

Hentai Island Survival

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This island you have found yourself on is very mysterious, filled with cryptids, strange plants, lizard people, the undead, and more... and all of them won't hesitate to use your body for their own ends. Whether as breeding stock, as a sacrifice to an old one, or just to fuck. You will need this to help your survival. Here is **(+1000cp)** to help you out.

Location: If you are a survivor your pod dropped is in the middle of a forest. If you're part of one of the tribes then you start in the tribe. If you are an animal or cryptid then you're in a location best for your kind. If you are a special creature you're in an abandoned temple.

Origins:

Survivor (-free): This is also the drop in origin, you wake up in a pod in a new body with no idea how you got here. Your age is set to 18 and your gender is set to female. Your species is human unless you take certain perks.

Native (-free or 100cp): You are one of the natives of this land you can pick the human tribe (the feral), the lizard tribe (the reptilians), or the undead (the cultists) the lizard tribe or the undead cost you 100cp because of their advantages over humans. Both the living tribes are at war with each other, but all living things are at war with the undead. The lizards stand twice as tall as humans do. The males have feet long cocks, and traverse through the tops of trees easily. Undead are hard to kill permanently; you must have your head removed and then set on fire, losing enough mass from being attacked, or from anti-undead weapons. Age can be 18-25 for any tribe, Gender can be either male or female.

Animal/Cryptid (Varies):

Tier 0 - you can be one of the bog standard animals on the island- bears, large snapping turtles, any kind of jungle cat, alligators, nothing bigger than a bear **(-free)**

Tier 1 - you can be one of the weaker cryptids- honey wasp which is about the size of a tiger, ovispiders, icosipus has 20 tentacles, island aurarocks think super bull, pongos think bigfoot. You could also pick a regular animal bigger than a bear. **(-100cp)**

Tier 2 - you can be stronger cryptid- Titanoboa think anaconda movies, dire wolf, sky jelly think sky jellyfish **(-200cp)**

Tier 3 - you can be one of the strongest cryptids- wyrm basically a small dragon the size of an elephant, island axon (think sky eel with a permanent connection to the island) **(-300cp)**

You are an adult of your species, Gender is dependent on which cryptid/animal you are. Regular animals pick male or female. Rooted plant vines and primordial slimes are nebulous so just pick your gender for the start of the next jump. Imps and pongos are male only. Ovi-spiders are female only and the rest can be male or female.

Special Creature (-100cp): You are one of a few unique creatures found on the island for good or for bad. Pick either harpy, mermaid, or freyja sprite. Age is just turned adult for mermaid or harpy, sprites are ageless and can look any age. Gender is futa for harpy, female for mermaid though you do have an ovipositor. Sprites can shapeshift at will so can pick their gender.

Special Origins: These Origins you don't have to take, but can if you want a different backstory, you take these *instead* of the regular Origins.

Hybrid: This Origin lets you be a combination of any of the 2 species in the above Origins. Maybe you want to be an undead harpy, or perhaps a lizard demi-human. Custom design how the 2 species come together such as if you were designing your offspring with the Breed True perk below. Your age and gender can be anything compatible with your backstory. Your perk tree can be of one of the backgrounds where your race came from. Meaning if you're a dog-boy feral you might choose from Cryptid or Native, but a lizard undead could only ever be native.

Import Race: This Origin is restricted to those who use this as a supplement, Import your race from the other jump you are using. You can add a lewd twist to it to make it compatible with the island such as Angels not falling to lust, demi-humans going into heat, or even human bodies being more stretchable than before. You effectively have the survivalist Origin as far as perk trees go, and so must be female.

Perks: 100cp perk are free for their origin, the rest are discounted to their origin.

General

Island Physics (-free/100cp): While on the island many things happen that would kill a normal person such as taking a dick bigger than your arm up your ass don't. For the rest of the time here you don't have to worry about the cryptids killing you from rape or if you're a cryptid the other way around. This doesn't protect you from regular animal attacks just from them killing you in the act. You also feel pleasure instead of pain from taking a too big size. Animals are more likely to fuck you than kill you while on the island. Pregnancy also is much shorter than you would think and anything born here will be fully grown in days. This is free in jump while on or around the island, you can pay 100cp to take it with you off the island and post jump.

Disease Immunity (-200cp): Protects you from all diseases from infecting you including the driven, which drives you insane with lust and makes you want to fuck everything.

Magic Cantrips (-200cp): You can perform a few small bits of magic- turn salt into sugar, spit into oil, start small flames from your fingers and once a day summon a few tentacles from the ground to trap something for about ten minutes.

A Beast... (-400cp): ...in the sack at least. This gives you the stamina to last all day without passing out from sex whether as a human or a cryptid. This does translate to other physical activities such as running away though nowhere near as much. As one last bonus, this can upgrade your appearance a little: give yourself bigger boobs/dick and something like a swimmer's build or maybe a barbarians rugged look.

Survivor

Actual survival skills: (-100cp) You have the basics for survival in the wilderness: the ability to make fire, find shelter, general plant knowledge on what is and isn't safe to eat, how to hunt, and most importantly how to get drinkable water.

Tool Crafting and construction (-200cp): You know how to craft small tools needed for everyday life on the island. Everything from hammers to bows and arrows. The tools you create last longer than they should and suffer from less wear and tear. You will find many old abandoned places or an area you want to fortify. This perk helps you figure out what material you need and how to use it to rebuild a place or to fortify it from hostile forces. Still need to find the material first. You will have a sense of what's possible for a jury rig or if you have a lot of time to find stronger stuff.

Navigation (-400cp): You're an expert on cartography, tracking, and astronomy. You can navigate by the stars on a boat or track a wounded animal for miles. You never get lost, always knowing how to traverse an area safely. You can designate three different locations to always know the directions to. You need to have been there first or own the property.

Elf (-600cp): What's this? You're not human, you're actually one of the elves who left the island years ago or one of their descendants. This gives you some advantages. One if you buy this you can ignore the mandatory female gender and can choose to be male or futanari. Second, whether male or female, sex you have with a different gender will always leave someone pregnant. Third cryptids are less hostile and regular animals will ignore you unless you attack them first.

Native

Tribal Skill (-100cp): You have a basic skill of your tribe, lizards are adept at living and building in large trees, the feral are good at using stuff on the island to make potions of all sorts, and the undead are adept at hiding just below the ground for surprise attacks. If bought by another origin can pick which ability you get. Can purchase multiple times, only the first is free for native.

Group Tactics (-200cp): You have a basic understanding of group tactics, and any group effort you're a part of will be more efficient/faster/easier than normally possible needs at least 5 people to start it's effect and you must be working towards a goal such as hunt an animal or build that house. The more people you have the better coordination is.

Native to the Land (-400cp): You have lived on this island all your life and it shows. Your body is at the peak of your race in strength, and you project an aura of dominance weaker animals and cryptids actively avoid you. You could easily take over as a leader of your tribe.

The Remnant (-600cp): But maybe you don't want to be just a part of a tribe, you are now a part of the island and it's part of you now, if your part of the reptilians or ferals this strengthens you twice as much as native to the land (and yes they stack) and now you always know everything going on 100 meters in all directions from wherever you are, cryptids now obey you. If you are part of the undead tribe instead you are now the god that they serve, you can design an eldritch form for yourself between 5-40 ft tall, you can now create undead with magic or spread unlife with your seed. Regardless of origin, it is now possible to impregnate things you wouldn't normally be capable of. The chance of impregnating is still the same as with things you could normally.

Animal/Cryptid

Breed True (-100cp/200cp): It doesn't matter what species you leave your seed/egg into so long as it stays in a vagina/ass long enough it will sire/birth into another of your species for another 100cp (also discounted cryptid) you can instead choose for it to be a hybrid. Must think of how you want the hybrid to look before dropping your seed/eggs into someone or taking it into yourself. As a bonus at the second tier you can decide your child's gender as well. On either Tier you can pass down any perks, powers, abilities and traits that you wish.

This is Mine (-200cp): Cryptids usually avoid each other when they are raping though some of the same species tend to also join in the fun, with this perk by roaring, or what ever you species equivalent is will cause all the other cryptids to avoid you and whomever you are having sex with at the time, if you cover them in your semen and they don't wash it off for three days marks them as yours and other cryptids will avoid attacking them so long as they keep coming back to you once a week. Of course this only drives away smaller/weaker cryptids; don't expect pongos to be afraid of an imps wraith.

The Driven (-400cp): First this makes you immune to the driven if you weren't before, second this gives you a 10% chance of infecting someone with a special driven variant every time you fuck them. This variant instead of making them generally lustful for the beast of the island makes them specifically lustful for your species of animal/cryptid. Can be toggled at will.

Alpha Beast (-600cp): You are not just any cryptid, you are either twice as big or twice as strong for a normal sized version of your kind, and can be purchased again for twice as powerful or 2 times as big as the specimen of your kind. Also if you have purchased the driven will change the variant from your species to just you.

Special creature

Unique Physiology (-100cp): Whether you have feathers, scales, fur, hair, or something else, you can pick your colors for any parts of your body at the start of a jump.

Environment Enhancement (-200cp): You adapted to some sort of environment ocean for mermaid, trees for harpy, and sex toy as a sprite, however if you spend time near another environment you can adapt to similar places such as a ocean mermaid adapting to fresh water, a harpy adapting to open plains by becoming a good runner, or a sprite adapting from an emotionless sex toy to a waifu. The adaptations take a couple weeks and can't adapt to things they can't do such as a mermaid can't adapt to walking on land. Once you have adapted to an area you keep the adaptation even when you go to a new one.

Soothing (-400cp): Your innocence brings out the best in others and even the most paranoid broken from rape person will see your kindness for what it is and not respond with outright hostility, the longer they spend around you the less broken they are and the more they heal from their mental scars.

Beloved by the Island (-600cp): You're the last of your kind and the island knows it, so it's going out of its way to protect you and those you're with sexually. It will direct all cryptids to avoid harming you and your own, it will direct broken survivors your way to give you more options. Finally once per jump the island will revive you if you are slain/die.

Items: (+200cp) you get a discount on any two items. 100cp items become free if discounted.

Standard Survival Kit (-100cp): Includes a first aid kit, a shovel, an oil lantern, a compass, a tent and a machete.

Canoe (-100cp): Good for fishing and comes with a harpoon if lost returns tied to a tree next to the water.

Den (-100cp): A small den capable of fitting you and one more comfortably either in a cave or hollowed out tree not very big but a hideout for sure.

Book of Spells (-200cp): 'Magic Cantrips' gives you the spells this book teaches. Those that read this book, including yourself if you didn't buy the perk can learn them, however you have to master one spell before you can learn the next.

Treasure Chest (-200cp): Contains gold and rare gems of unusual size. If you brought it back to your home it would make you a millionaire easily, and the gems are easily accepting of magic perhaps you could make use of this? Refills once a jump.

Research Journals (-200cp): You get 4 first is a guide to local plant life, second is a guide to cryptid habits, the third is a guide to the tribe traditions, and the fourth is blank for you to fill with your own notes.

Temple of the Water God (-400cp): This temple has purifying water that completely cleanses your body. This doesn't get rid of a pregnancy if you have it but will get rid of non magical diseases and parasites. It's also a source of clean fresh water on land or if you happen to be aquatic, provides a safe place from aquatic predators.

Keeper of the Crypt(ids) (-400cp): After the jump you will have a menagerie of a couple of every cryptid/animal you have fucked, eaten or given birth to. If you have the second tier of breed true you can decide if your hybrid offspring are included or not. This doesn't update itself automatically, but it always has extra space when you want to add a new strange creature or animal. It takes care of their food for you, and anything in it is more cooperative than in the wild.

Shelter (-400cp/600cp): You have a run down shelter somewhere on the island, any improvements carry over into the next jump, pick one of these three options: 1 Research station it's been completely hollowed out with even the doors missing, has three levels and a basement, this shelter takes the most time to improve but once finished is the most fortified. 2 Mountain cave this place is high up a mountain and hard to reach but that doesn't just count for you most cryptids that can fit through the entrance don't go this high unless it floods, this one probably requires the least amount of work to fortify but if it's under attack might have to take the escape tunnel before you have been caught. 3 Ruined city this area has a lot of intact buildings the tallest is three stories. This is the best if you want to build a community or if you want to pilfer materials, you can purchase one or all three at once.

Strange Egg (-600cp): The egg in the original cyoa lets you hatch a cryptid of your choice. Then you got one more to create a breeding pair. This is much better, you can create a new cryptid using either blood from an animal or sexual fluids. This works one of three ways. One you can decide ruffly the looks and how big it can grow up to the size of an elephant, but no smaller than a coyote. Second you can let it be random, Third you can combine two different fluids to create a chimera. However this egg creates cryptids, so fluid from sentient and sapient species don't count. This new creature is male or a futanari and has the first tier of breed true which passes down to all of their children and it overrides any other breeding power but works no further than direct children. You get a new egg every 3 months even if you haven't used one. They hatch after you have covered it in the body fluid of a(n) creature(s) and wait three days. Be warned that they will want to breed when fully grown and will go after the closest target when that happens.

Companions:

Import (-free): You can import as many companions as you want into the survivor origin for free; they each get to pick any one of the survivor origin perks for free.

Export (-free): If you can find and befriend any of the special creatures you take them with you for free. They are the Freyja Sprite, The Mermaid, The Futa Harpy, and The Temple golem.

Descendants (-free): If you take the second tier of the breed true perk, some of your children might be hybrids and both sentient and sapient. You can take as many or as few as you want with you for free as followers.

Tribe (-200cp/400cp): If you're of the Native origin this is discounted to the tribe you are a part of. This gives you 20 members of your tribe, you decide the gender of them now. They count as followers unless you import them. If you take this as any other origin you can pick one of the three tribes and this small group broke away from the main tribe to follow you. This might cause problems for you later, or instead you may pick two of the species/races to have a hybrid of both designed how you want. (Example: horse + human = centaur or anthro-horse person.

Drawbacks: Take as many as you want.

Supplement Mode (+0cp): You can use this as a supplement to another jump either by combining with another jump where you are stranded on an island or by taking it with the island escape scenario. Your cp pools are separated as usual. Your race typically takes precedence from your main jump when not on the island. Though if it's a world only populated by one species you can decide which you are once you leave the island. If you took the hybrid perk the two species/races you took can each have a hybrid form with that race if possible (no hybrid with a hybrid). Unless otherwise stated island drawbacks only affect you on the island. You will have to leave the island eventually, if you don't try to, then after ten years have passed you will be dropped in the main jump immediately, in the starting location naked and heavily pregnant from the last cryptid you slept with. Good luck with explaining that, especially in a mundane world. (Incapable with Gauntlet Mode)

Gauntlet Mode (+0cp): You can take this as a Gauntlet if you so choose forfeiting the starting cp, in exchange any perks you buy will become part of your body mod.

Whacky Weather (+100cp each): Pick one of these weather conditions: Cold nights, Ball lighting, Aphrodite mist, Polar nights. You will see this weather on the island frequently. The only way for it to stop is to somehow leave the island. Cold nights mean every night is usually cold outside. Ball lighting comes around every other thunderstorm and isn't dangerous on its own. Aphrodite mist makes you and the cryptids aroused even if it's not mating season for them they will go after you. It happens once every three months and lasts three days. Polar night's mean it's dangerous to travel at night because of the moon changing from full to new and back again, which increases the chance of an attack by the shadow people. If a shadow person touches you, your body will be possessed and driven towards the more dangerous cryptids. You can pick this multiple times.

Enemy of the Tribe (+100cp each): One of the tribes is after you, pick one tribe and they will be hunting you down, if lizard you will be the tribes toy, if human you will be used for breeding stock till you can't any more then you will be all of the tribes toy, if undead they will prep you and then give you to their dark god. Can take multiple times, if part of a tribe you can't take it for your tribe.

Cryptid Bait (+100cp) (any origin but cryptid): Your scent arouses all cryptids/animal and lingers around far longer than it should for them to track you down, you will constantly have to track through water to erase your scent however the water has its own cryptids for you to deal with, as long as you don't fight back they won't you but if you do...

Have to train it up (+200cp): The island physics are more realistic than before now you have to train up what you can be filled up with so be careful what cryptids are after you, it still won't kill you but now you will fill enormous pain if you haven't taken a similar size before.

Hyperbreeder (+200cp) (female or futa only): All it takes is a drop of semen to get you pregnant not only that you will have multiple births every time even for species you breed with even just a drop of semen. This drawback persists if you leave the Island.

Dangerous Weather (+200cp each): Pick one of the following; Tidal flood, Microburst, Green mist, Earthquakes, Gale force winds, Hailstorms, Smite storms. Tidal floods happen once per year, and last for 3 months. The reason it's dangerous is it drives you and everything else up to the higher elevations and less room for running from enemies. Microburst have a ¼ chance during a rainstorm, though never at the same time as gale force winds. Microburst are winds that slam vertically into the ground at high pressure, it's strong enough to force a plane straight to the ground. Gale force winds are 60 mph winds that run horizontally, they have a 1/3 chance per rain storm. Hailstorms are just that and have a 1/10 chance per rainstorm. If you take cold nights though, any rain storm at night will be a hailstorm. Earthquakes are just that, they happen every other month. Smite storms are severe thunderstorms. They happen every other thunderstorm. If combined with ball lightning every thunderstorm becomes a smite storm and turns even deadlier. Green mist happens every month, you will see a flash of green for a few seconds. This will let everything from enemies/cryptids/friends within a mile know your exact location at the moment. You can flee and they only know of the location of where you were. Of course if you were hidden in one of your hideouts it's not like they will forget where it is. If you are crazy enough to take all the whacky and dangerous weather conditions, have an extra (+100cp). Most of these aren't dangerous on their own but combined with the others make them more so. Regardless you will probably have to repair some of your hideouts from damage after a storm, or an earthquake. Remember these conditions disappear if you are able to flee the island.

Weak Creature (+300cp): If you are human then you are on the smaller side without being considered a dwarf, if a lizard can only grow half as tall, if undead you are unusually vulnerable to fire, if a animal/cryptid your form is different depending on your tier pick one: Tier 0 fairy, giant rat. Tier 1 rooted plant vine, primordial slime, shadow person. Tier 2 rapey eel (its water based), imp (think kuroinu). Tier 3 tentacle pit. If you are a special creature you are instead a Stone Temple Golem. After the jump you get both this and your purchased forms as altforms. If you purchased any of the capstone perks they are disabled. This drawback still affects you if you leave the island.

Powerless (+300cp): Your out of jump powers, perks, and warehouse are disabled, you can still put things into the warehouse, but can't go in or take things out. The only exception for powers, perks, or items is if you're supplementing with another jump. This persists if you leave the island.

It Sleeps (+300cp): ...Not anymore your presence here has awakened an old one, the one that makes the island the way it is, and it's looking for you, if it finds you it will swallow you whole and constantly rape you while your in its stomach, it will keep you alive inside with a tube that shoves a nasty paste down your throat and the only chance you have to flee is when it spits you out so you can give birth. You can't kill it, you can only run or delay it. This persists if you leave the island.

Driven (+300cp): You have the driven virus. It has no *currently known* cure and it drives normal people to worship the island, cryptids and turns them into remnants. You have till the end of the jump to find the cure. There is a cure somewhere on the island but the clues to find it are in obscure hidden locations on the island.

Can't leave (+300cp): (supplement mode only) You can't leave the Island if you try it will end up with your boat circling back to the island. You can't teleport away from the island. Whatever else you had wanted to do in the base jump forget it now. The base jump instead of being paused till you leave the island (which you no longer can do) will move at its normal pace without your interference. Fate decided not to let jumpchan interfere this time and rerouted you here. You still have your purchases from the base jump, and if the world would be blown up or the universe destroyed you are isolated from that as a plus. You can't use this to get around drawbacks from the base jump, they will end up affecting you here or revamped to fit the island such as enemies who want to kill you will instead wish to enslave you, with their success counting as a chain failure instead of death.

True island survival (+600cp): This is no longer about surviving horny animals, all porn physics perks are disabled, some cryptids (like the ones with tentacles) will still try to rape you but most will now try to eat or kill you instead, all tribes are hostile from the start, regular animals are more likely to attack and finally apply powerless drawback for no points.

Scenarios:

Island Escape- You have to escape the island by your own power. Any powers/perks/ items/etc. that let you do it instantly are disabled. You have to build your own boat then navigate to the mainland. If you are using it as a supplement for another jump it doesn't start the timer for that jump till you arrive at the mainland. Reward: you can once per jump escape from certain death or from being trapped in a prison/seal that is inescapable.

Peace Bringer- You must bring peace between the feral and reptilian tribes. All charisma perks are disabled you have to do this the hard way. Reward: you can once per year resolve a conflict with no bloodshed on any side, and once a jump resolve it exactly the way you want.

Island Take Over- You must do two things to beat this scenario first is either destroy or make an alliance with the lizard and human tribes. Second, you must make a map of the whole island, mark down all rivers, lakes, mountains, and name all the forests. Can't use any technology or any perks that can auto do this, it must be hand drawn. If you're not undead you must destroy them, if you are undead you have to destroy or convert all others including cryptids companions and any of your own children are the only exceptions. Reward: you get the island for yourself, if you allied with the lizards and humans whoever you allied with will now always be loyal, if you converted to undead you have an undead army in reserve. The perk island physics will apply to anything living on or 1 mile around the island. All of your followers and companions can stay here while you are in another jump, though companions can't leave unless actually imported.

End of Ten Years, Do You:

Accept your destiny and stay here.

Island breakaway and go home.

Or do you find the temple rift and move on to the next jump.

Notes:

The Island is about a quarter of the size of Australia and has every type of environment possible on earth on it from arctic to tropical jungle. This jump was based off of a cyoa here is a link:

<https://m.imgur.com/a/6hWsw>

Leaving the island isn't too complicated. You need to build a wooden boat, big enough for you and any friends you want to help leave. You need to bring enough food to last a few months. Finally you need to sail North, how long this takes can vary. The bigger the boat the longer it might take to build but with bigger sails and more people to row the faster you find the mainland. It will take a couple months of travel with a decent crew, or a few if you are traveling by yourself. If taken as a supplement this will take you to the starting location of your base jump somehow even if it doesn't make sense. With the boat sent to your warehouse or a property you own. If taken as a supplement more than once you can use the boat you have already built, but still have to prepare food and water for the journey. If you wish once you have reached the mainland you can travel back to the Island by using the same boat and traveling south for a bit. Getting to the island will only take a day, and if you took this as a supplement the jump will still keep going on. You just need to reach the mainland once to start it, but it will still take you a long time to reach the mainland again. The island activity draws people to it and tries to prevent those trying to leave.

The Island has a few different particular things about it: just about any cryptid has a mating season, it's up to you to figure out when they are if you don't want to get raped. When not in their season they will mostly leave you alone unless you deliberately go after them, keep in

mind that the normal male animals will always be in mating season, but typically act like they normally would otherwise. The porn physics on the island make it so you won't die from ridiculous penetrations from any of the inhabitants, but only somewhat reduces the pain for the bigger beasts, if you take the HAVE to train up drawback the pain won't be reduced at all unless you have slowly been increasing your holes Stretchiness. There is an old one somewhere hidden deep in a cave slumbering, it is the reason the island is so weird, it won't typically awaken on its own unless you accidentally stumble upon it. If you do it will try and capture you though won't try and track you down if you manage to escape it.

If you take the elf perk you can be male, just know you will still be used by the cryptids for relief, they just have one less hole to use and can't get you pregnant. Though some like the Ovi-spiders can still use your body to incubate their eggs.

You can take this as a supplement multiple times if you want, however you only get the free 1000cp the first time you use this jump. You must also leave the island to start the base jump. You must get your points from drawbacks which you can only take once. An exception is weather related drawbacks.

If you take the drawback can't leave then think of it like the island from Lost. It moves around and you can't leave without the island's approval. This also means you can't take the Island escape scenario.

Not every cryptid was listed as an option mainly because of being too small. Here is a list of all cryptids found on the island with brief description of what they might be useful for:

Island aurochs - giant bull, good for meat.

Titanoboa - giant snake, good for scales as armor.

Honey wasp - giant wasp, good for honey.

Ovi-spiders - single gender, giant spiders with ovipositor, good for silk.

River parasites - small slugs, good for medicine.

Rooted plant vines - tentacle plant, good for pain relievers.

Icosipus - has 20 tentacles, meat is good for fish bait.

Primordial slime - slime creature, good for purifying water.

Nether fingers - undead arms and hands that aren't part of an undead anymore, ground that they were hiding in is excellent for growing plants.

Pongos - basically bigfoot, fur is good for insulation from cold.

Shadow people - if they touch you they possess you

Plague doctors - they are humans infected by a variant of the driven that makes them genderless. It also drives them to spread the driven by capturing people and injecting them with the original strain. They usually have equipment you can steal for yourself.

Imps - small demons that have the highest breeding percentage before perks at 66%. Imps can and will try to breed as soon as they are born, after fucking their mother once they will run away and are able to fend for themselves immediately after birth.

Dire wolves - can grow as big as a car, always in packs so you never have to deal with just one.

Wyrn - a small dragon with the worst traits of a dire wolf and island aurock.

Sky jelly - air jellyfish that if grabs you will shock you over and over for hours before letting you go.

Tentacle pit - has no obvious tell before your grabbed last inside till next time it rains then it will let you go, physical needs taken care of while inside of it.

Island axon . sky eels with a connection to the island, gives mind blowing orgasms if touched.

Water eels - brought on because of flooding, attacks in small swarms.

Locust - targets females if stung restores hymen and tightness of all holes and have to retrain them to be stretchy, if you took the corresponding drawback.

Fairy - gathers in groves, drives away other cryptids.

Giant rats - size of a medium dog, found in underground mines and caves.