

High Elf

X

High School

Jump by dragonjek
Version 1.2

In the modern day, the elf population has become so inbred that they can't reliably reproduce among their own species. In desperation, they turned outwards, and tried to hook up with humans. Unfortunately, those elves who reached out for mating partners only had a terribly high likelihood of being kidnapped and raped, and they soon abandoned that method. Instead, they created special schools in forests near human cities, forming wards over the woods to keep intruders from getting too close to the hidden school.

Well, that's what they do for normal humans... but if a human has a high enough level of magic potential that they'd be able to reproduce with an elf, the wards instead turn the forest into a "lost wood" that inevitably guides them to the school. A school filled with the most beautiful and appealing of elves, all hoping to find a human to ensure their family line continues and their species doesn't die out.

And as it turns out, thirsty elves will do just about anything if it means getting pregnant.

You get **+1000 Choice Points** to prepare you for the ten years you'll be spending in this world. Your jump starts with you just outside of the Private Elfin Academy for Girls.

Race

What species are you? Select here. You can have any sort of (reasonable!) history in this world that you like, or you may be a drop-in. As a drop-in, there will be a letter of recommendation in your pocket, allowing you to either apply to the school as a teacher or as a student, as you prefer.

You may choose your sex and gender freely. You can choose your age, or you can gain **+100 CP** to roll for it, as determined by your race.

Human:

You are a human being. Although physically you underperform compared to elves, you do outmatch them in one very important respect, that being sex and your reproductive capabilities. For age, roll $15 + 1d4$ if you're a student, or $24 + 2d8$ if you're a teacher.

Elf:

You're an elf. You have long pointy ears, are incredibly beautiful, and were handpicked to attend this school as one of the ideal representations of the elf race, in hopes of perpetuating your bloodline. As an elf you are physically superior to a human, and have more natural magical power, too. And that magic power is important—an elf can only reproduce if both partners are magically potent. Your lifespan is incredibly long by comparison with humans, to the point that a 217-year-old would be considered an older teenager; for your precise age, however, you can roll $160 + 10d8$ as a student, or $400 + 2d100$ as a teacher.

You have to choose a sub-type of elf to be. Selecting one of these sub-types will decide what additional discounts you receive.

Half-Elf:

You are one of the ever-increasing numbers of half-elves, which have basically become the “normal” elves. Despite being called a “half-elf”, you can have any ratio of human-to-elf blood that you want, and are considered to be a full-blooded elf for almost all purposes; the only difference is that you're weaker and less magically potent than a pure-blooded high elf would be.

Dark Elf:

You are an elf whose family “fell” in the past, and your kind’s skin has turned a nice shade of mocha to show it. Although to be honest, you just look like an elven gyaru. There is some discrimination against dark elves, but legally speaking you still have all the same rights as other elves and you can walk among the lighter-skinned elves without worrying about being shunned or attacked. It is possible to “redeem” yourself, but all this does is change your skin color again; you still keep the discounts from being a dark elf. Like a high elf, you are superior to a human in almost every respect. The dark elf life is about enjoying things as they come, and just having fun without worrying about the consequences. While all the dark elves in the modern age are half-elves, their history of corruption means that they don’t benefit from the same discounts as other half-elves.

High Elf:

You are one of the few remaining pure-blooded elves, but like all high elves, your family has inbred to the point that it is no longer possible to reproduce with your own species (there are otherwise no negative side-effects to this history of inbreeding). You are stronger and faster than even your fellow elf could hope to be, and are naturally more magically powerful... not that elves often learn spellcasting in the modern era.

Perks

Perks of a given race are discounted by 50%, except for 100 CP perks, which are free.

General Perks

The Return to Sanity (Free):

Many people are wary of the idea of being broken by torture, but too often people forget that any extreme of sensation can pose a risk to your mental health, not just pain... and elves are very, very vulnerable to pleasure. This perk ensures that no matter how much sensation you experience—be it pain or pleasure—your mind will never stay “broken”. Yes, intense sex may shatter your consciousness and ability to think, leaving you only capable of bouncing your hips and giving insensate moans of unimaginable pleasure... but only for a few hours at most,

before you gather together the shards of your mind and heal from the experience, without any long-term mental harm being done to you.

Selective Breeding (-200 CP):

Of course, plenty of Jumpers have various... biological oddities about them. Even if they are human or elf, that doesn't stop you from having perks that might make you half-shoggoth or something. Fortunately, you can always control what traits are inherited by your offspring—including features such as what race you are, allowing you to make it so that the child of a human and a high elf would also be a 100% pure high elf, a half-elf, a true human, or anything in between. Might have a hard time explaining how a first-generation hybrid of human and elf has only 1/13th elven blood, though.

Human Perks

Properly Equipped (-100 CP):

If you want to help a species overcome its terminal case of inbreeding, what's the most important thing? The ability to actually get it on. Fortunately, you're well-prepared for that; your crotch is the pinnacle of what a human could hope to have, not only excellent in terms of size, but also shape, stamina, and staying power. You have no refractory period to speak of, and can easily keep going even after coming. Your cumloads are large, and you are especially virile/fertile; as long as they're biologically capable of reproducing, you can get them pregnant (or get impregnated by them, as the case may be). In case that isn't desirable for some reason, you can toggle your fertility on and off.

You also have a much higher magical capacity than normal; while humans normally don't have much magical potential, you're one of the rare exceptions, which is fortunate as otherwise you wouldn't be able to impregnate an elf in the first place. What's more, the amount of magic you have serves to increase your fertility overall; if you're strong enough with magic, you could impregnate even someone who is incapable of bearing children.

Love and Lust (-100 CP):

They are two sides of the same coin, and so it is for you, too. Your sexual actions and comments are perceived to be equally romantic as they are erotic—the filthier, the better. You could tell an elf you wanted them to become your personal pussy, and they'd become the same sort of blushing mess they'd be if you

confessed your love to them. Just fucking someone would see you becoming closer as if you'd had a date, and denigrating someone during sex would set their heart aflutter as if you'd whispered sweet nothings into their ear.

If you'd like to have a purely sexual relationship, though, you can toggle this ability on or off.

Master of Elves (-200 CP):

Select a single species at the start of each jump. Everything you do, including the usage of all your perks and abilities, is more effective in a positive manner when it comes to that race. Sex is more pleasurable, charisma perks are more effective, your intellect can more readily dissect their behavior, and combat against that race is easier for you.

Furthermore, each perk or ability you may have that would normally only be effective against a single species, race, or type of being, can now be "re-assigned" at the start of each jump (or each decade, whichever comes first) to target a different race on an individual basis.

Center of the Nest (-200 CP):

With their desperation to find fertile mates, and with the scarcity of humans with sufficiently high magic capacity to qualify, elves have adopted a polygynous approach to relationships, with one male at the center of a "nest" of women. You can now bring a bit of this with you to other worlds, although not necessarily as male-oriented as they are here. Rather, it's YOU-oriented; when it comes to you, people just don't mind if you have multiple committed partners. Now, the people *in* a relationship with you might object if they feel like they aren't getting as much attention as they're warranted...

As a side note, elven culture imposes a limit on how many people can join a nest; as an extension of the previous ability, such limitations no longer apply to you.

To Rule the Nest (-400 CP):

But it's not enough to just be at the center of a nest, you need to *command* it. And now you can; if someone desires to have sex with you and you are attracted to them, then that desire will become, from their perspective, a need. And as a "need", almost anyone will be willing to go to great extents to see that need

satisfied. Just like a starving person would willingly eat a food they normally hate, someone deprived of sex with you is likely to do just about anything you ask of them, no matter how degrading the act might be, as long as there's the promise of you fucking them at the end.

To keep you from just being raped, this effect won't interfere with the person's respect for consent. Even if they were at their absolute desperate ends, they wouldn't rape you... unless they'd be willing to rape you even without the enforcement of this lewd "need".

Mind-Blowing Pleasure (-600 CP):

These elves might put on haughty airs or try to force themselves onto you, but the truth is that they're simply unprepared for what you bring to the table. You are good at sex. No, seriously—you are REALLY good at sex. When you pleasure someone, that pleasure doesn't reach a plateau, and repeating the same actions doesn't eventually grow dull; the longer sex goes on, the more they feel as every scrap of pleasure builds on each other, even more so than one would normally expect from sex. After an orgasm, continued pleasure would all feel as intense as the moment of climax, and if you made them cum again, that would only heighten the sensation to entirely new levels.

You could easily get someone addicted to you with this. As a safety measure, no amount of pleasure you inflict upon someone is capable of inflicting physical, mental, or spiritual harm to them. So you could just ramp that pleasure up infinitely, it will never reach a point where her nerves blow out from overstimulation or her mind shatters from experiencing heights of pleasure people were never meant to experience. You can toggle this off if you'd prefer to see someone's mind break—you could even alter it so that it prevents the aforementioned addiction from occurring in the first place.

Bug Catching Geek (-600 CP):

Select one of your hobbies. While engaged in this hobby, you will find yourself struck with a ludicrous degree of luck... although not necessarily related to the hobby itself. While out bug catching, you might stumble onto a secret school of elves hoping to be bred by someone like you. While buying miniatures to paint, you might stumble upon a lottery ticket. Metal detecting might see you stumble

across a buried fortune, and while stamp-collecting you might run into another enthusiast that just so happens to match up with your fetishes perfectly.

Elf Perks

Elven Superiority (Free, Exclusive to Elf):

Elves are just *better* than humans are. It's nothing for a human to be ashamed of; you're just built differently. As an elf, your physical abilities are superior in all respects; you're stronger, you're faster, and you have more stamina... except when it comes to pleasure. That IS a bit of a weak point for your kind. See, an elf's senses are all heightened... and that includes their sense of pleasure.

But more importantly, you have more magical potential than a human does. Any elf has more magic in their pinky finger than a human does in their whole body... but just that much magic isn't enough for an elf to reproduce. An elf needs to not only have more magic, but to have a partner who also has a high magical capacity. Fortunately, all you need is a good partner; you're in the top ten percent of elves in terms of how much magic you have, guaranteeing that as long as you find a decent mate, you'll be able to reproduce.

Nestmates (-100 CP):

With the societal need for polygamy, it would be rather counterproductive if you were to succumb to jealousy and try to keep a mate all to yourself. Fortunately, you have the ability to "dial off" your negative emotions, such as possessiveness or jealousy, allowing you to enter a polygamous relationship without worry of ruining it due to whatever possessive feelings you may possess.

Prepared for Eternity (-200 CP):

Elves don't actually live forever. But they do live far longer than any human, and over the course of an extended lifespan, the little pleasures of life can grow dull. Well, maybe they do for humans, but not for you. You never grow used to positive experiences... when it would benefit you, at least. Every sunrise you see will still provoke the same sense of wonder that watching the sun come up the first time did. Every time you meet your friends, that friendship will still burn just as strongly as ever. Every time you hug your beloved, it will make your heart beat just as strongly as it did when you first embraced them. And when your partner plows your ass into the bed, you'll never have to worry about getting bored from

repetitiveness. You could easily stay with one partner for the rest of time, and it will never grow stale.

“A place where even kings can be enslaved.” (-400 CP):

Well, maybe “enslaved” is a bit of a strong word... but the fact remains that none of the humans who’ve been trapped in the Private Elfin Academy for Girls have had so much of a word of complaint over it. You excel at making people feel welcome, to the point that even if they were technically kidnapping victims, your “guests” would be more than happy to stay with you for as long as you want, just to enjoy more of your hospitality.

The Pleasure That Only Elves Can Know (-600 CP):

As mentioned beforehand, elves are extra susceptible to pleasure. But you... you take it to a whole new level. The more erotic you behave, the more sensitive to pleasure you become. Giving someone a blowjob in a particularly filthy place might make you overwhelmingly aroused, perhaps even to the point that you cum on the spot; displaying your body before a camera as you fuck your nest-master would set all of your nerves aflame with ecstasy. No drug has ever been as potent as your own lewd behavior is to you.

Half-Elf Perks

Blackmail Material (-200 CP):

You have the most extraordinary luck for stumbling onto information you can blackmail or otherwise threaten people with. Of course, this requires them doing something they could be blackmailed over in the first place, but as long as they have some wrongdoing they’re trying to keep hidden, you’ll be able to find out and use it to your advantage.

Hybrid Vigor (-600 CP):

You aren’t a watered-down high elf; instead, you are superior to both your parents. The natural advantages of an elf are stronger in you, putting you above even the vaunted High Elves; however, you also have the greater sexual capacity of a human, increasing your stamina, your ability to manage your own pleasure, and just flat-out making you better at sex in general.

Furthermore, should you ever be a “half-breed” or otherwise a hybrid of some sorts in future jumps, your strength won’t be less than that of a full-fledged

member of your parent species, and will in fact be even greater than either of them. Your hybrid nature only improves upon your racial features, and never causes them to degenerate.

Dark Elf Perks

Star of the Orgy (-200 CP):

You have a natural skill for working your way into the center of any social group or gathering. This particularly shows itself in group sex; you're skilled at managing a group in sex, and are able to please (and be pleased by) multiple people at once without anyone getting in each other's way or otherwise making things awkward. What's more, your presence in an orgy enhances the pleasure felt by all members of the group proportional to how many people are taking part in it.

"Cheating sex is the best!" (-600 CP):

Dark elves go after what and who they want, regardless of whether or not their target is attached or not. Hell, that might even make it more fun. The more love and affection someone feels towards their romantic or sexual partner, the easier it is for you to seduce them away and into your own arms. This doesn't reduce the attraction they feel towards their partner, but instead allows you to worm your way into their heart more easily, until the feelings they have for you equal or even overwhelm those they feel for their pre-existing partner.

Furthermore, the more attached someone is when you start to seduce them, the more pleasure both of you will experience once you actually have sex—and the person you're trying to win over will, on an instinctive level, recognize this.

High Elf Perks

The Pinnacle of Elvenkind (-200 CP):

As a high elf, you are better than the common rabble. By selectively breeding for the best traits, the high elves have become a superior subrace of elves; just as a normal elf is superior to a human, to the same degree are you superior to an ordinary elf. But this also includes your sensitivity to pleasure... what you feel in sex can't be compared to the sensations of other elves. Be careful that you don't lose yourself to the thrill of another's touch.

What You Really Want (-600 CP):

Sometimes you want to be treated like a queen, but at others... well, you won't have to worry about the shame of asking someone to treat you like the masochistic breeding sow you are at heart, because they somehow just know. When you start to have sex with someone, they'll get an awareness of how you want to be treated and what kinks you have—how you *really* want to be treated, not necessarily what you think you want. It's still up to them to act on it, but they're a lot more likely to give a slutty pig bitch like you what you deserve if they know that you actually want it.

But not everyone has the vocabulary to really degrade you the way you want, nor the bearing to do so. That's why whenever you're in a relationship with someone, they will gain increased confidence, and their awareness of how you want to be treated in bed will give them the knowledge of *how* to treat you, giving them the skills needed to fulfill your fantasies.

Items

Items are discounted by 50% to their associated Race, while 100 CP items are free.

General Items

The Rape Bed (-100 CP):

This is a bed, the likes of which you might find in a school nurse's office. What makes it so special? Well, at any point in time while someone is in contact with it, you can instantly tie them to the bed and strip them. This allows you to easily have your way with them... as long as nobody interferes, at any rate. With a bit of focus, you can transfer these properties to a different bed.

Magical Smokes (-100 CP):

These look a lot like cigarettes, but don't cause anything resembling the health issues caused by those death sticks. Smoking one of these will gradually replenish your supply of magic, fully recharging you if you fully smoke one. More quickly, however, it can also instantly end the refractory period and can cause a male to rapidly produce more cum. You have a supply of 3 packages of Magical Smokes, which replenishes each week.

Human Items

Hobbyist Equipment (-100 CP):

This is the gear you need to enjoy a specific type of hobby, such as equipment for bug catching or fishing. This doesn't give you anything fancy, just the basic stuff you need to enjoy the hobby, but the components are quite unbreakable and will always appear close at hand when you need them. Even if you fight for a hobby, you can't choose any type of combat equipment for this item; this is exclusively for non-violent fun. Although paintguns are fine.

A Room to Stay (-200 CP):

The elves want you to enjoy your time here, so you've been given a room of your own. It has a big bed, one magically enchanted to expand in size without taking up extra space, allowing for a hypothetically unlimited number of people to lie down on the bed without the outside dimensions of the room or the bed itself expanding. The room itself is quite comfortable, having all the needed modern necessities for a self-contained housing unit. It has its own separate bathroom, a kitchenette, and comes completely with running water, electricity, and a wi-fi connection. This can become a Warehouse Attachment after this jump, or you can import it into any apartment building or housing complex you find yourself in.

Adult Toybox (-400 CP):

A big cardboard box, it's chock-full of sex toys of all shapes and types. The box is significantly larger on the inside, and it has very nearly any sex toy you can imagine (so long as it is small enough to be carried in one hand and isn't more technologically advanced than the modern age). Vibrators, dildos, strap-ons, onaholes, handcuffs, whips, and a vast host of other options can all be found within. But most peculiarly, you can designate up to 5 sex toys from this box, and can summon them from this box regardless of distance with an act of will. A similar mental effort is required to banish them back to the box, and you can easily switch what toys you can summon by shuffling through the box for a few moments.

Earring Case (-600 CP):

This is a container of the very same Earrings of Nesting from the Elf item list. However, all of these earrings are connected to a single earring that you possess. Unlike the Elf item, these earrings can only be given to people in a romantic or sexual relationship with you, and cannot be used by anyone else; however, there

is also a limitless supply of them, and as long as you intend to give it to someone you're in a relationship with, there will always be another one in the box. Well, technically you can also give them to your Companions, even if they aren't included in your sexytimes, but Companions are special anyway.

Elf Items

Earrings of Nesting (-100 CP):

You have a pair of magical earrings, one of which is meant to be given to your human when you form a nest. So long as you wear the other one of the pair, you'll be able to communicate with your human at a distance and locate one another when you're separated. Well, technically they work with anyone, but they're *meant* for your human.

Sword of Justice (-200 CP):

It's a katana, and doesn't have any particular features for combat. However, just by owning it you will be perceived as a guardian of justice and a skilled warrior, and will have an easier time making friends and interacting with people who admire that sort of figure—such as children.

Lost Woods (-400 CP):

A moderately-sized forest you can deploy anywhere you like at the start of a jump. You can designate locations within these woods as "off limits". Any intruders who approach these areas will find themselves getting lost in the woods, neatly diverted around the area you designated. However, if there are certain people who you would like to enter these areas, then you may name a certain category (or categories) of people. These people can freely pass through the woods; however, if you want to actively attract them, then you can invert the original effect, causing people to get lost in such a way that they inevitably find their way to the designated zone.

Elven Academy (-600 CP):

This is a school, of which you are the headmaster. You possess absolute power over the rules in this school, and nobody—not the students, not the parents, and not the law—will gainsay the rules you establish within it. As for the students and teachers? They're all elves from this world, and in desperate need of help continuing their family lines. Everyone who attends or teaches at this school is considered to be one of your followers.

Companions

Import/Create (-100 CP):

You may freely import an existing companion into this world, or create a brand-new companion; either way, they receive 600 CP to spend on perks and items, and a race of your choice. If you spend 300 CP, then you can purchase a set of 8 companions all at once. Alternatively, instead of creating your own companions you can use some of the pre-made companions listed here. They still receive their 600 CP stipend.

Elven Wizard:

This figure is a high elf of middling age, and one of the few elves remaining who specialize in magic. They were, in fact, one of the mages who helped put up the wards that protect the school, and they specialize in mental and illusion magics. They're not exactly a "trickster" type of person, despite the focus of their magic; instead, they are staid and focused, and rarely given to frivolities. This might have played a role in how they managed to remain a virgin for so many centuries.

Worried Mother:

This dark elf is worried about her daughter. It seems the girl just can't seem to keep a mate. She has determined that her daughter doesn't deserve a mate who isn't going to be loyal to her, but each time she's tested one of her daughter's mates, they've failed the test and fucked her, forcing the mother to make her daughter break up with them. If only there was someone out there who could be loyal to her daughter... or at the very least, force the mother to acknowledge them as a worthy mate. If you purchase this companion, both the mother and daughter will come with you, sharing a single companion slot and splitting the effects of purchased perks in half for future jumps.

Second-Best:

This half-elf is eternally frustrated with her own ineptitude. She's tried her best, but no matter how hard she tries, she just can't seem to get first place in anything. Oh, getting second-place in just about everything she's tried is honestly an amazing degree of competence, sure, but there's nothing she's actually the best at. She desperately wants to have something that is purely hers, something where she doesn't have to look at the back of yet another

elf who managed to out-do her. Or perhaps she just needs to be shown how wonderful her existing talents actually are?

Drawbacks

Take as many drawbacks as you like.

Sex Toggle (0 CP):

So, you might have noticed that this setting is just a little, itty-bitty, teensy-weensy bit biased towards favoring males (well, *human* males). That's not every Jumper's cup of tea. So, you have blanket permission to make whatever changes you want to the sex and sexuality of characters in this world—don't worry about it making sense, we'll find a world that fits your criteria and send you there. This can enable things like male pregnancies or magical lesbian babies and that sort of thing, if you want it to.

Uggo (+100 CP):

You. Uh. There's no polite way to put this. You've got the kind of face that makes people avert their eyes. People who look like you do rarely own mirrors. What I'm saying is that in a world of people who are astonishingly beautiful... you ain't. You don't even qualify for "mediocre" like the MC does, you're just ugly. Fortunately, all elves care about right now is reproductive ability, so you can still get it on.

Still At School (+100 CP):

You may be here for the lewdness, but this is still a school, and now you have to attend. Not only do you need to attend the majority of school days, but you need to have a sufficiently high GPA to pass all of your classes at the year's end. Worried about graduating? Don't be—the elves here can be as old as 217, and they're still in high school. Graduating won't be a concern for the duration of your time in this jump.

If you're a teacher rather than a student, then you need to ensure that at least 3/5ths of your class has passing grades by the end of each school year.

If you fail to pass, then the entire last year will not count as part of your time in this jump. You will need to pass (or have your class pass) a total of 10 years of education before you can leave.

Inquisitive Innocence (+100 CP):

For some reason, there's this little Elf child that keeps appearing around you, usually when it's inconvenient for you. They have a host of questions that you can't help but answer, and have a bad habit of showing up when you're about to do something lewd. You can't avoid them or send them away until you've answered some of their questions.

Trapped in the Lost Woods (+100 CP):

The magic of the lost woods surrounding the school has quite thoroughly infected you. It is now impossible for you to leave the woods for any reason—you'll be staying in the school all year round, and will never be permitted to leave to go back home. At least you should have good company? Fortunately, there appears to always be some people at the school, so even during a break you won't have to worry about starving or anything like that.

Staying Separate (+100 CP):

What? Why? Doesn't this ruin the entire point of the jump? Eugh, fine. You are incapable of perceiving people who aren't a member of your race. You can't see or affect them, and they can't see or affect you. Members of other races might as well not even exist for you. So a human will be unable to do anything with elves, and an elf will never find a single human. Why would you do this?

Unwanted Stray Elf (+200 CP):

Well, it's going to be hard for you to find a nest to be a part of, and for good reason. It seems you get very shy and upset around lewd things, and by default respond with physical violence—namely, kicking people in the crotch. You can get over this with time and self-control, but it's going to be difficult to earn people's trust back after you kicked them in the junk when they tried to make love to you.

Rape Bait (+200 CP, Humans only):

It seems those elves are even more strongly driven to keep their family line alive than they were before. Sorry, but elves don't really care about your consent anymore—they'll just rape you. If you have Unwanted Stray Elf, the effects of that drawback are reversed—now, the elf raping you is the one who gets shy and kicks you. This doesn't stop them from raping you, it'll just hurt a lot first.

Master of the Nest (+200 CP, Elves only):

Although called “masters”, the only command a human normally has over the elves in their nest is based on how willing the elves are to obey in exchange for the right to reproduce. Now, you have been subjected to the will of a human. They’re quite perverted, but they aren’t actually cruel, but regardless of what they tell you to do, you are incapable of going against it.

Open Season (+300 CP):

The wards protecting the elf forest have failed, and humans are showing up en masse. The elves have become so desperate that they don’t bother checking for magical energy capacity, and are just hooking up with whatever human finds them first. For humans, they will find that the number of available elves have taken a sharp downturn and will have a hard time finding partners; for elves, humans have lost their basic decency and are more than willing to rape elves if their initial advances aren’t met with approval... including you.

This Wasn’t in the Tags (+300 CP):

Just how important is CP to you? Is it really worth this? Well, I hope you like shit, because it’s going to be a part of your sex life from now on. Yes, shit. Excrement. Poo. Fecal matter. It’s going to be there every time you have sex, in one way or another.

“I would rather be raped by five hundred million orcs.” (+500 CP):

I mean, that’s a little extreme, but if that’s what you want, then sure. You don’t actually start off the jump right away; instead, you’re going to a special time-dilated pocket dimension, where you will be raped by 500,000,000 male orcs. All of your perks that would help you fight back against this are disabled. If you would like being raped by Orcs... well, you’re going to stop liking it very, very quickly. When you die from the abuse (or from sleep deprivation, old age, starvation, or any other reason), you will be revived in perfect condition, and it will continue. At about ten minutes per orc, it should take you a bit more than 9,500 years of constant rape to begin the jump, with each orc cumming only once, then disappearing. But that time can be reduced if you service more than one orc at a time (willingly or otherwise), or if you work hard at making them feel good so they cum quicker. Once your time is complete, THEN you can start the jump proper.

By reducing the value of this drawback to +200 CP, then you can choose the sex of the orcs raping you. Don't think this will make it more pleasant—a broken pelvis makes all sex painful, regardless of if it's someone pounding your ass or bouncing on your dick. And it WILL break.

Conclusion

Your time in this world has come to a close. Ten years are up, and all drawbacks are removed. Make your choice.

Stay Here:

There are worse worlds, I suppose.

Go Home:

I'm not sure what about this world in particular tickled your need to go back to your world of origin, but sure.

Continue On:

That's what I thought. Go to the next jump on your chain.

Notes

Special thanks to the people on QQ for helping improve this from its crappier original version.

Changelog:

- Version 1.2
 - Included an option to pick your gender, and added age rolls (which you can get points for taking)
 - Reduced the price of Lost Woods to fit in with the other items
 - Spelling and Grammar corrections
- Version 1.1
 - Added Selective Breeding perk
 - Added a toggle to Properly Equipped
 - Clarified Master of Elves

- Mind-Blowing Pleasure now has an option to prevent addiction to the pleasure you bring.
- Added The Return to Sanity perk
- Version 1.0
 - Added Nestmates perk
 - Spelling and grammar corrections
 - Elven Superiority is now exclusive to elves
 - Elf race is now free.
 - Dropped Love and Lust's price to 100 CP
 - Split the Leading the Nest perk into the perks Center of the Nest as well as To Rule the Nest.
 - Added a more magic = more fertility clause to Properly Equipped.
 - Added The Rape Bed, Magical Smokes, Hobbyist Equipment, A Room to Stay, Adult Toybox, and Earring Case.
 - Adjusted pricing
 - Have enough items now to split it into General, Human, and Elf Items, with associated discounts.
 - Added Open Season, Inquisitive Innocence, and Staying Separate drawbacks
 - Increased the value of "I would rather be raped by five hundred million orcs." drawback, and clarified some stuff.
 - The premade companions are now just examples of created companions you can take.
- Version 0.5
 - Created jump