

Adam and Gaia

Gaia is the mother of all the children of this world. From her great tree life spread out its roots resulting in sprawling forests, fields, and life in abundance. All of her children were content to be beholden to the whims of the earth living and dying as the world dictated, all except man. Mankind instead rose from this cycle, breaking it and developing, consuming, growing ever more until there was no more room left to grow.

Seeing that the elves still possessed space man demanded to be allowed to settle in elven lands. This was met with refusal which in the end sparked the war that would leave the world as it is now. Humanity suffered many defeats from the elves and the races that allied with them but always came back stronger and angrier than before bringing them slowly closer to victory as the less numerous elves were worn down. This all came to a head at the final battle man had brought its might to bear down on the elves. The armies of man were confronted by a single elf, this elf cast The Curse that destroyed the armies utterly and almost every other living thing besides them after the elf lost control over the spell. There is now but one human male left in the world and one elf male left, the one who cast The Curse.

You start right when the Champion of Gaia would awaken in the crystal cave.

Locations

Roll 1d8 or pay 50cp to choose.

1. Ruined Castle

Where the Champion of Gaia will awaken, nature has consumed the surrounding area and resources are ripe for the taking.

2. Fields

Peaceful fields that are grazed by bovines, centaurs, and the occasional bee girl. You might find some interesting things out here but be careful, the locals are a lot tougher than they look.

3. Plains

Compared to the fields the plains are much more wide open but also more dangerous. You could find some valuable things around here but watch out for manticores, those things are a nasty bit of business.

4. Mountains

The harsh north once filled with hardy folk that eked out a living, now only home to near feral monster girls and the occasional survivor.

5. Desert

Ironically the place where you can find nymphs that protect the smattering of oasis's dotting the landscape. Then there are the thirsty mummies, can't forget those.

6. Jungle

Choked with water and foliage the jungle is a hard to navigate and filled with youkai, oni, and slime girls on the prowl. Best be careful where you tread.

7. Sanctuary

Ok you probably aren't supposed to be in here yet. You want to know where the elves went? Here that's where, despite being hidden deep in the forest this place is big enough to get lost in all its own.

8. Pick any

Origins

There are no origins. You may choose to drop-in to this world as you were in the previous jump with no new memories or start as a survivor of The Curse. Becoming a human or elf is free, becoming a monster girl such as a bovine or canine costs 50cp, something like a giant or oni 100cp.

You may choose either gender for free or retain your existing bits.

Your age is 1d8+17 or 50cp to pick freely within the range of a human lifespan.

Perks

You may take a single 100cp perk for free with a single 200, 400, and 600cp perk being discounted.

Omni Fertility – 100

With the world as diminished as it is repopulating is difficult enough, the fact that each time isn't a guarantee the seed took makes any effort even more frustrating. Perhaps you have been blessed by Gaia or just have a supernatural ability to make life spring forth. Any living thing that has functioning reproductive organs you have sex with will get pregnant or vice versa.

Harsh Times – 100

The Curse unleashed by the elves wrought utter destruction amongst all life, entire civilizations, cultures, and populations practically destroyed in a single instant. You may have been amongst the few left behind alone amongst the ashes. Even so you have the will and determination to keep going even if everything you have ever known was lost.

Skilled Labor – 100

Where the races toiled and built now only lay rotting ruins, everything must be rebuilt. Carpentry, stonemasonry, metal working, all of these things and more are vital. The skills to

scavenge old structures for materials, survey for new ones and competence In building wood and stone structures is now yours.

A World of Bloodshed – 100

The great battles between man and elf might be over but there are still many dangers in the wide world. While no warrior of legend you are competent at soldiery and have above average skill with the sword and bow.

Mad With Lust – 200

To be quite frank there are a LOT of desperate women and monster girls in the world. Especially considering there may be at most two other living males on the planet it doesn't exactly leave a lot of options for these girls. You are able to sense these feelings of lust and easily locate someone who would be open to have sex with you no questions asked which around here is a lot more common than you would expect.

Strength of Gaia – 200

Gaia must favor you for your stamina is rather inspiring sight to behold. Even as a normal human you would be able to work or fuck twice as long as someone would otherwise be able too. If you get stronger and stronger this boost to stamina becomes less impressive as you are able to work longer and longer, still you can squeeze out enough juice to put most mortal men to shame.

Census – 200

Sowing wild oats long enough and hard enough will eventually leave you overwhelmed at how many kids you might have helped spawn. Thankfully you now can seem to pull up a mental list of all the children you have, their names, habits, and location. This also works to a more limited degree with the population of wherever you are though it will only give you the exact number of a specific species or group located there.

Manifest Destiny – 200

It is one thing to build, grow, and spread further through the works of man but it is another entirely to truly claim the land. You and your chosen people can settle practically anywhere the won't kill you outright and slowly make it habitable to more of your kind. If you are human you won't be building a village in a live volcano but places like the middle of the desert, mountain peaks, and the like will seem to have the bare minimum needed to sustain settlements built there.

Taming the Locals – 400

The canines were one of the only other races to stand with mankind during the war with the elves. Strangely they are much more human than beast much like the other 'monsters' of this land. You can tame animals or monsters and uplift them to have the same capacity and potential as many of these monster have. While their instincts will most likely remain these

newly uplifted creatures will be no more worse off learning than their sisters of this world... Yes you can tame already intelligent monsters.

Random Encounters – 400

Without a map this world is hard to navigate, but wandering aimlessly can result in some interesting occurrences too. Sometimes when out exploring you will happen upon events, people, or items that would be of use on your journey or diversion. Perhaps a busty cowgirl looking for some love, an ancient sword meant for the true king of the land, or just a quick infusion of a desperately needed resource.

Beloved Father – 400

Or mother, or both, if it works it works after all. All of your children will love you and be fiercely loyal throwing themselves into whatever role you assign them. It helps that you are very much in tune with the needs and wants of your children, even understand their individual mind and how they think with a just few conversations.

Don't Let Life Die Out – 600

Life goes on, even after a major extinction event life has always found a way to hobble its way back to normality until it comes time for another round. This time it is different, it is not the wrath of nature that brought ruin unto the world but the desperation of the elves. Barren women could be successfully impregnated, even things that couldn't normally be impregnated can be if you try hard enough. The malignant magic that prevents males from being born in this world cannot stop you from having sons. Any descendants you have will be healthy, hardy, and not suffer from the ravages of genetic diseases or incest, if they or you copulate with the other and have kids.

Champion of Gaia – 600

Congratulations, Gaia has seen the potential within you and deemed you fitting to be her champion in this world. Though she isn't all powerful she will do her best to help you out in whatever way she can with her blessings. She can provide limited resources where you would otherwise have none, grant a fraction of her vast wisdom, and increase your power through experience from that of an unbloodied normal man to a powerful warrior capable of taking on Oni and Giants in single combat in several weeks time. In future worlds the Gaia of those places or the closest equivalent will be very favorable towards you with little effort on your part. It would be easy to have them give you boons as Gaia has done here.

March of Progress – 600

Man was at the cusp of total victory, the elves were finished, had it not been for the foul curse. That near victory was after a bloody uphill battle with loss after loss, replacing and adapting as they went against the elves. You have internalized some of this resiliency, getting totally crushed in one fell swoop is not the end when it would normally be. Unlike others you will almost always be able to escape and lick your wounds for round two, it helps that you have a clear idea

of what you did wrong to get the result you did but not the resolution unfortunately. Also once per jump or every decade should you find yourself in a situation where there is absolutely no hope of you surviving you will miraculously be saved at the last moment.

Spoils of War – 600

Violence is a means to an end here where civility, reason, and law has crumbled to dust. Monsters do not respect you unless you utterly crush them and show them who is the boss and you have become excellent at showing these creatures who is the top predator. By defeating someone monstergirl, woman, man, it really doesn't matter they can be claimed by you as spoils of war to do with as you wish. While they will not run if you decide to keep them they will refuse to do your bidding unless you defeat them once more, only then will they give their all in your name.

Items

Take one 50cp item for free and receive a discount on one 100, 200, 400, and 600cp item each. You may import a suitable object into an item which will then have said properties of whatever it was imported into.

Sword, Bow, and Armor – 50

These aren't artifacts of legend to be sure, simply mundane but good quality iron sword, wooden bow, a quiver filled with arrows and light armor that can protect from some hits.

Bag of Crystals – 50

Crystals of Gaia fashioned into a necklace, each contains the essence of all those killed by the curse. by placing it around the neck of an infant the newborn will rapidly age physically and mentally to the prime age of their species over the course of one week.

Red Crystals – 50

A bag of red crystals these inhibit fertility as long as they are worn, so no matter how fertile or virile a person normally is they will not have to worry about children while these things are on their person.

Tent – 50

A simple but effective tent for roughing it in the decayed ruins of civilization. Its big enough for you and a few others with enough room to move around without being too packed in.

Harpe – 100

Harpe is a single edged blade that can let you deliver lightning fast strikes. That said it isn't much better than a normal sword, in fact you will struggle against opponents stronger than a human trying to use only this.

Falcon Cloak – 100

This cloak is not a normal cloak, it is infused with magic that allows the wearer to shapeshift into that of a falcon. It can save one's life in high places should you fall as it is easy to glide to safety once in falcon form, it is also easy to shift back to that of your original self when desired.

Ghandiva – 100

Formerly the bow of Arjuna a hero from the Great War, time has seen the power this bow once possessed wither away leaving it diminished. Even weakened the bows power is to not be underestimated, there is still some fight in its old string.

Curtana – 200

The so called Sword of Mercy, this sword has had its tip blunted and squared making stabbing opponents with it dubious. It still holds an edge though so it can do a fair bit of damage to opponents otherwise.

Vijaya – 200

Held by the hero Karna, one of the greatest heroes of the war this bow strikes with a fury welcome in these trying times. Double the strength of Ghandiva Vijaya can lay low monsters quickly.

Golden Chainmail – 200

Chainmail armor forged from gold, this armor was worn by Sigurd after he took it from the hoard of the dragon Fafnir. Even though it is made of gold it is very sturdy and will hold up pretty well against enemies considering how easily damaged the material is.

Armor of Kavacha – 200

Another relic of the hero Karna, once held to be utterly impenetrable this shining armor has like so many other artifacts faded in power after so long. It is now merely a very tough suit of armor.

Green Armor – 400

Relic of the Green Knight, one of the greatest warriors ever produced by mankind. This armor can ward off all manner of threats with weaker foes attacks sliding off like nothing. Despite its age the armor is still in perfect condition, a testament to the wearer.

Gram – 400

Once imbedded into an ancient tree Gram was broken in the Great War only to be reforged and hidden away for safekeeping. It is a wicked blade, one of the best you could as for in this land. If you want the Valkyrie swordkeeper herself can be thrown in as a bonus follower, she seems eager enough.

Caliburn – 400

Said to have been forged in Avalon Caliburn technically makes whoever wields it the rightful king of the land. The blade itself is supernaturally sharp and one of the greatest blades forged in this world. It will never tarnish or degrade, even if left in a stone unattended for years on end.

Houyi– 400

If Caliburn is one of the greatest swords then Houyi is one of the greatest bows in this world. Once wielded by its namesake it looks simple but in fact sits only one step below the bow of Gaia.

Silmarils – 600

The three Silmarils are the key to the continuation or final destruction of the world. It was with the Silmaril of Death and Balance that The Curse stripped bare life and the Silmaril of Life through which it can be reclaimed. All three are needed to end The Curse for good and a sacrifice to satisfy the greedy law of equivalent exchange. Otherwise these three crystals are potent tools of magic which can be used as foci for spells or rituals like The Curse itself. Just, try not to kill everyone like the last guy yeah?

Weapons and Armor of Gaia – 600

The best gift a person could ask for in these dark days. While each would normally be secured away from the world in sanctuary you will receive these perfect copies or originals if you prefer to have the only in existence.

Sword of Gaia

Formed of crystals associated with Gaia the sword is the most powerful in this world, even greater than Caliburn. What's more its already formidable might is increased the more fertile the wielder is.

Bow of Gaia

Companion to the Sword of Gaia the bow is made of the same crystal and similarly the most powerful of its kind in the world. It's power also increases as the wielders fertility does.

Armor of Gaia

Protection at its finest, formed from the crystals as the sword and bow are the armor of Gaia outstrips any other armor in how much damage it can soak up. This protection grows the more fertile its wearer becomes.

Companions

Import – 50/200

Pay 50cp to import a single companion with 600cp to spend or pay 200cp to import eight companions with 600cp to spend.

Broodmother – 50

There are plenty of needy monster girls out there in the wide world. Without any male monsters left they are doomed to extinction unless you or the champion does something about it. If you

want a meeting between you and one of these ladies can be arranged. Fighting them to establish dominance like a normal monster girl won't be necessary and they are fit to breed many, many children. Just be sure to have a place that they can live to raise all the new arrivals. They tend to be loosely based on figures of mythology

Matriarch – 50

Human and elven women are also still around believe it or not and they tend to be very eager to start rebuilding the human race. Arranging a meeting with one won't be hard and you will soon find yourself in possession of a fine specimen for breeding. She will be very eager to provide you a few children. Like Broodmothers they tend to be based on figures from mythology.

Canon – 50

Have someone particular in mind? Simply paying for this will have you meeting that person on friendly terms and likely more 'friendly' than you would expect. If they agree to go with you and survive to the end of the jump they will become a companion.

Drawbacks

Take as many as you can handle

Jumper, Champion of Gaia + 0

Instead of 'Adam' waking up in the caves beneath the ruined castle you will take his place. Gaia has mandated you don't let life die out, how you go about this is up to you but its something that needs done either way or this world is in trouble. If you aren't the champion of Gaia expect this to complicate the situation by a degree.

Impotent + 100

Maybe you have bad seed? It seems like trying to impregnate or be impregnated is now much more difficult proposition for you jumper. It might take moving heaven and earth to sow your seeds into the land at this rate.

Shallow + 100

This place is interesting, but for some reason it is just.. I don't know flat? The people here will usually not have much interesting to say to you and be more focused on fucking than having enlightening discussion or hell, normal discussion.

Might be Half Blind + 100

Did you see that slime girl climb up your girls vagina? No? Are you blind? Well you certainly seem like you have bad perception when it comes to noticing these things. Not enough to put you in mortal peril but definitely bad enough to cause a lot of headaches. A monster could be living up your woman's lady parts and you might only notice after several weeks of fucking her.

Fuck or Kill + 200

Hard decisions are forced upon those in this land. Occasionally you will happen upon a woman or monster girl that isn't your type and will not be able to continue doing what you were or take any action other than choosing to fuck them or kill them where they stand.

Anything that Moves + 200

The population has been diminished to be picky about who you mate with at least that is what you might tell yourself. Truly your standards have taken a hit, and anything here might as well be fair game for sex as long as it is alive and sapient enough.

Rape as a Battle Tactic + 200

Normally if a monster defeats you she would be content to let you run and lick your wounds and heal for a while. No longer, monster girls in general are now more aggressive and will not hesitate to rape you if you give them the chance. More violent breeds might even kill you in their attempt to get relief.

Gaia is Dead + 300

Sorry about that, shows over, the Champion went ahead and saved mankind but at the price of the death of Gaia. Magic has faded from the world and monster girls and other fantastical species that survived the initial Curse will die off sometime after. On the bright side you can spend ten years on regular old pre-modern Earth, how about that?

Restore the World + 300

It's not enough to bring new life into the world, you must undo the twisted mockery the world now resembles. By the end of the jump you must have restored all remaining races to a level that they would be able to continue as they were before The Curse swept over the land. Man, Elf, Canine, all of them. You cannot leave the jump until this is done or you die, whichever comes first.