

Kuroinu

(Version 1.05)

Our story takes place in the the continent of Ostia/Serenus. For many years the monstrous races of the Northland, called Legion, have raided the south raping the women, and pillaging the countryside until the south managed to repel them. However a few hundred years ago this cycle changed with the appearance of the Black Citadel. The Dark Elf queen Olga Discordia, an incredibly powerful witch, bolstered Legion with her magic powers making them unstoppable. However the High Elf Celestine, considered to be a goddess, saw visions of Legion's rampage and united the Southern Kingdoms into the Seven Shields Alliance, stationing themselves in seven legendary fortresses to beat back the Legion, and so the war has gone on for hundreds of years.

However all of this has given rise to a new threat, this war has caused many to take up the sword for money, forming large bands of mercenaries who care only for a quick buck to spend on their vices. However one sinful, charismatic, and pragmatic man named Volt has united all of these disorganized mercenaries into one massive army known as the Kuroinu mercenaries, quickly gaining strength to challenge both sides of the war.

Celestine recently received a vision that the Black Queen's strength was weakening and the alliance, thrilled but cautious, paid Volt's mercenary group to assault the Black Citadel instead of their own army. And to the surprise of many he succeeded. However soon he will use the many forces of the legion in his own plan to destroy the Seven Shields Alliance and see the Princesses and all their (female) followers defiled and the establishment of his own nation, The Sex Empire, where all females are required to serve men.

You start after the Kuroinu mercenary group has taken the citadel, as the imprisoned Dark Elf Queen Olga and her royal follower Chloe ponder their fate. Perhaps you could save them and stop this madness or, I suppose, you could just join in on the fun.

Locations

It's your story, pick and choose.

- 1. Black Citadel:** Located far in the North, this citadel is the main fortress of Queen Olga, the dark magic in it have scarred the landscape into a barren wasteland filled with toxic air and poisonous swamps. Any 'good' race, such as humans, couldn't stand being around this hellscape, while the evil races such as Orcs, Ogres, Goblins, and Trolls flourished under Olga's rule. However the mercenaries under the command of Vult, using the fact that they have many Ogres and Orcs in their ranks, have done the long though impossible and have broken through the citadel. Now the Queen and her bodyguard lie captive in the prison, hearing the sounds of the mercenaries partying and soon will be brought before Vult so that he and his forces can 'indulge' in their bodies.
- 2. First Fortress:** The fortress in closest position to the hostile Northern steps and thus has the most offensive oriented army of all the fortresses. Alicia is stationed here along with the renowned Holy Iris Chivalric Order. However the minister of the first fortress Beardsley plans on betraying the fortress to the Kuroinu mercenaries in an attempt to get Alicia all for himself. With the information he provided the mercenaries will attack the fortresses weak points, although it helps that Alicia's stubborn naivety will cause her to surrender to save her followers.
- 3. Second Fortress:** This fortress is under the command of Prim's parents with Prim acting as the fortress's figurehead. This fortress also acts as a supply depot for the First Fortress. To ward off raids by the Legion this fortress has perhaps the toughest walls and tightest defenses out of all of them. These defenses will not help them however when the Kuroinu mercenaries, with help from the betrayal of the Imperial Purveyors, the Mortadella Brothers, find a way to sneak in and take the fortress from the inside.
- 4. Third Fortress:** Home of Kaguya and Easterners who traveled under their God's orders. The Priestesses can actually hear the voice of God commanding them to fight against the forces of the Legion, but they are

ill-prepared against the well organized forces of Kuroinu. Additionally a jaded disciple of god, the bug breeder named Shamhaza, will tell the Kuroinu forces of a secret waterway that they will use as a way of infiltrating the castle, causing it to fall.

5. **Fourth Fortress:** Home of the Mercenary Princess Maia, this town was created to be a hub of trade by the Merchant's guild. While it does possess a strong and skilled group of archers, when the Kuroinu mercenaries come a treacherous nobleman, Michel Pantielle, will provide information about the cities fortifications while Shamhaza will create a special breed of bugs that will destroy the walls as the Kuroinu mercenaries will use trebuchets to whittle down the archers. Additionally Maia, weighed down by her unreciprocated feelings for him, would be unable to fight against Volt. Leading to a quick defeat at his hands while the fortress falls to his forces.
6. **Fifth Fortress:** Stronghold of the Halfling race, lead by the princess Lulu. Known for its powerful forges and its natural mountainous defenses. None of this will matter however as a specially made poison by the Kuroinu's mage Keanne will be used to knock out the halfling defenders and win the Kuroinu mercenaries a key battle with zero casualties.
7. **Sixth Fortress:** Lead by Claudia, considered the strongest fortress. However their previous leader General Grave, has betrayed them to join the Kuroinu groups and as soon as they realize this moral will plummet leading them to be easy pickings for the mercenaries. Unless you do something it will be the first fortress to fall.
8. **White Citadel:** Home Fortress of Celestine, meeting place between the alliance commanders, and main bastion of the church. Celestine just a figurehead to the cardinal and the bishops. She is going to be betrayed by the archbishop who will join the Kuroinu mercenaries and denounce her as a witch. This is a (doomed) plan by the church to keep the Kuroinu Mercenaries contented but Volt true to form plans on backstabbing the Church as soon as it's convenient.

Alignment

You can choose to either have a history in this world or arrive in the world as a Drop In.

Kuroinu: Whether you have been with the mercenaries since they were first formed, were a monster that turned on Olga to join them, a traitor to the Seven Shields Alliance, or perhaps even another warlord wanting to conquer the kingdom similar to Volt. Regardless of your origins one thing is clear, you will stop at nothing to get what you want, whether it be power or women, and will likely envelope the world in flames if it suits your ambitions.

Seven Shields Alliance: You could be a simple civilian, a fearsome member of one of the holy orders, or even one of the Princess Knights themselves (even if you are male). Regardless you need to prepare yourself as from the ashes of your old enemy of Olga, the Kuroinu mercenaries will turn on and attempt to conquer the seven fortresses. Unchecked, they will succeed and establish their kingdom of sex. Perhaps you could change that however....

Gender

You have a free choice to become male and female.

Be warned that as a female you are in greater danger in this world as you are likely to become a target by Kuroinu, so as a bonus due to the inherent dangers of the setting **if you choose or happen to be female you gain an extra 100CP, although you will be trapped in that form for the whole jump with any power you possess to transform or shapeshift missing. You can forfeit the extra CP in exchange for being able to take any form you like however.**

Races

Human: The plainest of plain options. You're probably looked down upon by the elves and halflings and seen as food or rape victims by Monsters, but you are the most common race around.

High Elf: A rare but influential race descended directly from the female giant that was said to rule the continent in the past. High Elves live for an incredibly long time, retain their youth and vigor, and have a high tolerance for pain. The Goddess Larentia was one of the first High Elves and it is said that any elf that matches her physical description which is busty with blond hair, and who possesses her divine healing power is her reincarnation as with the case of Celestine, the founder of the Seven Shields Alliance. They also are prized commodities for slavers so watch your back.

Dark Elf (Female Only): A Dark Elf then Jumper? That's unique. Unlike the High Elves the Dark Elves are a race of all women, an actual pure Dark Elf like you is incredibly rare. You likely come from the dark elf population hidden far away in a temple in the farthest reaches of the north. Most pure dark elves are incredibly concerned about their chastity and consider only the seed of the male giant that gave birth to their race as worthy of continuing it. Being a Dark Elf is going to bring its own difficulties to you though as they are both heavily discriminated against by humans due to hatred of Olga and also their long lives and resilient bodies make them priority targets for slavers just like the High Elves.

Monster (Male only): Groups of vicious predators that originated from the Northern Wastes, Whether you are an orc, ogre, or a rarer type of monster such as the wolfdmen or fishman they usually share a few common traits which consists of greatly enhanced physical abilities but a dull mind that can think of only fighting, fucking, eating, and sleeping. Luckily it seems that unlike almost all of your kin you have retained higher intelligence, but good luck trying to convince anyone on the good side that your not a violent monster that should be exterminated or those on the bad side that your not just cannon fodder.

While rare there actually are some monsters in service to the Seven Shields Alliance such as the Pig Brothers. So this option is not entirely exclusive with the Seven Shield Alliance alignment.

Halfling (Female Only): A race that appears as child-like but possess physical strength many times greater than even adult humans. Capable of swinging around even enormous axes like the are children's toys. This race is all-female and are required to mate with other species to reproduce. Renowned for creating quality weapons.

Perks

Kuroinu

You, Yes You (100 CP Free Kuroinu): I hope you're prepared to get laid jumper, because opportunities for sex seem to just fall on your lap (or your dick). Volt calls in the goons to rape the heroine into submission? Well, mister goon, not only are you first in line but you get first dibs on her virginity. Heroine consumed by lust choosing someone to have sex with her? She singles you out from the crowd with no hesitation. Slave auction with some rather beautiful gals, going on? Well you either suddenly got quite a lot of money, everyone else in the auction is even poorer than you, or the slaver just likes your face and gives you a discount. Enjoy the sex... you lucky bastard.

Orc-Size Weapon (100 CP Free Kuroinu): Dear God can something that big even fit? Well Jumper either you have some ogre/demon blood in you or you were a product of Keanne's experiments, because your dick is frankly massive. Luckily with this perk everything seems to fit snug and you're not in danger of killing her with your cock, or worse making her so loose so that sex won't be as enjoyable. Expect severe dick envy from your peers and eyes filled with astonishment, fear or lust from women.

A Bloody Imposition (100 CP Free Kuroinu): As fitting for a brutal warlord such as yourself, your very presence reeks of sin and blood. Even the Dark Elf Queen Olga who looks down on all humans would be taken back by your imposing presence and be forced to admit you are more than a mere insect. Not only is this a good boost to your intimidation but you also find that those with similar depraved natures tend to flock to you as a natural leader. Although whether you have the skills to manage them and keep them focused is a different matter.

Steal, Rape, Destroy, Burn! (200 CP Discount Kuroinu): When it comes to looting, pillaging, and raping the Kuroinu mercenaries would consider you to be an exemplar of the art. Not only does it seem like anyplace you loot has more valuable things (or more beautiful women) but you also have a nose of a bloodhounds for sniffing out valuable treasure hidden away. This perk also extends to those under your command as long as they are doing the pillaging under your orders. Perfect for keeping an army of mercenaries fed and content while you all conquer the land, or perhaps just for lining your own pockets and satisfying your own lusts.

Completely Trustworthy (200 CP Discount Kuroinu): ... is what every idiot here thinks you are. Whether its promising you'll spare the citizens of one distraught princess as long as she (sexually) submits to you and your men, or promising one of the Knights to a hormone filled general who wants to impregnate her to continue his bloodline when in actuality you plan to whore her out like all the others, they just seem to think you'll keep your word regardless of how untrustworthy and scummy you have been before. Repeatedly breaking promises with an individual will see this trust break down but you get away with things more then you have any right to.

Weak Link (200 CP Discount Kuroinu): Part of the reason that the Seven Fortresses fell so easily was that almost all of them were betrayed from within. With details about the defenses of each fortress given freely how could any of them hold against the Kuroinu mercenaries? Like Volt you too can easily find traitors within the ranks of your enemy who are willing to betray them for profit or to satisfy their carnal desires. While the actual usefulness of these traitors tends to vary you will almost always find someone high up enough that can provide useful knowledge about your enemies weaknesses and as a bonus they could prove to be useful enough allies on their own right.

Veteran Mercenary (400 CP Discount Kuroinu): Truly Jumper you are worthy of the title The Black Swordsman.... shit wrong series. Still when it comes to sword skills you perhaps are one of the best in the world with only Volt or the princesses able to match you. You could easily handle even ten other skilled swordsmen or monsters like ogres and demons all by yourself. As an added bonus you are quite skilled at disarming and knocking out opponents for 'fun' later.

Women Should Serve Jumper (400 CP Discount Kuroinu): You might give those that you mindbreak to your men to 'inspire' them but both your men and the heroines both know who they serve. While I hesitate to call this anything as substantial as love they will find sex with others to have become duller and sex with you to have become more pleasurable. Given the option of a night of lovemaking with one guy or a short blowjob with you, she'd take the blowjob every time.

The 'Rewards' of Loyalty (400 CP Discount Kuroinu): You'd think a group or empire that runs basically on lust would crumble the moment it meets any stiff resistance, but you'd be wrong. The men under your command, when motivated by proper 'rewards' seem to fight like devils, fighting when many other men would have already broke and ran. A ragtag group of mercenaries, for instance, could even take the heavily defended Sixth Fortress from the Seven Shield Alliance's most veteran knights. Give them enough 'rewards' and your men would be unshakably loyal to you and to your lust filled campaign. I guess you could also just pay them in gold and plunder too...but where's the fun in that?

If your army so happened to be made up of women instead, then they will be motivated to fight at similar levels for a chance to be 'rewarded' by you, or any captive men (or women) you have.

Our Glorious Cuntry (600 CP Discount Kuroinu): While having the leader of your enemies kneeling at your feet is nice there is still the problem of the rest of their army to deal with. Afterall there are always a few annoying individuals who fight for their country or just because they take exception to you pillaging their country and raping anyone you please. Luckily, with this perk, the rape of the leader (or similarly inspiring figure) of your enemies causes morale in their army to drop like a rock and civilians to become meek and accepting of even the most horrible of things you inflict on them. Actually breaking the minds of the leader and leave them as a pleasure seeking husk would cause even the most stalwart of soldiers to drop to their knees in despair (and coincidentally cause many in the army to be vulnerable to be broken in a similar way).

Warlord (600 CP Discount Kuroinu): You are no longer a simple minion of Volt anymore Jumper. By taking this option you have either replaced Volt entirely as the leader of the Kuroinu mercenaries or have started your own group of mercenaries who stand at par with them. Regardless as the leader of your band of mercenaries you possess great skill in organization and tactics. You could easily organize many different bands of mercenaries, some of which include the stupid, instinct driven monsters, and form them into a professional fighting force the equal to (or even greater then) any kingdoms army.

Corrupter of Men and Nations (600 CP Discount Kuroinu): It takes a certain soul to not only revel in their own debauchery but to spread it to anyone they meet as well. You possess the will, knowledge, and influence to spread your corruption. You could slowly corrupt a paragon of a knight like Alicia or even Celestine herself from serving their nation into 'serving' their nation's men and get those same men who once loyally followed her into treating her as nothing but a slut. The corruption you inflict on others is so great that it lingers on even after your death or disappearance and you could easily establish a self perpetuated empire that would thrive and prosper for decades.

Additionally when you conquer places you can easily massively swell the size of your army with people drawn to your victories. Even the once loyal soldiers of your enemy would join your force to make ends meet, and would gradually become corrupted in the same way that your men are and continue your debauchery.

Seven Shields Alliance

Goddess's Grace (100 CP Free Seven Shields Alliance): With looks like yours around, it's no wonder so many individuals joined Kuroinu to claim the beauties of this world for their own. You possess a full figured appearance to rival Celestine herself if you are female or an irresistibly handsome or innocent charm if you are male. Such an alluring appearance like yours is sure to draw in admirers and the envious alike.

Alicia's Admirers (100 CP Free Seven Shields Alliance): Appointed by the Goddess Celestine the Princess Knight and following the incredibly noble task of protecting the kingdom from the depraved and monstrous forces of the Legion it is no surprise that they are well loved by their followers. Even if you are not a Princess Knight you will find that you can easily gain the love and affection of your followers and people, especially if they see that you actually care about them.

Very good for becoming an incredibly popular figure in the lands you rule, probably less than good when you're infatuated followers betray you and the country in order to claim you sexually for themselves.

Above-Average Administration (100 CP Free Seven Shields Alliance): You're not some lazy noble whose family name is the only reason why you're in power, you have great knowledge about how to run a kingdom and keep the people under you content and happy. Managing large famines, constant attacks by the monsters from the north, and the self serving schemes of noblemen and merchants with skill that would leave others in awe. If you were a princess knight then you likely can lead those under you into an age of prosperity similar to Alicia, if not then you probably hold the position as a trusted administrator to one of the Princess Knights.

Betrayal Bloodhound (200 CP Discount Seven Shields Alliance): Without exception each fortress fell victim of treachery as those who lusted after the beauty of the Princess Knights stabbed them in the back without fail. Those who would betray their country should be afraid however, because you have an extraordinary ability to find and expose them. Secret correspondents and information exposing them seem to fall in your lap and those who are guilty just seem to appear wrong to you. It would take an incredibly practiced spy to escape from your gaze and someone you know personally could never hope to hide their betrayal from you.

Kidnapped Beauty (200 CP Discount Seven Shields Alliance): Volt's main method of operation with his female enemies is to capture and break them as both a declaration of power and as a way to satisfy the lusts of both him and his men. While horrible to those that have to suffer through it this does grant you opportunities to escape that you wouldn't have had he just killed you outright. Opportunity you have the full skill to take advantage of as not only do you have an almost supernatural ability to escape when caught, but you also seem to have greater luck for shaking off any precautions that Kuroinu (or any other group) might have placed to keep you from escaping, such as will powering through aphrodisiacs they pumped into your system or finding a way to free your men and civilians at the same time you escape so that they can't be used as leverage against you.

In future jumps you will find that your enemies prefer to capture rather than kill you, for reasons both practical or just lustful.

Captain of the Queen's Guard (200 CP Discount Seven Shields Alliance): If you are going to fight for the Goddess and for your country you are going to need the fighting skills to back it up. Luckily the title of Princess 'Knight' is something that definitely applies to you as you possess great skill in fighting and protecting people equal to even Claudia or Maia. In direct combat you could match even Volt himself, and if you're fighting for something important to you then you could push your abilities even further beyond to the point that no regular man can best you.

Charisma of Celestine (400 CP Discount Seven Shields Alliance): Are you a Goddess Jumper? Well even if you are not the people that follow you could be mistaken for worshippers. You have a certain empowering and regal presence matched only by Celestine. Your kind smile would light up even the darkest night. As long as still draw breath the people under you have incredibly high morale no matter the obstacle. You additionally are both an incredibly skilled orator and have a voice that could charm even the hardest of thugs. In addition you also have Inherited one of Celestine's abilities, namely that your breast milk (or semen if your a man) acts like a panacea and can even revive the recently dead.

Finally you have the posture of a true leader. Even on the hour of your defeat imprisoned in a filthy jail cell you still of the aura and dignity of a queen. Perhaps you could even rally the people of the Seven Shields Alliance together in rebellion when Kuroinu had conquered the fortresses and all hope seems lost.

Voice of God (400 CP Discount Seven Shields Alliance): Perhaps you lead another band of religious warriors similar to Kaguya, are a high ranking member of the church around Celestine, or are simply just some random cult leader that is aligned with the Seven Shield's Alliance. No matter the case you hold great sway over the religious.

The power of this perk is three fold. First you seem to exclude a voice that speaks with god's Authority and if the god you worship actually exists then you have the ability to speak with them directly or at the very least know what they wish for you to do in a situation.

As an added bonus you also seem to have gained the Priestess's God's ability to communicate with worshippers. Whether God is an actual divinity or just a mage pretending to be one like Shamhaza claims, his power could still serve you well if you ever wanted to found a religion of your own or wanted to inspire those that follow you.

Celestine's Premonitions (400 CP Discount Seven Shields Alliance): It seems that like Celestine you too have the ability to see the future. While this power grants only small less than useful glimpses of the future, Occasionally you will get crystal clear views of future events that will be useful to prevent tragedies or catastrophes. Try not to ignore these visions, as brushing them off could lead to it biting you in the butt down the line.

Mending Broken Minds (600 CP Discount Seven Shields Alliance): The Kuroinu mercenaries with malice and lust take what they want and rape who they please. While your main goal should be to stop these vile acts from taking place there is always the chance for you to be too late. Luckily although you may have not stopped the act you still can help the traumatised victims. You seem to have a supernatural talent for helping others deal with their traumas. The time it takes to do so is in proportion to the time it took for them to break, slapping sense into someone who was panicked by a monster is easy, but restoring the sanity of a queen who had to deal with her kingdom falling and constant rape will require time, kindness, and love.

Princess Knight (600 CP Discount Seven Shields Alliance): Guess its the Eight Shields Alliance now. When Celestine first gathered the Princess Knight's together you were one of the people called forth. As one of those Chosen by Celestine you will find that you wield great political power as the equivalent position to a King or Queen to whatever land you preside over, in addition to a strong fortress from which you protect the people of your land from.

Finally as a bonus in future jumps people seem to believe or recognize you as a hero chosen by god. Not only endearing you to the religious, but also easily allowing you to rally the good people of the land against any evil forces that threaten it.

Unyielding Will (600 CP Discount Seven Shields Alliance): You could be broken, beaten, and raped for decades but you would never give in. Even Volt would be shocked by your willpower. Unlike other Heroines, through sheer stubbornness you can keep your sanity no matter what torture Volt or anyone else does to try to break it. Furthermore any drugs or similar substances pumped into you or any magic meant to control your body or muddle your mind will find their potency drastically reduced, to the point where something that would cause other women to lose her mind to lust would only register as a slight warmth to you and spells designed to completely control your body would only register as a slight compulsion to you.

General Perks

World of Hentai (Free/100 CP): This world is a perverted one, and thus it comes with all the ‘benefits’ that are common in these worlds. First there is an overall increase in the beauty of the people in the world (mostly the girls), not enough to be truly outrageous, but enough so that the average girl would be quite a beauty and there are almost no unattractive girls around. Second it seems that sex and similar activities are overall a lot more pleasurable than they were before, it is quite possible for a woman or a man to lose their minds to lust here. Third normal rules regarding sex seem to have been thrown out of the window, women and men could cum multiple times in a short time frame or take a dick half their size and not die.

This is both free and a feature of this world but if you so desire you can bring this same aesthetic to other worlds for 100CP.

Stripperific (Free/100 CP): A quick look around and you’ll notice a common theme among the clothing that women wear, namely that they barely wear any. The Knights wear literal metal scraps instead of armor and priestesses don’t bother to wear any pants. Maybe it’s a fashion choice or a cultural phenomenon, or maybe they are just girls in a Hentai game. Now for +100 CP it seems that this odd fashion trend has spread to all the world’s you’re going to visit.

Princess Knights (200 CP): The world of Kuroinu is, or was, actually a very matriarchal place. The princesses stand in charge of the kingdoms, their armies are filled almost entirely with women, and even the Legion is run by Olga. Of course this setup is rather convenient for Kuroinu whose whole strategum of rape and pillage works out a lot better when they have a lot of targets. Now it seems that wherever you go you seem to meet quite attractive women in positions in power. That army that's attacking you? Well it seems to be lead by a gorgeous general whose ratio of female to male troops is incredibly skewed. You can count on nations to about 90% of the time be run by a princess or queen. Perfect for eye candy, or taking over places by mind break and/or seduction.

Insectoid Efficiency (200 CP): Like the bug breeder Shamhaza you too have great skill in breeding magnificent insects. You're skills extend to a multitude of fantastic bug species such as warriors with shells tough enough to withstand sword strikes, large tentacle like bugs strong enough to tear down sturdy castle walls, or just breeder bugs to mass produce other bug species through helpful 'volunteers'. You might want to be careful about who knows about your talents though, most people don't particularly appreciate the idea of a vicious insect army, the cretins.

Magical Arts (300 CP): Magic is a rather rare talent, possessed by only a few noticeable people such as the Black Queen Olga, the priestess Kaguya, Volt's henchmen Keanne and of course yourself.

Those with Kuroinu alignment gain access to Keanne's particular brand of skills. Whether it be creating magic sealing collars, an elixir that makes a woman's mouth incredibly sensitive, modifying monsters/humans to greater (sexual) heights, or even creating a spell that allows you to command those under its power to follow your exact commands, emphasis on exact. Your powers aren't just sexual either as you also can create a powerful barrier that greatly weaken a mage and disables their magic.

Those with the Seven Shields Alliance on the other hand will find a much more noble form of magic. Empowering your allies to stand strong and match the beastmen and orcs in strength while standing up to juggernauts such as the ogres with much greater strength. You can also heal their wounds, at low power allowing those affected to recover from minor wounds much faster from battle damage, and at max power regenerating even lost limbs in seconds, although such powerful healing magic would take a lot out of you.

Or rejecting both you could always gain powerful dark magic instead, while you are no Queen Olga, you would still have noticeable skill. Dark magic includes things such as raising the dead to act as minions, directly lashing out at foes with your magical power and Queen Olga was able to make the lands around her Black Citadel inhospitable to all but the most stalwart of creatures to deter and weaken her enemies.

If you happened to buy **Voice of God** then in addition to your chosen magic you also have learned Kaguya's ability to craft magical talismans. While these magical creations don't pack the punch that someone like Olga would have as a mage they still can be used to weaken or even kill those hit with them and you can even give them out to your followers for them to use in a pinch. If you are ever desperate you could always craft a talisman placed on your own body that kills anyone who has sex with you, but a strong enough constitution such as an ogre can always...pierce that protection.

Finally if you purchase this option more than once you can choose an extra magical style to specialize in regardless of alignment or previous perks purchased.

Items

Kuroinu

Plunder (100 CP Free Kuroinu): What kind of mercenary would you be without some loot to fill your coffers. Luckily from your past pillaging you have obtained a wealth of gold and other resources taken from a bunch of cities you looted. This amount is enough to make you well supplied and paid for at least a year.

Aphrodisiac Incense (200 CP Discount Kuroinu): While rape is fine and all there are quite a lot of downsides to having an unwilling partner. However this 'special' aphrodisiac incense when lit is strong enough to drive even the prideful Olga into begging for sex. Sadly the effect is only temporary and the host will regain themselves after they have been satisfied, but the memories about how they whored themselves out will remain to torture or arouse them.

Insect Jar (300 CP Discount Kuroinu): Perhaps this was a gift from Shamhaza, or maybe you are quite the bug breeder yourself, either way this special bug when released latches on to and injects whoever their victim is with a special liquid. Women injected with the bugs liquid become so blinded by lust that even the most devout priestess would be on her knees begging for sex.

You also can choose for the insect to have 'special' characteristics like the species that greatly increased Celestine's breasts size, or to quickly sprout into the tentacle like species that smashed open the walls of the Fourth Fortress.

Magic Sealing Slave Collar and Iron Manacles (400 CP Discount Kuroinu): While keeping strong individuals like Olga or the princess knights in chains is pretty fun, there still are a multitude of dangers that come with it, such as them leveraging their strength in killing your guards and breaking out. Luckily these two items, a leather collar and some iron manacles have you covered.

The collar is the perfect tool to keep an uppity mage in her place. When donned by someone their magic will be suppressed, leaving the average mage completely powerless and even powerful magicians such as Olga with little magical power to call upon.

The Iron manacles on the other hand are enchanted to dull people's reflexes and saps them of their strength. Even an experienced elven warrior such as Chloe would be rendered so powerless that even an average man could easily overpower her.

Seven Shield Alliance

‘Armor’ (100 CP Free Seven Shields Alliance): Covering only about as much as underwear would, can something as skimpy of this could even be called armor. None the less it seems that while wearing this you are as protected as if you were wearing finely made plate mail.

Royal Throne (200 CP Discount Seven Shields Alliance): A bitchin chair, like the one Olga possessed in the Dark Citadel. While sitting on it you appear more regal and charismatic. Additionally its really plush and comfy.

Happy Town (300 CP CP Discount Seven Shields Alliance): Congratulations Jumper on becoming a member of the nobility! You have just inherited the rulership of this town Wonderful place, the townspeople are nice, friendly and loving. The town is free of corruption and prosperous.

Be careful as towns like this are the first places to get looted and ruined the Kuroinu mercenaries.

Fortress (Free Princess Knight/400 CP Discount Seven Shields Alliance):

The fortresses were created to act as bulwarks against Olga's forces. Each has been tried and tested against innumerable assaults by the various monster forces under her banner and yours is no different. Not only is your fortress incredibly well made, enough to be the pride of any medieval kingdoms castles, but it also is personally customized to match your personality and aesthetic in addition to possessing a special advantage like the other fortresses.

Perhaps your fortress has a group of loyal non humans supplementing its army, such as the halflings or elves, or the fortress acts as a supply depot like Second Fortress and thus can sustain itself for so long against sieges that your enemy might as well just assault it directly.

The people in your fortress are loyal to you and are dedicated to fighting the evil of the Legion and Kuroinu, they also would not mind following you across the multiverse to continue their defense of the innocent.

Recording Crystal Ball (100 CP): If you are going to show the public humiliation of the heroines you might as well spread it across the kingdom. Luckily you have a set of these crystal balls which can record the acts of debauchery you commit to be spread across the continent. The best part is, you don't even need to set up these crystal balls beforehand. Instead every time you have sex or preside over those having sex you automatically get a set of these crystal balls which have recorded the events. Perfect for breaking down the moral of the kingdom you have conquered by showing their idol getting raped.... or just selling as porn to make a little extra money on the side.

Companions

The Feisty Few (50-200CP): Perhaps you need some extra firepower to help fight of Kuroinu, or maybe you need some extra muscle to help with your conquests. Either way, for 50 CP I can import or create a companion with an origin and race of your choice and with 600 CP to spend. If you want a deal then I can import a whole 8 instead for only 200 CP, aren't I generous.

Canon Companion (50 CP): Have your eye on someone in particular? Well by taking this option you seem to have the red string of fate tied between you too. If you're on the same side then you'll find countless opportunities to make a fast friendship between you too, while if you were on opposite sides then you'll find yourselves meeting on the field of battle where you'll quickly take them prisoner (and they will easily respond to your attempts to 'convince' them to see your side).

Uncorrupted/Corrupted: Depending on your origin and disposition you'd attract different types of people.

Uncorrupted means that they are noble and pure individuals, like the princesses and their soldiers (before the whole mind break thing).

Corrupted means that they are sinful and perverted individuals. Whether you found them that way or made them that way can be fluffed out how you wish. You also can fluff out the extent of their corruption, perhaps you want your companion/followers to be just as good hearted as the uncorrupted one, but still are incredibly perverted in private.

Seven Shield Alliance get the uncorrupted companions and followers, Kuroinu Mercenary gets the Corrupted companions and followers, and if you really want one of the other allegiance's options then you can pay a 50 CP flat price to pick and choose whoever you wish. Although getting the two different types of companions to get along would be a different beast.

High Elf Maiden (50 CP): This Elf, who possesses beauty to rival Celestine herself, as been raised isolated in the forest throughout all her life and you're the first human (or whatever non elf species you are) she has met. She has decided to follow you around for reasons outlined below. Luckily she's not just a pretty face, thanks to her century long time in the forest she is skilled in wilderness survival. She also quite skilled mage (there really wasn't much to do isolated in the wilderness except practice magic).

-Uncorrupted: Unfortunately due to conflict or banditry her family has been killed leaving her with no one left until she has meet you. You comforted her about her lose and allowed her to stay with you/your group. Luckily she recovered rather well, but has become rather attached to you and your friends as a result of losing everyone she loved. She's not going to be dead weight however as she has mastered a form of white magic allowing her to heal and enhance you and your allies. One thing to note about her personality is that as a result of her isolation she is rather.. innocent. Have a night of passion with a girl? She assumed that you two just cuddled to keep warm throughout the night. Bring up the tension between races and kingdoms and she thinks what everyone needs to do is just sit down and talk and the world could be at peace. Her heart beats loudly whenever she looks at you? She just thinks that means you two are great friends! Overtime her naivety will tone down from downright stupid good to just good hearted, she still will retain the childish curiosity about the world though. She also will grow to be quite a fan of classic story books, especially the romance ones.

-Corrupted:....Well in an effort to dissuade her from leaving her parents reguiled her with stories about the (sexual) dangers of the outside world. Unfortunately for them their stories had the opposite effect from what they intended. When you first met her she loudly proclaimed that “you intended to ravage her pure elven body until she could only think about your dick”. Let’s just say that calling her a pervert with a dirty mouth is putting it mildly. Luckily as the one who took her virginity first, she believes that means you own her mind, body and soul now and thus she will keep her pervertness to you and those you tell her to. Make no mistake Jumper, although she is a pervert she has channeled her perversion into mastering a similar magic style that Keanne has, and has absolutely no hang ups on using that magic to fulfill both her and your every perverted whim.

(Un)virtuous Noble (50 CP): With the good looks common to the nobility, this woman is in charge of a large city. She was trained since birth to rule and is quite a smart woman and an effective administrator. Whether it be armies, cities, or even a nation she could run them in so efficient a way that it would boggle the mind of normal people. May or may not have an oral fixation.

-Uncorrupted: Becoming the perfect noble that her parents wanted her to be, she runs her city with a virtuous hand bringing it prosperity. While she takes pride in how her city flourished, she herself feels like something is missing in her life. Which is were you come in. She feels intrinsically drawn to you, almost as if you two are bonded by fate. You are one of the few people that can get her to act human and enjoy life and she, as a result, is quite smitten with you. She is a rather prideful person though, and if you want to change her personality for the better you’ll have to be subtle. She, at the end will resolve to leave behind her town and come with you on your journey in an attempt to learn more about herself as a person, to find things that will help her people, ~~and also because she loves you. Baka.~~

Corrupted: In an effort to have their daughter become the perfect noble, her parents taught her to repress the negative parts of her personality and ran her through hellish training. But seeing someone like you who lived your life with a perverted freedom broke something inside her. Before she knew it she had opened the gates to her home for your armies and was bowing before you offering everyone in her home and herself in exchange for you telling her how to truly live like you. After a thorough fucking she was a reborn woman, using her smarts not in the name of her family or her city but as a slave to you. Luckily her skill in managing a city easily translates to helping run your army so she's not just another piece of eye candy. In addition she seems to take perverted joy in causing other nobles and rulers to fall just as she had, as well as indulging in the things she denied herself before (wine, fine food, sex). She does seem to be a lot happier now though....

Knight Captain (50 CP): Training from birth to be a warrior and a leader of men against the war on Olga, this women excelled in even the usually tough standards of knighthood becoming a true paragon of the blade. She is fierce, Martial, and utterly devoted to you. Perhaps out of just her taking the knighthood code of loyalty extremely seriously, friendship, or maybe out of love. Comes with a free group of the uncorrupted army Followers (Knights) who are greatly loyal to her. Although whether they stay pure is going to depend on the Knight Captain's personality, and unless you buy them then they are forced to stay in this world rather than come with her.

Uncorrupted: A great asset in the fight against the Legion, and later the Kuroinu mercenaries. She values honor and nobility in herself and her warriors and despises the Kuroinu group for the way they treat women and civilians. Her specialty in combat is defense, once she is told to defend a position she will do so with a fury and will that would shock those around her. Outside of combat she makes sure to go around helping her soldiers with any problems their having, drilling her soldiers so that they can keep up their edge, and making sure morale remains high. Her troops love her because she cares about them as individuals and acts motherly towards all of them both on and off the battlefield. She considers her oath of loyalty to you binding and will follow and serve you across the whole multiverse if she must.

Corrupted: Well it looks like she went against your forces and lost... really badly. A dark pleasure took a hold of her when she saw the women she had lead get violated by you/your men. By the time you got to her she was more then willing, pledging herself and all of her soldiers to whatever you want. As she was good at training others she decided (with your permission) to be the one to train her former men to love you/the D as much as she does. Much more aggressive than her uncorrupted personality with focus on aggressive attacks and raiding, her main goal is to get as many strong people as she can into your harem, she excuses this by saying that more powerful people protecting you means that you'll be safe, but it's mainly because she takes pleasure into turning strong willed warriors into submissive servants like her. She also will do her best to lead and resolves problems in the harem citing that "we should get along to serve master as best as possible" now.

Dark Elf MILF Mage (50 CP): A Dark Elf that has been around for nearly as long as Olga has. Rare for Dark Elves she decided to wander out from their sanctuary. Nearly three centuries old this Dark Elf's figure had grown to be quite full figured and mature and she has practiced and mastered many different skills, dark magic similar to Olga's being one of them.

Uncorrupted: Luckily before the Kuroinu army arrived to her location to rape her to submission you showed up and helped her escape. She feels indebted to you for helping her out and as taken to following you around to repay her debt. She is a bit smug in the dark elves superiority over other races, but like Olga she keeps any of her more racist thoughts to herself. However after the capture and rape or death of a lot of her friends by the Kuroinu group, she is rather lonely. If you are kind to her, despite any racial tension to two of you might have, you will find that this temporary transactional based friendship could bloom into a true familial bond or perhaps maybe something more. She does have the habit of acting like a doting mother to her friends though and cooking, laundry, and many other household chores are things she excels at and is happy to do.

Corrupted: While the uncorrupted was only slightly smug, this version of her is downright arrogant, loudly proclaiming her superiority over a filthy human (or other beings) like you. This attitude lasted all of a few minutes until you had her cumming her brains out. Being ‘violated’ by a lower race seems to have changed her. She still retains that arrogant attitude, but you can tell from the longing looks she gives you and how she does what you ask of her regardless, that no matter how superior she thinks she is she could not beat the D. Although she’ll never admit it, at least not without being in the throes of ecstasy, she finds the idea of a lower species like you dominating your ‘betters’ to be incredibly arousing. A smug elf like her is a good start, but what really gets her going is the idea of you breaking the black queen and despoiling the goddess herself.

She does have a habit of sometimes ‘flaunting’ her elven superiority (and huge breasts) over you, but by the way she laces her talk with innuendos and the way she positions her body just right, you can tell what she really wants is for you to teach this haughty elf her place.

Squire (50 CP): I don’t know where you picked up this one Jumper, but she is rather taken by you. Not only does she want to be as useful as possible to you but also she wants to emulate you. She has the same perks you have taken in this jump.

Uncorrupted: Luckily you are a rather good role model for her, and she has picked up many of your more noble traits. Although despite everything that she has learned from you she still has picked up some rather odd habits, such as sneaking around watching you, asking you to pat her head as a reward, or even stealing your underwear.

Corrupted: She sure knows how to pick her role models eh? Jumper? Despite your malicious and evil traits (or maybe because of them) this girl has become completely obsessed with you, will follow whatever commands you give her with a smile on her face. Additionally She would make a perfect replacement to lead your armies if the idea of you dying or leaving her wasn’t the only thing that she feared.

Followers

Companions are good and all, but if you really want to make a mark on the world you are going to need more than just a few hands, luckily these Followers are here to help you out. All Followers are greatly loyal to you, perhaps out of devotion and love, perhaps out of respect for your skills, or perhaps because you pay well, and will stick with you thick and thin through out your chain.

Unless otherwise stated each Follower group comes with 50 people each, however they can grow to up to ten times their original amount by recruiting people throughout their journey. Luckily like minded people who would fit into the groups seem to be drawn to them so you don't need to worry about filling the groups out on your own.

Army (50 CP/Five purchases free Warlord): If you are going to make your mark on this world Jumper you might want some backup, not even a master swordsman like Volt is able to conquer the kingdom on his own after all. Luckily by picking this option you have gained a considerable amount of military force. Fiercely loyal to you they will provide the manpower when you need it.

-Uncorrupted: A group of beautiful knights that have sworn themselves to your service, Similar to the Church's Dawn Templars. When it comes to military skill these gals are some of the best troops around, skilled a wide variety of weapons from swords to bows and easily able to hold of forces many times their size. They also are noble people to the core and do their best to do what is right even on the battlefield, but will follow your less than scrupulous orders if necessary. Any kingdom would be proud to call these women its protectors.

-Corrupted: A vicious Band of mercenaries, likely a split off from the Kuroinu group under your command or a smaller mercenary band formed in the century long war between Olga and the Princess Knights. This group is filled with some tough and competent men and while they might not be as skilled as the knights, they make up for it in their numbers, containing 100 mercenaries instead of the normal 50, and their willingness to do whatever dirty deed is necessary to survive on the battlefield and even more dirty deeds outside of it. As an added bonus the group of mercenaries also contains a few abhumans such as ogres and orcs for some added muscle.

Nun Congregation (50 CP/One purchase free Celestine's Charisma): Originating from the church of Goddess Celestine, these nuns have sworn themselves to you out of religious fervor. the nuns are quite skilled in setting up churches and drawing in the faithful, likely due to the fact that the nuns are all excellent speakers, very skilled in medicine, and quite good looking. Whether they use their gifts for good or not depends on their disposition but they all do have good skill in medical work which is invaluable to any army you lead.

Uncorrupted: Feeling the call of god or something intrinsically holy about you, these nuns have decided to follow you in your multiversal travels. The nuns in addition to their religious knowledge are also very skilled in medicine, able to heal both sickness and battle injuries. The nuns will do their best to help others, whether that be on the battlefield or in a cities slums. Individual wise the nuns are a mix of cheerful young girls trying to make the world a better place and virtuous motherly women trying to do the same, while also making sure that the younger girls naivety doesn't land them in trouble.

Corrupted: Well this group of nuns used to be similar to the group above, however a demon fucked with them until their minds were warped into... this. Now they don't see you as just aligned with god, but rather God himself and in their lust addled minds that means that they should be on their knees for your D. The (worst?) part is that the nuns can infiltrate most cities and towns, acting completely the same as they did before the corruption, helping the unfortunate and preaching, but they seem to focus on any beautiful and faithful women that show an interest in their church, 'convincing' them to join in on the congregation. Of course said initiation ceremony involves coating her in aphrodisiacs and getting her to have sex with you until she's as devoted to you as the nuns are. The nuns themselves truly believe that they are spreading good in the world, but you know what they say about the path to hell and good intentions.

Shrine Priestesses (50 CP/One purchase free Voice of God): Coming from Kaguya's land, these warriors are deeply religious but unlike the nuns who dedicated their lives to the art of healing and social services these gals have dedicated their lives to the art of combat and isolation. Each of them has the ability to hear the voice of god. However it seems that **someone** has jacked whatever connection they had and now they hear your voice in the place of their god. This mental connection however has caused some.... side effects in these gals.

-Uncorrupted: Feeling that you speak with the voice of god similar to Kaguya (Rather than you actually being it), this militant group of priestesses have lent their spears to your cause. What they lack in the armor and training of the knights or the sheer numbers of the mercenaries they make up in willpower and their deadly skill with their spears. Outside of battle they prefer to remain reclusive, setting up monasteries isolated from population zones to meditate and live sparse life styles, but they will head the call to war or action when you sound it.

-Corrupted: How strong a will do you possess Jumper to through a simple mental link have corrupted these Priestesses so thoroughly? Well these Shrine Priestesses have been corrupted in a similar way to the nuns above, but rather than taking the indirect approach to conquering the world for your D, unlike the corrupted nuns, they decided to go about converting people in a much more aggressive way, such as kidnapping travelers or raiding towns for soldiers and civilians and ‘converting’ them. While this let’s them swell their numbers easier it also makes them a conspicuous threat to any kingdom. On the bright side despite the corruption these women still wield their spears to deadly efficiency and are excellent at repelling anyone who attacks them.

Bureaucrats (50 CP): Now having a band of soldiers at your call is very useful, but what about actually keeping that army supplied, or even just running a kingdom? Well that’s where these scholarly individuals come from. For whatever reason a multitude of people talented in a wide variety of administrative functions(law, taxing, organization, paperwork) have sworn themselves to you.

-Uncorrupted: These Bureaucrats are probably some of the most uncorrupt, noble, and public conscious administrators in the whole world. Put them into positions of power and watch the general efficiency of any kingdom skyrocket. Food production will double, armies will march with the exact amount of supplies they need, and the government will be overall more flexible and responsive to issues. These Bureaucrats are also challenge seekers and wish to travel to multiverse with you just to see how far they can push their skills rescuing towns or even civilizations from the brink of ruin.

-Corrupted: Well these Bureaucrats are just as efficient as the ones up above, but there is nothing ‘noble’ about them. They are the people who are going to make the Sex Empire here and in other worlds possible. Phenomenally skilled in making up for the lost manpower that comes from turning half a population into whores, as well as subtly influencing the masses to be okay with this sudden social change. In non sex related matters they are also skilled in hiding any corruption or wrongdoing by you as well as influencing the masses to see you in the most positive light possible.

Scenarios

Kuroinu: Rebellion (Seven Shields Alliance)

Unfortunately you seem to have arrived after Volt had conquered all the fortresses and made the sex empire. All the heroines have been enslaved and the world is looking pretty dark. All hope is not lost however as one small fragment of light still persists, you. Whether you are a vengeful member of one of the Princess's own forces or perhaps a Princess Knight who managed to escape your objective is clear. Free the Princess Knights, liberate the country from the Kuroinu's tyranny, and deliver Volt, his lieutenants, and the numerous individuals who betrayed the Seven Shields Alliance to justice.

You (and any companions or followers) start out on one of the ruined countryside towns, and in a few days a huge band of Kuroinu mercenaries will pass through on their 'parade' showing off not only the loot they pillaged from the nation, but even the Princess Knights (plus Olga and Chloe) themselves as the grand jewels of their conquest. Of course the mercenaries are not expecting much of a fight from a broken down village and a people in despair, so maybe you can take advantage of their arrogance to stage a jailbreak. Be warned though as once Volt finds out that Princess Knights have been liberated he will come down hard.

As a reward for completing this daunting task you will gain a potent power to fight against similarly corrupt countries in future jumps. Your words cut through the apathy and depravity that the people of these countries cloak themselves in and with enough effort you can spark a revolution, but at a minimum you can easily get those clouded by lust to regain the spark of will they once had.

As for the Heroines you managed to rescue? Well they have turned the trauma of their failure into an iron willed determination to follow you across the multiverse in order to get strong enough so that something like this doesn't happen again. If you saved them then perhaps you can include even Olga and her follower Chloe as well, assuming you can convince them.

Kuroinu 2: The Electric Boogaloo (Kuroinu)

Luckily by the grace of Celestine, who received a vision of Volt and the Kuroinu mercenaries cruelty, the Seven Shield alliance marched out and attacked the Kuroinu mercenaries while they were busy getting drunk and partying after defeating Olga and her forces. Volt, Volt's lieutenants, and 95% of the mercenary band was killed and peace in the land was secured. Of course that's where you come in. Perhaps you were a survivor of the Black Citadel massacre and thus have a bone to pick with the Seven Shield Alliance, or maybe you are just some random person who carries the same perverted dream the Volt had. Regardless your objective is clear.

Rally the surviving mercenaries, fill out your numbers so that you can once again pose a threat, and conquer each of the fortresses to establish the sex empire with you at its head, while fending off attacks from other nations for the decade you are here.

You (and any companions or followers) start out on the outskirts of the North, kicked out of the Black Citadel by the Seven Shields Alliance. A large band of knights under the command of Alicia are hunting down all remaining members of Kuroinu and will arrive in a few days to your location if you don't run, but with the death of Volt and how easily she took the Black Citadel she has grown a bit cocky and is not expecting much of a fight from you and the other surviving mercenaries.

As a reward for all your 'hard' work you have gained two boons. First you have gained the willing (assuming you had corrupted them during your time here) or unwilling companionship of the Princess Knights. It's your decision to keep them as personal commanders or just as sex relief. Second the force you have amassed here, your own band of fearsome Kuroinu mercenaries, will join you on further conquests across the multiverse.

Drawbacks

Crazy into Sex (+100 CP): Well I suppose thinking with your dick instead of your brain is a rather common thing around here. Still you rather take the concept to an uncomfortable degree. See anyone remotely attractive? Well you'd put all your current works on hold in order to fuck her, regardless of how powerful and influential she is or her opinion about you. Hey at least you'd fit in rather well with the Kuroinu mercenaries. That's probably the only place you have to go, as this attitude will almost certainly get you kicked out or killed anywhere else.

Performance issues (+100 CP): Jumper you seem to have a rather.... uhh 'small' issue down below. It seems that like Claudia's husband Klaus your performance in the bedroom is somewhere between really bad and non existant.

Don't expect this to save you from being constantly raped if you are female either, as you are much more likely to get consigned to being some unpicky monsters sex toy and being fucked into a unconscious mess after one round of sex does not mean that they are going to stop.

Half Elf (+100 CP): It seems that like Chloe you to are the child between a Dark Elf and a human. Unfortunately you have inherited no advantages from your mother and all the downsides. Such as being viewed by her with disgust and having the prejudices of humanity and the Seven Shield Alliance fall in your lap. Also if you are female you can expect some very interested slavers to come after you as even half dark elves like you are a rare commodity.

This option of course means that you're stuck with this form for the whole jump and you can not pick an option in the race section.

Masochist (+100 CP): Like Chloe you have a very specific place on the bed, and that is at the bottom. Generally you are going to be rather submissive and may the Goddess have mercy if you are female and the Kuroinu mercenaries get a hold of you.

Ravenous (+100 CP): Like the halfling LuLu you have a legendary appetite. Even after being horribly raped you still have room to devour food. You also seem to not have any thoughts that the food you eat may be poisoned or laced with anything as well, happily gulping down enough to feed entire families while dismissing any strange taste as just odd seasoning.

“Such an Utterly Vulgar Race” (+100/200 CP) I hope you like racism Jumper, because expect anyone who is not of your race to act like a complete prick to you, usually by constant belittling you for your race, reveling in their races ‘superiority’, and looking at you like your garbage. If you thought the elves were insufferable before you will tear your hair out about them now. That even includes normally non racists people such as Celestine, though this seems to be focused on just you. Luckily this can be ended if they get to know you personally...or if you mind break or corrupt them. Additionally I hope you never face any other race on the field of battle as they seem to hone in on your position in order to kill and/or eat you as quickly and as messy as possible.

This drawback grants 100CP if you are a human because humans are the most common race and it will be way less of an issue for you, and 200CP if you are anything else.

Alicia’s Naivety (+200 CP): Oh God Jumper, you are the worst combination of noble, naive, and stupid, matching even the Knight Princess Alicia herself. A group of enemies show up and threaten to rape some nuns unless you surrender? You’ll wave the white flag despite the protest of anyone around you. Scummy man promising that he won’t touch your sister if you cooperate even though his modus operative is to rape everyone? The very thought that he won’t keep his word and rape your sister when you’re not around would never cross your mind.

Sadist (+200 CP): Like Volt your corrupted heart has not one shred of humanity or compassion and you'd commit the vilest of actions with a smile on your face. Additionally it seems that you are only really pleased by the despair and defilement of others, so don't think you can have a normal relationship as any form of sexual pleasure not preceded by horrible rape, threats, or corrupting someone until all that they previously cared has faded from their minds will simply just not do it for you.

Betrayal (+200 CP): Is no one trustworthy in this world? It seems that no matter where you go or who your with you are going to experience some sort of betrayal for your 10 years here. Part of the Kuroinu mercenary group? Suddenly multiple of your fellows will begin to regret your policy of rape everything and will stab you in the back to save the heroines when needed. Heroine? You second in command/regular army soldiers will side the Kuroinu army to get a piece of your sweet ass.

Side Heroine (+200 CP): How sad Jumper that you do not even get any character models and only one sex scene.... oh and also you gain the 'other' main problem of side heroines. Specifically, you seem to have the will of toilet paper and would break after the first 30 seconds of sex.

You also tend to be forgettable to those around you and have difficulty mustering up any ambition to do anything but blindly serve in whatever role you have.

All Hail the Sex Empire (+200 CP) Incompatible with Seven Shields Alliance: Welp I hope you like playing second fiddle, because for the duration of this jump you are going to be Volt's 'aide', which basically makes you loyal to him and will obey any commands that he gives you. That means that you are going to have to help him take over the world. If you are male expect for him to send you through the worst of the slog of fighting. If you're female then expect to the Kuroinu mercenaries bicycle while they are marching and also likely get sent to combat anyway if you are a strong fighter.

If you happen to take the Kuroinu scenario with this then you are instead loyal to another guy called Bolt who has all the arrogance and lust that Volt had, and none of the skill or intellect to back it up. Needless to say you're going to be working on overtime to make sure that he doesn't get everyone of your fellow mercenaries killed.

Rapebait (+200 CP) Incompatible with Kuroinu: Well, at least you fit in properly now? It seems that no matter who or where you are there are always going to be people who wish to force themselves on you, and no matter how powerful you are the moment they get a hold of you you'll find yourself at their (nonexistent) mercy. You will regain your power after they have had their 'fun' with you, but that is a small mercy for the trauma you will be forced to endure.

Reality Ensues (+300 CP): Its funny that you thought this world was one where ridiculous acts of sex are not only possible but commonplace. This is a world where when a ogre has sex with a women, that women gets literally split in half, where the cruel and rough treatment by those consumed by lust leaves dead bodies instead of just tired and sore ones, where not only does STDs exist but they are so commonplace that nearly every mercenary and their captives are infected by one. You'd think that in a world such as this those like the Kuroinu would display at least a modicum of caution about their actions, but they simply do not care.

Declining Power (+300 CP): It seems that like Olga you're once mighty power has withered with age. Where once you could call upon fearsome magic that could scar entire countries now you have merely the strength to kill a handful of humans. Expect to be able to access only a tiny fraction of what you could. And don't think that creating something static, using items to act as bulwark, or rely on outside companions will save you either as they will all gradually lose their strength to similar levels as well.

Stay Here: Perhaps you made the debauchery filled empire you always dreamed of here, or maybe you have saved the land from the Kuroinu forces and are content to enjoy the peace of the land.

Go Home: You have had enough of multiversal travels and horrible lands. Retreat to the safety of home with all the benefits and powers you have gained.

Move On: Might want to get any companions you get here to wear less revealing clothing.

Notes

Made by PucelleAnon with help from Ricrod and Smuthunter

You can not use the Followers ability to recruit people as a cheat way to get canon companions, actual named canon people can not be recruited from this option.

For Stripperific despite the horrible inefficiencies in design, the armor will function just as well as if it was a practical design, questioning why that is will only result in confusion.

Princess Knights doesn't replace canon individuals, If a country was run by a male king in canon that king will still be in power, it's just that his daughters/sisters/cousins seem to be much more influential and the army (when you fight it at least) seems to be almost entirely female.

The game doesn't really go into much detail about the actual combat and magical powers it's characters possess due to its focus on sex, so fanwank specifics when appropriate.

You can combine Fortress and Happy Town for free.

Women who Take **Orc Sized Weapon** will become futanari to get access to their mighty 'weapon'

If the fortress item is purchased you can choose to start there instead of the usual rolled location (or the location specified by the scenario)

Alicia and Celestine are best girls