

Lewdmage

A chain supplement/scenario by 9anon

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Concept: Rather than being plucked from your original world and set on a journey across the greater multiverse by some bored, transcendent entity with the promise of a Spark at some point, you already have your Spark. But there's a catch...a few, actually.

Your Spark is very fresh and underdeveloped, so you're still a long way off from traipsing about the greater multiverse at your leisure. This is where your chain comes in, as it is the process by which your Spark matures. It'll take a long time and/or some great accomplishments to reach the level of the Spark you'd get at the end of a normal chain.

The other catch is that your Spark's power has been twisted by your perversion. This doesn't prevent you from visiting regular worlds and acquiring non-lewd powers, but those powers more closely tied to your Spark (the ones gained from this document) are of a much more sexual nature and focus than you might expect for a Body Mod.

Your chain is otherwise largely the same - spending a certain amount of time in each world before moving on, receiving your choice of benefits with each step. A true death returns you to your original world, retaining the benefits you'd acquired up to that point but preventing you from continuing your journey. And so on.

Enjoy your journey as a **Lewdmage!**

=Rules=

1. This is a Body Mod supplement. Unless otherwise noted, you retain the benefits you acquire from this document when you are subject to power loss.
2. You gain **1000** points upon gaining this supplement.
3. You gain **100** points to spend upon the completion of each jump/gauntlet.
Combined/stacked/supplemented jumps only count as one jump for this purpose, so stacking 11 jump documents on top of each other won't give you 1100 points at the end of your time in that clusterfuck.
4. You can take this supplement at any point in your chain, gaining points as per Rule 2 based on the number of jumps and gauntlets you've completed up to that point.
5. You can opt out of parts of options that you acquire here, though you can't ignore drawbacks tied to the aspects of an option that you do choose to benefit from.
6. You can fanwank things as long as you are sticking to the spirit of the option.
7. You can ignore the Concept above if you just want the mechanical benefits.

=Enhancements=

[Free]**Crystalized:** Your memory is perfect - including endless mental storage and perfect recall, and you don't suffer from any mental issues that might arise from your journey - so you won't experience any ennui or depersonalization from living for so long or being so many people.

You can also never (permanently) lose yourself to pleasure, grow desensitized to lewdness, or grow tired of the lewd things you love.

[Free]**Interface:** A set of menus that you can call up and dismiss with a mere whim. These menus allow you to view information regarding your chain and interact with its mechanics. You

can adjust their aesthetics as you please, as well as choose who can see them, and this UI can automatically integrate any similar abilities you may acquire over the course of your journey.

[Free]**Spark**: You always have the basic potential to use and learn any sort of magic, barring drawbacks that specifically restrict your ability to perform magic. This doesn't guarantee that you'll have any sort of innate talent for whatever you're learning, though.

=Mana=

[Free]**Pool**: You begin with a total mana capacity of 10. Mana generated in excess of this capacity is wasted.

~[50]: You may purchase this upgrade multiple times. Each purchase increases your mana capacity by 1.

[Free]**Trickle**: You passively generate 1 mana per hour.

~[100]: You may purchase this upgrade multiple times. Each purchase increases your hourly mana generation by 1.

[50]**Fluid Conversion**: You can generate mana by consuming sexual fluids, at a rate of 1 mana per liter. These fluids are optionally deleted in the process, so you can keep chugging.

[100]**Ritual**: In exchange for turning the casting time into a 1 hour ritual, you can reduce the cost of a spell by 5 mana, to a minimum of 1. The exact contents of the ritual don't matter so long as you aren't doing anything productive or entertaining, with the exception of sexual activity.

With **Parallel Casting**, the discount applies to each spell being cast.

[200]**Meditation**: By remaining still and focusing on nothing in particular, you can multiply your mana generation by 10 until you start doing anything else.

~[100]: Sexual activities don't interrupt this bonus so long as they're your primary focus.

=Spellcasting=

[Free]**Aesthetics**: While your spells default to having minimal sensory output, if any at all, you can add all kinds of aesthetic effects to your spells as long as they're fitting. You can do the same with any of your other abilities and powers, adjusting their aesthetic qualities as desired.

[Free]**Control**: You have precise control over the effects of your spells, and can also take liberties with them as long as you respect the spirit of the spell. The same goes for any other abilities and powers you have.

[Free]**Components**: In order to cast your spells, you need to supply vocal and somatic components - wave your hands around and utter something. Exactly what you do is up to you, as long as you're doing something, though you can also always replace such things with sexual activities.

~[50]: You don't need any vocal or somatic components to cast your spells, nor to use any of your other powers and abilities you may acquire through your chain.

[Free]**Duration:** Unless mentioned otherwise, your spells last indefinitely unless dispelled or until you decide to dismiss them. You can also set conditions for when an effect can expire on its own, whether after a certain amount of time or when certain events happen.

[Free]**Intensity:** While mundane targets have no hope of resisting the effects of your spells, those with power of their own can resist your efforts if they aren't weaker than you. The same goes for static effects, like trying to dispel an ongoing spell or an enchantment.

You don't need to worry about the resistance of willing targets, save for those who'd otherwise normally have issues with unwillingly resisting friendly magic.

[Free]**Targeting:** Unless mentioned otherwise, your spells can target anything in your line of sight or that you're touching. Technically they can work on anything you can perceive, but you need to be able to pinpoint your target for it to work.

~[100]: You cannot accidentally affect undesired targets, even with spells that normally wouldn't discriminate between targets. This extends to your other powers and abilities as well.

~[200]: You can have as many targets as you like for your spells, provided they fit the mentioned targeting criteria.

[50]**Parallel Casting:** You can cast as many of your spells at once as you can afford. However, all of these spells must have the same target(s).

[100]**Program:** You can set up the ongoing effects of your spells to automatically change when certain criteria are fulfilled.

=Spells=

[Free]**Clean:** For 1 mana, you can clean anything of any filth, potentially targeting multiple things that are close to each other - like cleaning a person and everything on their person.

When used on a person, this leaves them clean and nice smelling - inside and out, clears them of STDs - both infections and symptoms, and allows you to adjust their personal grooming to your preference - like removing their coarse body hair.

[Free]**Porn Physics:** For 1 mana per day, your target and their sexual partners benefit from porn physics, making sex more fun and easy. They can take penetrations of any size without pain or damage, even cervical penetration being safe and pleasurable. They have no refractory period and their gag reflex is removed. They can be pumped full of a huge amount of sexual fluids without harm. And so many more little enhancements, fitting to your tastes.

[Free]**Scroll:** You can store castings of your spells in a physical form, like a card or a scroll, investing the mana without committing to the specific details of the spell. In order to cast from a Scroll, it needs to be on your person or in your ritual space.

[Free]**Sustain**: For 1 mana per day, all of your target's metabolic needs are met. Food, water, air, rest, all of it's taken care of. This incidentally also gives them the stamina to fight and fuck for hours on end.

[Free]**Translate**: For 1 mana per day, any speech or text your target perceives is automatically translated into a language they can understand, and they can have their speech and writing translated into the language of whoever they're communicating with.

[50]**Alter Fertility**: For 1 mana, you can adjust your target's fertility as you like, anywhere from making pregnancy impossible to being a guarantee. This can also allow for interspecies impregnation, which works how you'd like it to.

[50]**Alter Libido**: For 1 mana, you can adjust your target's libido as you like, including how quickly their sexual needs build up and how much it takes to satisfy them.

[50]**Alter Media**: For 1 mana, you can alter a piece of media in any lewd way you want. This can be done in a general manner aligned with your tastes, in a highly detailed manner, or anywhere in between. And if you don't want to completely smudge whatever you're editing, this can instead generate a lewder copy of the targeted piece of media, or optionally create a set of mod files that you can share around.

[50]**Alter Sensitivity**: For 1 mana, you can adjust the sensitivity of your target's erogenous zones, as well as their location. This change can be made differently for different zones.

[50]**Bind**: For 1 mana, you can bind your target's movements with conjured restraints of some sort - ropes, chains, spider silk, bondage gear, or something else. Whatever your aesthetic preferences, these restraints cannot be removed without your consent or being dispelled.

[50]**Charm**: For 1 mana, your target falls in love with another target of your choice. You can also choose the nature and intensity of this love, from a minor crush to full-on yandere.

[50]**Inflict Arousal**: For 1 mana, you can inflict arousal upon your target, upwards of enough to leave them crippled with lust.

[50]**Inflict Pleasure**: For 1 mana, you can inflict sexual pleasure upon your target, upwards of enough to keep someone in a prolonged orgasm.

[50]**Locate**: For 1 mana, you gain a sense of the distance and direction to a target. Your target must be something or someone specific that you know of, and this doesn't reveal the exact path. However, you'll be alerted if your target is unreachable, and you'll be led to the nearest relevant dimensional bridge/portal/gate if your target is on a different spatial plane.

[50]**Lock/Unlock:** For 1 mana, you can unlock something that is locked. Alternatively, you can lock something that could be locked, preventing anyone but you and those you authorized from accessing it.

[50]**Masochism:** For 1 mana, your target experiences pleasure whenever they experience pain. You can choose the proportion of pain-to-pleasure, and this can dull or eliminate their perceived pain without interfering with the pain-to-pleasure conversion.

[50]**Potion:** For 1 mana, you can conjure a potion, bottle and all, which can be used to inflict the effects of your spells upon whoever drinks it or gets splashed with the fluid. These potions start out blank but can be charged by casting the desired spells on them. The bottle disappears when emptied and shatters only when intentionally thrown.

With **Parallel Casting**, you can charge a potion as it's created with the other spells you cast at the same time.

[50]**Voodoo:** For 1 mana, you can link someone to an object, the nature of the link depending on the object. For example, you could link a woman with an onahole and she'd feel everything you do to it as though it were her own pussy.

[50]**Voyeur:** For 1 mana, you can selectively see and hear through obstacles, like clothing and walls. This can be automatically filtered, so you can enjoy bare beauty without also being bombarded with unpleasant sights, and adjusted on the fly, for when you need to get serious. This even covers people, so you can easily see through a crowd, peek at what someone has shoved up their holes, or get a live view as you fill a womb with your seed.

[100]**Alter Age;**

>For 3 mana, you can adjust your target's physical and/or mental age as you like.

>For 5 mana, you can adjust the rate at which your target ages. This may be applied to their mental and/or physical aging, and you can use this to halt their aging entirely.

[100]**Alter Apparel:** For 3 mana, you can adjust your target's apparel as you like. Any apparel that's been lewdly modified is just as functional and effective as its unmodified state.

[100]**Alter Fetishes:** For 3 mana, you can adjust what gets your target off and how effectively. This includes what sexes they're attracted to, how dominant and submissive they are, their general tastes, and so on.

[100]**Alter Fluids;**

>For 3 mana, you can adjust your target's production of sexual fluids, as well as their taste and smell. This doesn't increase their metabolic needs, and you can make it so that they harmlessly swell in size when left unmilked.

>For 5 mana, you can also add extra characteristics to their fluids. This includes things like giving them an aphrodisiac effect, making them addictive, or making it so that someone could live off those fluids alone without ill effect.

[100]**Alter Sex:** For 3 mana, you can change your target's sex, including making them something outside of the natural binary. This defaults to also changing their identity to match their adjusted body, but you can do without that if you're feeling cruel.

[100]**Blink:** For 3 mana, you can teleport yourself and things on your person to any location within your vicinity or line of sight.

[100]**Cloud:** For 3 mana, you can conjure a cloud of smoke or mist, which can be large enough to fill a large building or obscure a large town square. This cloud obscures the vision of and muffles sound for those you'd want it to.

With **Parallel Casting**, your cloud can inflict the effects of the other spells you cast on those exposed to it.

[100]**Contract:** For 3 mana, you can manifest a contract which is perfectly tailored to a deal you have in mind. Once signed, those involved in the contract are compelled to follow its terms so long as the contract itself remains intact.

With **Parallel Casting**, these contracts can also inflict the effects of the other spells you cast on those who sign them.

[100]**Curse:** For 3 mana, your target suffers from lewd bad luck of an intensity and nature of your choice.

[100]**Dispel:** For 3 mana, you can dispel a magical effect.

[100]**Dreamwalk:** For 3 mana, you can view, enter, and/or manipulate the dreams of another.

[100]**Enchant:** For 3 mana, you can prime an item to accept magical effects which are cast on it, giving it features related to those spells. The exact effects depend on the item and spells involved, as well as the intent of the caster, like a sword enchanted with Inflict Pleasure causing debilitating pleasure to those struck in lieu of - or in addition to - its regular damage. Any given item can only accept up to 10 mana worth of spells.

[100]**Inflict Emotions:** For 3 mana, you can force your target to experience the emotions that you desire, while suppressing emotions that you don't want them to be feeling.

[100]**Mark:** For 3 mana, you can create a mark with your choice of design on a surface. The marked location, object, or creature always counts as being within the range of your spells.

[100]**Mental Link:** For 3 mana, you can create a mental link between two targets, allowing them to instantly share thoughts and emotions across great distances. This can also be used to share sensations between the linked individuals, whether forcing two people to share pleasure or peering through someone else's eyes. These links may be made one-sided, and the shared sensations may be filtered and scaled up or down.

[100]**Orgasm Control:** For 3 mana, you can control your target's orgasms - including make them orgasm on command, denying them orgasms until you decide otherwise, making them orgasm when certain criteria are met, and even adjusting how difficult their orgasms are to achieve and how intense they are.

[100]**Paralyze:** For 3 mana, you can paralyze your target, preventing them from moving their body. You can choose how they're paralyzed - whether they are rigid, ragdoll, or poseable - and this paralysis can be partial - only affecting certain parts of the body or affecting different parts of the body differently.

[100]**Read Mind:** For 3 mana, you can access your target's mind, allowing you to read their thoughts, sense their emotions, and dig through their memories.

[100]**Recall:** For 3 mana, you can teleport an object or willing creature to yourself.

[100]**Sleep:** For 3 mana, your target falls unconscious. You can choose if this is proper sleep or a coma.

[100]**Trap:** For 3 mana, you can create a magical trap that automatically activates the loaded spells when certain criteria are met, potentially on a target if desired. You can load a magical trap after creating it, or with whatever spells you cast in **Parallel** with this spell.

[100]**Weather Protect:** For 3 mana, your target is protected from environmental conditions, kept at a comfortable temperature, pressure and humidity.

[100]**Wormhole:** For 3 mana, you can open a small portal between your location and somewhere in range - good for scrying on distant locations, or use as a glory hole. Alternatively, you can harmlessly dismember your target, optionally safely hiding the unwanted parts in a hammerspace.

[200]**Alter Attitude:** For 5 mana, you can adjust your target's character traits as you like.

[200]**Alter Memories:** For 5 mana, you can adjust your target's memories as you like.

[200]**Alter Size:** For 5 mana, you can scale the size of your target's body up or down as you like. This can optionally affect their clothes, if you don't want your target to end up naked.

[200]**Conjure:** For 5 mana, you can conjure any sort of mundane apparel or sex toys, including larger stuff like BDSM furniture. You can also create living objects along those lines, though they don't have special qualities beyond autonomous molestation and lack of need for sustenance.

[200]**Cure:** For 5 mana, you can clear your target of any injuries, ailments, or injuries they're suffering from. This includes terminal illnesses, genetic defects, mental damage, and curses.

[200]**Debuff**: For 5 mana, one of your target's attributes is reduced to a level of your choice - like making them as weak as a child or making them an idiot. The lower limit on this is that their attributes cannot be reduced to levels that would be immediately or shortly lethal.

[200]**Enslave**: For 5 mana, your target is enslaved to your will, forced to follow the spirit and word of whatever orders you give. Optionally, this can reprogram them into your willing slave and/or fill them with happiness whenever they follow your orders.

[200]**Reshape Body**: For 5 mana, you can adjust your target's physical proportions and species, as well as add all kinds of cosmetic features.

[200]**Stasis**: For 5 mana, your target is held in stasis, unaffected by their environment and the passage of time.

[400]**Apprentice**: For 10 mana, you can turn your target into your Apprentice, granting them the above Spark perk and allowing you to selectively share whatever other benefits of this document that you've unlocked with them.

- >You can switch up which benefits they benefit from at will.
- >You aren't limited in the number of Apprentices you can have.
- >At the end of each jump, you may bring along any willing Apprentices, turning them into fiat-backed followers.
- >Your Apprentices respawn after 1 hour if they die.
- >You and your Apprentices can transfer mana between each other while within range of each other.

[400]**Bind Demesne**: For 10 mana, you can bind a fiat-backed property as your absolute territory. You can only have 1 Demesne at a time, but you can cast this spell again to bind a different property.

- >If you don't have a Warehouse, you may treat your Demesne as such for interaction with fiat effects.
- >Your Demesne automatically repairs, cleans, and organizes itself each hour.
- >Your power is enhanced while you are within your Demesne, greatly increasing how difficult your magic is to resist.
- >Spells that you cast within your Demesne cost 5 less mana, to a minimum of 1 mana.
- >You can prevent anything that isn't much more powerful than you from entering your Demesne, including both entities and ambient conditions.
- >At the start of each jump, you may choose to either insert your Demesne into the setting or keep it in its own pocket dimension. **Gate** and **Planeswalk** cost 5 less mana when you are traveling to or from your Demesne.
- >Your Apprentices cannot create their own Demesnes, but may benefit from being in your Demesne.

[400]**Bind Familiar:** For 10 mana, you can bind a willing or subdued creature as your Familiar. You can only have 1 Familiar at a time, though you can cast this again to bind a different creature as your Familiar.

>Your Familiar immediately becomes a follower or companion, your choice, and doesn't take up a companion slot or similar if you use such a system. This status is lost if the creature stops being your Familiar and you haven't imported them at any point.

>Your Familiar possesses a total and unbreakable loyalty towards you.

>Your mana generation is doubled while your Familiar is in your presence, applied after all other modifiers.

>Your Familiar respawns after 1 hour if it dies.

>Your Familiar can also be one of your Apprentices.

[400]**Bind Focus:** For 10 mana, you can bind a piece of personal equipment that is smaller than you as a focus for your magic. You can only have 1 Focus at a time, though you can cast this spell again to bind a different object as your Focus.

>Your Focus immediately becomes fiat-backed.

>Your Focus returns/respawns/repairs each hour.

>Spells you cast with your Focus cost 5 less mana, to a minimum of 0 mana.

[400]**Gate:** For 10 mana, you can open a stable portal between a location in range and another location that you're aware of in the same universe.

[400]**Normalize:** For 10 mana, you can adjust how others react to your target's presence and actions. This can be set so different people react in different ways to different actions, and so on and so forth.

[400]**Planeswalk:** For 10 mana, you can transport your target and anything on their person to another realm that you're aware of within the local multiverse. This includes things like alternate timelines, parallel dimensions, other planes, pocket dimensions, demiplanes, and so on. Alternatively, you can instead open a stable portal between the two realms.