

Zaar Transformation Jump

Version 1.0

Original CYOA & Concept By: Troyx Jump Document By: LJGV/SinGod

Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; Genies. Genies are often sexy and nearly always at least a bit powerful. Genies here are real though often misunderstood, and this is especially true of the Genies behind **the Veil** which shrouds Earth and the rest of Earth's solar system.

In this visit to the **Veiled Earth,** the focus is on becoming a Zaar, a male sex genie who may or may not be at the center of a vast harem of powerful sorceresses and beautiful wish-granting genies.

You now have 1000 Genie Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a link to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is an NSFW Jump.

Vizier (+200 GP): This is the “Average Genie” option. Thankfully, given the rarity and power of even ordinary genies, you’re given a healthy amount of respect by both other genies AND other supernaturals/exotics. Knowledgeable rulers and CEOs (both mundane and exotic alike) value the power and wisdom of ordinary genies, and so you’ll still be desired by many.

You only get **6 Own Desire** for your stipend in the **Zaar Customization Section**.

Sheikh (Free): Ah, a genie comparable to Peribanu! This is an interesting level of power, where you’re strong enough to do a lot on your own. You will certainly be popular, as with this level of power your traits and tendencies as a Zaar are only PART of your appeal and not the main selling point making you unique.

You get a healthy stipend of **9 Own Desire** for your use in the **Zaar Customization Section.**

Sultan (-200 GP): Oh… Oh! This is special. Sultans are incredibly rare and will be highly desired both by other genies and by Sha’irs; magic users who consort with genies for power, service, and pleasure. Your daughters will be incredibly powerful, and I don’t doubt the Wish Brokering Authority is excited to get to know you.

You get a delightful stipend of **12 Own Desire** for use in the **Zaar Customization Section** later in this document.

Starting Location:

1. **Earth**

There is only one location this jump will begin in, the strange world known as Earth (though you select the precise location you start in). Long ago the actions and politics of an ancient group of alien exiles originally from far away in both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the “Supernatural” side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life in this world and are some kind of an adult somewhere on Earth when your adventure begins.

One evening, the evening the jump starts, you are surprised to find a lamp. One of the ones you’d see artwork of. A lamp that practically screams “Genie’s lamp!” at you. When you rub it,

nothing appears to happen at first. But when you are scared almost out of your skin when you hear a voice from behind you proclaim “Oh! The enchantment on the lamp worked!” You turn and see a beautiful woman with blue skin wearing nothing but ornate jewelry standing before you. She introduces herself as Peribanu, a genie princess who asks YOU for a wish in a surprising twist of fate. She asks you to sleep with her.

Sometime later Peribanu kisses you sweetly. She then explains that she didn’t find you for a magical booty call, she was looking for someone *like* you. She pauses before explaining the history of the veil and how it keeps most humans from perceiving exotic beings, using the word “exotic” as a shorthand for the supernatural. And then she reveals that you are not included in the term “Most humans” and talks about the fact that you can see her, briefly summarizing the history of the Veil. She then explains why you found the lamp that called her to you.

The long and short of it is that Geniekind sure could use someone like you, if you’re up for it. She explains that long ago, God (“Trinity”) created Genies as a sort of perfect race. And then afterwards, because Genies were free-willed and liked the power Trinity created them with, they were deemed a bit too rebellious. So Trinity created Elves and bound the Genies as their servants. Genies, understandably, didn’t love this and so they bided their time. Eventually, Trinity and the Devil (“Polly”) had a falling out and the demons (“Polly’s” followers) left with her. At that point in time the genies also freed themselves from Trinity’s power, managing to keep their wishmagic and binding themselves to the planet itself instead of to their creator or the elves. Nonetheless genies do have some unique, non-positive traits. It’s hard for them to use their powers on themselves, and they remain uncommonly susceptible to summoning and binding than most other races, especially those on Veiled Earth.

There are problems with **Veiled Earth** genies, one of which is that genies usually prefer non-genie lovers (due to the desire energy they radiate being better for genies, for the most part, than when a genie makes love to a genie), and half-genies don’t really exist (the child of a non-genie and genie pairing is always a member of the non-genie parent’s race). Another problem is that prior to the establishment of a genie-regulatory-body known as the Wish Brokering Authority (The WBA), an excessive number of genies were granting an excessive number of wishes which due to the power of the genies was causing chaos around the planet. Nonetheless, wish-granting allows genies to collect desire energy given off by wishers, which is part of how genies retain their independence from Trinity and thus is essential for geniekind. The WBA now regulates wish-granting genies and is a sort of governing body for many genie communities. They created the Zaars, genies who were originally mortals, who have the valuable ability to both generate and collect desire energy (which itself helps make wishes more stable). Zaars also do a valuable service by helping grow the genie population, due to the fact that they are lovers that other genies greatly desire thanks to their mortal-like desire energy.

Sadly, a lot of this occurred before the erection of the veil, which naturally makes finding mortals who have the ability and potentiality to become Zaars much harder. Hence why Peribanu was looking for you. She asks you to become a Zaar, and when you accept she channels the desire

energy she has collected from you and helps it become tantric resonance, which imbues you with the powers and nature of a sex genie!

Perks:

General Perks:

Zaar Package (Free & Mandatory for this jump): You are a Zaar, a sex genie. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the **Zaar Customization Section** (only doing required bits for it). You are an immortal sex genie (the sort of perfect immortality, aging wise, where you stop aging when you hit your prime), are immune to mundane diseases and poisons, and have a peak human physique. Additionally you don't need to breathe, you can hover up to several feet above the ground at will (but true flight is not provided by this base level physique), and can have pointed ears.

Zaar physiology is an amusing thing, but it takes bits and pieces from base genie physiology. One thing you have is the **Bound to Serve** ability, which causes you to gain the ability to bestow effects upon yourself when you, while engaging in sex in which you're submissive automatically orgasm when your partner does and for each orgasm you can give yourself or your partner the equivalent of a meal's sustenance or an hour of sleep. By default you get one effect per time your partner orgasms (though this can be customized further below).

One key facet of Zaar Physiology is the **Wishmagic** ability. This refers to your genie ability to grant wishes. You can grant minor wishes at will, which can be plenty of small things from minor amounts of wealth to the finding of a pet or lost object of small value, but the real power of this is the power of **Major Wishes**. By default (you can customize this in the Zaar Customization Section) you have an allotment of one major wish per year, which can be quite powerful. You can grant someone immortality, obscene wealth, true love, a cure to a mundane disease, but things like granting magic and/or superpowers to someone tends to be beyond this level of power (unless you're granting very specific powers, like super strength or flight). Wishmagic also doesn't affect genies, aside from in specific cases, so you can't grant yourself or other genies wishes (for the most part).

Major Wishes are tricky because once you offer to grant someone one you are bound to grant their wish unless it is something that would inflict a deep pain or sadness on you, and if you offer someone a major wish they can change what they are gonna wish for so it's possible to trick you unless you're careful. And, if you want, you can have a rule where to grant someone a wish they have to give you a handjob (this is completely optional).

Once per jump you can grant someone their Heart's Desire. This is a much more freeform wish, though you can't do anything ridiculous like granting someone omnipotence or anything like making someone ascend, but this can grant magic and superpowers. You instinctively know what would happen if you used this power for someone simply by looking at them and thus

would know what sort of wishes would work and which would not. This cannot be used to grant a wish to genies in this jump but in future jumps that limitation is lifted.

In future jumps your Zaar appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Sha'ir Summoning (Free): One key facet of being a **Veiled Earth** genie is the notion of conjurability. You can be summoned by sufficiently knowledgeable sha'irs, even if you select the **Mundane Side of the Veil** toggle, unless you spend 50 points to render yourself unsummonable. If you do not do that, please read on to understand summoning & what it entails.

The Wish Brokering Authority manipulates fate so that you will never be summoned at an absolutely inopportune time, but they (unless you invest part of yourself in this, read: use Own Desire/50 Genie Points) cannot hide you away forever. Knowledgeable Sha'irs will find you eventually (barring something like powerful OOC perks) and will summon you. If you are summoned you will be summoned by people of your preferred gender and who are at least moderately attractive in your eyes, who will offer you something in exchange for some service.

The first thing a Sha'ir can offer is **Magic**. If you accept, they will offer you a talisman with a narrow, specific magical ability, or to cast a spell on your behalf, which will almost always be more narrow than genie wishmagic but this lets you have magic be done that affects you or other genies without being a marid. The second thing they will offer is an **Aspara Daughter**. Asparas are a type of love genie specializing in sex, joy, pleasure, and of course love. You will sleep with the Sha'ir and a baby will occur somehow (this happens even if you are both of the same sex, through magic). The Aspara will grow to full adulthood instantly, and this is the only way you can have an Aspara happen without sleeping with another Aspara. The final thing she can offer is **Sexual Satisfaction** which will be up to you to dictate, so long as it involves consensual, age appropriate sex.

Sha'irs will ask you for something in exchange for what they offer you. These things can vary from sha'ir to sha'ir, but will **usually** be one of the following three things. The first thing they might ask for is **Service** which lasts for a year and a day, and can involve an array of tasks. This comes with plenty of time off, even for the busiest sha'irs, and you can have your genie lovers tag in if you want, or if you need to do something else urgently. This also freezes the clock for how long you're in the jump, letting you extend your stay (this is to keep you from spending your time jump in the service of Sha'irs). The second thing they can ask for is a **Wish**. What the wish will be is unclear, and may not be a **Major Wish** BUT if it is a **Major Wish** then this does use up your annual allotment/one of your annual wishes, HOWEVER the sha'ir must tell you what their wish is in advance and cannot change it once you agree. The final thing the sha'ir might ask for is **Sexual Satisfaction** which will entail 13 hours of sex and will be the best sex they've ever had through a combination of your raw sexual prowess and the magic of your very being. If they ask for something else, you will innately know if it's within your ability to do.

Both sides must agree to terms before anything is binding. So once you are summoned you will be offered a boon, and the sha'ir will ask something of you in return. Once you know what the sha'ir is offering, and what you will be asked to do, then and only then is your deal struck, your boon received, and your end of the bargain expected.

In future jumps you can decide if your presence as a genie, and the presence of anyone in your harem (or any genie children you have) is understood and if sha'irs exist.

Troyverse Physiology (100 GP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Zaars are said to be MALE sex Genies but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Zaar, if you want. **That said taking this perk guarantees you such protections moving forward.** No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Fateful Wishing (200 GP): This power… Somehow your ability to sense someone's **Heart's Desire** wish has expanded. Now you can unerringly tell what someone would wish for if you offered them a **Major Wish**. This has a lot of power, and can allow you to be very creative and careful with your **Major Wishes**.

Marid (400 GP): You're a Marid. This is incredible, not only are Marids INCREDIBLY rare, but they can also use their wishmagic on genies! This means you can use your powers on other genies. This also has another, stranger benefit: with this you can use powers you have in other alt-forms on others of the same kind as you, letting you mesmerize other vampires, or possess other ghosts if you have a ghostly alt-form.

<u>Vizier Perks:</u>

Advisor (100 GP): You have a way of both ingratiating yourself with those in power, and being of use to them. Your unbiased vision and keen mind make you great at offering perceptive, helpful advice and counsel.

Instructor (200 GP): You are an advisor, but you are also an instructor. You are an incredibly talented teacher and tutor, and can help your students and pupils learn at stunning speeds, giving those you teach a 3x learning boost when they are learning from you, or doing homework you assign.

All Sides (400 GP): Genies are beings of desire, connected to it in ways that are esoteric and conceptual. As a being tied to desire, you are skilled at figuring out what people desire, and are capable of using that information to determine where people's loyalties lie. You can skillfully use this information to play all sides and to get ahead.

Representative (600 GP): As a vizier, you are at your strongest when you represent someone else. When you are part of a larger whole, or are speaking as a representative of someone else, people will always feel the full weight of the group or person you're representing. This can be

Sheikh Perks:

Folkloric Knowledge (100 GP): You are a well-known expert with regards to a supernatural or religious topic or area of interest of your choice. People who seek out knowledge in this area will know to turn to you. This knowledge will update in each jump, letting you compile more and more information. It will always try to update in ways that are relevant to your interests, and provide you with a new set of knowledge to share with others.

Shaikh (200 GP): This grants you an air of profound spirituality. Mortals, both exotic and mundane, find you remarkably esoteric and are inclined to value your spiritual knowledge and perspective. You can easily understand religious perspectives and can incorporate your own knowledge of the supernatural into discussions on religion, and are capable of understanding gods much better.

Family (400 GP): Your status as a Zaar is already enough to make you a valuable genie, but now you have even more social acumen. You are now considered a (minor) genie royal for some group of genies. This doesn't make you a king or chief, but you can be considered something akin to a royal prince(cess), in much the same way as Peribanu is. This grants you an air of sophistication, one that ensures that people can faintly sense the blue blood in your veins.

Power from Leadership (600 GP): You are a leader, and non-genies who follow you grant you a tiny burst of power that subtly but comprehensively enhances you. The more non-genies who follow you, the more genies will respect you.

Sultan Perks:

Mixing Business & Pleasure (100 GP): Most Sha'irs prefer not to mix business with pleasure. There are elements of that that are required in their line of work, but they try not to overindulge. As you venture across the omniverse you'll find many who try to be consummate professionals. Those people will fall the hardest for you when they summon you. You have a way with people who desire power, and with those who need it, and such individuals quickly become putty in your hands. This also, though to a somewhat lesser extent, makes you more appealing to co workers and supervisors, with this effect scaling based on how ambitious they are.

Desire Energy (200 GP): You are an endless ocean of desire energy. This will make you practically irresistible to other genies, and causes granting your wishes to feel incredible (though this only affects Marids… unless you reveal your ability to use alt-forms, which would let all genies be able to grant you wishes since you can stop being a Zaar at any time, get a wish granted, and revert back.). This also subtly mixes with your own wish magic, strengthening it and raising the ceiling of power of wishes you grant. Your wish magic can even, if you want it to be, be far more visually dramatic and impressive.

Alien (400 GP): Your jumper soul interacted curiously with the power of wishmagic when it was infused into you. Something about the multiversal nature of your soul mixed with the broad nature of wish magic granted your magic a more alien nature. Maybe you have the mighty elemental magicks of the Clearbrass Estate? Perhaps you are somewhat like a nornsmith, and can touch on one's destiny and fate? Maybe you're even like a nearly extinct race of genies known as "Genie Pacters" and can seal wishes with words, as well as draw power from tantric energy? Either way your genie magic is something special.

Your Own Authority (600 GP): You draw power from genies who follow you, with each genie loyal to you granting you a sizable boost to your own power. Your wish magic improves in potency for every genie who is loyal to you, with genies who love you further enhancing this effect. This also lessens the effects of arbitrary authorities on you, meaning the Wish Brokering Authority's powers over your wish magic weakens as you attract more genie followers to your side. This effect holds true for your other alt-forms as well, if you have an alt-form and members of that alt-form's species follow you then you are enhanced when in that alt-form.

Zaar Customization Section:

This is where you spend your **Own Desire Stipend**. How much Own Desire you have to spend depends on your origin. Viziers have 6, Sheikhs have 9, and Sultans have 12. This section allows you to customize some facets of your appearance, as well as allows you to decide which of the more classical, or at times odder genie abilities and powers you'll have in your Zaar form. You can also spend Genie Points here, and the math is simple. 1 Own Desire equals 50 Genie Points. Some facets of this section are required and will be marked as such. Prices default to 1 Own Desire unless stated otherwise.

Body Type (+1 Own Desire/0 Own Desire/1 Own Desire) (Required): In order to gain 1 Own Desire you can spend elsewhere, you can have a scrawny body. If you don't want to gain or

spend Own Desire you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Own Desire to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1 Own Desire/0 Own Desire/1 Own Desire/2 Own Desire) (Required): Ah, this is an odd one. For +1 Own Desire your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Own Desire your stuff is huge. For 2 Own Desire your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Element (Pick one for free, any additional choices you make here cost 1 Own Desire each) (Required): Every genie attunes to an element. It's how their attunement to the Earth (the planet) is maintained. This attunement grants you an additional power free of charge. If you attune to Fire you gain minor fire generation and manipulation, though non-genies may assume you have a temper. You gain **Climate Proof** for free. The next possible element is water, which gives you minor hydrokinesis, you can swim at hypersonic speeds, and you get **Lots o' Cum** for free. Non-genies will assume you're carefree. The final choice here is air, which lets you create gusts and lightly alter the weather. Non-genies will assume you're noble. Comes with **Flight** for free.

Secondary Element (Get the one with your element(s) for free, though you can pay 1 Own's Desire for one of the other elements, or 2 Own Desire for both other elements): This is a secondary element associated with one of the first elements. **Fire** is associated with **Smoke**, which smells great and cooks food instantly and perfectly. **Water** is associated with **Mist** which is extremely refreshing to feel on one's skin, cleans people and objects, calms people, and can massage people. **Air** is associated with **Wind** which can phase through objects. **Regardless of your secondary element, none of these allow controlled freeform flight. Instead if you rise above the maximum height you can hover unless you're willing to let air currents guide you.**

Skin Color (0 Own Desire/1 Own Desire/2 Own Desire) (Required): Decide your skin color. If you want this option to be free, costing zero Own Desire, you can have a human skin tone. If you want this option to spend 1 Own Desire you can have a warm skin tone, like red or bright green. If you opt to spend 2 Own Desires here, you have a cool skin tone like blue or calm green. Non-genies have biases toward skin tones in genies, with folks thinking warm colors tend towards passion and cool colors tend towards calmness. This is purely cosmetic otherwise.

Orgasmancy (0 Own Desire/1 Own Desire) (Required): All Zaars & Apsaras (Female genies associated with love, pleasure, & sex), have orgasmancy. For 0 Own Desire you have it at touch range, and can toggle your body (or parts of it) to induce pleasure on touch and you can decide, at will, how much pleasure to inflict with a touch. For 1 Own Desire you only need line of sight to induce pleasure up to and including orgasms on a target, and you can make your sight induce pleasure like you can with your body.

Major Wish Limit (0 Own Desire/1 Own Desire/2 Own Desire): By default you are bound to follow the WBA's "1 Major Wish" a year. This costs 0 Own Desire. If you opt to invest 1 Own Desire in this power then you can bump that limit to 2 Major Wishes a year. If you invest a second Own Desire here then that number skyrockets to 5 Major Wishes per year. This, by itself, won't make your Major Wishes usable on other genies (there's another option for that).

Bound To Serve (+1 Own Desire/0 Own Desire/1 Own Desire) (Required): This ability allows you, when you are submissive in sex, to empower yourself or your sexual partner(s) when they orgasm, letting you give yourself or a partner the equivalent of a meal's worth of sustenance or an hour of sleep. How much each of your orgasms lets you do is decided here. For -1 Own Desire (which grants you an Own Desire you can spend to buy something else in this section), you need to make your partner orgasm twice to get one effect. For 0 Own Desire you get an effect per partner orgasm. For 1 Own Desire you get two effects per partner orgasm. This ability allows a sufficiently sexy genie to sustain themselves and their partners purely through sex. **It's worth noting that orgasms induced via orgasmancy do not count for this, but orgasmancy innately improves your sexual skills making it easier for you to make others come.**

Object Of Desire : People find your supernatural appearance cool and exotic rather than terrifying or strange. Those you proposition will not find it strange for you to proposition them, though this won't make them more likely to sleep with you. You can grant minor wishes related to sharing the ability to make propositions in shared places seem normal, and can let others perceive and interact with supernatural beings and objects, but not in ways that truly slip through the veil.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. They will often idly fantasize about sucking you off, if you catch them unaware. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your pheromones only affect people you find sexy. You can grant minor wishes that make people more or less attractive to those they desire.

Lots' o cum: This one enhances the size of your organs that produce your fluids. In males that's your balls, in women it's your breasts. This also immunizes them to damage, and thus removes what would otherwise be a major vulnerability to you. You can grant minor wishes that start or stop lactation.

Fertility: You can control your fertility, which can be quite good seeing as Zaars have fairly high fertility by default. As a minor wish you can control other people's fertility (dialing it to where they desire), and can determine the traits any newly conceived offspring will have (if it's within a week of conception).

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of

equipment affects all of your equipment. As a minor wish you can grant others double sensitivity to pleasure (making it easier to make them orgasm.

Cumbrosia: This makes your fluids absurdly delicious (though not nutritious). This also causes your fluids to induce happiness on touch, comparable to Heaven's ambrosia. This makes it restorative, even to one's mind, allowing you to heal even mental disorders with enough time and exposure.

Essential Element: This makes your elements essential, making them minorly conceptual and letting you do more with them. With **Fire** you can induce passion and creativity, **Air** lets you move large objects telekinetically (up to trucks, though the heavier the object the less precision you have), and with **Water** you can minorly heal people with magic. This also strengthens your initial abilities with the elements.

Enough to go around: Another pheromone tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power. You can grant or remove fetishes as minor wishes.

Always Fits: You can enchant your sexual organs so they always fit or can always stretch appropriately. This makes it so that you only cause your sexual partners to feel ecstasy when you're inside of them, even if you should actually be damaging or painfully stretching them rather than pleasuring them. Also works if your partner is inside of you. Have fun having sex with a giant! You can decide if this is a physical phenomenon that people can see or some sort of bizarre hammerspace thing.

Whimsy: You have very minor quality of life magic, letting you do things like cook and clean with magic. You can also mend objects, have minor telekinesis (up to 10 pounds), and these abilities are things you can **always** do instead of having to use them to grant wishes.

Warrior Genie: Genies with this power are remarkable warriors with an array of abilities. This was originally developed by genies as a way to protect masters who wished for security and protection, and now many genies (but far from all) have this skill set. At its base this elevates your physique, boosting it to three times peak human, granting you a massively enhanced regeneration factor (cuts heal in seconds, lost limbs regrow in hours), and lets you master both martial arts and sword fighting (with your personal scimitar at least). You can summon an unbreakable scimitar that disappears if it leaves your hand, and you can ward others in a forcefield that can tank artillery shells. Finally you have mastered the art of setting up magical alarms whenever you want that alert you when someone or something is in danger and lets you teleport to their side instantly.

Flight: You can fly! This lets you fly without wings, at a speed of about 50 MPH, but if you have wings AND this option you can fly at nearly sonic speeds in the atmosphere and somewhat

faster outside of it, if you can survive outside of the atmosphere. You can share this with other people as a minor wish.

Shapeshifting: You can give yourself any human appearance possible, and can do some neat tricks like giving yourself more arms or changing your height. You can also change the size of your equipment, but only up to the size you chose earlier in this document. You also can't make yourself more muscular than the body type you chose earlier, or grab a more expensive option for eyes, skin, face, or wings. Your shape changes last as long as you want them to. You can also make others more attractive as a minor wish.

Climate Proof: This perk allows you to adjust your new form to make yourself comfortable at any temperature. You can share this perk with others as a minor wish. **Even without this genies have a subtle version that makes their personal temperature 10 degrees closer to their preference then their surroundings are at all times.**

Wish of Freedom: If someone were to wish for your freedom, believing it'll free you of some mystical servitude (without being forced to do so), then you get a **Wish Of Freedom** which is a **Major Wish** but with fewer limitations. This is what lets you **grant yourself a wish** (letting you do stuff like enact a significant effect in the supernatural world (in this jump), or grant multiple people immortality, etc.), though you can also use this to grant yourself a recurring stipend of a single **normal major wish** per year for yourself. This stacks per **Wish of Freedom** but resets every jump. If this person is your master you can also grant them three more normal **major wishes**.

Desire of the Heart: If you truly love someone, a deep, profound love, you can use a **Heart's Desire** wish for them, without using your normal once-a-jump **Heart's Desire** wish. This still doesn't work on Genies (unless you're a Marid).

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or some recreational drug. As a minor wish you can share this effect with others.

Items:

General Items:

Linked Item (100 GP): This is an object, perhaps a lamp or a ring (you decide when you purchase it) that is linked to you. It can be released into the world, at which point it will invisibly travel to someone you'd find attractive or otherwise be willing to serve. If they find it, which they will, barring extraordinary outside intervention or plain rotten luck, they will touch it and interact with it in such a way that you will be alerted and can appear, dramatically emerging from the item in some way. At this point you can inform them of your nature as a genie, and can tell them

how to make the same terms sha'irs offer you, and what you can offer in turn. Those who are deemed acceptable by this item are usually people who will be inclined to accept the terms.

You can freely opt to live inside of the object which has powerful spatial wish magic enchantments and is effectively its own pocket universe that you can control at will. The one caveat is that anything done in the pocket universe doesn't carry over to the outside world except for healing and sustenance. But this can be an excellent home or base, and you can invite people from outside of the item into it as well.

Vizier Items:

Proper wardrobe (100 GP): You have a wardrobe consisting of custom-tailored, professional clothes. These clothes will always be comfortable, are fiat-backed to self-repair (or be replaced if they are destroyed entirely), and come in a variety of styles and colors.

Staff (200 GP): This is a trademark of royal viziers. The staff you wield is a powerful thing with the ability to refashion itself whenever you serve and advise someone new, taking on elements of their family sigils or flags. It is a symbol of authority, style, and has minor powers like transforming into a serpent that is loyal to you and protective of you, or taking on more modern forms to fit whoever you happen to be an advisor to, like a tablet.

Ring Of Assistance (400 GP): This is a rather curious thing made fusing different styles of magic. Once per day it can conjure a great feast which will feed many people, and twice per day it can bless, and enhance, singular attributes (such as charisma, strength, or intelligence) of a handful of people.

A List (600 GP): This is a list of those looking for advisors or who'd be open to bringing you on in a similar role such as that of a high ranking consultant. This list updates in every jump, and lists what benefits you'd receive, as well as what sort of work you'd actually have to do.

Sheikh Items:

Library (100 GP): This item is a collection of literature related to the supernatural. This collection of texts is accurate, updates to future settings, and will always include either religious or supernatural texts and works.

Fated Items (200 GP): This is a collection of items that you can give out which function much like the **Fated Item** you can buy. This works for a number of supernatural beings, not just genies, and lets them find creatures to serve, who can offer them a number of services in exchange for an assortment of boons.

Royal Lineage (400 GP): This is a clan of Genies who have accepted you into their bloodline. They are very interested in the power and privilege that comes with having a Zaar into their

family, especially if you are interested in parenthood. In future jumps this item lets you be a minor royal.

Sha'ir Council (600 GP): You have earned the loyalty of your own small harem of sha'ir sorceresses (or sorcerers). These individuals are loyal to you, and utilize their magics on your behalf. They'll also gleefully summon you for other activities, if you give them your permission.

Sultan Items:

Palace (100 GP): As befits a sultan, you have a palace. This may well have been a gift, either from a genie looking to entice you into her bed or from someone in the Wish Brokering Authority. This palace is located somewhere in the exotic world, and is staffed by invisible servants and servants of your preferred gender. This palace updates to include amenities available in future worlds as you travel.

Position Of Authority (200 GP): Zaars are influential, and everyone wants a piece of the new person in town. You are quickly approached and offered a position of some authority in the Wish Brokering Authority, one that gives you command over a small group of genies who help you do work for the WBA. In future jumps this translates into a token that if presented to any single organization gives you a chance to prove yourself and quickly earn a coveted spot as an influential person.

Oasis (400 GP): This luxurious oasis is filled with natural splendor and majestic resources. This place will follow you along your chain, attracting treasures, supernatural friends (genies especially), and slowly growing as you import it in more and more places. This place is responsive to your will and grows in ways conducive to your desires, conscious and subconscious alike.

Ritual (600 GP): This item is a strange, ancient thing. It is an updated version of an unbelievably powerful ritual, one that if performed would grant the people who perform it incredible power, but at an incredibly expensive cost; plantlife in an area the size of an entire country will die, transforming even a verdant paradise into a wasteland. Though if the transformed people are benevolent maybe they can work hard to help the place ravaged by the ritual?

Companions & Followers

Import (50 GP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 MP to spend themselves on perks, and items. Companions cannot take drawbacks.

Personal Harem (First 8 Members free, every 8 people after that costs 50 GP): You have a harem of your own. If you recruit up to eight people (or eight separate GROUPS of people, with individuals such as the Goldrapture Coven counting as one person, effectively) from the Zaar Transformation CYOA itself, you can import them as followers in future jumps for free. If you

recruit more than eight then it'll cost 50 GP. Individuals who are not genies and who are not in the CYOA are not eligible for this.

New Friends (50 MP if non-ascendant, 200 MP if they are the protagonist of another powerful CYOA 300 MP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 MP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 MP, or if they are an ascendant you need to pay 300 MP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario.You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

Family Matters:

Shortly after you adjust to life as a Zaar, Peribanu approaches you and asks for something surprisingly personal. She explains that she has a twin sister named Dunyazade, a… genie-supremacist. Dunyazade seems to believe that the Earth ought to belong to the genies, and is now eager to meet you and have many powerful genie offspring with you. Peribanu asks you to oblige her, and to try and get her to relax and mellow out her ambitions. The genie hopes that motherhood will make her more normal, and asks you to help nudge her towards normalcy.

Reward:
The reward for this is determined at the end of the jump. If you succeed here, if you have helped Dunyazade and if your children have nudged her towards normalcy, she will ask you to stay with her, and with Peribanu forever, having fallen for you in every respect. Achieving this allows you to bring Peribanu, Dunyazade, and any children the three of you have on your chain, even without counting Dunyazade as one of your harem members.

A More Lasting Peace:

Genies all over Earth are at least mildly cautious for one reason: Trinity. The goddess of Heaven created them long ago, and though the genies are free now some of them fear the day Trinity decides to reclaim them. This causes the few Marids, genies who can grant wishes of other genies, in existence to regularly have to work hard to grant wishes related to maintaining their independence. This taxes and drains the Marids, and their allies come to you part way through your stay in this setting and ask something special of you: they want to see if you convince Trinity to swear to leave the genies alone.

They want to free the Marids of their burden, the one they have been doing in the days since before The Veil, and they sense something strange about you. They believe you can do this, and they inform you of a number of possibilities, from reconciling Polly and Trinity, to seducing Trinity yourself, to simply appealing to her better nature. They don't really care about the method you take, they simply want you to free the Marids of this burden.

Reward:

If you succeed you gain something special: the Wish Broker's Authority itself. This governing body of genies agrees to follow you, eager to reward you for however you succeeded in your efforts against Trinity. They promise to give you all the Major Wishes you could need, are staffed by hundreds of genies, and will even name you their leader if you ask for it. This group of genies are very eager to help you, to reward you, and to work with you in the future.

Drawbacks:

Mundane Side of the Veil (Toggle): This is a Troyverse, Veiled Earth jump. As such you can choose to stay on the mundane side of the veil. If you do, you keep things you purchase with your EP, and you can do things like still work for the Wish Broker's Authority and see genies, but the lion's share of supernatural things available in this jump that lack fiat-backing will be stuff you can't encounter. You can't encounter Lucky, or other such monster girls, though because of her ties to your awakened nature you can see Peribanu. You can still be summoned by magical mortals but for the duration of this jump you'll live and interact in an almost entirely mundane (other than you and any fiat-backed out-of-context-stuff you have) world. This also prevents you from getting points from supernatural drawbacks, like Remote Reaches, Age of Myth and the 600 EP drawbacks.

If this is NOT toggled, then you have chosen the exotic side of the veil. You can still interact with mundane humans and have a life on the human side of the veil, due to your nature as a veil-straddler.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 GP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Embarrassing (Varies): This is a set of drawbacks from the actual CYOA, Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 GP, while Preferred Hole, Always Hard, and Grower are worth 100 GP each (and Always Hard & Grower are mutually exclusive). This also includes **Horned Genie** which gives you a more demonic appearance and grants you 100 GP.

Stereotypes (100 GP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Naive Wishers (100 GP): It seems that many, many more first time wishers are appearing. Now if you get summoned there is at least a 50% chance you'll have to explain how you work to them for hours on end before they get it.

Not Nourishing (100 GP): Your ability to utilize **Bound to Serve** is cut in half, thus requiring twice as many orgasms for you to achieve any effects.

Remote Reaches (200 GP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.

Real Politics (200 GP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.
*The protagonist of any given CYOA.

Malfunctioning Fate (200 GP): Somehow all of your fate-linked and soul-linked items are acting up. This annoying drawback messes up any efforts of yours to use things like your Linked Item to find suitable masters, and adds complications to them and their wishes. Each given master will be somewhat of a headache inducer now.

Deprived (200 GP): For some reason people can't offer you magical items in exchange for your service. You can still have spells cast for you, but talismans malfunction and even explode in your hand due to some ambient quirk of your jumper nature and the wish magic infusing you.

Dramatic Bastard (400 GP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so

a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Sly Snake (400 GP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 MP (Earthly tier) 600 MP (Exciting tier) or 800 MP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief. If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 GP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Selfish Sha'ir (600 GP): More and more Sha'ir appear, but they are cold, selfish, and cruel. They well and truly view genies as a tool, not as friends or partners, and some are even armed with the dark mysticism needed to bind genies, allowing them to exert far more control over your kind than they should be able to. Be careful with these sorcerous sneaks, they have more power than they should, and they are willing to play dirty..

Ending:

Return Home:
Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a friendly Genie, or something… more malevolent?
Stay Here:
Take another 500 GP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential Zaar, might be able to garner some decent levels of influence in the homes of the djinn. Who knows?
Continue Your Journey:
There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of a sexy wishmaker.

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.