



Dragon Princess Is Hungry v1.0
By Orz

Dragged to a mysterious island infested with monster girls and weird chickens by his master, Eva the half-dragon half-human princess, Pfel, loyal butler and one of the only remaining pureblooded humans in this world, must collect as much tasty food for his master as he can.

Things only get more complicated when he finds that the inhabitants of the island, not having seen a male for a very long time, are equally as ravenous for what he can give them...to say nothing of the princess herself.

All the while, something strange yet heartachingly familiar stirs beneath the island.

You have **1000 Choice Points**.

Origins

Butler

Whether you work under Eva or somebody else entirely, it's tough work serving such a powerful and fickle mistress (especially considering how strong she is compared to a human like you) but it certainly has its rewards. After all, you must provide for *all* of her needs~.

You're probably a guy, although girls in suits *are* pretty hot...

Islander

This island is full of attractive nonhuman ladies and it looks like you're one of them. Whether you're a rabbit girl, a harpy, a fairy or even a vampire or golem, you've been stationed on this island for...something? It's been so long that you don't really remember. It's probably not that important.

While there *are* male monsters, you won't find any of them on this island so if you are one expect it to attract attention and not a small number of problems...

Perks

General

Certainly Adorable (Free!): The Tashikani artstyle makes everyone in this world look as cute as they are sexy, and you're no exception. Whether that takes the form of an androgynous type of beauty like Pfel, an unabashedly feminine form like Eva or a chiseled muscular body paired with an eyecatchingly innocent face like Taura, you're as attractive as the best of them.

Butler

Butler's Repertoire (100 CP): Well you can't really call yourself a butler if you were bad at this sort of thing, right? You're naturally talented in a certain set of skills, including cooking, cleaning, sewing and even home repair. All the skills you'd need to be a great servant...or maybe a househusband.

Delectable (200 CP): There's something about you that just makes your opponents want to get sweaty with you in a *different* manner. Naturally, this effect scales with how attractive you are to that opponent and while it might make a defeat...*awkward*, it also means that they'll likely hold back when they're fighting you, if only to avoid ruining their shiny new toy. This can be toggled off if you want to, but *not* if combat has already started. You made your bed, you have to lie in it.

Beastspeaker (200 CP): You...can talk to animals? Seriously? That's...Best to not think about it. In any case, you can indeed have a conversation with all manner of beasts, although that doesn't mean they'll be willing to help you or even give you the time of day. At the very least it might mean you can talk down an irritated creature or two, or at least tell what's wrong.

Charged Attack (200 CP): By the power of cute dragon girls! You have the power! Channeling your energy into your weapon, you're able to let it build up until you unleash it in a marvelous technique. The exact form of the attack depends on the nature of the weapon and for how long you charged it up, but you can probably expect bows to unleash hails of arrows and swords to launch blades of force. Of course, the power also scales with the quality of the weapon.

Bedroom Escape Artist (400 CP): What? You can still move!? Be it through natural talent or *experience*, it seems that you have a knack for escaping the grasp of your opponents, especially when they're *distracted* by something pressing. Of course, that talent's strengthened even further the more of a distraction there is, so it might require something *pressing itself* inside somewhere unfortunate for them to be *truly* distracted...but that's still better than getting carried off back to their nest or wherever else they might try and take you.

Tokens of Affection (400 CP): Well look who's Mr. Popular. Whether it's due to your charming personality or just because they want to get in your pants, people have a habit of showering you with gifts whenever you manage to impress them. This can be anything from currency, to food and ingredients to even powerful weapons and tools. Maybe you should pay them back for all the help they're giving you? I can think of *one* way that's sure to make them happy...

Perfectly Accepting (600 CP): Wow! It seems you have some *really* good genes. So good in fact, that you're amazingly compatible with all manner of races. And not just in a sexual or childmaking sense either, although you'll surely attract attention from all manner of monstrous ladies. Picking up some of a Salamander's fire resistance from sleeping with her is just the tip of the iceberg here. With enough time, effort and absorbed energy you can even trigger a full-on race change to another species! Or, who knows, maybe if you work *really* hard to balance things, you might be able to become some kind of hybrid?

Islander

Monstrous Strength (100 CP): Let's face it. Monsters are just naturally stronger than humans. Some *much* more so, but even rabbit girls can pin a man they like to the forest floor with ease. Now, whether you happen to be a monster or not, you have a bit of that same brute strength. I just really hope you happen to have the brains to back up that brawn.

Hunting Technique (200 CP): Considering the untamed state the island is in right now, it's no surprise that its inhabitants have gotten good at scrounging up their own meals, be it by hunting the odd chicken-things that make up much of the island's nonsapient wildlife or from something like fishing. You're no exception, and you'll find that these skills in stalking and making traps can be used to catch other forms of prey just as well. Maybe you can finally feed that *other* hunger.

The Nose Knows (200 CP): Almost every monster has a heightened sense of smell compared to humans. It really helps when looking for prey and lost objects alike. In fact, your nose is so sensitive that you can tell someone's physical attributes by giving them a good sniff, from the state of their health and wellbeing to their gender and virility. Plenty of uses for that~.

Malleable Form (200 CP): Even the most physically focused or just plain empty-headed of monsters have some form of magic within their bodies, even if they can't use it to cast actual spells. Some, like you, can even use that magic to shape their forms, be it changing their hair, eye or skin color or playing mix and max with their genitals. Good for fun, disguises and standing out from the other members of your species.

A Bit of Finesse (400 CP): It's one thing to be a member of a species with the ability to shoot lightning or entrance others with their voice, it's another thing entirely to be actually *good* at it. Thankfully, you're far from clumsy when using your species' native abilities, able to bring incredible strength to bear without breaking anything you don't want to or singing entrancing songs that only trap one person in a suggestible trance. No collateral damage...unless you want it, that is.

Island Ruler (600 CP): Far above the hordes of monster girls that frolic about without a care in the world, you are one of the leaders who've claimed part of this island as their territory, or at the very least you're of the same lofty caliber. Any monstrous abilities you have, whether they're a natural part of your species arsenal or otherwise, have been lifted to new heights, and your beauty, presence and sheer charisma have been lifted to match. Most importantly of all, you remember why your people came to this island in the first place, and the calamitous creature that lies deep underneath the ground where you tread. No pressure.



Items

Butler

Starting Weapon (100 CP): Your master wouldn't just send you out to fight the local wildlife with your bare hands, right? Right. And so, you've been bestowed with a small token of her favor, the exact nature of which depends on your strengths. If you're big and brawny you'll be given some kind of sword, ax or other melee weapon and if you're small and svelte, then you can expect to be given a set of shurikens or maybe a bow. In any case, it's magically enchanted for durability as well as with the ability to generate any required ammo using your stamina.

Treasure Detector (200 CP): This odd metal device pulses and beeps whenever it gets close to buried treasure, be it actual gold and jewels, lost golems or other valuables. Just remember that you still have to go through the effort of digging up whatever's down there and that just because it's buried doesn't mean it doesn't have an owner.

The Alleged Tent (400 CP): A copy of the dwelling that the dragon princess Eva brought to the island with her, this building is casually disregarded by her as 'just a tent'...but given that its called as such by a *dragon princess* it probably shouldn't be a surprise that its far more grand than that, containing a bedroom, a fully-stocked kitchen, a dining room/lounge and a bath, and large enough to fit all that along with a handful of residents comfortably with room to spare.

Dragon Scales (600 CP): This high quality set of androgynous-looking clothing is *heavily* enchanted, imbued with anything a certain princess thought might protect her favorite butler. Imbued with the very concept of regeneration, they'll heal their wearer of any injuries, diseases or other afflictions they might suffer from while even regenerating itself over time. The only weaknesses are that it doesn't directly strengthen the constitution of the wearer (she had a *different* plan for that)...and the fact that a dangerous enough injury inflicted all at once will still kill them on the spot before they can be healed.

Islander

Island Cuisine (100 CP): There's all kinds of tasty things on this island but it can be very difficult to get your hands on them. Thankfully, you have this little stash of goodies to draw from. The exact contents depend on your species and tastes but you can expect anything from meat and vegetables to sweets and fish, with Minotaurs having access to good quality beef from their herds, Harpies having eggs galore and similar arrangements for other species of monster. As for if you're a human...I don't know? Maybe some bread, rice or other staple foods?

OnlyFlames (200 CP): Ah, it seems that you've somehow managed to get access to a phone with access to the social application OnlyFlames, even if you may or may not be a Salamander yourself. With it you can find many, many pics taken by the Salamanders that make the Slumbering Volcano their home, cute and sexy one and all, but more importantly they have a habit of taking pics of any intruders who they come across as well, especially cute ones.

Special Weapon (400 CP): Behold the blade of your people! This sword you found in a lake! Whatever its origin, this weapon is perfectly suited to working with your species natural abilities, both in form and function. Whether it's a brutal ax perfect for showing off your brute strength or a pair of daggers gleaming with your manic bloodlust, surely it will be a wonderful tool in your arsenal. Or maybe you can gift it to someone that's caught your fancy? If you do, they'll find themselves imbued with a portion of your species gifts themselves for as long as they wield it.

Jumper's Territory (600 CP): It seems that you were strong, or at least cunning, enough to be given a slice of the pie when the island was divided up. You're the ruler of your own zone, be it one of the existing ones like Navy Beach or Hotel Amaryllis or an entirely new one of your design. It's populated by members of your species, all of which are at least *supposed* to follow your orders, some tasty wildlife and maybe a handful of other species, which probably won't listen to you directly but can probably be talked around with a bit of persuasion.

Companions

Import (100 CP): You want to invite someone else to join the fun? Sure! The more the merrier! Each companion you import into this setting gets 600 CP to spend and an origin of their choice. Oh, this is so exciting! I'm sure they'll have just as much fun as we'll have with them!

Canon Character (100 CP each): If you want to bring any of our two main characters with you on your journey then check the options below, but there's plenty of others that you might have taken a liking to, from Messina the Scylla to Erzse the Vampire. Depending on your choice, you might have an easier or harder time convincing them to come along. You'll have to try *very* hard to pull a certain Chief Angel away from her duties but maybe you can spin it as a vacation?

Pfel (200/100 CP): Our adorably earnest shota of a protagonist. He's a hard worker, incredibly loyal and has worked as a butler for the dragon princess Eva since he was adopted as an orphan when he was little. A little bit gloomy but surprisingly optimistic, he's frail, quiet and very smol but has the potential for awe-inspiring strength with the right encouragement. He has the full set of **Butler** perks, the **Dragon Scales** and even picks up **Malleable Form** over the course of his adventure... which he mainly uses to subconsciously make his body suit his partner's tastes, from the length of his hair to the feeling of his insides around them. He's so close to Eva that if you take both his CP cost will be halved.

Eva (200/100 CP): Our lovely titular dragon princess. Wielding vast magic, she acts high and mighty because she *is* high and mighty and likes to take things at her own pace, be that eating and sleeping whenever she wants or making sweet love with her adorable butler boy. Oddly she doesn't get jealous about the situations he gets mixed up in as, in her own words, 'Why would I get jealous over the actions of mere beasts?'. She has the full set of Islander perks, **The Alleged Tent** item and her nature as a half dragon gives her a large amount of raw power on top of even that. She's so close to Pfel that if you take both her CP cost will be halved.

Drawbacks

Jumper Is Hungry (+100): Do you have a blackhole for a stomach? Not only do you have the ability to clear an entire feast's worth of food by yourself but your body will be screaming at you to do just that twenty-four seven. You won't starve or anything, but it's sure to be distracting at the very least. Even going through with such mass consumption will only sate you temporarily. Likely for only around a day, maybe two if you're lucky.

A Different Kind of Hunger (+100): Whether it's due to long term exposure to the Miasma that drifts up from underneath the island or just your natural temperament, you'll find that your libido has been set to eleven. You'll have a hard time looking at people of your preferred gender without licking your lips and fantasizing, if not straight-up pouncing on them on the spot.

High And Mighty (+200): Your ego, whether it's warranted or not, eclipses Jupiter in its size. Expect to bite off more than you can chew on a number of occasions or if you're *actually* that grand, for challengers to regularly show up out of the woodwork to test your mettle. I hope you're charming enough to make up for the constant self-aggrandizement you'll be spouting.

Frail And Small (+200): You're a scrawny little thing aren't you? Oh don't worry, there's *plenty* of people here who are into that sort of thing! Hey, why are you running!? Your physical strength has been lowered to around the level of your average shota. Good news, your other attributes are unchanged! Better news, you can still raise it by various methods so prepare to git gud!!!

No Outside Food Or Drink (+200): It seems that something about your Jumper abilities were considered a danger to the balance of this world. Because of this, all your perks and abilities have been sealed away except for your body mod and anything you picked up from this document. You can keep your items but we're watching you!

Jumper In A Can (+300): Whether you did something bad enough to deserve it or were just in the wrong place at the wrong time, it seems you've been sealed away within a crystal deep underneath the island. You can expect someone to come around and break you out *eventually*, be it on purpose or by accident but until then you'll be in stasis, all of your bodily needs put on hold by the magic of the crystal...but none of your mental ones.

Ending

Stay Here

Go Home

Move On