CottonwineVerse
by Jay Naylor

V 1.1 By Apocbox



This world is populated by many races: humans, elves, and the numerous man-beast species. It is home to a substance locals call "Cottonwine," a mind- and body-altering naturally occurring drug. Some scholars believe that the existence and use of said drug by the latter species and the temptations of a simple life and ample sex acts have a sort of “containing” effect for more advanced societies, being counterproductive to the maintenance and advancement of technology, philosophy, and societal stability.
You will enter on the day that Little Red Riding Hood meets a wolf, the encounter that will change the fate of the Anglaterran Kingdom.

Take this 1000 points to spend. You will stay here for 10 years.

There are no origins; you can enter as a drop-in or a person from this world.

Races

Civilized Races

Humans

The most widespread and common race in the world that doesn't show any significant advantages or disadvantages besides their cunning and strong reaction to Cottonwine and beast races.

Elves

Looking similar to humans, if somewhat taller and more slender. They are extremely long-lived, although not immortal, and are capable of having many children over their lifespan. Similarly to humans, they are quite affected by Cottonwine and the beast races.

Beast Races

These part-human, part-beast beings are the beast races, also sometimes known as the exotic ones. They are extremely varied in temperament, with many being pure brutes, while others show impressive technical mastery and culture. Due to constant consumption of Cottonwine, many of their kind produce aphrodisiac-like sexual fluids. Most, if not all, of them can interbreed with humans, but even if their females can be impregnated by humans, that can usually only happen during their heat. You can freely choose one of the following.

Sarjhin

A seafaring feline race possessing technology on par with humans and elves and considered to be rather civilized. Some breeds of adult Sarjhin are smaller than humans, while other breeds can grow to up to two and a half meters tall. The soft pliable spines on the Sarjin male's penis can stimulate a woman in ways that many find addictive. The function is to help induce fertility in a female Sarjhin, though some humans and elf women report getting pregnant more easily from them as well.

Wolvenfolk

A tribal canine race. They produce a powerful musk that makes human races who inhale it become horny rather quickly. Males' penises are bright in color and swell at the base after ejaculation, trapping it inside their partner. There are depictions of wolfman-human sexual relations dating thousands of years into the past, but relations in general between the two are mostly hostile.

Equian

Another more civilized race. These horse people from agricultural societies and their religious cultures center around fertility, potency, and harvest. Males possess very large penises, having a length between sixty and ninety centimeters as well as being exceptionally girthy.

Drule

A mysterious race of hermaphroditic serpents from deep within the continent. Not much is known about their culture. Their reproductive practices require the use of warmer-blooded races to incubate their eggs and birth young. They gain compliance for this through hypnosis. They are venomous and are sometimes known to devour people whole. They both have a penis and an ovipositor, with the latter also acting as a vagina, with a rare case of human males mating with a Drule existing, although a far more likely outcome is for man to become food.

Orcine

Even more savage in temperament than Wolvenfolk and wielding much better weapons, this hog-like race boasts exceptional bulk and strength, with their powerful scent known to cloud the heads of non-beast races. They are the dedicated enemies of humans, elves, and Equians and regularly raid them. Males possess extremely large and productive testicles and a uniquely coil-shaped penis.

Lapine/Joffyn

Two similar races of tribal rabbit-like people, who, while not hostile to civilized people, can quickly exhaust a normal person with their sexual rapacity. The Lapine possess two pairs of breasts and are almost completely pacifistic, not even engaging in hunting, while the Joffyn possess one pair of breasts and do engage in hunting, although still quite peaceful. The Joffyn may or may not be the result of constant crossbreeding between the elves and the Lapine. Both races are prolific breeders and can overwhelm local ecologies in the absence of predators and conflicts. A male's penis is similar to a human's, though maybe longer on the average. Unlike most beast races, they do not have heat cycles, and females can be impregnated any time once they reach maturity.

Skrat

Race of ratmen from the southern archipelagos whose societies are most known for piracy and raiding. They are typically hostile to outsiders and know how to take slaves. They are extremely fertile, with the males being very productive and the females near constantly receptive. The male member is very long and capable of penetrating deep in his partner's body, while females are receptive to almost any mating and seem to respond most vigorously to aggressive styles.

Kijoran

Raccoon-like civilized races of smaller stature, rarely growing taller than 120 centimeters. Kijora has a rich history and a culture on its largely isolated island. They are highly invested in reproduction and beauty and value large testicles in males and large breasts and round buttocks in females. Males are proud of their uniquely large balls, which their females are naturally drawn to. A male penis is similar to the wolvenfolk if smaller. When reaching climax, it forms a swollen section near the base designed to lock itself inside of a Kijoran female, but humans and elves are usually too large and do not have the right shape for this to work.

Hybrid

You can instead choose to become a mixture of a human or elf and one of the beast races. All of them possess somewhat less animalistic and rounded features but are still far more beastlike than humans or elves.

Monster Races

These creatures do not possess proper societies, and their intelligence is rather questionable. You would be an unusual example of your species and may have a rather strange place in this world depending on your origin.

Mimic

These red creatures with humanoid tops and octopus-like bottoms are known to inhabit pots, crates, chests, large shells, hollow trees, logs, and other containers. Their reproductive strategy is to ambush their mate, but

they do not physically harm or enslave their victims. They will ambush a male victim to extract his seed to fertilize their eggs and then lay said eggs in a female one. They grow to the size of their container and can get quite big, being able to overpower several people at once if grown to the size of a traveling cart.

Cresthlid

An intelligent multi-limbed monster with tentacled appendages. All are male and require females from other races to reproduce, being quite more aggressive than the mimics. The secretions of a Creststhlid are infused with a form of naturally occurring Cottonwine that is especially potent. Contact with the creature is enough to feel its effects and leave one vulnerable to being overpowered. This is made even worse when this natural potion is injected into its victim through the stingers located inside its genital appendage.

Whatever your choice, it becomes an altform after the end of the jump.

Perks

You get two discounts per price tier. Discounted perks worth 100 are free, and the rest are 50% off. Free perks are optional.

Racial Perks

Each race receives all of their racial perks for free. Racial perks of other races can be bought at full price.

Humans

Constant Advancement - 100

Most of the beast races are so consumed by their sinful base desires that they do not see any reason to advance and become better, and though elves can see the advantages that progress brings, their long life spans mean that they take their sweetest time when creating something new.

Humans are the ones that push the world into the future. You are a natural inventor and innovator, having a mind that easily comprehends sciences and an impressive imagination to put your knowledge to use.

Great Tamers - 200

It was humanity that has turned the mighty wolfs who has preyed on them into their personal best friend, the dogs. So why shouldn't they do the same to the wolfman and other beast races? You have an exceptional talent for both taming and domesticating animals, monsters, and even people as long as they have some bestial or monstrous traits, far beyond what should be possible and at a far greater speed. Raising a Drule to be a functioning member of human society and not a raping man-eating serpent isn't impossible for you, and after a few generations you will even be able to alter their physical features to be more akin to what you desire.

Human Perseverance – 400

No matter how many enemies surround you, no matter how much they try to kill and/or subjugate you, humanity will always come out on top. Why? Because they work together. Sure, they can become prejudiced against each other in times of peace, but when they see that an external threat is threatening their existence, they quickly put aside their petty squabbles and unite against their enemies. And you exemplify that trait, being able to bring even previously warring kingdoms and people that should hate each other together to fight a common enemy, and interestingly, after you have won the previous antagonism between those allies goes away, or is at the very least is greatly reduced.

Elves

Old Patience – 100

Running around and trying to frantically do something that requires time and finesse is for other lesser races. You take the far more lengthy yet stable road. Your patience is infinite, and you have excellent long-term planning capabilities with a knack for devising extremely convoluted plans with many

fail-safes. And any time your plans fail, you learn from your mistakes far better than before, seeing what might need adjusting to do better the next time.

High Inquisitor - 200

The Inquisition of the Elven Imperial Dominion protects its people from any and all threats that might endanger them and only employs the best of the best. And you are it. You are a masterful investigator and detective, being able to uncover even the most well-hidden secrets and plots in record time; a master actor who can convince even the most observant and suspicious of individuals that the mask you put on is the truth; and a master of stealth, capable of going under the nose of even the most alert beastman and stabbing them in the back without being seen and making zero noise while doing so.

Ancient And Healthy - 400

Once elves reach their maturity, they will hardly change physically till their twelfth year, remaining beautiful and healthy for their entire lives. Your immune system is incredible, making you unable to become sick from even the scariest of natural diseases and even being able to handle supernatural ones far easier than before. Your healing is also incredible, being able to bounce back from injuries that would take a human out of commission for months in about a week. And while you are not immortal, you still can live for hundreds of years while remaining young and beautiful.

Sarjhin

Direct Communication – 100

Sarjhin are quite upfront and It can be hard for them to speak in abstract pluralities, which sometimes makes it hard for humans to properly communicate with them. Thankfully now whenever you start talking to someone, as long as it is what you want, they will cut the bullshit and talk in a straightforward way without using complicated local slang and figures of

speech. Well, unless they actually want to use these things to confuse you, that will just tell you to be on edge around them.

Civilized Beast – 200

Unlike some other beast races, the cats do not constantly raid and rape everyone they meet and actually are acting like normal people and therefore are treated much better. They are still a beast race and some might still grumble about a human sleeping with a Sarjhin, but it's not illegal. Thankfully, you will never have to worry about anyone treating you worse due to anything different about you, like looks, race, sex, sexuality, religious views, and so on, with people always treating you at the very least neutrally. Hell, if those things are actually positive, interesting, or exciting, you can expect to be treated somewhat better than an average Joe.

Sea Lion – 400

Despite being cat people, the Sarjhin are actually prolific seafarers, and you have taken to your people's ways exceptionally well. You are one of the best sailors in the world, being able to easily fill pretty much any position on any type of vessel, having experience in them all and quickly being able to adapt to any new ship you step on. You are more agile when aboard any ship, being able to move faster, never slipping, being able to land from higher up without damage, and being guaranteed to never be thrown overboard, even during the worst storms imaginable. And if you ever do find yourself in water, you will find that you swim faster, tire less than you should, and are capable of keeping your breath for longer than you have any right to and any water aligned animals, monster, spirits, gods and other beings will treat you far better.

Wolvenfolk

Wolf Roach – 100

No matter how hard the humans might try to get rid of you, they are never able to wipe you out completely. The wolves always come back. You are a master of running away to fight another day, always being guaranteed to

be able to flee from any fight, as your opponents are far less likely to try to follow you.

Primitive Fighting – 200
Wolfs seldom are found wearing any armor and using any weapons, relying on their strong bodies and senses as well as stealth instead of advanced gear. Whenever you are faced with an opponent who has weapons, armor, and tools that are better than yours, you find your abilities and skills getting a boost, and the greater the difference between you and the opponent, the higher of a boost you get.

Fall Of Man – 400
As impressive as they are, the humans are doomed to fall before the wolves. Their goddess has sold herself to the wolven god, and so you will eventually conquer them all. Whenever you face a human opponent, their resolve to fight you wanes, feeling deep in their hearts that it is blasphemy to hurt and kill you. And the more you clash with the same opponent, the stronger this feeling becomes until they can't even raise their weapons against you. If you also find them attractive, they will additionally start to feel lust and love for you, with the desire to submit growing with each battle.

Equian

Alchemical Diet – 100
It is common to find trace amounts of chemical substances in the native diet, with cottonwine being the most known. And while not as potent as smoking or ingesting it directly, it can still have an effect on other races. The Equins themselves, however, don't even notice it, having consumed it for so long as to become immune. Your stomach is very strong, and you are extremely unlikely to ever receive any sort of negative consequence from eating food, not having any intolerances, and being able to easily digest even some serious poisons.

Easy Fuck – 200

The horsefolk are rather free-spirited when it comes to sex, not seeing much issue in fucking several different strangers a day. And so people will see sex with you in a similar manner, being far less hung up on any sort of societal norms or religious beliefs. As long as they find you attractive and you openly invite them for some fun, they will be far more likely to agree.

Imbued Effect – 400

Having used Cottonwine in trace amounts in their food since gods know how long ago, its properties have become rather strongly imbued into Equian bodies, making their scent and fluids powerful aphrodisiacs. Whenever you consume any sort of potion or raw supernatural ingredient, you can choose for it to start accumulating in your body, passively providing you with its benefits. Drinking healing potions will over time increase your natural regeneration, taking pills that increase stamina will make your endurance grow, and so on and so forth. The process is rather slow and might take years or even decades of daily consumption for the improvement to reach the level of a fully powered effect, but it is possible.

Drule

Fearsome Reputation – 100

Not much is known about the Drule society due to their general hostility. The reputation for being quite monstrous and rumors of them eating people combined with their rather frightening appearance can easily make one freeze when they see one, even without the snake's hypnotizing stare. You are capable of projecting a fearsome aura, making people's brains switch into the "freeze" state before they can go into more standard fight or flight. It only works on people who aren't that experienced with violence and monsters, as seasoned and adventurous fighters will probably just become more cautious of you.

Venomous Bite – 200

Your body produces natural venom that you can inject in controlled amounts through a bite. A small dose from a shallow bite is enough to arouse and

disorient the target, making them warm and very sensitive, making them feel a strong bonding connection with you. It can also serve to loosen the womb of a woman to make the penetration and laying of eggs there easier. A deeper bite with more venom can very much be proven lethal to even the toughest of Equians and Orcines, killing them quickly. You also gain a set of long and retractable fangs from which you can deliver said venom, although that is toggleable.

Mesmerizing Snake – 400

From the movement of your body to your looks to your very voice, everything about you is extremely captivating to watch. Your eyes, however, go even beyond that, as making eye contact is enough for you to put them in a state of paralysis for a few seconds. A more prolonged stare will see them become more submissive towards you, willing to do whatever you command them to. It will take ginormous amounts of willpower to be able to resist this hypnosis. This state is temporary, lasting only a few hours, but can be updated with just a short eye contact. The more it is used on your target, the more subservience to you becomes ingrained into their mind. Finally, although it works fine by itself, when combined with the **Venomous Bite**, it becomes far more effective, as the victims who are currently under the effects of your venom are far more receptive to your stare, with the hypnosis lasting for far longer.

Orcine

Bovine Strength – 100

Some are quick to dismiss the pigs as fat, but a closer look reveals strong and ample muscles under all the chub, with the Orcine being far stronger on average than the Wolvenfolk. And you are exceptionally strong even among your Orc brethren. Crushing an armored head of a human knight with a tight grip or pulverizing his chest with a single blow of your club is nothing impressive for you, and your stamina is similarly incredible, allowing you to fight all day and fuck all night and feel free after only a few hours of sleep.

Raging Boar – 200

It's not that your temper is short; you actually have incredible self-control. It is just that your emotions are a great source of additional power, with you being able to channel them into improving your capabilities far past the point that should be possible. Pour your burning rage and anger into your strike, and you might be able to single-handedly break down a castle gate, pour your lust into your thrusts, and see your partner melt from additional pleasure. Any emotion can be used, but each is suited best for tasks associated with it.

Forever War – 400

The conflict between the Orcs and humans is so old no one even remembers when it all started. And no matter how hard the humans try to purge the pigs, they just keep fighting back. Now part of the reason is the horny human soldiers who end up impressing the widowed female Orcines, essentially creating the new generation of raiders for their descendants to fight. The other is that the pigs are natural fighters, who find war to be something simple and enjoyable. Beyond the pure physical might that your race is famous for, you are an incredible commander, being able to masterfully lead anything from small bands of a dozen half-trained nobodies to giant armies of dozens of thousand professional soldiers. Tactics, strategy, logistics—all of it is as easy as breathing for you. Your charisma when it comes to dealing with anyone martially inclined is boosted through the roof, with it being a simple matter to become leader of any group of warriors and anyone you train in martial fields will find their skills and physical abilities raise dramatically faster then they normally would.

Lapine/Joffyn

Rabbit Legs – 400

As the old Joffyn saying goes, "Fast legs don't get beaten up," and you sure do have both strong and fast legs, benefiting a rabbit. Both running and

jumping are things natural for you, with your top speed making you easily being able to compete with horses specifically bred for speed, and your hops allowing you to soar many times your own height and land without any damage from even greater heights, qualities farther boosted whenever you ran away from danger. Your kicks are also exceptionally strong, easily able to leave a deep dents in thick trees, with a few of them being able to fell one.

Prolific Breeder – 200

It's less of a matter of IF the rabbits can outbreed any local populations and more of WHEN. Any pregnancy you are involved in, be it as impregnator or impregnatee, finishes far quicker, with the children being ready to pop out less than a month after the impregnation. The children will also grow up far faster than they are supposed to, being able to reach maturity in a third of the usual time. Both parts can be toggled at will.

Moral Degradation – 400

Civilized races like to put so much unnecessary and complicated stuff into their lives, making them far harder and for no reason. Isn't it just easier to just let go and live with nature like your people do? You are an expert at making others abandon their ideals, culture, religion, and any of their other personal views to accept your own. Even the most stuck-up people will not last more than a month before joining your sinful base ways and "going native." You are also a master of changing other people's bodies using a variety of methods, from simply changing their diet to make them thinner or plumper to using potions and psychological reinforcement to force their bodies to become more feminine, perhaps even able to change someone's sex through exceptionally concentrated Cottonwine.

Skrat

Aggressive Sex – 100

One of the dangers for those that seek the company of the ratman, besides the possibility of being enslaved, of course, is that their mating is

quite aggressive. That, combined with the rather prominent member of their man, makes for rather uncomfortable sex for those unprepared. Strangely enough, your partner seems to always enjoy when you are going hard on them, with the pain either turning completely into pleasure or them feeling both in equal amounts. Turning others into masochists was never easier.

Pirate Scum – 200

While the Sarjhin might be better sailors than your people, you aren't half bad yourself, being a master of using the ships your people are famous for. What's better is that unlike the rather peaceful cats, you are actually fantastic at fighting while on a water vessel, with your martial skills and physical strength rising when you find yourself in such a fight. You also are a master of an extremely dirty fighting style focused on using a combination of melee weapon and a pistol as well intimidation and cheap tricks.

Slave Finder – 400

Although most beastfolk take slaves, no one is as prolific with it and more famous for it than the rats. They especially enjoy enslaving the elves due to their long lifespans and ability to birth many children due to it. Your luck when it comes to finding great treasures, be they pricy items or beautiful slaves, is greatly increased. You have a nose for any hidden treasures and are capable of telling at a glance if any vessel or settlement has anything of interest from quite the distance. The answer is almost always yes, by the way. Even the shitiest of fishing villages will have some hidden chest full of silver or some extremely breedable wenches. Strangely enough, even if people are disgusted by you and the country that they live in outlaws slavery, they are extremely likely to buy your wares; their laws be damned. Well, they still need to be okay with owning slaves; someone who despises the idea is no more likely to buy them, but you will be surprised how many people will publicly feign distrust of the idea and then buy some stock from you in secret.

Kijoran

Prized Size – 100

Male Kijorans' balls are exceptionally large both proportionally to their bodies as well as in general, being one of the biggest amongst the beast races. Considering how their society treats fertility, is it any wonder that you will now be considered quite the catch? Your balls are huge, being able to produce immense loads and making more cum at incredible speed. People, even if they aren't Kijoran, will find the size of your balls to be extremely arousing, and even more so if they wish to get pregnant. If you don't have balls, then it can instead affect your breasts, making them larger, more desirable, and able to produce large quantities of breast milk.

Group Activities – 200

Your people are quite known for their friendly demeanor and are commonly found to engage in sexual activities as a part of the group. Not only are other people far more likely to be okay to be part of an orgy whenever you are involved, but everyone will find their stamina boosted and the amounts of pleasure they receive greatly increased.

Small King/Queen – 400

Among all the races, Kijoran are the smallest. Although many foreigners may find such a size disparity novel and an interesting experience, it may put you at a disadvantage, having to deal with someone so much larger than you. Whenever you are faced with someone who is bigger than you, your strength and stamina will receive an increase, allowing you to more easily deal with them. It doesn't just concern sex; be it a fight or sport competition, you will find your abilities increase there as well. You also have great talent when it comes to finding weak spots of larger opponents, both in the bed and on the battlefield.

Hybrid

This option doesn't have it's own perks, instead you gain the two 100-point perks from each of your parents' races

for free as well as one free perk of your choice from the 200 and 400 tiers of theirs.

Mimic

Widespread Existence – 100

Despite them being somewhat cold-blooded and requiring to raise their own temperature before impregnating their targets, mimics are extremely widespread and do not show any signs of discomfort no matter where they find themselves in the world. Your adaptability to different environments knows no bounds; from scorching deserts to icy wastelands, you can quickly get used to any place and become perfectly comfortable in it. Some of the more extreme places, like nearby, a semi-active volcano, might take longer to get used to, but you could eventually do it, though I doubt you would want to do that. Not a lot of people who can carry your eggs living there, you see.

Assured Carrying – 200

Your body produces a natural aphrodisiac similar yet somewhat different from Cottonwine. It's still a mildly intoxicating substance that is capable of causing euphoria and heightening one's sensitivity. The most important part, however, is that it seems to make those that ingest it far more likely to carry the Mimic's offspring till birth. In your case it is actually a guarantee, as even a single drop will make it certain that those you impregnate will do everything in their power to birth your offspring and take care of it until it can take care of itself.

Fill The Space – 400

Although a newborn mimic is small enough to only fit in a little jewelry box, it can easily grow to pretty impressive size, with rare examples becoming big enough to assault multiple people at the same time. You have a bit more control of your own size than others of your kind, being able to slowly become bigger or smaller at will. Your minimum is the same as the newborn of your species, while there isn't a true maximum to how big you can grow,

although you do start to slow down growing after you become large enough to fully fill a traveling cart. It will take you about a year to go from hatchling to cart size, and the same time for reverse.

Cresthlid

Beneath The Surface – 100

Your kind are exclusively found in mountainous regions where they make the numerous caves their home, expanding them as they need and digging networks of tunnels reaching into the nearby forests where they periodically pop out from to collect more prey. Digging through stone is as easy for you as it is for a human to dig through wet sand, with it parting between your tentacles as if it were far softer than it should be. You are also able to squeeze your impressive body through rather small holes, making the spectators wonder if you even have bones.

Clear Intentions – 200

The Cresthlid don't really possess a mouth for speech, nor do they really have enough intelligence to command their slaves to any meaningful degree. You, however, being an intelligent member of your species, may find it a bit troublesome. Thankfully you are now able to communicate using your body language just as well as you could using a human voice, easily translating as much nuance and tone as anyone speaking through a mouth. People who you are attracted to also seem to find your commands to be extremely attractive.

Addicted Slaves – 400

Similarly to Mimics, you are capable of secreting a potent aphrodisic. Your honey is one of the most powerful substances, being so good that even someone who would have usually had a strong resistance to cottonwine or other mind-altering substances will find themself enslaved after a single sting and injection from you. It increases fertility and induces heat as well as being extremely addictive. The victims become so addicted, in fact, that even if they are rescued and go through therapy or even mind-altering

spells, the moment they catch a sniff of your scent, they will immediately relapse back, no matter how strong their will might be.

General Perks

Naylor's world – Free

Everyone is quite hot around here, including you, a quality that will persist in the future worlds. You have full control over your fertility, being able to set it to anywhere from zero to a hundred with a touch, and even start and stop your heat cycles if you have one. Your partners will believe that you are using protection if you set it to zero. Sex feels quite more pleasurable, and holes can stretch quite a bit more without damage or pain.

Carnal Exotica - 100

You have an excellent memory and great talent for writing. Your way with words is extremely convincing, and you can easily get ideas across to even the stupidest of people.

Started Early - 100

From the moment you could walk, you have been trained in fighting, sneaking, hunting, and trapping, making you a master of many conventional weapons and one of the best hunters around.

Those Savages - 100

Your acting is phenomenal, being able to fool even the most observant of people and even supernatural senses. You could lie easily while doused with a truth potion or be able to fool even gods with your sincerity in prayers.

Alchemical Potions – 100

Although it is widely known as just cotton wine, there are quite a few different types and forms of it. From ones that simply boost one's libido to ones capable of altering the physical body. And that's not even mentioning the other potions and drugs existing, all of which you now are an expert in, being able to make them and do so of extremely good quality.

Mystical Knowledge - 200
From all the different creation myths to the known deities to the takes on the different afterlives, your mind is full of all of the local spiritual, divine, and supernatural knowledge. It updates in each future world you visit, making you always one of the most informed people in those areas.

Keep Yourself - 200
Sex is a great tool to break someone. Can they imagine torture through pain but pleasure? Not a lot of people are ready for it. Not that it matters to you since your willpower is limitless and mind unbreakable. You can go through the most painful and pleasurable of tortures and still remain yourself, with your determination remaining unbreakable.

Replenished Numbers - 200
To call you fertile is an understatement of the century, as you can get pregnant extremely easily, and impregnating others can be done even if they are not currently fertile. You can freely choose the number of kids resulting in the pregnancies you are involved in, anywhere from 1 to 8. The pregnancies and kids are always healthy, and the births are quick and painless. Your kids also love you a lot, and it will take some serious abuse to make their opinions drop.

Captivating Captive - 200
Your enemies do not seem to want to overly harm or kill you most of the time, preferring to capture and keep you as their sex slave, giving you plenty of opportunities to escape and/or get a round two.

Harmless Sex - 400
When it comes to finding opportunities for some carnal fun, there is no one more lucky than you. Want to get knotted? There's somehow a wolfman prowling the forest nearby. Need to write about Equian sex? Well, there's a horse girl walking down there who can share some personal experience and doesn't mind some practical explanations.

Army Crasher - 400
Those damn savages are throwing hordes of their people in a vain attempt to overwhelm you with their sheer numbers. You will slaughter them all no matter how many of them there are, because as long as you could have defeated each of them one on one, you could always defeat them in a group.

Business Shrewd - 400
Having mastered the art of making money, you could go from a simple street whore to a highly prized one working in the best brothel in the country to owning it to having dozens of establishments in all corners of the kingdom in only a couple of years.

Ancestor Communion - 400
Whether they are lost souls stuck in Magius, dense spirits of Hatherius, or even the souls who have fully lost their identities and returned to their gods in Alerius, you can speak with them and do so freely, even if it shouldn't be possible, like in the case of the latter ones. You just need a name and/or face and/or something that belonged to them, with the number of things required rising the longer they were dead for and how normally inaccessible they would have been.

Wolf Queen - 600
How did Little Red go from a simple commoner to almost overthrowing a whole kingdom to surviving that failed attempt and becoming a new leader of her tribe? Adaptability and luck. Two qualities you now have in spades. You learn and train quite a bit faster than usual, being able to go from a simple girl to a veteran hunter in a couple of months and having opportunities for a successful life fall into your lap constantly. Although your luck isn't always that straightforward, you may want to become a queen and, instead of marrying a prince or a king like you wanted, end up overthrowing the old family and becoming a new leader.

Never Claimed - 600
Your mind, your body, your soul, and your very existence cannot be controlled by spirits, demons, gods, or other supernatural beings or means unless you give them your direct and sober go-ahead to do so. No getting addicted to wolf cock because your goddess whored herself out, and no getting claimed by the beast god through rape. No more.

Secret Society - 600
You are a master of keeping secrets and conspiracies from ever seeing light of day. You could keep a kingdom-spanning sex cult on the down low and undetectable to anybody for years before overthrowing the king.

Divine Patronage - 600
It seems all the spirits and gods, no matter their origin or alignment, are fond of you, ignoring many of your transgressions and insults and always offering bigger rewards, more power, and, in general, treating you far better. You can also choose a single god every jump to get powers from. They may ask for you to do some quests for them in exchange for more powers and gifts but will not be offended if you refuse. You will retain connection to previous gods in future worlds unless you do not want to.

Items

You have additional 300 points to spend here exclusively.
You get two discounts per price tier, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Basic Getup and Inquisitor Armor.

Cottonwine - Free/100

The famous substance itself that is at the center of many important events in this world. Ingested as a potion, Cottonwine has a more immediate intoxicating effect due to its concentration in this form. The surface of the skin becomes very sensitive to touch, and subjects report being "hyper aware of their sensitive extremities and sexual organs, both internal and external. " They report a second-nature awareness of induced fertility when taken in even larger quantities, accompanied by the strong desire to procreate that overrides all other considerations.
Mating while on Cottonwine can induce a sexual stupor whereby sex and breeding considerations override other intellectual priorities.
There are different strains that can have different effects. It's most normally smoked and can induce euphoric feelings, general body weakness, disorientation, and uncontrollable arousal and suggestibility. Other strains can have physical transformative effects. Certain mixtures can increase aggression and male potency; others, contrastingly, imbue males with docility and feminine bodies over long periods of ingestion.
For free you get a flask of a rather concentrated version that will be replenished a month after use. For 100 you will instead get a garden full of different plants containing it as well as a large supply of different versions that will all also replenish a month after use.

Healing Salve - 100

A jar full of cream that will clean any wounds it is applied to and greatly accelerate healing of them. It can't heal lost limbs or organs, but scratches, bruises, and cuts are easily fixed with this.

Red Hood - 100

A small red cape that barely reaches your midriff. Can both hide you somewhat from enemies as well as attract the attention of people you would've liked to meet.

Basic Getup - 100

A single melee weapon of your choice; a long-range weapon like a bow or a matchlock; and a set of well-made armor, whether a steel one that prioritizes defense or a leather one for speed and stealth.

Polite Garb – 100

A wide variety of everyday outfits of extremely high quality that are all perfectly tailored for you and are always clean.

Potion Collection - 100

From a Tigress Byte that can make a human smell like female Sarjhin, to a vigor concoctions that would allow even a frail elf to keep up with a Joffyn in heat, to infertility potions and mental acuity potions and many more others. This collection updates in future worlds to include useful stuff from there and replenishes a month after use.

Little Garden - 200

Beyond the plants containing cottonwine, there are many other interesting pieces of exotic flora around these parts, both beneficial and harmful. This plot of land contains pretty much any interesting local plant out there and updates to do so in the future, with any collected one being replenished in a month.

Castle Jumper - 200

A highly secure and defendable base of operations that is also extremely hard to find unless one has already been there before. Has nigh-impregnable walls with mounted cannons with replenishing ammo and other anti-siege equipment.

New Way - 200

Try as they might, the beast savages cannot stop the march of progress, and in your hands is proof of this. This flintlock rifle packs an extremely strong punch, being able to shoot a human fist-sized hole through an armored Orcine like it's made of nothing as well as having an extremely

sharp bayonet that can cut through one just as easily attached under its barrel. It's gunpowder and ammo that replenish after each shot, and it never requires cleaning or other maintenance.

Universal Antidote - 200

This glass jar contains a potion that fully negates any source of mind interference or control on the drinker. Each sip provides about an hour of protection, and there is enough for a few days in here. Restocks a week after use.

High-End Estate - 400

An opulent building of incredible size as well as a similarly large estate that surrounds it, with only royalty being able to boast homes of similar size and quality. Staffed by people of races and looks that you will find attractive, with them being extremely receptive to your advances. It has a rather large sex dungeon underground that only those you want to can exit and leave.

Inquisitor Armor - 400

A skintight bodysuit with armor plates covering more important bits. Despite not covering the head and in general looking rather flimsy, it provides defense that only the best full plate armor could match. And that's true for a regular human, because the stronger you become, the better protection it can offer. Never interferes with your movement and weighs barely anything.

Wolf Cult – 400

In any city and almost any village you visit, there would be a group of people who are loyal to you and your cause yet are completely unknown to the people living there. The more populated the place is, the bigger and more outfitted such cells are. and the more influential people they have.

Shaman's Staff - 400

Whether it is an old holy book or a divining set of animal bones or a stick with a gemstone on top of it, this artifact is incredible at channeling any

sexual powers, abilities, perks, skills, and so on that you have. Even just having regular sex holding it feels better for both parties, and any spells cast using it or potions made in its proximity will be much better.

Divine Altar – 600

Maybe it's a golden chalice, or an intricately carved stone, or just a boulder painted with squiggles; this is a sacred item that allows you to communicate freely with any sort of god or spirit that exists in the world you are currently in and you are aware of. Any sort of deals with them made here favor you greatly, and any sacred rituals or sacrifices get far greater respect and rewards than usual.

Personal Army - 600

This group of completely loyal warriors is always at least two-thirds as strong and skilled in battle related areas as you and possesses any of your combat and war-related perks that you want them to have. Their number scale with your place in the local society; if you are just a bum or a drop-in, for example, there will be only half a dozen of them, but a ruler of a nation might see thousands if not tens of thousands of loyal warriors under their command. Each respawns a day after death.

Sobriety - 600

This white dagger isn't capable of actually harming anyone but instead drives away any sort of mental and physical addiction, alteration, compulsion, or manipulation of the stricken by it. A sex addict will immediately realize how far they've fallen and will no longer crave the feelings that they once had; a hypnotized person will regain clarity of mind; someone whose body was changed through alchemy will transform back and so on and so forth.

Ancient Arch – 600

Structure made from ancient stone, with carvings that have long since been eroded by time. When two people stand at opposite sides of it and touch

each other through the entrance of the arch, one of them can choose to change their race into that of the others.

Companions

Companions can't take drawbacks.

Original/Import - 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon - 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Verse – Free

You can choose what art of Jay Naylor is canon around here, like the Lapine/Joffyn differences or if stuff like Haukaiu the Hero is canon.

Other Works – Free

Instead of visiting this world, you can go to other worlds and tales from the same author, like the ones set in the modern world.

Crossover – Free

You can use this jump as a crossover with any other fantasy jump. Points are kept separate.

Supplement - Free

You can use this jump as a supplement to any other fantasy jump. Points are kept separate.

Self-Insert - Free
You can take the place of one of the canon characters, either by replacing them in the story or by taking over their body. You gain their abilities and skills for the duration of the jump but lose them afterwards.

Extended Stay + 100 per
Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

#1 Mom + 100
You are incredibly fertile, like to an absurd degree. Expect to either get pregnant or impregnate someone with quadruplets at the minimum any time you and your partner aren't completely dozing on the strongest anti-pregnancy potions.

Smelly Savages + 100
Everyone's hygiene sucks rather badly in this world. Prepare to constantly smell those nasty unwashed bodies all the time, even if they recently took a soak. If you liked that sort of thing before, you do not do so now.

Hooked + 200 per
You are completely and utterly addicted to a single drug of your choice. Could be cotton wine or alcohol or some hallucinogenic mushrooms. You can take this drawback multiple times but will only receive points for the first 3 purchases.

Religious Fervor + 200
You are a follower of the divine. Maybe of a single god or of an entire pantheon; whatever the case, you live by the preachings of your religion and are unable to go against it, even if your life is threatened.

Sensualist + 200
You are addicted to all the pleasures in the world and chase them wherever you go. From good food to good fucking, if it feels good, you want it and will do a lot to get it, always trying to find the best of the best.

Old Ways + 200
You refuse the modern advances of any sort, preferring to live an extremely simple life, wearing simple loincloths, living in small huts or under clear skies, and using spears and bows as weapons and so on.

Instilled With A Rank + 200
There is a place in society for you; whether it is being a craftsman, a farmer, or a tribe's whore, you are unable to change it and will be stuck doing your duties for the entire stay here.

Low Opinion Of Human Intelligence + 200
You do not believe other races to possess smarts anywhere close to yours. Even if you are faced with a direct proof of the opposite, you will ignore it.

Marked By The Wolf God + 200/300
Half of your mind lives in the civilized world and craves its stability and luxuries, while the other is immersed in the ferocity of the wilds, wanting to be free and savage. It is hard to belong in any one of these places. For an additional 100, your soul is actually claimed by the wolf god, with you needing to figure out whatever it might entail.

Just An Animal + 300
Your ability to control impulses and instinctive behavior has eroded almost completely, making you entirely focused on fulfilling your base desires like an animal.

Watched Everything From The Closet +300

No matter how good you are in bed or how much any of your partners love you, they will always be taken by someone else and like that person far more than you. And you will have to watch them being fucked, unable to do anything about it but live and find a new partner after they finish. Only for this to repeat.

The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of all the named characters for free.

Now Choose

Stay Here

Want to stay around? Sure, have fun. Here take additional 1000 to spend here

Go Home

Had enough? Sure, go ahead. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this full collection of works by Jay Naylor.

Notes

Changelog

V 1.0 Release
V 1.1 Added Racial Perks