

Arsenothelus's
Zetsurin Yuusha to Sannin no Mama

By Selias

Years ago, the hero Ortega set off from the kingdom of Aliahan to defeat the Demon King Baramos and bring peace to the world. Before he could finish his quest, however, he fell into a volcano while fighting a dragon, and perished. Now, his mission falls to his only child. Being a complete novice, Ortega's son decides to stop by Ruida's Tavern and find a few allies.

You'll be starting off in the castle town of Aliahan, on the day that Ortega's son sets off on his journey.

Here's 1000 CP for your travels.

Backgrounds

Shota

Pretty self-explanatory. You're a young boy. Or a young girl, if you prefer. You're just starting out as an adventurer.

Mama

What it says on the tin. You're an older woman with a child or two. If you prefer, they could be step-children or adopted. You probably have a husband or wife, as well, but that's optional.

Despite the background names, you can choose whatever gender you like, futa included.

Shota's age is 6-11.

Mama's age is 30-40.

Either Background can serve as a Drop-In.

Perks are discounted to their respective Backgrounds, with the 100 CP options being free.

Classes

Hero

Heroes can do a bit of everything, having access to a wide range of weapons and armor, learning a number of damaging and healing magic, and even a few utility spells. It's no exaggeration to say that an experienced **Hero** can handle just about any situation, which is likely why Ortega was so successful.

Martial

For the more physically inclined adventurers, this option consists of the **Warrior** and **Fighter** classes. The former focuses on armor and weapons like swords, axes, maces, and so on, while the latter focuses more on speed and martial arts.

Caster

You're a wielder of magic, being either a **Mage**, who uses destructive magic, or a **Priestess**, who uses healing magic. If you get your hands on the Book of Satori and make your way to the Temple of Dharma, you can even become a **Sage**, and use both.

Support

The classes in this section focus more on utility than combat, being the **Merchant**, **Jester**, and **Thief** classes. Their fortes include attracting or avoiding enemies, detecting how many unopened treasure chests are in a dungeon, digging for treasure, and even summoning inns and shopkeepers.

If you wish, you can replace the canon character whose class you buy. You don't need to buy the same Background, though, so you could be a Mama/Papa Hero or a Shota/Loli Warrior. It's assumed that you will have the skills needed for your class, with your level of experience depending on whether you're a Shota or Mama.

Perks are discounted to their respective Classes, with the 100 CP options being free.

General Perks

Adventuring Experience (Free)

Being an adventurer isn't something that just anyone can do, especially with the monster population growing in number. If you're not planning on just hiding in one of the towns, you'll need some combat abilities. It's not much, but you'll be able to handle the monsters around Aliahan without much trouble. As a bonus, I'll throw in some basic wilderness survival skills.

Adventuring EXPerience (Free/200 CP)

Being able to handle the monsters around Aliahan is one thing, but you're probably planning on traveling further afield, aren't you? Maybe even planning on taking the fight to the Demon Lord? Well, regardless of your plans, here's a little something to help you on your way. Now, every time you win a fight (as long as your enemies don't flee before you can defeat them), you'll gain experience points. These will allow you to level up, growing stronger and learning the spells and abilities of your chosen class. This is free for this jump, but you'll need to pay 200 CP to carry it into future jumps.

Of course, you're also free to pass up on this. It's not impossible to grow stronger or advance in your class without a leveling system, just much harder.

If you have the permanent version of this perk and **Jack of Alltrades**, when you give someone a Class, you can also choose to give them this ability.

Rebis Flair (Free)

Rebis has a certain style to his art. Girls are incredibly voluptuous, with even older women having cute faces, rather than being sexy. Young boys are just as cute, if not even cuter, though men are a bit more handsome. Both males and futas have massive cocks that can cum buckets. Now, you can carry this artstyle with you to future jumps, choosing before the start of your jump whether or not to apply it.

Dead But Not Gone (Free/300 CP)

Death isn't as permanent in this world as it is in most others. Priests and Priestesses who gain enough power and experience have the ability to heal and revive the deceased, as long as a part of the victim's body remains. There's no limit on how many times this can be done, nor is there a cooldown period. There's also no limit on how long you can wait before being revived. That said, if you're still dead by the time that the jump ends, it counts as a loss.

You get this perk for free during this jump, but you must pay **300 CP** to carry it into future jumps.

Shota Perks

Shota-licious (100 CP)

Much like the Hero, you're a very cute little boy, with wide eyes and a giant cock. It seems like this combination makes you more attractive to older women and/or men, depending on your tastes, though you can toggle this effect. You can also choose to retain these regardless of your actual age, without anyone finding this strange.

MILF Slayer (200 CP)

Despite the Hero being a virgin, the three Mamas enjoy sex with him so much that they decide to become his wives, even though they're already happily married. Much like him, you're now capable of mind-blowing sex that eclipses any other encounters that your partners have had before you. Naturally, this includes rutting for hours and cumming buckets.

Grand Theft Waifu (400 CP)

The Hero spent months fucking his three party members after they decided to become his wives, and when they were getting ready to give birth, they invited their fellow mother friends to join in. Despite this, the Hero suffered zero consequences for stealing and impregnating a half-dozen married women. There's even a short omake where the futanari husbands of Sage, Priestess, and Warrior show up and immediately join the Hero's harem.

Now, you too can get away with seducing another person's wife, girlfriend, childhood crush, and so on. If their former partner is someone that you find attractive, they'll even end up joining in, if you have **Practically Irresistible**.

Practically Irresistible (600 CP)

As soon as the three adventurers saw the Hero's cock, they immediately started lusting after him, Sage already planning on sleeping with him, Warrior wondering if it would fit inside of her before catching herself, and Priestess trying not to think lewd thoughts. Needless to say, Sage jumped into bed with him (figuratively and then literally) as soon as she had an excuse, with Warrior and Priestess needing a bit of prodding from their lewder companion before following her example.

As with him, you're now practically irresistible to those that you're attracted to, and they'll even find ways to talk themselves into sleeping with you. Given that there was no indication that any of the Mamas were attracted to shotas before meeting the Hero,

you're now everyone's type, as well. If they're not attracted to someone of your age, gender, species, or anything else along those lines, you're the exception.

Mama Perks

MILF (100 CP)

Despite two having given birth, and likely being at least thirty, the Mamas are all complete bombshells. Tight bodies, curves for days, and attractive faces, they're easily 10/10. You will also retain your looks, regardless of your age and any wear and tear. Young boys and/or girls will find you especially attractive, depending on your tastes, though you can toggle this effect.

Lewd Armor (200 CP)

Priestess wears a skin-tight bodysuit, Warrior's bikini armor is just enough to cover her nipples and pussy, and Sage's sling bikini doesn't even do that, the string-like outfit digging into her crotch and covering barely a third of her nipples. Despite that, the three of them are able to walk around in public without any issues, not to mention nobody raising a fuss about them going off with a little boy. Like them, you can now get away with wearing pretty much anything, as long as you make at least a nominal effort to cover up.

Shota Eater (400 CP)

Sage, Priestess, and Warrior weren't exactly quiet about what they were getting up to in the room they rented at Reeve, nor did their friends have any issues when invited to join in on the fun. Like them, you won't be judged for your relationships, even if one of the partners is underaged, or if it's known that you're already married. Unless it's obvious that one of the people involved is there against their will, anyway.

Sharing is Caring (600 CP)

Teamwork is the name of the game, and it's something that you're now quite good at. Both in the bed and in combat, along with anything else teamwork can help with. Even with a group of people that you've just met, you'll be able to seamlessly work together and cover each other's weaknesses, without pause. With a group that you've been working alongside for a while, this goes even further, your Bonds granting the whole party a small boost to their skill and power.

Of course, this *is* still a Lewd jump, so it should come as no surprise that this perk has some sexual uses, as well. For starters, polygamous relationships are now a breeze for

you and your partners. You'll always be able to find time for each other, and jealousy is now a thing of the past. Whenever a new partner joins in, they'll find themselves quickly adapting and becoming just as accepted as if they had been there from the start. Finally, the ability to work together and cover for each other's weaknesses works just as well in the bedroom, no matter how many participants there are.

Hero Perks

A Hero's Will (100 CP)

When the Archfiend Baramos rose up, Ortega set out to oppose him, spending the next ten years (sixteen, in another world) traveling around the world and righting wrongs. Even when he fell into Alefgard and lost his memories, he quickly set out against the true lord of evil, Zoma. Likewise, his son began a quest to finish his father's mission, when he heard that Ortega had perished to a dragon.

Now, you too possess the unshakable will shared by these two great heroes. No matter how daunting a task seems, or how terrifying your enemy, you won't be dissuaded. That said, you're not suicidal. If an opponent is too far beyond you, you can work your way up to them.

A Hero's Fortune (200 CP)

While heroes need to be strong and skilled, a large portion of their success can be attributed to luck. Being in the right place at the right time to meet skilled companions, running into strangers who can point them in the right direction or give them gifts that they'll need to progress, running into level-appropriate challenges that will push them to grow while not being too dangerous, finding hidden treasures, and so on.

Now, you too can feel the hand of fate guiding your path. No longer will you need to fear being stuck with no hints or clues telling you where to go, or of not being able to grow enough to face your foes.

That said, the challenges that you encounter will never exceed the level of what can be found in your current jump, and you can toggle that part off if you just want to relax.

A Hero's Potential (400 CP)

There's a reason that the King of Aliahan ordered Ortega, and then his young son, to defeat the Demon King. The two of them have that certain something that marks them as heroes, and now you have it as well.

You're just straight-up *better* than most people. In addition to starting off a bit stronger than a fit person your age should be, you can reach greater heights with more ease, going from a complete newbie to powerful enough to kill the Demon King in a single year. Best of all, you can share this potential with your "party."

A Hero's Bloodline (600 CP)

As previously mentioned, when the Archfiend Baramos rose up, Ortega spent the next decade fighting against him and his servants, and then did the same for Zoma. When he supposedly died, his son did the same, succeeding where his father failed. In the distant future, their descendants did the same, one fighting against the Dragonlord and another three defeating the evil sorcerer Hargon, and even the God of Destruction, Malroth.

Like them, the blood of heroes now flows through your veins, with all of your descendants having **A Hero's Will**, **A Hero's Fortune**, **A Hero's Potential**, and, of course, **A Hero's Bloodline**. Whenever dark forces rise up, those of your bloodline will be there to drive them back. Of course, they'll need to actually be around to do so, so your descendants will also receive a form of plot armor to ensure the survival of your bloodline. At least one person from each generation will be guaranteed to have at least one child, and if there's a war or an attempt to purge your descendants, a small handful will survive.

Martial Perks

Master of Arms (100 CP)

If you want to be a good Warrior, you need to know how to swing a sword. Or an axe. Or a club. Or... well, you get the idea. Especially since you'll need to trade up to better weapons throughout your journey. Fortunately, you're able to wield any melee weapon that you pick up, instantly becoming a pro in its usage. This also applies to shields and armor, so no need to worry about not knowing how and when to block attacks, or having the weight of your new armor throw you off.

Bikini Mail (200 CP)

Dresses, bikinis, aprons, and even cat fursuits. You'd think that people who regularly fight bandits and deadly monsters would dress a bit more protectively, but you'd be wrong. As a matter of fact, there are two bikinis, two dresses, and an apron that offer more protection than a full suit of armor made out of dragon scales. How does that work when they're made out of soft material and potentially cover only a tenth of your body? Hell if I know. Probably magic. Whatever the case, it's now something that you get to enjoy.

No matter how revealing a piece of armor is, it will now be just as protective as something that completely covers your body. You can't just strap a bar of mithril to your

body and call it a day, however. You'll need to at least turn it into a bracer or a pair of boots.

Magic Resistance (400 CP)

I once heard of a brave female Warrior who was brainwashed and had her body changed by her Sage party member. I imagine that you'd like to avoid such a fate. With this perk, mind magics, debuffs, unwilling transformations, and such will splash right off of you, like water off a duck's back. It's less effective on combat magic, but you'll still be able to resist 25% of the damage from a magical attack.

Naturally, helpful magic like healing, buffs, and willing transformations are completely ignored, unless they have some negative side-effects. If so, said side-effects will also be resisted. If you wish, you may selectively allow some magics to bypass this defense.

Ki Adept (600 CP)

CHA-LA HEAD-CHA-LA! Sorry, I've had that song stuck in my head for some reason. During your training as a Martial Artist, you've discovered that ki-enhanced punches, wind blades, and dispelling buffs is just the tip of the iceberg when it comes to using your inner energy. Firing beams of energy, shooting lightning from your hands, and even flight are within your grasp! Maybe you should check the notes to see what other things you can get up to? (Hint hint)

Caster Perks

Cantrips (100 CP)

It goes without saying that adventurers spend a lot of time on the road and delving into dark, damp caves. As such, it shouldn't be a surprise that magic-users have found a way to make this experience less unpleasant. You now know a number of spells useful to adventurers, such as cleaning yourself and other things off, purifying water, starting fires, providing light, and so on. You also have some spells for sexual purposes, such as curing STDs, preventing pregnancy, removing sexual fluids, and lubricating holes.

Cooperative Casting (200 CP)

Much like when Sage and Priestess accidentally cast Heal on the young Hero at the same time, your spells become much more potent when you and an ally team up to cast your spells together. This can also have unexpected results, like how the Hero became "too healthy," resulting in him becoming rock-hard and able to last long enough to please three experienced women despite being a virgin.

Artificer (400 CP)

This world has plenty of magical artifacts lying around. Enchanted maps that show you where you are, staves that let you change your appearance, mirrors that dispel illusions, lamps that turn day into night, and more.

You now know how to enchant your own creations, though nothing on the level of the most legendary of artifacts that this world has to offer. You'll have to work your way up to those. That said, your own creations are nothing to scoff at. You know how to make (minor) bags of holding, those enchanted maps I mentioned, keys that can open any basic locks you encounter, and other things of that level.

Eromancy (600 CP)

While the main story of this world follows the young Hero and his MILF party members, there's a second story that follows a young futanari sage and her warrior companion. Unable to contain her lust for her ally, the sage twists the warrior's mind with the Medipani spell, turning the woman into her eager lover, and then alters the woman's body to better suit her tastes. In addition, the MILF mage that joins the Hero's harem "turned herself into a futa for research purposes."

Now, you too are a master of this Lewd branch of magic. Adding or removing sexual organs, changing their sizes, altering skin and hair color, twisting your victim's mind, increasing and decreasing sensitivity, and more. As long as it's related to sex, you can probably do it.

Support Perks

Jester (100 CP)

You're a skilled entertainer, able to juggle, do acrobatics, tell stories, and tell jokes that always make people laugh. Just the sort of thing that's needed in a world being threatened by a powerful demon and his army of monsters. No matter how bad things get, you'll always be able to find some way to make people smile and forget their problems, if only for a little while.

Goofing Off Responsibly (200 CP)

Few people enjoy partying with a Gadabout. Due to their personalities, they tend to only listen to your orders three out of four times, goofing off for the remaining quarter. Sometimes they'll just lounge around doing nothing, sometimes they'll accidentally hurt themselves or their party members by goofing off, and sometimes they'll just fall asleep in the middle of a battle. Other times, however, they might heal their friends, buff their entire party, or attack the enemy. Your team was lucky to meet a Jester like yourself, because whenever you get distracted in a battle, you do something useful. Your party is getting a bit low on HP? You cast multi-heal. The enemy is gearing up for a powerful attack? You distract them with a trick or confuse it. This also applies to other abilities and powers with random results that you may have.

Everyman/woman (400 CP)

Weapons, armor, and potions sure are great, but it'd be nice if they weren't so expensive. You'd think that merchants would offer some kind of Hero discount, but alas. Fortunately, you now know how to create your own gear and consumables. All of those fun items that the merchants in this world sell? Now you know how to harvest or create them, from the humble Medicinal Herb to the deadly Falcon Blade.

Jack of Alltrades (600 CP)

At the legendary Dharma Temple (or Alltrades Abbey, if you prefer), the Head Monk has mastered the power of changing a person's class. Now, you too have unlocked the ability to change a person's class with a short prayer. Doing this will reset a person back to the lowest "level," though they will keep roughly half of their current "stats" and all of the Abilities and Spells that they have unlocked.

Normally, a Hero wouldn't be allowed to change their class, but since you're paying a premium for this, allow me to enhance this power a bit. While your class will remain a

Hero, you will be able to reset your “level” and add the Abilities and Spells of the Class you’re interested in learning.

This power will continue to work in future jumps, allowing you to grant Classes to those that lack them, and gaining new Classes from future job systems that you encounter. The Hero class will remain limited to those who possess the characteristics of a Hero, however (main characters).

Items

Pick one 100 CP item, one 200 CP item, and one 400 CP item to be discounted. 100 CP items that are discounted are free.

You gain 200 CP to spend in this section.

Gold (Free)

Five hundred gold isn't much, but it's more than the Hero got. Still, this should be enough to get you started. Especially since you won't have to buy gear for yourself and your party.

Starting Gear (Free)

Again, this is nothing special, but it's enough to get you started. Of the weapons available in [Aliahan's shops](#), you have the best gear for your class.

Magic Map (100 CP)

This map is enchanted to show you where you currently are, along with any major settlements. In future jumps, it will adapt to whatever world you're currently in.

Herb Pouch (100 CP)

This pouch contains ten medicinal herbs, which are capable of healing you. A single herb is enough to fully heal a novice adventurer, while the entire pack would only heal a Warrior who has reached the peak of their class two-thirds of the way. Any herbs that have been used, destroyed, or lost will be replenished the following morning.

Medicine Pouch (100 CP)

This pouch contains five antidotal herbs and five full moon herbs, which cure poison and paralysis respectively. As with the herb pouch, any that have been used, destroyed, or lost will replenish the following morning.

Wizard Ring (100 CP)

Using this ring will restore a bit of your mana. As with the Herbs, a single use is enough to heal a novice adventurer, while a Sage at the peak of their class would require anywhere from 12-50 uses to fully restore their mana. Unlike the ones that you can find in this jump, this one doesn't have a one-third chance of crumbling into dust after each use. Rather, it will simply become inert until the following day.

Ring of Life (200 CP)

This ring is enchanted to restore a bit of your health as you move. It's a bit less efficient than simply taking an herb or two, but it can be a lifesaver if you're out of medicine and MP, and deep inside of a dungeon.

Mirror of Ra (200 CP)

This mirror is enchanted to reveal the true forms of those that you use it on, dispelling illusions and transformations. Of course, the latter only works if the transformation is intended to disguise them in some way, so no knocking your foes out of power-ups.

Staff of Change (200 CP)

The Staff of Change is capable of changing the appearance of its user and their companions. That said, skilled magic-users may be able to detect that this isn't your true form.

Sacred Amulet (200 CP)

This amulet, granted to the Hero by the Creator Goddess Rubiss, not only gives its wearer a boost to their luck, but it also protects them from instant-death magic.

Final Key (400 CP)

The final key is named thusly because it is the last key that you will ever need. This key can open any lock that you encounter, whether it's to the door of a run-down inn or the treasury of the Demon King's castle. Not even things blocked by enchanted locks or electronic locks are safe from you while you hold this key.

Tiny Medal Merchant (400 CP)

Living inside the well of Aliahan Castle Town is a man known as the Medal King. For whatever reason, this man is absolutely obsessed with the otherwise useless "tiny medals," and is willing to exchange great treasures as rewards for bringing him certain amounts of them, including some of the best equipment in the world.

From now on, he'll be following you on your journey, staying in your Warehouse's new well. This is because each jump you travel to will have exactly one hundred and ten Tiny Medals scattered throughout it that you can exchange for rewards tailored to whatever world you're currently in.

Luck perks, treasure-hunting perks, scrying, and so on will be unable to help you find them, but the medals will always be in places where you would be able to find them, as long as you're thorough and determined.

Pachisi Track (400 CP)

Pachisi is essentially a life-sized board game, where you act as the piece on the board. After rolling the dice, you move forward however many spaces you rolled, and then run into some monsters, a treasure chest, an inn, a shop, a trap, or several other possibilities. If you manage to reach the end of the track, and roll just right to land on the final spot, you win the grand prize.

Your Warehouse now has one of these tracks, the prizes and enemies being tailored to fit whatever world you're currently in. Any luck/fate/etc perks will be disabled while you're playing to prevent cheating, and the track layout and prizes will be changed whenever it's beaten.

Monster Arena (400 CP)

Wait, what is this doing here? These arenas aren't supposed to exist in this version of the world! Well, whatever. Monster Arenas are the creation of the Monster Monitor, old man Monty. Due to his love for monsters, he wanted to find a way to let the more peaceful monsters let off their innate aggression without hurting anyone. This was his solution, a series of arenas around the world (multiple, even!) where adventurers can let their monster buddies battle against others. It proved so popular that even priests and royalty have gotten involved with the fad.

Now, you have one of these arenas attached to your warehouse. Any monsters that you recruit will be given comfortable housing within the barracks, and injuries are automatically healed after each battle concludes, including death. You may import this arena into future jumps where monsters exist, and the people of those worlds may even begin creating their own, spreading Monty's dream far and wide.

Ruida's Tavern (400 CP)

A familiar-looking tavern where adventurers gather during their down-time. You'll always be able to find a few people willing to go on a journey with you, if you're looking.

Strangely, all of the adventurers here tend to be either mature and sexy or cute and way too young to be there.

Ruida's Tavern

Import Party Member (Free)

Import up to eight of your existing Companions. Each one gains a Class, a Background, and 600 CP to spend on perks and items. They cannot buy Companions and do not get free CP for the item section. You can mix and match with **New Party Member** for a total of eight Companions.

New Party Member (Free)

Create up to eight new Companions. Each one gains a Class, a Background, and 600 CP to spend on perks and items. They cannot buy Companions and do not get free CP for the item section. You can mix and match with **Import Party Member** for a total of eight Companions.

Canon Party Member (Free-200 CP)

Want to keep one of the "friends" that you made while you were here? I can't say that I blame you. Well, you're in luck. Anyone who has joined your harem and is still a part of it when you leave can be turned into a companion for free. Rubiss, Baramos, and Zoma cost 200 CP each.

Drawbacks

A Little Change (+0 CP)

Not into shota x MILF stuff? That's fine, it's not for everyone. Rather than Zetsurin Yuusha, you can choose another Dragon Quest III doujin or CG set, as long as it's not crossed over with anything but another Dragon Quest setting. Alternatively, you could also just go to the canon setting.

World of Futacraft (+0 CP)

One of the omakes for this setting has the Hero and his party as futanari. Another has his party's futanari "husbands" show up. A third has a futanari demon defeat and rape them all. To reflect this, this toggle will let you alter the gender of any of the residents of this setting or even turn them into futas, ranging from specific people to the entire population of both worlds.

The Demon King Can Wait (+0 CP)

After that first foray into the fields surrounding Aliahan Castle Town to fight some slimes, followed by the orgy at the inn, there's a several-month time-skip, where the Mamas (now heavily pregnant) introduce the Hero to their Mama adventurer friends. After he's finished knocking up the three new members of his harem, it's revealed that the Demon King still hasn't been defeated, yet.

Given that the canon Hero doesn't set off until he's sixteen, this toggle will let you put things on hold until Ortega's child reaches that age in this universe. No major events will happen until that point, as long as you stay on the continent that Aliahan rules.

2D-HD (+0 CP)

Wow, everything looks so amazing. The music is so beautiful. It's like a 2D-HD remake came out while you were stuck in limbo for the past couple of years. Wait, what?

Instead of the original Dragon Quest III world, you can instead choose to go to the world of the 2D-HD remake. With all of the changes from Zetsurin Yuusha to Sannin no Mama, of course.

Random Encounters (+100 CP)

You know what JRPGs have a lot of? Random encounters. Can you guess what this perk does? That's right, random encounters. Whenever you're outside of city limits, you won't be able to walk twenty feet without getting attacked by a monster.

Boss Encounters (+200 CP, requires Random Encounters)

Isn't it kind of a shame that you only get to fight the bosses once? Let's fix that. From now on, all of the bosses that you've beaten will be added to the list of monsters you can run into during a random encounter.

Boss Rush (+300 CP, requires Boss Encounters)

Regular monsters are a bit too easy for you? From now on, the only monsters that you'll encounter will be the bosses that you've defeated, and they'll scale to match the power level of the most recent boss you've defeated. Up until you defeat your first boss, you'll only run into normal monsters. I recommend using this time to train up.

Hard Mode (+200 CP)

Want a bit of a challenge without just increasing the number of battles you have to fight? With this drawback, the monsters you fight will be smarter and stronger. Instead of just mindlessly attacking you, they'll strategize and work together. I'd recommend against using this with Boss Rush, but I suppose it's your choice.

Solo Run (+300 CP)

Your father didn't bring any companions on his journey to defeat the Demon King, and you're going to be following in his footsteps. Hopefully without the "falling into a volcano" bit, but that's up to you.

If it was unclear, you're going to be replacing Ortega's child and going on a quest to defeat the Demon King, but you're not allowed to bring any allies with you.

Love at First Sight (+300 CP)

The mamas fell in love at first sight with the Hero('s cock). Just like them, you'll meet someone and instantly fall head-over-heels for them. On the bright side, they won't be someone that you wouldn't normally be attracted to, and they won't treat you poorly. This love will also fade after ten years have passed, and you'll be kept from doing anything that will ensure its continuation, anything that will end your chain, or anything that will ensure that your new love is brought along as a Companion. Other than that, however, you'll do pretty much anything to make them happy.

Level One (+400 CP)

Much like the Hero, you'll be starting at the very bottom of the totem pole, without any of your out-of-jump abilities or items. As long as you're traveling with a party and/or have **A Hero's Potential**, you shouldn't have *too* many problems, as long as you're careful. Of course, you *could* just decide to live a normal life instead of being an adventurer, but

where's the fun in that? If you take this with **Solo Run**, you can take another Class alongside Hero.

Ending

Stay

So, you've decided to settle down in this world? Well, as a bonus, I'll give you another **1000 CP** to spend on this jump, and give you the ability to freely travel between Erdrea and Alefgard.

Continue On

Ready to go on your next adventure, now that you've finished here? You know the drill by now. Go with the blessing of the World Tree.

Go Home

Whatever your reason, you have decided it's time to head home. As thanks for your efforts, take this **1000 CP** to spend on this jump, before you go.

Notes

https://docs.google.com/document/d/12o4qPg44KTZ6ILfb2dD5hUrTPVBU4_Nbodwhd_Kv3WY/edit?usp=sharing

If this winds up on 4chan, it's just some asshole trying to stir up trouble. Not that I need to tell (most of) you that. This is purely for Questionable Questing and anyone else that wants to make their chains a bit more lewd.

All of the perks can be swapped for whatever gender you prefer, as long as you're reasonable about it. Instead of a huge cock, maybe your pussy feels amazing, for example.

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For **Dead But Not Gone**, you can choose how things work when you're dead. Maybe you just wake up after being revived, with no memories of anything that happened after you died, maybe you hang out as a ghost that can do nothing but observe what's going on, or maybe you go to the afterlife and mess around there while waiting to be revived. Or maybe something else entirely. You can't interact with the living world, though, unless you have some kind of perk that would allow you to do so, or the setting allows it.

For **Ki Adept**, you'll start out at around the skill level of Goku and Krillin during the 21st World Martial Arts Tournament, and you'll cap out around the level of Goku and Piccolo during the 23rd. Anything that you can find in the OG Dragonball (not Z, GT, or Super), you'll be able to pull off with a bit of training and effort. If you ever visit Dragonball or one of its sequels, the cap will be removed, and you'll be able to train yourself up to Super levels and beyond.

For **Cooperative Casting**, you don't need to use the same spell to get the benefits. For example, maybe a water spell and a healing spell could conjure up healing water? Maybe Revive and Kasizzle will summon phoenix fire which heals your allies and harms your enemies? I'll leave the specifics up to you.

For **Jack of Alltrades**, I'll let you decide whether it can also change someone's age and sex. I know that some of the games joke about old men becoming young female

dancers, but I don't remember if it's in this game. It's been a while since I last played it. Any new jobs you gain from future jumps will remain accessible.

No merchant will be willing to buy or trade for any of the replenishing items.

Skills will continue to work in other worlds, even if it doesn't really make sense. Whistle will still summon monsters for you to fight. Service Call will still summon a Merchant, Innkeeper, or Priest, but you'll be able to choose which town the Merchant comes from (you are incapable of robbing said Merchant). Call to Arms will conjure up an army for the rest of your current battle. So on and so forth.

For A Hero's Bloodline (Dragon Quest XI Spoiler): [

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