

スフィリア の 使い魔

Sphilia's Familiar



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Hundreds of years ago, the Demon Lord roamed free, terrorizing the world, indulging himself in senseless destruction and raping every beautiful woman he would come across. Backed by his powerful Demon Army, and supported by his four loyal demons - The Elite Four, nothing could stand in his way.

Until a powerful sage appeared - The Holy Wizard Berg. Despite being human, he, alongside his trusted familiar, travelled, fought, saved, and after many months of battle they were able to kill the Demon Lord. The Elite Four dispersed and the world was set free. However, the holy wizard predicted the Demon Lord would come back eventually...

Now, a scarce few days shy of those 400 years after the Demon Lord's defeat, Sphilia, the descendant of the holy wizard, prepares herself for the prophecy and summons a familiar to aid her. The familiar she will summon? Well, if things go as they should then she will summon a young man from earth, a talentless, jobless, future-less NEET that spends his days in part-time jobs, his scarce money in prostitutes, and his time in magic girl porn games.

Indeed, if things go as they would, he will trick her into giving him her maidenhood and then go on a journey to defeat (and fuck) the remnants of the Demon Army and the Elite Four. Funny thing, really, since he's the Demon Lord reincarnated in another world without memories or powers.

The reason for that is actually quite reasonable, as the strongest of the Elite Four, the Goddess of Death Seto, knew it was the safest way to ensure the Demon Lord would resurrect without Berg interfering. However, that's not the only plan she hatched, and one including certain man named Godel.

With that out of the way, have this, and remember to have fun:

+1000cp

Origin

Drop In

You don't belong to this world, do you? Could it be that Sphilia summoned you as her familiar? That's interesting, because some other guy also appeared somewhere else. Or is he the familiar and you the extra one? Well, for now you're here with only the clothes on your back and whatever you had in your pockets when summoned. Without any new memories or relations, you're both unchained and unsupported in this world.

Ordinary Citizen

Yeah, yeah, you get it. Demons, wizards, sages, monsters, familiars, all that jazz. Not like it changes things for you, not that much at least. You were born and raised in this world, you had to work hard to get to where you are and no amount of bullshit is going to make you move if you don't feel like it. Not like you could survive the army of demons reviving anyway. As a respected local, you have a decent amount of contacts, friends, and options.

Descendant of Berg

It seems that the Sage Sphilia wasn't the only descendant of Berg. Or is that you want to take the role of Sphilia? Either way works. You carry on the blood of the Holy Wizard that managed to defeat the Demon Lord four hundred years ago. That alone gives you a certain amount of status and respect in some parts of this world. Likewise, you inherited the talent and duty to fight the Demon Lord should the prophecy come to pass.

Demon Army Remnant

When the Demon Lord was defeated, the Elite Four scattered around and the rest of the army was pushed back by the humans. Such a disgrace. However, as bent and beaten as you are now, you're still far from broken and defeated. If you can just reunite under a powerful leadership again then things will go back to what they were, a world ruled by demons. Even as a random minion, you still have more power than a random human and if things .

Initial Location

Asgard Walled Citadel

The city where Sphilia, the descendant of Berg, lives. Also a culturally important city because of that same ancestor. There's the dense 'Djerba Forest' nearby that hosts many goblins and orcs and it's said that one of the members of the Elite Four is in the ruins deep inside it...

Therma HotSpring Village

A very small, rustic place, only standing out by having the only hot springs around. To be completely fair, they aren't bad at all. Nearby it's the Rehm Tower of Water, which hosts many monsters including ghosts. Again, there's a rumour that an Elite Four lives atop the tower.

Kildoa Village

Barely bigger than the previous place, and only for a small margin. There isn't much to say here except that they're very likely to be caught in a fire seeing where they decided to live - near the Kius Mountain and its lava caves. With the heat and amount of fire monsters, it wouldn't be surprising to find someone of the Elite Four living deep inside the magma-filled caves.

Laoda Trading City

In the middle of a desert, with only an oasis as a natural resource, the existence of a thriving city full of commerce baffles many. The truth is that it's the result of Godel's efforts after being given sexual powers by Seto in one of her schemes. Seto herself lives in Rah's Pyramid somewhat close to the city.

Age & Gender

Are you a boy or a girl? I don't care, choose your gender freely this time around. For your age, you can freely choose something that makes sense.

Advantages

Drop In

Left Hand of The Devil (100cp)

Turns out that years and years of beating your meat has evolved into the power to beat the shit out of people the good old fashioned way. Who could have guessed! It's also resulted in a surprising amount of self control, leaving you able to hit someone exactly as hard as you want to, whether that's enough to kill them in one blow or to get the perfect amount of jiggle out of your girl's ass when you slap it. Good enough to slap the shit outta some goblins or random human punks in the street, not so good against actually trained individuals.

Fighting & Fucking (100cp)

You might have gotten Isekai'd, but you aren't exactly a cheat character. With that in mind, you'd be amazed at how many battles here can be avoided by throwing a hot piece of ass at your foes instead of a spell or a fist. Amazingly enough, this also makes your foes rather eager and idiotic when they think the chance is rolling around - if you were to spend a moment making out, they'd probably be too busy daydreaming to attack you. Only a moment, though.

Another Friendly Face (200cp)

It's your promising future? Your lack of morals? Perhaps your pathetic manhood? Maybe that nice ass you got there? Probably none of those. Anyway, people in power that interact with you seem to quickly grow fond of you. Even if you're a sociopathic asshole, it's easy for you to forge bonds, make friends, or even seduce a girl just by constantly interacting with her. Their favor is far from eternal or supernatural, however, and pushing their boundaries too much without giving anything can quickly go south.

Loyalty For Dummies (200cp)

With someone like Godel in town, it's a bit difficult to keep your playthings only yours without extraordinary skills. This won't give you those, but it will help you prevent your lovers cheating on your lame ass. Every time someone you're 'involved with' starts to waver in their devotion to you, a woman will appear nearby and tell you what's happening as well as grant some tips to stop it. Even if you were to ignore the advice and they cheat, she will keep appearing to tell you how to stop it and win your partner back. Ignoring it will have the woman keep appearing until she finally confirms that your lover isn't yours anymore.

Meeting of a Lifetime (400cp)

Sure, some lovers come and go, it's part of life. Except when the lover in question is you. There's just something a bit more hardcore when it comes down to you when compared to others. A spark, a flame that once ignited in the hearts and spirits of other's it never truly dies down. Something about you makes your lovers stupidly loyal by having the constant memory of you in their minds. While your subjects become obedient to the point where they are still absolutely terrified of pissing you off 400 years later of witnessing your power. Have in mind, however, that this everlasting impression is just that, you can choose what interactions will burn in them, but memories and feelings are just that - under certain circumstances they could be bested by stronger ones.

Our Glorious Leader (400cp)

Way too many video games have left you with a skillset that's oddly relevant at the moment, that of party and resource management. You find it fairly trivial to discover what someone likes, and it's only moderately more difficult to turn that to your advantage, say them joining your party. In what is surely completely unrelated news, you also have the ability to use Demonic Emblems to summon any demon, who grants you theirs, to your side to aid you in battle. Using them as a full time party member is probably outside your contract, but even just using an attack or ability they possess can turn the tide of battle if used properly. Summons also applicable for a quick fuck.

Wrongful Heir (600cp)

You know what Berg spent most of his life trying to stop the Demon Lord from doing? Reincarnating. You know what he did anyways? Reincarnate. Much like a certain lustful familiar, your soul is an old one and as such it carries a certain weight to it. This weight is something you can draw power from, borrowing skills and techniques from your past self, remembering unspent caches of money and weapons, perhaps even a lover that survived until you were reborn. Right here and now, you could be the next life of the Demon Lord, something that could feasibly grant you dominion over the Elite Four. In future worlds you probably won't be quite so lucky as to have lovers waiting for you, but your past self will always have been the kind of person to be large and in charge - and to have several things worth 'remembering' how to use as a result.

Eternal Miracle (600cp)

As an outsider to this world, your story is not fully in sync with the one the world would wish to tell. Thus, people who would be considered important, lucky, or blessed, are simply... Less so, when fighting you. And for once the victory they seemed to be destined for simply does not happen. They fail to obtain that miraculous power-up during battle, neither will some irrationally lucky event save them. For the better or worse, when you are involved, those events created solely by having the narrative on their side, will stop happening. You could say that the so-called 'plot armor' stops working for your enemies.

Ordinary Citizen

Captain Jack! (100cp)

Even without the Demon Lord and the elite four around, problems still happen, monsters still destroy stuff and humans fight each other. To protect the citizens from harm, armies and guards are trained and employed. They still pack enough punch to take care of the scattered monsters and common thugs. You went the same path, training and fighting until you rose from a low-rank squire to the captain of royal guards. Whilst your strength and power may not be the same as a Sage or hero, it's still great among humans.

Bend Over The Table (100cp)

Well, money makes the world go 'round, you know. But, it's not really money that people want, but the value of it, the things it represents for them, the possibilities. And so, it can be replaced for something else, at least when you're the one doing the dealing. As long as its you, sex is always on the table instead of cold, hard cash. After all, they just want things to be happy, and some orgasms totally count as that. Although, once you get accustomed enough to it, you might be able to get away tradiding all their belongings in exchange of them giving you a blowjob. Funny how some things work.

Magic of Intimacy (200cp)

It seems that you got some luck in you, not of the 'find a 20 bucks check on the ground' luck, but the 'go to random bar and find hot and horny chicks' variety, the kind of luck that bends things over so you get laid, or at least in the most porn-worthy situations possible. Get a job as a guard? Tons of hot girls want to use sex to appeal to your better nature. Move to a new house? Your new neighbor has a high-class brothel hidden there and gives you a free pass. Get convicted and thrown to prison? Turns out this really hot and powerful chick wanted someone with just your record for some sexytimes.

Aristocrat In The Afternoon (200cp)

Turns out, you ain't that much of an 'ordinary joe' after all. You got a nobiliary title, it isn't anything major like a Duke or a Prince, but maybe a Baron or a minor Count, decent enough to have a claim over a city and the land around it, as well as pass it down to your descendants. Beyond that, you're universally recognized as aristocracy, making a lot of things easier for you, as even if you were caught doing some illegal stuff, you would get a slap on the wrist at worst. This will bleed on other worlds you visit, granting you another piece of land of similar proportions and in a similar landscape (by default a desert with a single oasis nearby) as well as the recognition of your title and rights over it.

STOP RIGHT THERE CRIMINAL SCUM (400cp)

Some people obtain their belongings thanks to their hard work, business guile, or extreme luck. Some others try to cheat the system by stealing. Sickening, isn't it? To combat those kinds of actions, you have obtained the power of awareness. Not over yourself, of course, but over all your belongings. Thus, you always know where your stuff is, and will be alerted if someone tries to take it without your permission. Furthermore, if some asshole is trying to take your hard-earned items, guards, policemen, and law-enforcers nearby will get a high boost in power and competency, just enough to apprehend those trying to take your stuff - which will be returned to you shortly thereafter.

From Scratch (400cp)

Some people are born with power, fame, and a grand destiny. Others, such as yourself, have none of these things handed to you by the whims of fate, and so must go out and claim them for yourself. Truth be told you're something of a scumbag, because that same philosophy, that you must take your 'destiny' for yourself has left you with a rather unique skill set. Simply put, you excel in the application of... leverage. Whether it's haggling in the marketplace, politely making a request of a politician, or even making deals with devils, it's trivially easy for you to find even the smallest hole or weakness in their defenses and exploit it for all it's worth. And of course, hiding your own to prevent their counterattack is just as easy. With enough time and effort, you could go from a minor bandit or a street rat to a lord in all but name, owning your very own city through the network of favors you've established, and the weight of the coin you made along the way.

Jumper, The Penetrator (600cp)

Oh my! What's that you got between your legs? Fucking judgement it is. The Devil's Cock. Your dick is so thick, long, and girthy than the only way to describe it would be 'bitch breaker', a barbed weapon able to effortlessly make any female orgasm to unconsciousness, capable of tempting any woman that lays her eyes on it, the pre-cum it secretes is a most powerful aphrodisiac, and your cum now has its fertility boosted to hell and back, even if you're a puny human, you could get gods and demons pregnant in no time. The real kicker being its nature to dominate any woman, a single thrust of this monster is enough to make even the proudest woman into a submissive mess that begs for more. Even Sages, demons, or gods will be quick to fall for this weapon. Furthermore, every time you set your eyes on a particular target, things will start aligning to give you opportunities to get her in your bed, like making her boyfriend cheat, creating convenient rain, or discovering something they might have been searching for on the side of the road during your travels

Blessings By One (600cp)

Well now. Aren't you just the scum of the earth, always sucking up to more powerful individuals in the eternal search for power of your own. Well, rejoice, for your quest is at an end - or rather, soon will be. You see, people are now attracted to you. Not in the conventional sense, but rather... you have a skillset that they find themselves in need of. Perhaps you're a member of the city guard being asked to open the gate to demons in exchange for more gold than you've seen in your life and your pick of the women. Maybe you're a merchant being asked to sell something less than legal - with more than fair compensation of course, including some things money can't buy. Or hell, maybe you're a serial rapist being asked by a goddess to ruin women so that her lover will stray from her less often as all the interesting women vanish into your grasp. No matter who you are, you'll never want for a powerful patron, or for the various blessings they can hand out, both to help you complete their schemes and as a reward for doing so. Make no mistake, you are not irreplaceable, nor even the only one that could complete the tasks asked of you. However, they will be under the constant impression that you are the best possible option, or that you at least possess the talent to be. Even if you're some useless NEET.

Descendant of Berg

Beautiful Sage (100cp)

Let's be honest here, no one wants some uggo to be the hero that saves the day. It's just not gonna happen. Beauty is needed, and beautiful you are. Both your physical features and your natural charisma are vastly higher than the average for your race. Be some rugged manliness, chiseled features, androgynous charms, or whatever style you favor, be assured that your appearance will be more than enough, no matter the task. Even if you were to lead a sedentary lifestyle worthy of a NEET, you would only get THICC instead of fat like the majority of the plebs would.

Wizard of Excellence (100cp)

Magic (at least the one used nowadays by humans) isn't like the one that demons weave. No, you need to know the spell and channel mana into the word to achieve the intended result. Now, you found something interesting in your studies - you learned the magic language itself. At first it isn't so much, barely a boost on your usual spells, but the real catch here is that you're now able to dive into spellcraft - the school of magic that makes spells and new kinds of magic. Now, it's just stringing along the words to make new spells, but with time and study, you can basically do anything.

Help From Beyond (200cp)

The wizard of legend, Berg, did not fight against the Demon Lord and his minions alone. No, for before he had ever set out to do battle, he had called out and beseeched the void for someone to stand at his side, and summoned a familiar. This version of the ritual is somewhat complicated, but the results it granted him were second to none. And now you know how to use it as well. Once per jump, you may designate a task to be fulfilled - the conquering of a nation, or the downfall of a tyrant king, for example - and this ritual will call forth a being perfectly suited to helping you accomplish that task. The ritual itself is somewhat vague, as are the requirements to use it. All that really matters is how much you put into it - with a half hearted circle and second rate sacrifices, you'd get something useful but ultimately common. With more effort, perhaps a legend could be called forth?

Runic Magic (200cp)

Oh, the mighty power of runic magic. Ancient scribbles and words that hold power by themselves, even more so when empowered with magic. It's an important part of the magic system Berg used in his journey, and with limitless practical uses. But, for starters, the first 'rune' spell will let you teleport from place to place as long as you have been there before. In case you're wondering, runes can be used in tandem with other stuff, and may be able to create portals to other worlds and universes, as well as similar feats.

Legacy Of a Hero (400cp)

The life and times of the wizard Berg are not well documented, but what came afterwards cannot be understated. His descendants are celebrities, his word is gospel, and his bloodline is heroism itself. You may or may not be descended from him, but you share the benefits of having such a famous ancestor both here and in later jumps. Inside your domain you receive a number of blessings, some small, some large. Your reputation is functionally perfect, making you someone to look up to and rely on, even if you were to walk through the streets naked. Your magic is stronger inside this domain, and while you might not be above the law, it will certainly bend over backwards to answer your every whim if you simply ask nicely. Outside your domain, these effects are heavily blunted, but unless someone has never even heard of Jumper's famous ancestor it will still be present, if diminished.

Supreme Sorcerer (400cp)

It is said that true wisdom is not knowing when to act, but in knowing when not to act. It is all well and good to be a hero who can crush armies, or a wizard who can call forth the wrath of nature, but what about the little people who might be in your way? Or more importantly, who would ever think it was a good idea to cast a spell named 'Earthquake' inside an active volcano? ...Well, you, apparently. And yet, somehow this will not lead to the obvious and destructive conclusion it ought to, not so long as you are the one doing it. The sheer skill at magic you possess allows you to somehow exclude things from your attacks, or focus the damage from a wide area spell down into a significantly smaller area. That earthquake you made? It hits with the force to buckle mountains, but somehow all of that damage was concentrated onto a handful of pitiful goblins. And the less that can be said about what you can do to tidal waves the better.

Holy Wizard Reborn (600cp)

Magic is in your blood. From Berg down through the generations, until it reached you. There is no spell you cannot learn, no ritual you cannot decipher, no foe you cannot crush beneath the might of your power and also that god damn meteor you called down from the heavens. Sphilia, Berg's other living descendant and likely a close relative of yours, cannot even match your power. Perhaps one day she too will command the elements and the stars themselves, but for now that right lies with you and you alone. The magic you already possess is powerful, and the rate at which you learn more is ridiculous. And there is more, both here and now, and for you to learn. You possess a skill only Berg had, a level of foresight that might have been magic and might have been sheer talent - or perhaps both? This precognition is focused on those you have defeated, preventing them from getting back up and ever raising arms against you again. Some lesser beings you may choose to ignore, but I do think the Demon Lord you just laid low deserves a 400 year long plot designed specifically to screw with him in case he gets resurrected, no?

Canonization of Jumper (600 cp)

Truth be told, Berg was never holy. He only gained his reputation as such long after he defeated the Demon Lord. And yet... There is still power to be found here. Regardless of any right to such a power, you do in fact have a level of 'holy' magic to be found within you. It's not something so simple as spells of light or singing the songs of angels, but rather that all the magic you already possess has become something greater, something more. Something divine. This power is dependent upon your works, and upon the word of the people, but for every child you save from foul villains or filthy monsters you'll find your name and fame growing, and this power alongside with it. Amusingly enough, using the power granted here to do so will only speed things up even faster - a self fulfilling prophecy of sorts, that since you possess holy power, you must be holy. Against demons, darkness, or even particularly foul men, this power will hit harder and offer you greater defenses against the darkness. With enough faith, lesser attacks might even be ignored outright while your mere presence could burn the least of the Demon Lord's army to ashes.

Demon Army Remnant

The Secret That Wasn't (100cp)

You are not just some random meathead that got recruited to hit humies or use your body as a shield for the better paid commanders - no, fuck that, you were recruited because of your social skill, your great negotiation prowess and your grasp on psychology - thanks in no small measure to your ability to read minds. It's not something that's always on, but rather an active ability that needs some concentration to use, working far better when you are 'near' the target. Still it's pretty decent if used right, capable of reading unconscious thoughts, or even checking their memories.

Tricks Or Tricks (100cp)

Once you rise up to a certain position in the army, you're expected to pull out something different than what most mob monsters can do. Turns out you already had something like that anyway, a single power that makes you special among the rabble. This special skill can be anything, from temporal invisibility, being immune to physical damage for a fixed amount of time, absorbing fire magic, etc. Naturally there are some limits to this, you can't make people think that everything you say it's an absolute truth, but you should be able to convince them that you're being truthful about everything you say.

Buff Up Or Bust Out! (200cp)

Good looking people have it the easiest, ya know. This goes doubly so for you, as your natural defenses and luck in battle are proportionally increased depending on your appearance. Be hot and instead of getting killed when losing against a superior enemy will have them capture you for a nice rape. Amp your looks a bit and they will instead fight to capture you rather than killing or maiming you, lowering their overall danger. With sufficient levels of beauty your enemies will constantly fail their attacks, your defenses will be impenetrable and even if you lose they will make up excuses to let you go unharmed and without even raping you.

Force Outside Nature (200cp)

Some races have a natural human-like appearance, like zombies or ghouls. Others are very much not like one, such as dragons or gazers. In both cases, however, a good human disguise can go a long way. For that, you have learned and mastered a minor version of shapeshifting, one that gives you a human form to your likeness. It's perfect in almost every way and people won't be able to notice your true nature with a simple glance, no matter how inhumane or strange your real body is.

Great Commander (400cp)

The Elite Four are more than a title and a dumb reference. They were the mark of the four strongest leaders of their faction and the ones in actual charge of managing the army while the Demon Lord was busy raping stuff. Looking back now, it seems that there was another commander on their level of power and influence, you. Possessing immense strength, great power, and control over a particular type of magic that could trash cities without effort. Feel free to choose if this means you were the fifth in the Elite Five, or just some random mob monster that elevated himself to this level.

Unending River (400cp)

The trappings of mortality are more than just a timer for the beings afflicted by them. It's a failsafe, an assured escape from the torture that unending life can become. Still, death is not something that has a direct claim on you anymore, no, you're immortal - an ageless being with minor regenerative powers. You can still be killed under the right circumstances, but unless you go out to search for the beings that can end you, life will go on eternally. Similarly, because of your deathless nature, the arcane has opened itself to you, slowly increasing your power. Just by existing, little by little, your maximum mana capacity, maximum spell output, and natural affinities will grow without limit.

Celestial Hell (600cp)

Much like the Goddess Seto, you're a deity. One of similar caliber, reach and power. Naturally, you can choose to have the same domains as her with corruption and chaos, which would let you corrupt things metaphorically, like passively corrupting a place, planting the seeds of chaos, entering dangerous gambits lasting hundreds of years ahead, or grant powers based on corruption and chaos towards those you deem worthy. Naturally, you don't have to choose those domains, anything goes. Although remember that you're still around the same level as Seto in power no matter the domain you choose. It should be noted, however, that you are not a god local to this dimension - you are from another world entirely, and as such possess a level of ability over dimensional boundaries. Seto's most powerful attack is actually to rip open a hole into the not-space between worlds and allow it to lash out at her targets, a feat you can match.

The Great Works (600 cp)

Seto's plan to resurrect the Demon Lord is brilliant. It's also entirely fake, and is nothing but a cover story for an even bigger plan to make Berg do it for her. By sending his soul to another world, he would reincarnate naturally and then be summoned as the familiar to stop the fake ritual to resurrect him. Doing battle with the Elite Four would reawaken his memories... and if that fails and he dies, the fake ritual stops being fake and goes off without a hitch. But, really, the most impressive thing about that plan is that it was made on a wing and a prayer rather than any actual skill or talent. You have something similar, a tendency for what amounts to panicked flailing to somehow be mistaken for an actual plan - a plan that will then go surprisingly well, and accomplish several of your goals. Even a half assed effort from you would go down in history as a level of genius unmatched by any mortal mind. Just, uh, do put some effort forth? It would be exceptionally bad if this were to fail you because you didn't flail about enough, or in the wrong direction.

Artifacts

Drop In

Record of Memory (100 cp)

You might be here to save the world, but at the end of the day you're from modern earth and it shows. You've got a decently advanced cell phone that has been jury rigged to charge off small sparks of magic so that you don't have to worry about battery life. It has a small selection of games and music downloaded onto it, and seems to automatically take pictures or videos of certain things, like you plowing your girl. Even if it was in no position to do so, like in your pocket or under the bed. It also has a truly staggering amount of porn already downloaded onto it, and a functionally infinite amount of memory - but only for the purpose of porn. Don't ask me how that works, it just does.

An App For That (200 cp)

...Just what do you do in your spare time, other than watch porn? Why do you somehow have black market contracts hidden away on your laptop? Oh, right, this laptop has even more porn on it than the phone from before, but it also has a txt file explaining how to find a number of highly illegal sites, the kind that sell you dynamite, grenades, and shotguns. For an appropriate amount of money, of course. Delivery is discrete, 24 hour shipping is guaranteed, and there are no refunds whatsoever. Don't ask me how a company based on earth is delivering to an entirely different dimension. It. Just. Works.

Where The Heart Is (400 cp)

A bright blue flame burns inside an exceptionally large barrel, and a statue of an angel watches over them. Should you be brave enough to jump inside the barrel, you would find yourself inside a seemingly ordinary apartment, on a seemingly ordinary world. However, time in the 'real' world doesn't seem to pass when you're inside of the apartment. Leaving just spits you back out of the barrel of flames, but you can order things off the internet. The apartment itself isn't terribly big, but is remarkably comfy. Every now and then a young demon girl will show up with homemade food for you to eat. And no, it's not cursed, poisoned, or otherwise an attempt to kill you. It might have asphrodisiacs in it, in an attempt to make you fuck her senseless though.

Debug Menu (600 cp)

Placing it upon your finger causes a small window to float before you. Listed upon it are a number of simple options. The first will provide you with a staggeringly powerful weapon and an absurdly defensive set of armor. The second will fill you with power, years and years of study, training, and practice flowing into your mind over the course of a few seconds. The third will grant you the ability to teleport anywhere you can think of - but only for 24 hours. Fourth and finally, you may select an individual and effectively rewrite their sexuality, turning them from a perfectly innocent virgin to massive slut with a snap of your fingers as well as their affection target and level of attachment. Sadly, these options may be utilized no more than twice every ten years, though you may also push these benefits onto another person if you wish, granting them strength and power or a hellishly strong weapon depending on your choices. Don't worry this ring can't be used by anyone but you.

Ordinary Citizen

Tickets To Anywhere (100 cp)

Truth be told, this is not so much an item as it is a collection of them, or perhaps a tendency for you to find something. Hidden in the cracks in the walls, used as bookmarks in old books, perhaps even handed out on street corners, these scraps of paper are everywhere. As for what they are and what they do? Well, they're coupons of a sort. Each and every one of them in your collection advertises a single free service or item offered by an establishment of some kind. Perhaps you'll find a ticket that grants free entry into the local strip club, or a free outfit to force your slaves to wear while working.

Rest Your Legs (200 cp)

Walking is for plebians, peasants, and the poor. Are you one of those? I think not. That's why this carriage has been provided for you. It's large enough for a good dozen people - or two of them in many sticky positions - and is quite comfortable. It's best trait is how fast the horses pull it, that being the speed of waifus. It holds some similarity to the speed of plot, that you shall arrive exactly when you need to arrive to be dramatic, though in this case it instead makes it so that when you travel with the intention of meeting an individual, you will arrive at the perfect moment to fuck that individual should you desire to do so. Perhaps just after they finish scrying a man whom they have a crush on sleeping with another woman?

Flowing Water And Coins (400 cp)

Hidden away in almost every major city of the world, and sometimes not hidden at all, there is a building that glorifies perversion. A strip club, a slave market, a hot spring - though admittedly, that last one is relatively tame until someone sneaks in the back door. You are now the proud owner of one such den of sin, having made a business out of un-repressing the desires of your customers. Your establishment is largely immune to the scrutiny of the law, something likely caused by their own patronage of your services. Largely immune is not wholly immune however, and so you should probably make at least a token attempt at keeping certain things behind closed curtains. Or choose a largely innocent theme, such as the previously mentioned hot springs.

Heart Of The Desert (600 cp)

What was once a simple oasis, a spot of water, life, and civilization in the center of an otherwise inhospitable wasteland has grown into an entire city, all based around one single thing. You. Built by you, paid for by you, and meant for you, this bastion of civilization is an overly glorified house meant to sate your ego and your appetites. While it pays tribute and lip service to the laws of the land, inside it's walls things become exceptionally fuzzy should said laws contradict your orders. For now, it is the center of the slave trade in this world, something specifically designed to seek out and enslave any woman worth noting and bring them to your attention and mercy, for you to do with them as you wish. Even apart from those you steal away in the night or who are sold to you to be placed on the market, events will often conspire for those you would never be able to touch to simply fall into your lap. Perhaps they have some cunning plan that involves pretending to be enslaved?

Descendant of Berg

Water of the Gods (100 cp)

Though Asgard places very little value on the water that flows through their fair city, they do acknowledge it's occasionally miraculous powers. This bottle of holy water is always pleasantly cool to drink, cleans things remarkably well, and as mentioned is quite holy. If you know what you are doing, you could mix it into some cooking to create a healing potion in the form of some delicious jams and jellies. You always have a half dozen bottles of Asgard Water on you at all times, even if you've quite literally just dumped them all out or sold them.

Siren Orb (200 cp)

A small crystal orb perhaps the size of a man's fist sits in the hand of a stone wizard, which in turn sits in the center of a rather pleasing fountain. The statue is of a distant ancestor of yours, the water is holy, and the orb is something of their creation. Each jump, a single threat may be registered to the statue, and the orb will provide you with status updates on the nature of the threat. Clear means that there is no threat, that they are dead or so weakened as to be irrelevant for another decade or so. Yellow means that they are gaining power or drawing closer, but are still easily dealt with. Red means that they are about or have just done something terrible in a manner you cannot easily counter. And black? Well, black is the kind of horrible where you realize that they've become virtually unstoppable and are standing right behind you.

A Bottle Of Spirit Made Flesh (400 cp)

This simple vial is a truly difficult thing to get one's hands on. Even the descendants of Berg cannot easily lay hands on it, and yet it seems one has made its way into your possession. The last remnants of an ancient civilization that existed before the demon lord destroyed the world, this potion can cure anything that ails you, even death. Whether you drink it down or have it poured across your ashes, you will be utterly fine moments later. It's only one, of course, but it can be more than enough in the right hands...

Holy City Of Water (600 cp)

In ages past, this city was the last stand of all that was good in the world against the forces of darkness. Though it was destroyed, it held out long enough for good to triumph over evil and the city was later rebuilt into its current form, and as it turns out, one of your distant ancestors was responsible for it's rebirth into a holy city. This creates an incredible... interesting effect, in that those who live here are almost incapable of viewing you as anything less than perfect. The fact that you walked through the town buck naked and dripping sperm from your womb is surely a part of a holy ritual to fight off the darkness, even if it is a little awkward to watch. Beyond that, the city itself may act as one massive focus for the use of holy powers, and any child born inside of it's walls has a significantly higher chance to be born with talents that equal or even surpass those of their parents.

Demon Army Remnant

Bottom Of The Totem Pole (100 cp)

Demons aren't exactly a sentimental lot, and the vast majority of them only respect strength - well, some of them respect the strength of the Demon Lord's dick more than his actual power, but the point stands. What you have here is a small swarm of minor demons that you 'politely informed' of their gainful employment to you at some point in the past, and crushed anyone who resisted. What's left is a nice collection between brutish goblins who can't wait to have their way with the local townswomen, a surprising collection of remarkably poisonous insects, and some very feral wolves. Use them to abuse others, or just abuse them yourself - either way, they basically exist for your enjoyment. And if any of them disagree, just kill them.

The Foulest Of Them All (200 cp)

In the middle of a forest grove sits this grand and ornate mirror. If you look into it, you will see a room. Perhaps your bedroom as a child, or a mansion you spent a summer working at. Looking upon this reflection, recognizing it, acknowledging it, will see the viewer pulled into the mirror by the curse that it holds. Once inside, it becomes exceedingly difficult to remember how you got there or where you were before. If you should eat any food inside this place of "safety", and there may be illusions of your friends and family who entice you to do so, then you will be trapped forever, and your soul used as fuel for the demon army. It was once used to trap soldiers and those who would fight them, and now it serves you. Looking inside is unwise, but since you know it's a secret it ought to be safe enough.

How To Spend Eternity Wisely (400 cp)

Open bank accounts. Invest in safe but slow things. Humans might not have the time to do such things, but when 100 years are the blink of an eye, suddenly those 'slow' things are positively fast by comparison. As part of her plan to wile away the years while the Demon Lord reincarnated, Seto invested a small portion of her power in an individual. This individual would accumulate wealth and prestige on her behalf - of course, the real plan was for him to rape the female gender until no woman living seemed appealing to the Demon Lord. You have something similar. An individual - gender is up to you - who exists to operate in the background and provide you with wealth, fine silk, delectable sweets, whatever material goods you may desire. And when they aren't serving you, they are doing their utmost to ruin any potential romantic rivals you may have via the careful distribution of favors, wealth, and dubiously legal goods.

At The World's End There Is A Throne (600cp)

Deep in the heart of a frozen tundra and surrounded by waves that would freeze solid if they stopped for more than an instant lies a ruined and forgotten castle, the castle of the Demon Lord Mitra. Powerful demons roam it's halls, and the upper levels reach into a non-euclidean space - Hell, perhaps? To those not invited, the castle is a deathtrap, a maze, and quite possibly changing itself to spite their attempts at progressing through it. At the very top - or the very bottom, such things are not clear with the casual disregard for physics this place has - there is a throne. Sitting upon the throne allows you to access a reserve of energy that is tithed to you by any and all who serve under you, be they demon generals or simple farmers. You may use it as you wish, for the castle and it's inhabitants have acknowledged you as their king. While inside it's walls, any abilities you have that dominate others are also increased in effectiveness.

Companions

Import (100cp/400cp)

New faces are nice and all, but the good friends you have made along the way shouldn't be forgotten. For 100cp you can import a single companion with 600cp for their use, or fill the whole roster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same 600cp for perks and items. They can still gain more if they choose to take drawbacks.

Canon (100cp)

Surprise, surprise! So, you took a liking to a native of this world and decided to invite them in a new adventure? I can't blame you if that's the case, with so many colorful characters. I'll make sure to create as many opportunities for you to get along with them, but the convincing will be yours to do. Just remember that some of them have some weird circumstance going on and you might need to help them with that before going on.

Distant Descendants (200cp)

Though Sphilia is the direct inheritor of Berg's magical power and will, she is not the only one. Time, distance, and bastard children have ensured that the line is not limited to just her. This trio of young women also carry a small portion of Berg's might within their blood. The first is a flirtatious and outgoing girl from what would eventually become Laoda, with a talent for fire magic and a salamander as her familiar. The second is a quiet and shy girl from near the Zord Ice Caverns, with a talent for wind magic and a weak dragon as her familiar. The third is a studious and arrogant girl with no familiar at all and no talent for summoning one, but entirely too much magical power and far too many mastered spells to balance it out. They can work together as a team, though their personalities clash a tad bit too much to make such a thing a smooth operation. Regardless of your actual affiliation, the three girls keep running into you - sometimes literally, sometimes not but with marshmallow hell - far too often for it to be a coincidence.

Strawberry Parfait (100cp/Free Demon Army Remnant)

Turns out some people weren't so convinced about having a teenage girl be the primary line of defense in case the Demon Lord really appeared again, thus a secret project started. Their goal was what you're seeing now, an homunculi. An artificial being born from combining the genetic material of the most notorious descendants of the Holy Wizard Berg, a being who would hold a magic potential never seen before. For some reason she looks like a palette swap of Sphilia, white hair, red eyes, with slightly bigger curves and narrower waist and shoulders. A sweet gal all around, it seems that she spent most of her time copped inside the laboratory where she was born, raised by the old magicians that got too old to actually care much about some dumb prophesy. You kinda released her by accident and she has been following you ever since, much like a lost puppy. Bubbly and curious of a world she always wanted to experience, she's hopelessly naive and frail when it comes to the horrors of it. Despite this she's naturally insightful on the emotions of others and holds a talent for magic that could surpass a Demon Lord or God. She holds you dear in her heart for helping her see the world and easily accepts your demands, especially those of a lewder nature, a mix of her curiosity and barely concealed crush on you.

Filling Apple Pie (100cp/Free Drop In)

You know, Seto wasn't the only God around. This one right here is yet another female deity. She looked at the Demon Lord that Seto was supporting and couldn't help but snort, writing him off as a brutish dumbass. It did give her an idea, to find the one with the potential to be her champion and husband. Tall order since her high standards kept her as a virgin until she met you, curse or bless your luck. She has looks that could only hint at 'fertility and sex goddess', a caring side just for you, loyalty greater than Seto's own, actual intelligence, decent standards, and is always fair at judging people or situations. However, she's also a harsh taskmaster and a demanding cheerleader, someone that will give you everything you need but will also expect you to put max effort into mastering your gifts. She does love you in her own way, which often shows by doing her best to help you become your own best. Unlike certain other goddesses, she isn't jealous and will encourage you to have a harem, thinking that it's a good show of your superiority over others. However, she will start getting sickently sweet if she feels that someone is actually threatening her place in your heart.

Midnight Snack (100cp/Free Ordinary Citizen)

Out of all the creatures, monsters and demonic races in the world, why you ended up with a vampire as a familiar is beyond your understanding. Guess that's the luck of someone that tried to replicate the summoning ritual without much preparation. Now you're stuck with a blonde loli with a strange fixation for donuts. She is rather talkative despite her archaic speech, easy to talk to in spite of her regal demeanor, and quite accepting of the situation, as she affirms your ritual was actually a marriage one. She accepted it since you were to her preference and she was curious about love. She will quickly grow fonder and fonder of you. That's also the reason for her current appearance despite her age, which can be proved whenever she drinks some blood and reverts back to her true, curvier, taller and striking appearance. While she can only exert her full power in her true form, she's still quite strong and versatile when looking younger, often staying literally inside your shadow in case you need her help. While she doesn't mind you having some 'affairs' she's prone to jealousy when you're too close to a female she doesn't like or approve of. Similarly, she's sure to sulk and get depressed if you don't talk to her often enough.

Sugary Turrón (100cp/Free Descendant of Berg)

Did you know that Berg's familiar was some elf dude? Turns out that before becoming some crazy hobo he managed to leave some descendants just in case. Meet the latest generation from that lineage, an elf girl that looks no older than Sphilia herself. A passive girl with a 'happy go lucky' attitude and friendly demeanor, if she weren't an elf one would mistake her for a particularly chirpy town girl. Yet, there's more to her, being trained since childhood in practical magic and hunter skills, including how to use the bow. She might not be the strongest in a direct fight, but her varied abilities are incredibly useful. Offering to join you in your travels given the prophecy of the Demon Lord's revival, adventuring with her will feel more like an outing with a friend than a hunt to prevent the end of the world. You're the first person she's into and will try to 'bait' you into making a move on her; bending over and showing you her butt randomly, using loose clothes to give you peeks of her breasts when you're alone, 'forgetting' that you're using the shower and entering naked, etc. Remember, like all elven women, she may be pure like the driven snow now, but once you show her the pleasures of the flesh, you will unleash her dormant gargantuan libido.

Drawbacks

Beyond Love And Evil (+100cp)

Much like Seto is with the Demon King, you now have become a loyal but possessive lover. While that by itself isn't so rare or dangerous, you do take it a bit further, usually schemin dangerous plans to keep your beloved one by your side, or become increasingly vulnerable to do stupid shit in a fit of jelously.

Rick Dickens (+100cp)

No one likes you! Well, maybe that's an exaggeration. People can like you as friends or be pleased with your presence, but it will be difficult. You can still fuck some (and by 'some' I mean prostitutes and rape), but don't expect any romance with others during your stay here.

Pushing Statues (+100 cp)

Well crud, if you had any hopes that this would be simple then I'm afraid I must dash them. For you see, you must now contend with something far worse than demonic swarms and evil plots to resurrect a great evil. You must deal with puzzles. Sometimes it seems like no matter where you go, there is at least one of them. It may be something simple like the passage between your front door and your bedroom having become a great maze, or something infinitely worse, requiring actual thought and deductive skills to solve. Thankfully, this mostly occurs in enemy territory - your bedroom is safe.

Familiar It Is (+200cp)

This will...heighten your libido, more like skyrocket it to heavens and then some more. You're hornier than a teenager that just discovered sex. Sadly, your 'equipment' down there is far from ideal. Enjoy spending the next ten years going from horny enough to rival Godel, to impotent kid unable to get it hard. Some call this torture, I call it quality entertainment.

You Did What? (+200cp)

Let me see, here says that you're a naive dumbass with more ideals in his head than actual facts, piss poor observational skills to the point that you wouldn't realize your lovers are cheating on you unless you see it directly, and that you usually do dumb stuff just because it seems like a good idea at the time without ever thinking on the consequences of your actions. Yes, sounds like you alright. At least for the next ten years. Let's hope you don't die.

Random Plot Relevant Hobo (+200cp)

Remember your age roll? Wait, did we even have one of those? Well, either way you can go ahead and forget about it entirely, your new age is somewhere between 'older than fucking dirt' and 'they hadn't invented breathing yet'. I kid, I kid, you aren't quite THAT old. You do have several issues that come with your advanced age, such as a rather spotty memory and inability to focus on critically important details for any length of time without assistance. There's also the aching in your bones which makes prolonged combat unfeasible, though on the plus side you can use it to detect storms for some reason. Luckily for you, your libido is still fully intact. Hell, it's one of the things that helps you focus.

Llamas with Hats (+300cp)

Holy shit, man. You're incompetent at everything. Fighting, cooking, fucking, etc. You even walk funny. I really hope you have some loyal and nice companions to do things for you, because you aren't fending off for yourself during your time here. Most of your powers have been weakened and the shit you brought here are the only ones that seemingly work as intended. Don't even try to learn new stuff during your stay here, you will end up losing power and skill instead. You utter failure.

Berg's Familiar (+400cp)

Sphilia? Who's that? Sounds like someone who won't be born for another few hundred years. For whatever reason, you aren't entering this jump in the day and age that you'd expect - instead, you're a little over 400 years in the past, during the reign of the first Demon Lord. Your overall goal hasn't changed, but you'll be doing it on a shorter timer, with less support, and oh yeah, the Demon Lord is still alive and at full power. ...What's that, you thought you were his reincarnation or something? ...Don't ask questions you don't want to know the answer to. Even if you were, it's not like you'd share with him so he certainly won't be sharing with you. Ahem. Beyond the above issues, you actually have a goal that you now **MUST** fulfill. Drop In's and Descendants will need to see the Demon Lord laid low and then build the system that would one day see it done again, while Citizens and Demons will need to claim the throne themselves and then defeat Berg and conquer the world - though, a Citizen may wish to elect a demon as their champion, stand in, or 'benefactor' instead of taking the throne themselves.

Final Choice

Go Home
Stay Here
Keep Jumping

Notes

- Made by Ricrod with BLADE's help
- Fanwank helps
- Fillin Apple Pie: Basically an improved Seto by not being stupid.
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