Erotic Tentacle Jump 0.1

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Introduction:

What is the first thing that comes to your mind when you hear of such a monster? Do you think of a creature that exists in RPGs or role-playing games as fodder? Or do you think of a more erotic version, where they exist only to kill men and impregnate females? If you think of the latter, then you are in the correct place.

Here, you are given the freedom to indulge in your dark fantasy of being the dark monster you were meant to be. You will do what most tentacle monsters do in hentai doujinshi and visual novels: violate and impregnate women to your heart's content.

Why or what goal could you accomplish by committing these vile acts? It doesn't matter. Here, you are nothing more than an animal that just wants to fulfill its dark desires. Or maybe not. Perhaps you actually have a wholesome reason for being here.

Regardless of your motivations, you are given 1500 CP to be used in this jump. Choose your form, your powers, and your purpose wisely.



Location

Roll 1d6 or pay 50 CP to decide what universe you start in.

1. Modern Earth

You begin in a world very similar to our own: a modern, contemporary Earth. This is a largely vanilla setting, where advanced technology exists but mystical or magical phenomena are not publicly known or common.You may choose any country and town as your starting location.

2. Past Mystical Earth

You arrive in the past version of the current world, somewhere between 1400 AD and 1800 AD. Unlike the modern era, magic, mysticism, and sorcery are still widespread and openly practiced. Alchemy, occult traditions, enchanted artifacts, and supernatural creatures exist alongside early firearms, swords, and empires. You may choose any country and town to begin in.

3. Future Colonized World

Humanity has long since abandoned Earth and now travels freely among the stars. A new calendar system is in use, but for reference, the equivalent time would be between 4500 AD and 5000 AD.
You find yourself on an alien planet that humans have only recently begun to colonize.

4. Isekai World

You now exist in a completely different world, utterly unlike the Earth you know. This is a classic fantasy realm where any kind of fantastical creature may exist—dragons, demons, beastfolk, spirits, gods, or things far stranger. You begin somewhere in a forest, close to an average human village.

5 & 6. Free Choice

You may choose any world you like to start in.

Origin

Roll 21 + 1d8 to determine physical age as a tentacle monster. Also your gender can be chosen freely. In this section, we will also decide what origin of tentacle monster you are and what personality or expertise type of tentacle monster you possess. You must choose one origin from the list below and one personality type.

Origin

Natural

Hmm, strange—it looks like you are a natural creature that exists within the living world. Even though you possess those extra appendages known as tentacles, you are still fundamentally part of the natural order. You evolved alongside other life forms only far more unusual.

Bioengineering

It appears you are a monster created by mankind, forged through science, magic, or a fusion of both, depending on the world you begin in. Regardless of the method, you were designed to serve a purpose—most often as a weapon, experiment, or tool of control.

Magical Monster

You are not a creature of flesh and blood, but a being formed from pure magical energy. Your true origin is shrouded in mystery, even to yourself. Deep within your body lies a monster core, the true source of your existence. As long as this core remains intact, your form can regenerate.

Demonic

You do not originate from the physical realm at all. Instead, you emerged from a demonic, eldritch, or otherworldly dimension beyond mortal understanding. Your very presence marks you as a monster among monsters, instinctively feared and hated by most living beings.

Personality

Hunter
The thrill of the chase is everything to you. You are a predator in the truest sense, finding no greater satisfaction than the panicked footsteps \. Unlike your more sedentary kin, you do not wait for opportunity. Your body is built for pursuit, with powerful limbs for speed and constricting tendrils optimized for grappling and overwhelming resistance. You revel in the open hunt, the true joy is in the hunt itself.

Trapper
Patience is your greatest weapon, and cunning is your sharpest tool. You weave intricate traps, both physical and illusory. Perhaps you mimic the cries of a lost child, create a patch of impossibly alluring, glowing flora, or project an illusion of safety to draw the lost and weary into your grasp.

Modifier
You are an artist, and your medium is the living body. You see your victims not as raw clay to be sculpted into your ideal vision. Whether your goal is to enhance them for future breeding, twist them into living decorations for your lair, or simply experiment with the myriad forms flesh can take, you are driven by a profound curiosity and a desire to reshape the world to your aesthetic.

Breeder
You are the embodiment of biological imperative. Every thought, every action, every instinct is geared towards reproduction. You are terrifyingly efficient at it. Your physiology is optimized for impregnation, capable of overcoming any form of birth control or natural resistance. Furthermore, you can accelerate the gestation process, allowing you to produce generations of offspring at a terrifying rate. Your victims are little more than incubators for your ever-growing lineage.

Perks

You receive discounts based on your origin with 100 CP discounted ones being free.

General Perks

Land of Beautiful Women [Free for this jump / 50CP to keep]

As a tentacle monster, you are drawn to attack and subject beautiful women. This perk ensures that every woman in the world you start out with will be, at a minimum, an 8/10 in the looks department. Furthermore, the women of this world are preternaturally clean and hygienic. Most dirt and grime will wash off their bodies with ease, and scars on women will be minimal to non-existent. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Hentai Fashion Sense [Free for this jump / 50CP to keep]

Let's be honest: there is nothing more exciting than seeing women, especially hot women, in very skimpy outfits that cover next to nothing. This perk causes all clothing and armor in this world to follow a hentai logic. Women will wear very skimpy thigh-highs, high heels, and other clothes typical of doujins and anime in general. These modified clothes will not hinder their original function, so a suit of plate armor will still protect its wearer, even if it resembles a steel bikini. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Low Female IQ [Free for this jump / 50CP to keep]

In most hentai and doujins, the rape scenes involving tentacle monsters happen because the girls in that world make really dumb and reckless decisions that make them easy prey for the monster to capture and take their virginity. This perk instills this trait in the world, ensuring that most of the good-looking females will, at one point or another, make a stupid decision that makes it easier for you to capture them. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Instinct of a Whore [Free for this jump / 50CP to keep]
Do you ever wonder in hentai why most females, even though they are virgins, always describe what is happening to them in vivid detail, and when they are being violated, they will always climax when the monster cums inside them? This perk makes that a reality. Any woman you attack in this world now has a libido beast deep inside their mind that makes them react like a wanton whore when touched by you, a tentacle monster. This perk is free for the duration of this jump but will cost 50CP to retain in future worlds. It is toggleable at the start of any jump.

Endless Fluids [Free]
As a tentacle hentai monster, one of the most common tropes is that you produce a lot of fluids into your prey's body. With this perk, you can now produce gallons of any fluids you desire from your body without any negative effects on you from producing this liquid so excessively. You will never dehydrate or run out.

Hentai Sex Logic [Free]
As a tentacle monster, your tentacles are not necessarily gentle when used to attack your victims. Regardless, from now on, whenever you engage in any sexual act with your tentacles, no diseases will be transmitted to you or your victims. Additionally, your tentacles will not harm any women, no matter how rough you are with them, and no damage will be felt by them unless it was your explicit intention to cause harm.

Women Fluid Consumption [Free]
As a tentacle monster, raping and making women submit to you is part of the game. That is why you can now easily satisfy all of your biological food consumption needs by consuming the fluids produced by women. This includes vaginal secretions, saliva, or even female waste if you so desire. Consuming these fluids will also replenish any energy source that you may have, effectively turning your victims into a source of both sustenance and power.

Nutritional Fluid Consumption [Free]
Your semen as a tentacle monster is not just a tool for breeding; it is actually incredibly nutritious. When consumed by any woman you have made submit to you, your semen is so perfectly balanced that their body will not suffer any of the negative effects of malnutrition, even if it's their only food source. Furthermore, it provides them with several healthy benefits, two of which are making their bodies lose excess fat and making their body even sexier.

I Know Those Faces [100CP]
You've seen it in countless doujins and fan-made works: individuals from other media being assaulted by tentacle monsters. Now, that fantasy becomes your reality. In the world you start out with, you will find women who are exact doppelgängers of characters from other media, be they anime, video games, movies, or books. Their abilities and powers will be appropriately scaled to match the power level of the world you are in. So, for example, if you wanted to find Neptune from the Hyperdimension Neptunia series, you could find her here, perhaps clad in bikini armor, and have your way with her.



Natural

Evolutionary Adaptive [100 CP]
As a creature of the natural order, your species has evolved in this world for millions of years. Because of this long evolutionary history, you are highly adapted to one specific biome in which your species naturally thrives. Choose one biome—this will be your primary environment. For example, a freshwater biome grants gills, high water intake requirements, and aquatic physiology similar to fish, while a tundra biome grants thick insulating fur and resistance to freezing winters. This is always the minimum adaptive ability your species possesses. You may purchase additional non-extreme biomes for 50 CP each after the first, allowing your species to survive and flourish across multiple environments.

Part of Nature [100 CP]
You are not a unique or singular existence in the world. Instead, you are part of a stable, naturally occurring species with a healthy population in your starting location. Your species follows a complete biological life cycle: egg → larva → juvenile → adult. In all future worlds, you will always begin in an area where your species already exists, ensuring you are never alone or misplaced at the start of a new setting.

Generalist [200 CP]
As a tentacle monster, you are not confined to merely consuming the fluids of female bodies. Your biology has adapted to become a true consumer of all organic matter. You can now easily consume and digest any form of biological matter, be it plant, animal, or otherwise. Your internal systems are incredibly robust; you will never become sick, poisoned, or suffer any ill effects from consuming anything you eat.

Slimy Skin [200 CP]
Your body is eternally coated in a layer of slick, viscous slime. This substance greatly reduces friction, causing most melee attacks and physical weapons to slide off or lose their force upon impact. As a result, a significant portion of the damage you would normally take from close-range attacks is mitigated or negated entirely.

Biological Immortality [400 CP]
Your species does not age in a way that leads to death. As long as your basic biological needs are met, you cannot die from old age. Additionally, choose one extreme environment to which you are completely immune, such as deep space, acid pools, extreme heat, or extreme cold. This perk may be purchased multiple times, each time granting immunity to a different extreme environment.

Disease Immunity [400 CP]
You are completely immune to all diseases, including natural, artificial, magical, and alien pathogens. In addition, you are unaffected by poisons and venoms of any kind. Your biology instantly neutralizes harmful agents before they can cause damage, making illness and toxin-based threats entirely irrelevant to you.

Sacred Beast [600CP]
Your species has been given a special, revered meaning by the locals of this area. They have constructed a grand temple in your honor, where they periodically offer virgin women from their own and other tribes to be sacrificed by your kind. Because of this special, symbiotic connection, your species now produces unique substances that these people consume for their survival and well-being: sterile eggs rich with nutrients, a uniquely sweet and energizing syrup, and a delicious, nourishing meat. This relationship is deeply ingrained, having existed for hundreds of years. These people will do whatever is in their power to ensure your species is preserved and protected. In future worlds, a civilization will always exist that views your kind as sacred protectors or divine beings. They will protect you, offer sacrifices to you, and in return, you will always be able to provide them with whatever your body can produce as an equal exchange.

Alpha [600CP]
You are a special being of your species, a winner of the genetic lottery. As a tentacle monster, you are now the biggest, the most powerful, and the most physically dominant of your kind. Your strength, speed, and resilience are far beyond that of any normal member of your species. In future worlds, whatever species you are a part of, you will always be in the top 1% of that species' genetic perfection, representing the absolute peak of their natural potential.

Bioengineering

From the Bottle [100 CP]
As an artificial monster, you were deliberately constructed to be far more resilient than a naturally born creature. Choose how you were built: science or magic. If you choose science, your mind has been heavily enhanced—your intelligence, processing speed, and problem-solving abilities are boosted far beyond that of an average person. If you choose magic, your body has been significantly reinforced, granting you physical power and durability well beyond any normal human limits. You may purchase this perk multiple times. Each additional purchase costs 50 CP.

Preprogrammed Task [100 CP]
Your unique artificial nature means you were preprogrammed to excel at a specific role. Choose one single task t you are exceptionally good at, far beyond normal learning limits. This could be technical, analytical, or practical in nature. You may buy this perk multiple times, each time selecting one additional task you are highly proficient in. Each extra task costs 50 CP.

Undetectable [200 CP]
Your body has been implanted with an advanced jamming system that renders you undetectable to either technology or magic—choose one upon purchase. Sensors, scanners, spells, and detection methods of the chosen type will fail to identify or track you. You may purchase this perk again for 100 CP to gain protection against the other detection type as well.

Universal Translator [200 CP]
Deep within your brain is an implanted device that allows you to instantly understand any spoken or written language used by sentient beings in the current and all future worlds. After observing and analyzing a language for a few months, you also gain the ability to write and reproduce it fluently, including complex grammar and cultural nuances.

Human Mimicry [400CP]
You have developed a potent ability for deception. As a tentacle monster, you now possess the power to assume the form of any human child of your choosing. This transformation is flawless, making you completely indistinguishable from a normal human child. This form is supernaturally disarming; it will cause the guard of any woman around you to drop completely. You are simply that adorable, innocent, and non-threatening, allowing you to get close to your prey without arousing the slightest suspicion before you choose to reveal your true nature.

Clone Maker [400 CP]
You gain the ability to create one clone through asexual reproduction. If your main body is destroyed, the clone will activate immediately, inheriting all of your memories, personality, and soul without loss. However, the clone does not possess any equipment you were carrying at the time of death—you must recover any dropped items manually. Only one clone may exist at a time.

Tentacle Factory [600CP]
Deep within your mind now lies the complete blueprint for creating an arsenal of specialized tentacle devices and bio-mechanical constructs. You possess the innate knowledge to grow or fabricate these creations, which can be used not only to torture and violate women with ease but also to craft a variety of biological items. Your potential creations include living swords that can writhe and attack on their own, bio-shards that can move independently and latch onto targets, or highly specialized sex devices. For example, you could create a device that latches onto a woman's breast to suckle milk, or a whip made of living, fleshy material that can be programmed to rub the vagina in any rough or soft setting you desire. The more explicitly sexual the object's function, the better and more efficient the creation will be.

Tech Absorber [600CP]
As an artificial life form, you have been given the ability to consume and integrate technology directly into your body. You can physically absorb any piece of technology, from simple tools to complex machinery, and make it a part of your being. The more technology you absorb, the more abilities you can gain from these machines, as they are now housed deep inside you. This allows you to use their functions as if they were your own natural abilities. However, you must have the energy required to power these newly integrated machines within your body to use them effectively.



Magical Monster

Monster Core [100 CP]
You now have a monster core at the very center of your body. This core is your true form, and the flesh and tentacles around you are merely a biological suit that you control. As long as this core remains intact, you cannot die, allowing you to regenerate your body from almost any harm**.**

Magic Sensory [100 CP]
Because your body is now made of pure magical energy, you have developed the ability to sense powerful magical sources. This is particularly useful for detecting women with high magical potential, even if you cannot see them with your other senses. If you wish, you can also use this ability to sense women with high vitality, making them perfect targets for you to capture and humiliate for your own pleasure.

Mana Eater [200 CP]
Your tentacles, besides consuming the fluids found in women, can now also be used to consume their mana, ki, or other forms of vital energy. You can drain just enough to not kill them, or you can drain them completely to render them unable to use any abilities that might harm you during their capture.

Monster Meat [200 CP]
Your flesh as a tentacle monster is filled with magical particles that were previously non-existent when consumed. Now, when your meat is consumed by males, it becomes instantly poisonous to them. Without the antidote, which only you can provide, it can kill them in days. For females, however, the effect is different. When a female consumes your meat, it grants them an addictive property. This addiction cannot be quenched unless they have your tentacles deep inside their bodies. This is perfect for creating loyal, dependent female subjects who would never dare to escape.

Elemental Immunity [400 CP]
Your monster core has granted you the ability to become completely immune to one element of your choice. Choose one element commonly found in fantasy settings (such as fire, ice, lightning, poison, etc.), and you will be completely immune to its effects. You can purchase this perk multiple times to gain additional immunities, with each extra purchase costing 200 CP.

Lewd Spellcaster [400 CP]
Through the power of your monster core, you now have the ability to cast spells like any other spellcaster. You find it easier to learn new spells, but you have already mastered the art of sex magic. You have acquired a repertoire of spells that are highly effective against women and can bypass their resistances and immunities. These spells all contain the ability to subdue and capture women by making them intensely aroused. For good measure, you have also mastered powerful healing magic that, when used on females, will make them climax hard on the spot. You can also create and learn any new spells that are erotic in nature with ease**.**

Magical Girl Hunter [600CP]
While technically not limited to just magical girls, this ability makes you the bane of any female spellcaster you have the pleasure of fighting. Now, whenever you fight a female spellcaster, their spells will only be one-quarter effective against you. Furthermore, you can easily disrupt and break their concentration whenever they try to cast spells. Additionally, each time they cast a spell at you—whether they are looking at you fiercely or merely sensing your presence in any way—they will become more and more aroused. They will not consciously notice this growing arousal until it overwhelms them, forcing them to climax from the sheer intensity of the feeling.

Triple Monster Core [600CP]
You are a rare and exceptional magical monster. Deep inside your body, there are now three monster cores. This significantly boosts your potential as a spellcaster, elevating your power to be equal to that of an S-rank monster. An S-rank monster has the power to destroy a decent-sized nation if they so wish. Furthermore, because of your immense mana pool, your wounds now heal almost instantly. You cannot die unless all three of your cores are destroyed. If you also have the "Monster Core" perk, you can move your cores to anywhere in your body instantly.

Demonic

From the Other Side [100 CP]
As a demon coming from another dimension, your very being is super corrosive and destructive to the physical plane. Now, at will, you can exude a disruptive aura that subtly increases the cost of activating machines, magic, and abilities for those around you.

The Form of Insanity [100 CP]
Your form as a tentacle monster, because of your otherworldly origin, is terrifying to the minds of men. Now, when men see your form, you can choose whether or not they perceive you. If you allow it, the mere sight of you will cause them to run for the hills. Not only that, but their willpower will be so shattered that they can be easily recruited to your cause.

Summon Hijacker [200 CP]
As a demonic being, you now have the ability to hijack any possible summoning ritual. It does not matter if the caster was skilled enough to do it properly, if the ritual was done in good faith or just because someone was curious and got it wrong. Regardless, as long as your power overwhelms the caster's, you can successfully hijack the summoning. This only works if the caster is female, and you can do this once per week.

Wet Dream [200 CP]
Dreams are the subconscious where people's hidden desires can be seen. You now have the ability to freely enter a person's dream, either randomly or by choosing a specific target. You can only enter one dream per day. Once inside, you can give them incredibly suggestive and erotic dreams of you violating them over and over. Over time, this will condition them to seek you out in the real world, wanting to be violated for real. You can even give them instructions on how to summon you or where to meet you in the physical plane.

The Seams of the World [400 CP]
As a creature of an otherworldly plane, you can now perceive the seams within the world. These are hidden pathways that allow you to transport and move between the physical plane with ease. To non-demonic entities, you seem to simply disappear and reappear, like teleportation, but you are merely moving through these pathways hidden to them. You can easily drag people into these seams with you, but others you don't permit will be unable to follow you.

Cult Maker [400 CP]
It wouldn't be weird if you wanted to make your own cult, right? With this perk, whenever you successfully violate and break a woman, you can indoctrinate her into becoming a member of your cult. In return, they will hide you, give you intel on good hunting grounds, and provide sacrifices for you to break and join your cult.

Demon King [600CP]
You are no mere small-fry demon tentacle. You are, in fact, one of the most powerful beings in the demon realm: a Demon King, to be more precise. You are the Demon King of Lust, and your abilities are horribly infectious. Besides the immense power you already possess that makes you one of the top demons in that realm, you now exude an aura of erotic corruption. You can activate this aura at will, and every female around you who has ever felt pleasure of the flesh—either with a partner or with one's self—will have the sensation of that pleasure reflected, every single sense of it at once. This is so overwhelming that most people can't even stand, as they are too busy climaxing from feeling the pleasure all at once again in their lives.

Gift of Corruption [600CP]
You now possess the ability to empower any subordinate you have broken. Once you've dominated a woman of your choosing, you can transform her into one of your apostles. When you climax inside her and fill her body with your essence, you may impart a fraction of your power by granting her any four abilities you possess—each at one-tenth of your full strength.

This process triggers a dark metamorphosis: the woman will encase herself in a shadowy egg, which then violently ruptures to reveal her newly empowered form. She emerges clad in a seductive outfit of your design, her physique refined to rival even the most envious supermodels. Her loyalty is absolute—she will obey your every command without hesitation.



Hunter

Active Hunter [100 CP]
As a tentacle monster, you live for the hunt. That is why you now know how to track weak and defenseless females of your choice, either by scent or by sight. Regardless of the method, you can now easily track down any female you have ever met.

Hard Tentacles [100 CP]
Now, as a tentacle monster, you have learned how to harden and soften your tentacles at will. This is important, as you will need to harden your tentacles when you wish to rip and destroy the armor of your prey, while also needing the same tentacles to be as soft and gentle as possible when you are exploring a virgin pussy for the first time and breaking her hymen, making her a woman.

Attacking From Above [200 CP]
Do you know where the least amount of people will look for an attack? Right above them. That's why you have mastered the art of attacking from this angle. You can now find paths and positions that allow you to easily attack your target with ease from above, and you are also less likely to be found or spotted here.

Front Row Fighter [200 CP]
Unlike other tentacle monsters, you seem to be more adept at fighting up close and personal when attacking. Because of this, you now know how to effectively fight warriors and fighters in a frontal assault with ease, especially when they are at the same level of power and skill as you. You can now parry, attack, and block easily with your tentacles.

Hard Slime [400 CP]
Your body now produces a special type of slime that, when exposed to air, will suddenly harden into a concrete-like structure. This is perfect for trapping women's arms and legs to the floor, a branch, or to tie them up as you begin feeling and tasting their body. This hardened connection will not break until you say so, usually after you have already violated them.

Dress Break Strike [400 CP]
You have years of experience hunting and violating women, you have mastered the art of destroying armor with a single strike. You can now tell by a glance what the weak point of any armor or clothes worn by female warriors is, and you can easily destroy them without harming the delicate skin that they may have underneath.

Man Killer [600CP]
As a tentacle monster, you only care about hunting and raping women to your heart's delight. As for the other sex, men, you could not care less. That is why you have now been given a super anti-male trait. With this, your tentacle attacks can now shred and destroy male bodies with ease, as their protection is nothing but like wet paper to you. While attacking women with this trait, your attacks—unless intentionally harmful—will not cause any wounds on the females when they are struck.

Copy Cat Fighter [600CP]
As a top-tier hunter, you, a tentacle monster, have probably hunted and impregnated several women with ease. Because of this vast experience and adaptive nature, you can now easily copy any technique that you can learn just by watching it be performed by another person. Furthermore, any technique that requires a weapon can be substituted with ease by using your tentacles, allowing you to replicate sword strikes, spear thrusts, or even complex martial arts maneuvers flawlessly.



Trapper

Staying Still [100 CP]
To ambush your prey and catch your women, you will need the patience and the ability to lie still for hours, which you can now do. Because of this, whenever you enter ambush mode, you can easily enter a zen-like state where you can stay still for hours on end. When prey comes, you can easily strike with lightning-fast reflexes to capture them with your tentacles.

Optimal Ambush Location [100 CP]
You now have the instinctive capability to find and set up shop in locations that are optimal for your purposes. You can easily find spots that are easy for you to hide in and make ambushes, where females are likely to pass through, and where people won't notice if one of them goes missing.

Crying Child Voice [200 CP]
One of your tentacles has developed a specialized voice box. It can perfectly mimic the crying sound of a child. This voice is so lifelike that it makes it far easier for you to attract potential females to your location, as their maternal or curious instincts are triggered.

Camouflage [200 CP]
Your skin can now mimic an item in your current hunting location, transforming you into an inanimate object that is not weird to that area. The surface, color, texture, and reflected surface will perfectly mimic that item, such as a small rock, a log, or part of a tree.

Illusion Trap [400 CP]
The skin on your tentacles can now create illusions to further hide your body and fit the location. Furthermore, you can easily create small illusions designed to lure women to your location. This could be a cake, a small child to go with the crying voice you make, or even a cute handbag or anything else a female might want. These illusions will have mass and can be touched by the female before it fades as you capture them.

Multiple Chambers [400 CP]
You now have the ability to create multiple chambers within your body to hold female victims. This allows you to continuously fondle and violate their bodies while keeping them stored. While inside these chambers, the females will be kept alive and well-fed for however long you wish, up to a maximum of one year. Perfect for an ambush predator like you.

Sprouting Tentacles [600CP]
You are now able to sprout your tentacles into the ground and spread copies of yourself across potential hunting locations. Within a 5 km radius around your main body, you can create these proxy tentacles. Each sprout can function independently to hunt its own prey. Any prey captured by these sprouts will be transported through the network of tentacles directly to your main body to be processed.

Dungeon Builder [600CP]
You now have the ability to create a dungeon with your own body tissue. By planting any of your tentacles into the ground, you can create a high-level dungeon filled with treasures that most people can't help but want to explore. However, there is a catch: your dungeon can only be explored by females.

Inside this dungeon, there are around 20 floors, and every monster, trap, and puzzle within is sexual in nature. To progress through each floor, a girl will, at a minimum, be raped by the monsters and traps your dungeon has created at least once. Those who are felled—that is, exhausted from cumming too much inside the dungeon—will be transported to the boss room, imprisoned there until you personally go there and release them. Only you can enter and exit the boss room at will.

Furthermore, any nutrients the dungeon has collected from its victims will be transferred to you immediately. You can only have one dungeon at a time, and while your dungeon is active, you must stay within a 10 km radius of it. If you leave this radius, the dungeon is destroyed, and you will need to grow another one later.

Modifier

Pigment Alteration [100 CP]
Your tentacles can now change the color of your victim's skin, hair, eyes, and nails if you so wish. This allows you to customize their appearance to your exact preferences.

Sleep Gas [100 CP]
Your tentacles can now create a sleep gas and deliver an injection into your victim's body. On females, this concoction will make them pass out instantly, perfect for any alterations you wish to perform on them while they are unconscious. On males this is a deadly poison that kills them instantly.

Physical Alteration [200 CP]
As every woman's body is different, some will have imperfections that you don't like. Maybe a girl's bust is big but her butt is flat, or a girl is too petite and you wish for her body to be more erotic . Which you can now do. While under your care, your tentacles can now secrete special chemicals into your victim's body that allow you to freely alter their physical appearance. You can make them taller, shorter, fatter, give them bigger boobs or butts, or increase and decrease their ages at will. You can change any other physical features you desire, though this is limited to what is possible for the species you are changing**.**

Sexual Tattoos [200 CP]
Your tentacles now also come with tiny needles that can be easily used to create tattoos on your victims. Depending on the pattern and the location, these tattoos will have a specific effect. You currently have 4 patterns you can etch into your victim. You can develop other patterns with time and practice :

1. A heart in the stomach increases the sensitivity of the skin 100 times when you touch them.
2. An "X" on the throat means they can only produce moaning sounds while speaking.
3. Flowers on the breast mean they will be producing sweet milk on command.
4. Chains on the limbs mean the victim cannot move their limbs until you give them permission to do so.

Tumor Implanting [400 CP]

You now have the ability to implant a special tumor inside the victim's body, specifically in their uterus. This tumor will do one thing: it makes the victim unable to harm you in any way, either by physically giving information on you or even taking actions that may hurt you indirectly. Additionally, this tumor makes the victim's body go into heat on a daily basis. This condition can only be temporarily relieved by gaining a tentacle inside them, and that tentacle must be yours.

Nerve Ending Rewriting [400 CP]
You now have the ability to permanently alter the nerve endings of your victims. You can easily make every part of their body as sensitive as a clitoris if you wish, or you can make it so they feel nothing when touched by anyone else, but only by you. This is not all; by modifying the nerve endings, you can also enhance or decrease the physical and magical capabilities of your female victims with ease.

Hybrid Creation [600CP]
Ohh, it looks like you have learned to absorb the DNA of all the different creatures that your tentacles have yielded. Because of this, you can now easily impart the physical characteristics of other races onto a female of a different race. For example, you could give a human elf ears and a beastman tail. This is perfect if you have a certain taste when it comes to women's archetypes. They also gain the abilities and function of their new form with ease, allowing you to create the perfect hybrid partner for your desires.

Puppeteer of the flesh [600CP]
You are far more macabre than we thought. Your tentacles can now freely alter the very shape of your victims, allowing you to transform them into inanimate objects like boxes, tables, or other ornaments if you so wish. The most terrifying part is that these people remain fully conscious and alive while this happens. You can easily turn them back into their original form whenever you need them.

Breeder

Aphrodisiac Slime [100 CP]
Your body is now coated with a powerful aphrodisiac. This slime not only makes women very horny, but it also forces them to ovulate when you make them climax. This is perfect if you wish to hurry and make your victims pregnant as soon as possible.

Easy Impregnating [100 CP]
Your semen is super virile; even a single drop can guarantee to make any woman pregnant if you wish. Your semen also has other properties, like being able to bypass any anti-pregnancy protection and studs. If you wish, you can shoot only blanks, but as a tentacle monster, you want to shower your load with full power.

A Monster Only a Mother Could Love [200 CP]
It would be problematic if the women you impregnate wanted to terminate or kill your spawn once it's born. But fear not, as now whenever you impregnate a woman, the mother will always love your seed with all her heart. Even though it was probably created by a very violent rape, she won't care. All she sees in front of her is her baby.

My Spawn [200 CP]
Now, whenever you impregnate a woman with your thick semen, you have a choice of what your spawn's form will be and how many children the mother will have in one pregnancy. For the spawn's form upon birth, you have three choices: a clone of you, a clone of the mother, or a child that has the biology of the mother but the tentacle abilities of you. When I mean clone, I mean the species; they will still be half of your DNA. The number of children born will also be determined by how big the children will be at birth—the more children she is pregnant with at one time, the smaller each child will be when born.

Fast Gestation Period [400 CP]
The baby that is born from your seed will grow incredibly fast inside the womb of your victims. In fact, it will only take one week for your baby to be fully matured and ready to be born into the world.

Ability Giver [400 CP]
You now possess the ability to pass on any of your abilities to any children you have. So, whatever perks you spend points on, your children can inherit them. This allows them to easily dominate and create their own harems in no time.

Return of Species [600 CP]
You are, in a way, like a Noah's Ark for the species that you have raped in the past. You now have a copy of each of those individuals' DNA, embedded into your own. If you wish and desire, you can bring back and resurrect extinct species. This allows you to impregnate hundreds of females, giving birth to the dedicated species you wish to return from extinction.

Super Breeder [600 CP]
Your descendants now grow at an incredibly accelerated rate, reaching adulthood within a year's time. The mothers of your tentacled offspring would usually remain broken, their bodies ruined by repeated births. But not your children's mothers. Whenever a woman gives birth to your child, her body will instantly revert back to the sexy state it had before the pregnancy. Not only that, any anxieties they may have felt will be gone, and they will be ready to breed again. And the more times they are forced to give birth and get pregnant, the more complacent they become about the situation they are in, even becoming fully domesticated.



Tentacle monster Form

Here, we will build on how your tentacled form will be, from here on out. You will need to dedicate how you will be hunting women to violate for your wild and dark desires. And since this will be a key part of your form, ***take this extra 500 CP to build your tentacle monster hentai form***.

Body Shape

Your body shape determines how you move, how you interact with the world, and how many tentacles you start with, along with any additional bonuses or drawbacks your form provides. Choose one body shape below and decide how many tentacles you begin with, as dictated by the form.

Blob

As a tentacle monster, your body is a formless blob of flesh with no true limbs. This makes you the slowest-moving variant overall, but you compensate with sheer numbers. You begin with a total of 30 tentacles, which you can use for movement, manipulation, combat, or feeding. Your amorphous shape allows for flexible positioning, though precise actions are more difficult.

Humanoid

Your form closely resembles that of a bipedal human, complete with arms, legs, and opposable thumbs. This makes you especially skilled at using tools, constructing structures, and interacting with humanoid societies. However, this stability comes at the cost of tentacle quantity—you start with only 5 tentacles, making this the most limited option in that regard.

Quadruped

You take the form of a four-limbed animal, granting you excellent mobility, balance, and speed. This is one of the most mobile tentacle monster variants, well-suited for traversal, pursuit, and combat on uneven terrain. You begin with a moderate number of 15 tentacles, balancing versatility and movement.

Humanoid Quadruped [100 CP]
Your form resembles that of a centaur-like creature, combining humanoid upper anatomy with a quadrupedal lower body. This grants you the advantages of both humanoid dexterity and quadruped mobility. You begin with 20 tentacles, offering a strong balance between control, speed, and adaptability.



Skeletal structure

Your skeletal structure determines how your body is supported and how it functions as a tentacle monster. Each structure provides distinct advantages and disadvantages, affecting protection, mobility, and tentacle control. Choose one option below.

Boneless

You are a soft, boneless mass of flesh, offering almost no natural protection against direct damage. However, this lack of rigid structure makes you extremely flexible, allowing you to squeeze into tight spaces with ease. You are very difficult to grab, restrain, or remove, as most beings cannot get a proper grip on your body. Additionally, you gain an extra 20 tentacles from this form.

Exoskeleton

Your body is protected by a hard external exoskeleton, making you much harder to damage. Your natural armor is tough and difficult to pierce, providing strong defense against physical attacks. In exchange, your maneuverability and flexibility are reduced due to the rigid structure. You gain an additional 10 tentacles from this form.

Internal Bones

You possess an internal skeletal structure, similar to that of most mammals, birds, and reptiles. This makes you the most balanced and agile option overall. Your tentacles now contain internal support structures, giving them greater strength, precision, and sensory feedback, allowing for finer control and smoother movement. You begin with an extra 5 tentacles from this structure.



Size

Here you will decide the overall size of the tentacle monster you will become. Your chosen size determines how much raw physical power, strength, and presence you possess as a tentacle monster, as well as how you interact with the world around you. Choose one size option to define your scale and destructive potential.

Small [+100 CP]

You are a small tentacle monster, roughly the size of a medium dog. In this form, you are extremely agile, fast, and nimble, capable of quick movements and evasive maneuvers. However, you are the weakest in terms of raw strength compared to larger sizes. Due to your compact and efficient body plan, you gain 5 additional tentacles.

Medium [0 CP]

Your size is comparable to that of a normal human. Your physical strength, speed, and endurance are similar to a trained Olympic-level athlete, making this a well-balanced and practical form. You are large enough to interact comfortably with human-scale environments while still retaining flexibility. You gain 10 tentacles at this size.

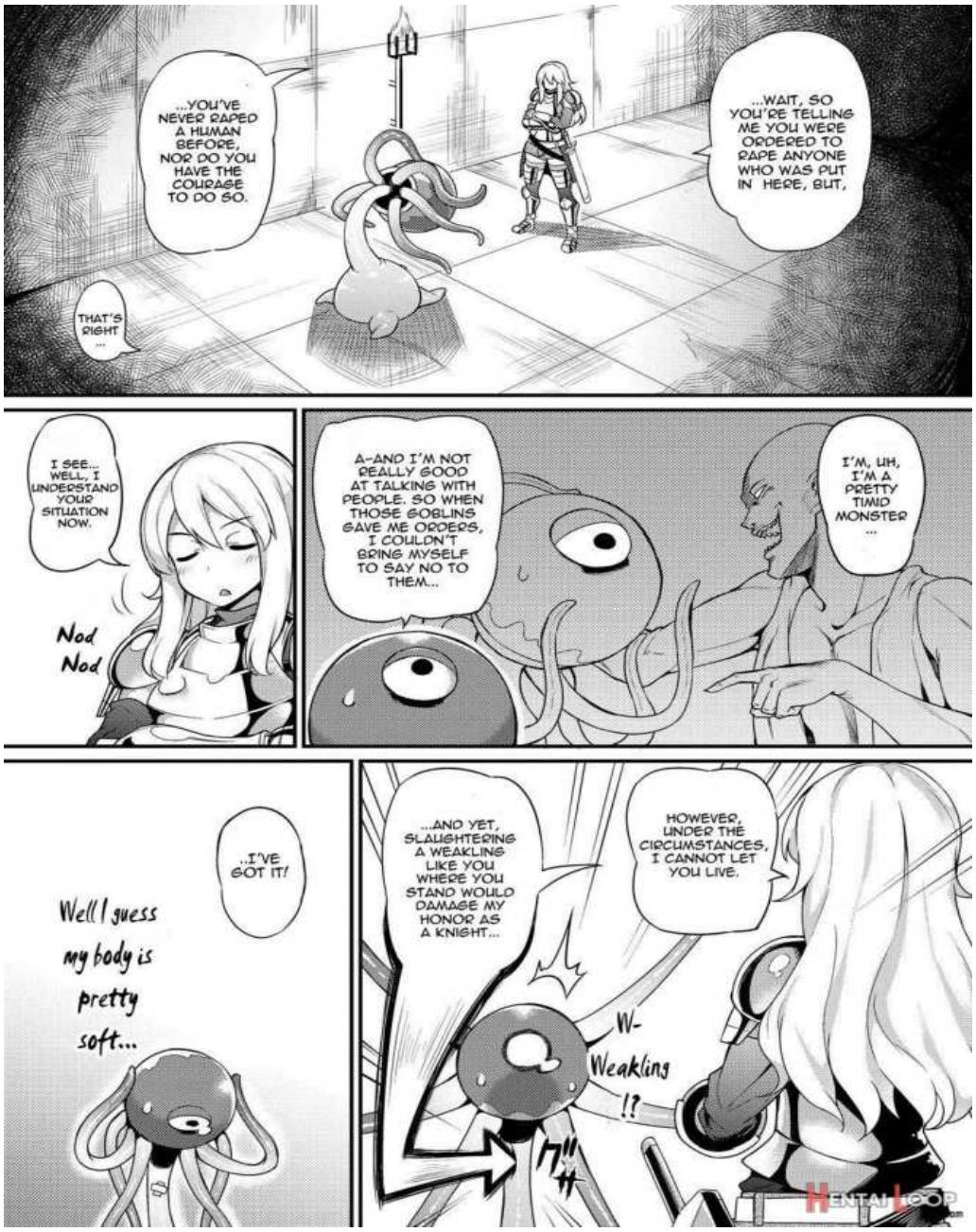
Large [100 CP]

You grow to the size of an Asian elephant, possessing immense physical power to match. Your strength rivals that of heavy machinery, allowing you to crush obstacles, uproot trees, and overpower most conventional threats. Due to your massive body, you gain an additional 40 tentacles in this form.

Huge [200 CP]

Your size now rivals that of a humpback whale. Your raw strength is overwhelming—your tentacles can destroy tanks or fortifications with a single swing. This form grants you an additional 100 tentacles.

Titan [300 CP]
You are now the size of a small kaiju, comparable to monsters seen in Godzilla franchise. Your steps can cause localized earthquakes, and your strength allows you to devastate cities and reshape terrain. In this colossal form, you gain an astounding 200 additional tentacles.



Biological Functions.

Here you may add additional biological functions that your tentacle monster may require to survive, adapt, or evolve. You receive two discounts per tier of biological functions. Discounts for a 50 CP and 100 CP function are free.

More Tentacles [50 CP]
Each time you purchase this option, you gain an additional 10 tentacles. These tentacles are fully functional.

Vibrations [50 CP]
Your tentacles can now freely vibrate at frequencies that can cause any woman to moan in pleasure.

Tentacle Eyes [50 CP]
Your tentacles develop independent eyes along their length or at their tips. This grants you vastly improved situational awareness, allowing you to see in multiple directions at once, detect movement behind obstacles, and operate effectively even in darkness or complex environments.

Fluffy [50 CP]
Your tentacles are covered in soft, dense fur. This provides natural insulation against cold environments and makes your body comfortable to the touch.

Blades [50 CP]
Some of your tentacles end in natural weaponized structures such as claws, blades, spikes, or scythe-like edges. You may choose which tentacles possess these weapons and freely decide their appearance. These biological weapons are durable, sharp, and regenerate naturally if damaged.

Large Teeth [50 CP]
Your tentacles now possess maws lined with sharp teeth, allowing them to bite, tear, and hold targets securely. These mouths can be used for feeding, combat, or tool-like precision depending on your control and anatomy.

Appendage Tentacles [50 CP]
The ends of your tentacles split into four smaller, finger-like tendrils, granting greatly enhanced dexterity. These can be used for fine manipulation, tool use, delicate tasks, or interacting with small or complex objects.

Wall Climber [50 CP]
Your tentacles or limbs develop specialized suction pads or adhesive structures, allowing you to climb walls, ceilings, and other vertical surfaces with ease. You can remain attached even while stationary or under movement stress.

Bioluminescence [50 CP]
Your body gains the ability to naturally emit light. Choose up to four colors that your bioluminescence can display. The intensity can be adjusted from a faint glow to bright illumination, useful for signaling, intimidation, communication, or navigating dark environments.

Photosynthesis [50 CP]
Like a plant, your tentacles develop chlorophyll-like cells. When exposed to sunlight or similar energy sources, you can perform photosynthesis, allowing you to slowly generate energy and reduce your reliance on conventional food sources while in bright environments.

Molting [50 CP]
You periodically molt your tentacles and outer tissues whenever they are heavily damaged or have been in use for extended periods. This process sheds damaged material and replaces it with fresh growth, ensuring your tentacles remain in optimal condition over time.

Mouths [50 CP]
Now, at the end of your tentacles, there are mouths. You choose the effect for each tentacle. It could be a suction effect, perfect for sucking breasts hard, or a mouth and tongue, perfect for licking the nipples and pussy, or biting and teeth action on your victims. If you have large teeth, the teeth can be changed to be non-sharp at will.

Bumpy Tentacles [50 CP]
Your tentacles now have rough bumps around them, perfect for violating women with, as they naturally hit the weak spots of your victims.

Erotic Pathogen [50 CP]
Your body is now a host to a virus that, when infecting any woman, would make them grow more busty, petite, loli, or tall, depending on the variant you choose. You can buy this pathogen stain multiple times. Though, the changes are not always consistent.

Adrenaline Rush [50 CP]
Your body can trigger a powerful adrenal response. When activated, all physical capabilities—speed, strength, reflexes, and regeneration—are significantly enhanced for 5 minutes. This ability can be used once every 6 hours.

Extension [50 CP]
Your tentacles gain extreme elasticity, allowing them to extend and retract smoothly. Each tentacle can stretch up to five times your body length, enabling long-range interaction, grappling, or environmental manipulation.

Shell [50 CP]
You develop a tough, protective shell that can partially or fully cover your body when needed. This shell is especially effective at blocking or deflecting large, high-impact attacks. The shell's shape, texture, and configuration can be redesigned once per day, allowing you to adapt it to different threats or environments.

Tentacle Color [100 CP]
You may assign special attributes to your tentacles based on their color. You may choose how many tentacles receive each color-based trait. Pink tentacles are the default and have no special bonuses. Other colors grant the following effects choice one. You can buy this multiple times to gain access to other colors :

- ***Green Tentacles:*** Exceptionally strong, capable of crushing, restraining, or anchoring with immense force. Anything caught by them finds escape extremely difficult.

- ***Purple Tentacles:*** Extremely fast and responsive, allowing rapid pursuit, interception, and coordinated multi-tentacle actions.

- ***Black Tentacles:*** Highly stealth-oriented, capable of blending into surroundings for ambushes. They can also share sensory information and

simple tactical signals with other nearby black tentacles for coordinated action.

- ***Blue Tentacles:*** Not physically powerful, but possess enhanced telepathic communication and influence, allowing subtle mental interaction and emotional manipulation with sentient beings they interact with.

Silk Producer [100 CP]
The ends of your tentacles can now produce organic silk, similar to spider silk. This silk has high tensile strength and strong adhesive properties, making it useful for binding, construction, traps, webbing, or environmental traversal.

Padded Body [100 CP]
Your body develops natural sound-dampening tissues. Any noise you generate through movement, feeding, or physical interaction is significantly muffled, granting strong stealth benefits when moving through environments or confined spaces.

Hovering [100 CP]
Your body generates a localized levitation field, allowing you to hover above the ground and move slowly through the air. While not fast enough for high-speed flight, this grants excellent mobility over rough terrain, water, or vertical spaces.

Supersonic Scream [100 CP]
You gain the ability to emit a powerful ultrasonic scream through your tentacles or body. This attack can disorient, stun, and disrupt balance in nearby targets, causing confusion, nausea, and temporary loss of coordination. Particularly effective against groups and sensory-reliant enemies.

Bubble Form [100 CP]
You can inflate your body, compressing your mass into a durable spherical form. While in this state, you can bounce, roll, and ricochet across terrain with surprising speed. This form grants increased resistance to blunt impacts but limits fine manipulation until you deflate.

Explosive Mucus [100 CP]
Your tentacles secrete a volatile mucus that detonates when subjected to strong physical force. These controlled explosions deal area damage and can be used defensively or offensively. You are fully immune to damage caused by your own explosive secretions.

Paralysis Sac [100 CP]
With your tentacles, you now can contain a paralysis toxin. When used on females, it allows them to be paralyzed in place. In many ways, this is a deadly poison that will kill them from being unable to breathe.

Elemental Monster [100 CP]
You gain the ability to produce and channel one elemental force of your choice through your tentacles or body. For example, your tentacles may generate electricity when striking or holding an enemy, delivering shocks on contact. Other possible elements include fire, ice, wind, acid, stone, or similar forces appropriate to the world. This perk may be purchased multiple times, each purchase granting control over one additional element.

Empathetic Monster [100 CP]
You develop an enhanced empathic sensory field that allows you to perceive the emotions and hostile intent of nearby beings. This makes it extremely difficult for enemies to hide from you, allowing you to detect ambushes, concealed threats, or unseen opponents through emotional and instinctual cues rather than sight alone.

Elemental Blights [100 CP]
Your tentacles can now inflict elemental blight effects on enemies they strike or restrain. Choose one blight upon purchase. Each blight applies lingering debuffs rather than direct damage. This perk may be purchased multiple times, each time selecting a new blight. Available blights include:

- **Fire Blight** :Targets suffer burning damage over time, taking continuous fire damage after being hit.

- **Thunder Blight** : Repeated hits increase the chance of stunning or interrupting enemy actions.

- **Water Blight** : Enemy movement becomes sluggish and heavy, as if moving through deep water.

- **Ice Blight** : Targets struggle to recover stamina or energy, as if their body is numbed by extreme cold.

- **Earth Blight** : Enemies have difficulty maintaining balance and stability, making them easier to knock down or restrain.

- **Darkness Blight** : Targets suffer severely reduced vision, as if surrounded by unnatural darkness.

- **Light Blight** : Targets experience continuous mana or energy drain, weakening spellcasting or special abilities over time.

Mucus Jet Stream [200 CP]
You gain the ability to mix, refine, and activate any mucus or bodily fluid you can produce into a single enhanced secretion. You can then expel this substance as a high-pressure jet stream, allowing it to be used for ranged attacks, propulsion, area denial, or utility effects depending on the properties of the mucus involved.

Burrowing [200 CP]
You develop the ability to burrow through soil, sand, clay, and similar terrain with ease. Your body produces a specialized lubricating and stabilizing mucus that allows you to move underground without collapse or resistance. You can tunnel quickly and safely, emerging at locations of your choosing.

Electromagnetism [200 CP]
You gain powerful electromagnetic control, allowing you to manipulate metal objects, machinery, and electrical systems remotely. This includes pulling or pushing metal, interfering with machines, disabling electronics, or crudely controlling technological constructs through electromagnetic forces.

Crystal Body [200 CP]
Your body can now generate dense crystalline material. You may shape and fire these crystals as projectiles, spikes, or armor plating. When shattered, the crystals release particulate fragments infused with any toxin or elemental effect your body can produce, spreading secondary effects across the impact area.

Elemental Breath [200 CP/ Requires Elemental Monster]
You gain the ability to unleash a breath-type attack through your body or tentacles, similar to a dragon's breath. This attack uses any element you possess via Elemental Monster. If you have multiple elements, you may combine them into a single composite attack, creating hybrid elemental effects.

Wings [200 CP]
You can manifest retractable wings from your body. These wings grant true aerial flight, allowing for sustained airborne movement, hovering, diving attacks, and rapid travel. When not in use, the wings can be fully withdrawn into your body without hindering movement.

Metal Body [400 CP]
Your body's composition is reinforced with dense, adaptive metals, dramatically increasing your durability and resistance to physical damage. Blunt force, blades, and conventional weapons are far less effective against you, and your body can withstand extreme pressure and impacts that would destroy most creatures.

Energy Beams [400 CP]
Your tentacles can now emit concentrated energy beams from their tips. These beams can be fired continuously or in bursts. The exact appearance and energy type can be themed to match your biology or elemental abilities.

Unchained Monster [400 CP]
You are completely immune to mind control, domination, taming, or forced obedience. No individual, technology, spell, or supernatural effect can compel you to act against your will or use your abilities for another's benefit. Your instincts and autonomy are absolute.

Soulless Creature [400 CP]
You possess no soul in the conventional sense. As a result, any ability, weapon, or effect that targets, damages, reads, binds, erases, or manipulates the soul automatically fails against you. You are also immune to fate manipulation, destiny alteration, and metaphysical prediction. Except your own.

Mysterious Monster [400 CP]
Your biology and internal functions are an unsolvable mystery. Any attempt to study, analyze, reverse-engineer, or exploit your weaknesses will always fail to produce usable information. Even advanced technology, magic, or divine insight cannot uncover exploitable truths about your nature.

Hypnotic Eyes [400 CP/Requires Tentacle Eyes]
The eyes on your tentacles gain powerful hypnotic and cognitive influence abilities. Those who meet their gaze may become disoriented, suggestible, or compelled to hesitate, flee, or lower their defenses. This effect works subconsciously and does not rely on language or prior conditioning, making it effective across species.

Atomic Breath [600 CP]
Your form now pulses with raw, contained atomic energy. You can draw this energy from the environment, consuming it and storing it within your core. The primary manifestation of this power is your Atomic Breath. With a roar that shakes the very ground, you unleash a torrent of searing, radioactive energy. This blast can be focused into a narrow beam or spread into a wide, devastating But the most insidious effect is the radiation poisoning. This radiation, however, is specifically designed to target males. Exposure to the Atomic Breath will cause rapid cellular degradation and ultimately, a painful and agonizing death for any male unfortunate enough to be caught in its path.

Smog Monster [600 CP]
At will, you can begin to exude a thick, unnatural smog. Its area of effect is massive up to 20 kilometers in radius, The effects of the smog are varied and horrifying. Any males that inhale the smog will suffer a painful death. But for the females. The smog rewrites their minds, turning them into ravenous, sex-crazed zombies. Their inhibitions are shattered. They will seek you out, driven by an insatiable lust, and beg to be consumed and used.

Biomass Eater [600 CP]
Your body gains the ultimate evolutionary trait: adaptive assimilation. When you consume the biomass of a creature from a different species, your biology can analyze, extract, and incorporate one or more of that creature's abilities into your own form. Any negative traits, weaknesses, or incompatibilities from the consumed creature are automatically filtered out during the assimilation process. Assimilated abilities are integrated in a stable and optimized manner.You may selectively choose which traits to absorb if multiple are available, though especially complex or powerful abilities may require time to fully manifest.

Made of Many [600 CP]
Your body is made of millions of independent, single-celled organisms, forming a sort of colony-based, hive-mind organism. You can easily split apart and reform into multiple organizations. Each organization that splits from you will have all of your abilities. To kill you, every single organization needs to be destroyed for that to happen. You may also freely design your body and gain new body parts as you can create more single-cell organizations either from self-propagation or through the spawn you created through your victim raping sessions.



Items

Here you will decide what items you will obtain in this world as a tentacle monster. Items may be imported for free, allowing you to bring existing equipment, artifacts, or tools you already possess into this setting without additional cost. In addition, you gain 300 CP that may be spent exclusively in this section.

General Items

Monster Lair [Free]

You possess a hidden lair that you can retreat to whenever you wish to remain unseen. This lair may be located in any place of your choosing, perfectly concealed and protected from discovery. While inside, you are left undisturbed, allowing you to rest, recover, plan, or store biomass and resources in safety.

City of Women [600 CP]

You gain ownership of a massive metropolis roughly the size of Tokyo, perfectly suited to your existence as a tentacle monster. 99% of the city's population consists of women, all legally adult, with ages ranging from 18 to 35. The city is filled with narrow streets, hidden alleyways, underground routes, and shadowed districts that make movement and concealment effortless.

Once per jump, you may change the underlying theme explaining why the population is overwhelmingly female cultural, biological, magical, artificial, or otherwise. You may also decide the species distribution of the inhabitants if this world contains multiple races. Additionally, you have full authority over the city's layout, infrastructure, and districts, allowing you to redesign it to suit your preferences and needs.

Fake Magical Girl Organization [600 CP]

You now own an organization, a front that recruits and empowers girls, transforming them into real-life magical girls. These magical girls are authentic, possessing transformation sequences and magical powers found in magical girl cartoons and anime. You have complete control over their transformation outfits, tailoring them to your desires.

The purpose of these magical girls is to hunt down and eliminate any monster that poses a threat to you. However, the most insidious aspect of this ability is its nightly function. You can activate a jamming signal that induces a sleep-like state, a deep slumber in all the magical girls, allowing you to have your fill, taking them as you wish. Their magical powers are ineffective against you, making them entirely vulnerable.



Natural

Protected Prey [100 CP]
Your species has a designated local food source that is protected by law, preventing humans or other sentient species from consuming, hunting, or harming it. Choose one species of animal or plant that only your kind can safely consume. Any sentient race is legally forbidden from targeting or exploiting this prey, ensuring a stable and reliable food source for your species.

Local Temple [200 CP]
You gain access to a sacred temple maintained by the local population. This temple serves as a protected sanctuary where your species may gather, rest, and coexist peacefully. The locals will clean, maintain, and defend this place, and provide offerings of non-harmful food out of reverence rather than fear. Additionally, the temple acts as a spiritual and political focal point—your words spoken here will resonate through its twin halls, granting your voice authority, respect, and influence among those who worship or protect your kind.

Classified as Endangered [400 CP]
Despite being a powerful and dangerous species, your kind has been officially classified by the United Nations as an endangered species. As a result, hunting or killing members of your species is strictly forbidden worldwide. If you attack humans or other sentient races, authorities are instructed to capture and relocate you rather than execute you, prioritizing your survival above all else. An international task force exists solely to ensure the protection, preservation, and long-term survival of your species, even at significant global cost.

Nature Preserve [600 CP]
You are now the recognized owner and sovereign custodian of a vast national nature preserve, officially protected under international law. This preserve is comparable in scale to the largest national parks in the United States, spanning mountains, forests, wetlands, underground caverns, and untouched wilderness zones tailored to your species' biological needs.

The preserve is designated as a no-entry, no-exploitation zone for civilians. Ecologically, the preserve is self-sustaining. Prey species, plant life, and environmental conditions naturally regenerate at an accelerated but stable rate, ensuring your species never faces scarcity. Underground tunnel networks, hidden

lairs, and natural camouflage zones form organically across the land, allowing your kind to move, hunt, rest, and grow without exposure.

Politically, the Nature Preserve functions as neutral territory. Nations recognize it as inviolable ground, and any violation is treated as a major international crime. Finally, the preserve subtly adapts over time. As your species evolves, and develops new biological requirements, the environment gradually reshapes itself—new biomes form, climates shift, and terrain adjusts—ensuring the land will always remain a perfect habitat for you and your kind.



Bioengineering

Bio Chip 6969 [100 CP]

Embedded deep within your cranial core is a compact bio-information chip designed to be detected by scanners, medical equipment, and research devices. When accessed, it reports only obsolete data from your earliest developmental phase, identifying you as a harmless pre-alpha organism with no notable traits or combat potential. Because of this intentional misinformation, most organizations, laboratories, and monitoring agencies dismiss you as irrelevant or low priority, allowing you to move freely while remaining underestimated. The chip cannot be remotely updated, ensuring the false profile remains permanently outdated.

Tentacle Monster Blueprints [200 CP]

You possess an extensive archive of advanced bio-engineering schematics detailing a wide variety of tentacled lifeforms from doujin and hentai. These blueprints allow you to recreate numerous structural variations, limb configurations, and adaptive behaviors. The designs are modular, enabling rapid customization or mass production should you wish to populate environments, test evolutionary branches, or create specialized organisms for research, defense, or territorial control.

Bio-Enhanced Skeletal Structure [400 CP]

Your internal framework has been reinforced with a highly durable skeletal lattice that dramatically increases structural integrity and power output. This enhancement allows your tentacles to exert greater force, resist crushing damage, and maintain functionality even under extreme stress. Integrated docking ports along the skeletal channels allow for easy attachment of tools, armor segments, or biomechanical upgrades.

Tentacle Monster Laboratory [600 CP]

You now control a fully equipped, high-security biological research facility dedicated to the creation, modification, and enhancement of tentacled organisms. The laboratory contains advanced gene-splicing chambers, growth vats, behavioral conditioning systems, and augmentation platforms. It can be used to develop entirely new lifeforms, improve existing specimens, or apply biological upgrades to fellow tentacle monsters or female victims under your control. The lab is self-sustaining, concealed from conventional detection, and capable of operating autonomously for extended periods.

Magical Monster

Encyclopedia of Women [100 CP]
You now possess an encyclopedia containing detailed information on every woman in the world. This comprehensive database includes their age, measurements, weekly schedule, sexual proclivities, and exact locations. It's a perfect tool for you, the one who seeks to find, observe, and ultimately capture your targets. This encyclopedic knowledge gives you an unparalleled advantage in your pursuits.

Mini Cage [200 CP]
You now have a miniature cage in your possession. For every female you capture, you can use this cage to shrink them down to a size that you can easily carry. This allows you to transport your victims in a single, convenient location, ready for your pleasure whenever you desire. It’s the perfect, portable prison for your collection.

Staff of Erotic Magic [400 CP]
You now possess a living tentacle monster staff. With a simple command, it casts a variety of erotic spells with effortless ease on its own. Furthermore, this staff significantly reduces the casting time of any spell you cast, making you even more efficient. The staff's combined power makes you a potent and quick caster of erotic spells.

Erotic Philosopher's Stone [600 CP]
You now have an Erotic Philosopher's Stone. When used to create a ring and worn by a tentacle monster , any spell cast will have its mana cost reduced by 90%. Moreover, if the spell has an erotic nature, its potency increases by one magnitude. This stone is a game-changer, making your erotic spells incredibly powerful and efficient.

Demonic

Infernal Sigil Core [100 CP]
You now have an infernal sigil tattooed onto your tentacles. This sigil is a ward against banishment. Whenever anyone attempts to banish or send you back to your dimension, their efforts will always fail.

Abyssal Mantle [200 CP]
You now possess an Abyssal Mantle. When worn, the mantle causes every female around you to hesitate before attacking. The mantle subtly enhances your attractiveness in their eyes, making them more open to the advances of a tentacle monster. This mantle gives you a significant advantage in any encounter.

Sexy Cult Underwear [400 CP]
You now possess a collection of sexy cult uniforms designed for any member who joins your cult. These uniforms, when worn, will always put your cultists in a constant state of arousal, perfect for your pleasure. These uniforms also serve a dual purpose; when worn as underwear, they suppress their arousing abilities while significantly enhancing their overall abilities, making the cultists under your control even more powerful.

Daemon Kingdom [600 CP]
You are now the king of a demon kingdom populated by tentacle monsters. You can summon these tentacle monsters through a gate that connects to your kingdom with ease. This kingdom boasts all the infrastructure of a mid-sized kingdom, with a similar scope to ancient Greece.

Companions

My Old Team 50
You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Rule 63 [+0]
Well then... looks like we are entering a world where instead of focusing on the stripping of Beautiful women , it is instead the Handsome man. If you want to see tentacle monsters on bishonen men, be my guest.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 100 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Villain's Face [+100CP]:
Your appearance is far from charming or captivating; in fact, it may be downright off-putting even for a tentacle monster . Whether due to a scarred visage, unsettling features, or an aura of malevolence, you're not likely to win anyone over with your looks even as a tentacle monster . Your presence might evoke fear or disdain rather than admiration or attraction.

Substance Dependence [+100 CP]
You are deeply entrenched in unhealthy habits, whether it be alcohol, drugs, nicotine, or another substance. This addiction has taken a strong hold over you, affecting both your physical and mental well-being. Whether you struggle to function without a constant supply or find yourself frequently seeking ways to numb your emotions, this dependency can greatly impact your judgment and decision-making. As a result, you will often be distracted, disoriented, or weakened by the need to feed your cravings, making it harder to focus on more important tasks or maintain a level head in dangerous situations.

Novice [+200 CP]
You are a novice when it comes to wielding your powers, with much to learn and understand. Whether through magic, combat, or other extraordinary abilities, your skill is limited, and you struggle to control your potential. It will take you a decade of hard training, experimentation, and experience to fully master your abilities and harness their true power. During this time, you may find yourself making mistakes, accidentally using your powers in unintended ways, or even struggling to use them effectively in high-stress situations.

Naive [+200 CP]
You possess a certain level of innocence or ignorance about the world, often trusting others more than you should and believing in ideals or promises that may not be as they seem. Your naivety can lead you into situations where you are easily manipulated or taken advantage of, as you struggle to see through the more cynical or manipulative sides of those around you. While this may make you well-meaning and idealistic, it also exposes you to greater risks, especially when dealing with deceitful individuals or darker forces. Over time, you may become wiser, but it will take significant experience to grow out of this vulnerability.

Blood Lust [+200 CP]
A deep, uncontrollable craving for violence has been instilled in you, driving you to seek out bloodshed and conflict. The need to spill blood can overwhelm your senses, making it hard to resist the temptation to engage in violent acts. Whether in battle or in moments of rage, your desire for carnage becomes an intrinsic part of who you are. This lust for blood can cloud your judgment, making it difficult to distinguish between when violence is truly necessary and when it is simply driven by an insatiable hunger.

Crazy Love [+300 CP]
Anyone who begins to develop even a hint of affection for you quickly becomes obsessed in a dangerously unstable way. Their admiration transforms into unhealthy obsession, causing them to act erratically or irrationally in their pursuit of you. What starts as a mild attraction or fondness rapidly escalates into an overwhelming fixation, leading to possessive behavior, intense jealousy, and increasingly erratic actions. These individuals may become obsessive stalkers or

even volatile, willing to go to extreme lengths to "prove" their love, regardless of the consequences.

Sealed Powers [+300 CP]
Your powers and warehouses from previous worlds have been sealed away, leaving you reliant on the abilities and resources you've acquired in this current journey. All the skills, strengths, and advantages you've previously had access to are now inaccessible, leaving you feeling vulnerable and significantly weaker. To survive, you must adapt to this new reality and make the best use of the items and abilities you've acquired here.

Amnesiac [+300CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Uhh You are loved!? [+400 CP]
You've become the object of intense, obsessive desire for a powerful noble or a leader of a formidable faction. For reasons known only to them, they are consumed with the goal of capturing you, subjugating you to their will, and bending you to their desires. With vast resources at their disposal, this relentless pursuit turns your life into a deadly game, where your every move is watched, and escape is nearly impossible. Survival hinges on your ability to outsmart this obsessive pursuer—whether through eliminating their faction, finding ways to evade their grasp, or turning the tables entirely. For those seeking an extreme challenge, this drawback may be selected multiple times, each attracting up to three different factions, all working together in their unyielding quest to claim you as their prize.

Hypnotism Seal [+400 CP]
A powerful and cruel enemy has branded you with a hypnotism seal, allowing them to control your every action. This means that you're now at the mercy of their will, forced to obey their commands and follow their instructions without question. Your autonomy is significantly diminished, leaving you vulnerable to their whims. They may humiliate and degrade you repeatedly, manipulating your actions for their entertainment or their advantage. The seal ensures that breaking free is nearly impossible without some external help or finding a way to break the bond on your own, making you a puppet in their cruel game.

Rival [+400 CP]
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

Enslaved [+600 CP]
You are no longer your own master. A female has claimed ownership over you, binding you in chains both physical and magical. Your every action is dictated by their whims, and disobedience is not tolerated. If you fail or refuse to comply with their demands, an agonizing punishment will be inflicted upon you—one that seeps into both your body and mind, ensuring that even the thought of rebellion is met with suffering.

But it doesn’t stop there. Each act of resistance, each failure, only tightens your chains further. The more you struggle, the more your freedom erodes—your movements will become sluggish, your power dulled, and your very will slowly crushed under the ever-growing weight of enslavement. The chains themselves seem almost alive, reacting to any attempt to break free by restricting you even further.

Everyone Want you [+1000CP]:
It seems you've found yourself in quite a precarious situation, becoming a prime target for every organization in the world due to your unique ability to produce pure energy while driven crazy by the antics of the world's citiozens . This has made you an invaluable asset in their schemes for domination and power . Now, every corner of the globe is teeming with groups seeking to capture and imprison you, using all means at their disposal to exploit your abilities.

This constant threat means you must remain vigilant and always on the move to evade capture. Each Independent organization will deploy their resources — from spies and mercenaries to advanced technology and magic — in relentless pursuit of you. The consequences of capture are dire: imprisonment that last a year will end in jump breaking.If the targeted drawback is purchased, the factions affected will immediately deploy their most formidable units against you. These units will be exceptionally powerful and will not be killable until the final year of your jump. This means that you will face ongoing and intense opposition from these top-tier enemies throughout your time in the world.

Ten Years Later

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.