magic card that will open a door to a black market where these slaves are sold. Here you can purchase people as livestock. Mostly 'goods' will be average, but occasionally you might see a fair elf, sexy succubus, bulky barbarian, or other such special goods. In these cases, the card will glow to let you know of the rare goods. If you want, you could also choose to sell people yourself, to earn a quick bit of coin.

400 - Monster Extract

Monster extracts are not a rare or banned item. In fact they are often combined with various herbs to create all manner of useful potions. In its pure form however? They are incredibly harmful. Mostly this would mean those exposed to it would just die or melt away. These potions? Not so much. They are exceptionally pure. So pure, in fact, that those exposed to the raw essence of the monster extract inside aren't killed but rather have their own essence overwritten. Whoever is splashed by these potions will transform into the same species as the monster used in the extract. You have a dozen vials of this pure extract of various species. You also have the instructions on how to create more of these extracts. There is still a lot of research that could be done on that front, and nothing says that it would necessarily have to be limited to just monster species.

400 - Succubus Nest

Approaching this den, it would appear to be the typical dark cave. Creepy but not obviously dangerous. In truth this is the breeding place of succubi, a trap forged of demonic lust magic. Large purple carnivorous plants ambush any humans that enter and ingest them into their massive bodies. A special liquid is secreted into the pitcher chambers that melts any inorganic matter like weapons or clothes. After that, the liquid converts the human into an attractive woman and implants wings and a tail inside of them. Finally, the victim has their mind converted to that of a succubus. If the process is interrupted before the implantations can take place, these plants merely function to convert men into women or 'plump up' those who are already female. You have gained a little purple growth. Just place it in a cave or room of your choice and it will be converted into a succubus den within hours.



600 - Dungeon Master

A dungeon is not always an ownerless ruin. Sometimes the dungeon will have a dungeon master. This is usually a dark magician or monster, but in this case that master is you. You are the master of a long and winding dungeon that leads deep into the earth. As the dungeon master, you have partial control over the dungeon as a whole, including its layout. Within this dungeon is a surprising number of monster girl habitats, ranging from mermaids to centaurs to harpies. Enter with caution, because all of these like to convert wayward adventurers into more monster girls. That isn't to mention the various traps and tricks spread throughout. Tentacle traps, slime pits, doors that only open if a woman has big enough breasts, and so on. Any mana collected by the dungeon gets fed back to you, letting you use magic that would normally be beyond your power.

600 - Magic Kingdom

What kind of King or Queen would you be without your kingdom? Well, to call this a kingdom may be a bit of an exaggeration. Even still, this is nothing to scoff at. This is a large, bustling capital city. A single, large castle stands mightily at the very centre, and arrayed around it is a wealthy city that stretches a good mile in every direction. The people here are hale and healthy, and generally quite happy. While it would be a lie to say poverty was not present anywhere, the residents here generally live good lives, helped in no small part by the many magical devices and arrays that have been set up to make their lives easier. Keep in mind this is a magic kingdom, so there are a good number of burgeoning mages, sorcerers, and wizards who have come here to learn. If you want, you can vary the population slightly, changing them from humans to sapient slime girls.

600 - Garden Of Elven

Elf slaves are valuable, but a free bird will always sing more beautifully than a caged one. There is more than one hidden village of elvish women, and you have managed to come into ownership of this one in particular. As you might expect, this is a serene village full of exclusively beautiful elvish women, situated in the middle of a peaceful woods, far from human civilisation. They've accepted you as their village leader, and are content to live in isolation from the rest of the world. In general men are forbidden from entering this place. You would be the sole exception, if you are indeed a man. This isn't a small hamlet of a few dozen elves. This is nearly a fully fledged town, with many elves spread throughout. This could even be the very village that would one day be targeted by the body stealing thief. You will find that elves are remarkably lewd people if they are amongst those they are comfortable with.

600 - Body Snatching Bracelet

There are various ways one can steal another's body, but even by their metrics this particular artifact is a potent one. This is an ancient magic bracelet that allows the wearer's soul to transfer into another person's body instantly, taking full control over them. While soul transference magic is something advanced necromancers can use, a spell strong enough to suppress and dominate another soul is both difficult and rare. If the possession lasts long enough, the wearer's soul will seep into the victim's very soul, reshaping the suppressed soul into a replica of the wearer's. With repeated use, this bracelet will adapt to its user and enhance its abilities, allowing it to help suppress stronger or more resistant souls. With every body you hop, you gain another willing servant who would happily fulfil your every desire, and wait in delight for the day you hop back into their body.



Companions: *It is time for you to decide what kind of company you might be keeping this coming decade.*

100 - Import

For whatever reason, you may wish to expose some of your companions to the strangeness of this world. If you desire, you can choose to import up to eight of your pre-existing companions into this jump, giving them 600CP to spend on the options above. The first purchase will let you import one companion. The second will let you import two, the third four, and the fourth will let you import all eight. The abilities they gain here may certainly liven up your chain going forward.

100 - Canon Companion

Those that appear in these stories usually meet a less than ideal fate, often reduced to mere toys for others. Maybe you've taken a shine to one of these characters, whether that be the victims or those that target them. Either way, you can offer them a chance to come with you as a companion. If they accept, they will follow you to future jumps when this one comes to its conclusion. Do you want to rescue a poor soul? Or unleash a monster on the multiverse? The choice is yours.

100 - Cute Maid

Who would resist having a cute maid to serve you? Cute, cheerful, friendly, a hard worker, and a competent maid, she is right out of the fantasies of countless men. She is slightly on the short side of things, standing at only five feet tall. This means she has to strain to stand on her tippy toes when dusting tall shelves or ceilings. This maid is in your service, willing to stay with you through thick and thin since you or your parents saved her from the streets when she was a child. She has a whole wardrobe full of cute, puffy maid dresses that she wears while doing her work. While she maintains a master-servant relationship with you for professionalism, she is fond enough of you that it wouldn't be too hard if you wanted to make that relationship more 'personal'.

100 - Elvish Twins

Where there is light, there is also shadow. The full moon shines upon the world but it is not complete without the new moon. These elves are twins, a pair of lovely elvish sisters. You wouldn't initially think this, however, just be looking at them. While one is everything you would expect when seeing an elf, fair skin, long blonde hair, bright eyes, the other is rather different. She is a rare dark elf. Her skin is a lovely walnut colour, and her hair is a purple so dark that it is nearly black and shimmers faintly in the light. Despite their physical differences these twins are still very close. Due to what started as a joke about subverting expectations, the light elf twin has specialised in stealth and thievery, while the dark elf twin is an accomplished magic archer. True to their professions, the light elf is every part the rogue; flirty, mischievous, kleptomaniac, and light on her feet, while the dark elf is energetic, brave, and passionate. They both stick closely together and have agreed that any partner they have will be shared between the two of them.



100 - Foxy Shrine Maiden

When one thinks of transformations, tricksters, and possession, it would be remiss to forget the fabled kitsune race. Like the fairy race, kitsune are natural tricksters. They do not act maliciously, though can if scorned. It is simply in their nature to be mischievous. This particular kitsune has disguised herself as a human shrine maiden for a local temple. With her long blonde hair, distinctive red eye-shadow, and hourglass figure, she single-handedly tripled traffic through the previous deserted shrine. She has her fun by granting the wishes dropped in the shrine's prayer box in fun and inventive ways. More than one wife bemoaning her husband's behaviour has suddenly found herself with a wife instead. Despite this, this kitsune would happily explore the world and other worlds too if given the chance. Why, her seven tails practically vibrate at the thought. If needing to hide, she has the ability to enter someone else's body. This is marked by a fox tattoo appearing on their body. She can still manifest her ears and tails while possessing others, though this rather defeats the purpose of hiding.

100 - Succubus Sister

You will find that despite being creatures of sin, succubi are surprisingly familial creatures. They are creatures of lust and love, and familial love is no exception to this. On that note, congratulations on acquiring a new sister! She's a feisty one. You don't have to worry about her trying to drain the life from you. Your main worry will be if you are her brother, in that she will make the occasional effort to turn you into her sister. However other than that, you will find that having a succubus for a sister makes for a pretty good wingman. She is quite happy to hook you up with any girls she thinks suit your tastes. Just do remember that she is indeed a succubus and as such is very clingy. Don't be surprised to find her in your bed when you wake up most mornings. As is typical for her species, when she isn't disguised she prefers to walk around in fairly revealing swimsuit-like clothes.

100 - Princess In A Pickle

In a far away land, where the sun meets the sea, lies a kingdom of rolling hills and odd creatures. For a time, this fair kingdom was hounded by an evil monster who commanded legions of hideous and undead monsters. Time after time he would try to destroy the capital and steal the jewel of the kingdom, the Peach Princess, for himself. From the most unlikely of sources, a poor commoner, arose a hero and slew that foul demon! With his unique magic that allowed him to hop into the bodies of monsters, he steadily made his way to the demon's lair and pierced his foul heart. With his dying breath, the demon cursed his spirit to become stuck in the next body he entered. As it would happen, that was the princess. They've since entered into a surprisingly stable symbiotic relationship. She deals with the politics, he deals with the arse-kicking. The bedroom is an interesting time for both.



100 - Fairy Queen Titania

Emphasis on Tits. Standing a fair bit taller than most fairies, she still only comes up to the knees of a regular human but with breasts bigger than her head. Succubi target humans for food. Necromancers use them for study. Bandits ambush them for money and lust. Fairies? They are just in it for the fun. Titania is no different. The wonderful thing about fairies is that they are rather individual folk, meaning that despite ostensibly being the leader of her species, Titania is free to spend her time doing whatever she wants. Being the Queen of all fairies, her magic is a fair bit more potent than regular fairies. She also lacks the same moral standards shared by humans. One of her favourite pastimes is finding a random woman, stealing her life for a couple weeks, then moving on. Over the years she has accumulated quite the selection of forms that she can switch between to use for fun.

100 - Angel Of Sloth

There are various ways an Angel can fall. Some are more dignified than others. Dignified is certainly not the word one would use to describe those that fell due to sheer laziness, such as this angel. That said, she's also too lazy to care if you pointed this out to her face. She spends a lot of her time relaxing on a small bean bag chair, with only a token effort to put any clothes on. She usually sits around in just a shirt and pants. In fact, she is so lazy that she couldn't even muster up the effort to fall from Heaven. This has somehow worked in her favour, because her laziness is so great that her former sisters are too embarrassed to actually try fighting her. Who'd pick a fight with a sofa in someone else's house? She was just kind of... nudged out, with the hope she'd be too lazy to return. As a fallen angel, she'll happily let you indulge in carnal lust provided you give her snacks and games. If she actually made an effort to tidy herself up, she would reveal a rather blessed, beautiful woman with gorgeous white hair that fell to her ankles. But that is quite a big if.



Drawbacks: *In exchange for some additional challenges on your part, you can get some extra spending points for the document above.*

+100 - He's The RED Spy!

In a world where anyone could have their body stolen, it is best to keep an eye out for anyone that suddenly starts behaving out of character. They may have been replaced overnight. The different coloured eyes is usually a dead giveaway. It's a shame that you are so unobservant though. In fact, it is worse than just being unobservant. You tend to suspect the wrong person entirely. She was acting differently because she had gotten a BOYFRIEND, Jumper. Not because she was possessed. Have you ever heard the tale of the boy who cried wolf?

+100 - A Foul Odor

You have seemingly not lived the greatest of lives, and at some point you were forced to compromise certain things. Perhaps you became poor enough that affording soap was an issue, or perhaps you were busy enough that personal hygiene fell to the wayside at some point. The end result is that your skill at caring for yourself has atrophied away into nothing. Or, in other words, you forget to bathe regularly and may not even remember what soap is. The obvious result of that is that you stink more often than not and are somewhat unpleasant to be around as a result. If you're the kind of person to be stealing bodies, do remember that in order for them to remain delicate flowers that are worth taking over, you need to maintain your toys.

+100 - Mark Of Darkness

Whether through your own works or as part of another's scheme, you've been branded. A sigil, a glyph, a rune, whatever you wish to call it, one such thing now adorns your form. Worst of all, it's somewhere abundantly visible - the back of your hand, perhaps, or even on your neck. With some quick talking you can probably convince people it's 'just' a fashion thing, and with a bit of disguise skill you could try to cover it... but anyone who knows anything about magic is going to take one look at this thing and immediately recognise it for the mark of evil it is. I wish you the best of luck though, because it actually doesn't like to be hidden. Somehow.

+200 - Hornily Ever After

Originally you were going to arrive before most of the events of the stories, giving you a chance to either stop or take part in their happenings. Now though, you will be arriving a step too late. The Cadaver Queen has risen, Mireille's kingdom has changed hands, the elven village has descended into a single man's hedonistic paradise, the great slime girl kingdom has appeared, and Fallen Angel Apa has laid siege to heaven. No longer will you be taking part in stories as they unfold. No, you will be left dealing with their aftermath. The Light has already been stained a bright pink. Its heroes have fallen.



+200 - Identity Hunger

There's an itching in your skin. It isn't a poison or some kind of allergy, it's been there for as long as you can remember. Your own body isn't comfortable to you - or perhaps it would be better to call it 'your prison', because in truth that's what it is to you. Naturally, you seek to escape it. That was how you discovered possession. That was how you first cast off your skin for a body that felt better. But the itching came back. After a certain period of time, after making that new body 'yours', it began to feel wrong too. Unfortunately, you're now trapped in a loop of searching for a new body that doesn't disgust you, finding one that is just shy of perfect, and then once you claim it as 'yours'... it begins to wear thin, forcing you to find a new one. What a pitiful state of existence.

+200 - The Fallen Friend

There has been a murder. Unsurprising in this world, but this time it is personal. Someone dear to you has been cut down—now, admittedly, there are good odds that both of you were evil wizards and, as such, they totally deserved it, but still—that was your close friend, dammit, and you miss them. Or maybe you just hate the fucker who did them in and want to erase every “good” thing they ever did. It doesn't particularly matter. The end result is that you have someone you're desperate to revive, and your emotions on the subject are... somewhat extreme. Enough so that any morals you might have had are rather sparse when it comes to this particular focus, as is your rationality.

+300 - Monster Girl Mania

In the world that you were originally going to arrive in, monsters were a minor threat that adventurers were generally keeping under control. A few humans were converted but they were a comparative drop in the bucket. That is no longer the case. This world has been influenced by a certain monstergirl filled world nearby and now the monsters of this world are reproducing at an out-of-control rate. Men and women being converted into slimes, succubi, and other creatures is no longer just a one-off oddity but a real frequent occurrence. Multiple kingdoms have already fallen to the monster girl menace. Heaven has fractured into civil war. If the remaining 'good' races want to avoid extinction, they will need to band together.

+300 - Splintered Self

Do you recall earlier, there was a perk on offer that solidified your sense of self even should you fracture your mind or soul. Unfortunately, there is no succor for you to be found there, because you are already fragmented. You exist in a nearly permanent state of faint confusion, something that worsens immensely should you try to possess anyone - there's a very real chance that someone of sufficient willpower could infect your mind with theirs, convincing you that you're part of them. Even if you're successful, you may find major personality traits leaking through. Let's not speak of what this would mean if you were to be possessed. I think you already know. Once upon a time an adventurer cheated death by merging with a Slime... but after consuming a succubus, he forgot he was human at all. Such a fate is terribly close by. Do be careful.



+300 - The Jumper That Solves Everything With Genderbending

Throughout the land, there are tales of a fairy that wanders the land granting wishes to the beaten down and the sorrowful. Some say that the ethereal green glow she gives off heralds a change in one's fortune. Others say that this fairy only has one trick and it's turning guys into girls. I guess it must be a pretty good trick, because it keeps working. Or, it did. All of the success cases thank the fairy for her help, but all of the failures - of which there are now many, at least four to five times as many - in which being turned into a girl made their lives worse somehow all seem to think that you're the one responsible for their troubles. In other words, either find a way to turn girls into guys (something that is an absolute travesty in this world) or be prepared to run.



The End: *Your decade is up. Your time in this world is coming to its close. Now it is time for you to decide what path you wish to take going forward.*

Move On - This was but one step in a long journey. Your time in this world is over, but now it is time for you to move on to a new one.

Stay Here - This is the end of your journey, or at least your journey in the form it takes now. You have chosen to stay in this world and end your chain. What you do now is up to you.

Return Home - You have reached the end of your road and now you wish to turn back to its beginning. You return home to your original world, keeping everything you have gained on your journey so far.



Jump by Lone Valkyrie, with help from BLADE. Hope you enjoy!

Original stories by Fanta no Cola, art by Hiiragi Popura, consider supporting them!



Notes:

Skill Of Ancients vs Chosen Hero - Generally a talent vs experience thing. Talent of a hero vs the experience of an elf. Can be taken synergistically.

Nun Of Your Business - For reference, this is what the Nun's body looks like by default;



You can choose if she appears slightly different.

List of stories include:

- Body Snatching Bracelet
- Spirit Swap
- Succubus Guild Receptionist
- Mouth-To-Mouth Usurper
- Curse of Slimification
- Leave It To The Fairy! Three Genderbent Fairy Tale
- Captive Angel Possessed by an Evil Spirit
- Monster Girl TS Dungeon
- The Queen Slime's Counterattack

