

CottonwineVerse

by Jay Naylor

V 1.0 By Apocbox



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This world is populated by many races: humans, elves, and the numerous man-beast species. It is home to a substance locals call "Cottonwine," a mind- and body-altering naturally occurring drug. Some scholars believe that the existence and use of said drug by the latter species and the temptations of a simple life and ample sex acts have a sort of "containing" effect for more advanced societies, being counterproductive to the maintenance and advancement of technology, philosophy, and societal stability.

You will enter on the day that Little Red Riding Hood meets a wolf, the encounter that will change the fate of the Anglaterran Kingdom.

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

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

Races

Civilized Races

Humans

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

Elves

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

Beast Races

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

Sarjhin

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

Wolvenfolk

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

Equian

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

Drule

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

Orcine

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

Lapine/Joffyn

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

Skrat

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

Kijoran

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

Hybrid

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

Monster Races

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

Mimic

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

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

Cresthlid

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

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

Perks

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

General

Naylor's world – Free

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

Carnal Exotica – 100

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

Started Early - 100

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

Those Savages - 100

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

Alchemical Potions - 100

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

Mystical Knowledge - 200

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

Keep Yourself - 200

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

Replenished Numbers – 200

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

Captivating Captive – 200

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

Harmless Sex – 400

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

Army Crasher – 400

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

Business Shrewd – 400

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

Ancestor Communion – 400

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

Wolf Queen – 600

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

Never Claimed – 600

Your mind, your body, your soul, and your very existence cannot be controlled by spirits, demons, gods, or other supernatural beings or means unless you give them your direct and sober go-ahead to do so. No getting addicted to wolf cock because your goddess whored herself out, and no getting claimed by the beast god through rape. No more.

Secret Society – 600

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

Divine Patronage – 600

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

Items

You have additional 300 points to spend here exclusively.

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

Cottonwine – Free/100

The famous substance itself that is at the center of many important events in this world. Ingested as a potion, Cottonwine has a more immediate intoxicating effect due to its concentration in this form. The surface of the skin becomes very sensitive to touch, and subjects report being "hyper aware of their sensitive extremities and sexual organs, both internal and external." They report a second-nature awareness of induced fertility when taken in even larger quantities, accompanied by the strong desire to procreate that overrides all other considerations.

Mating while on Cottonwine can induce a sexual stupor whereby sex and breeding considerations override other intellectual priorities.

There are different strains that can have different effects. It's most normally smoked and can induce euphoric feelings, general body weakness, disorientation, and uncontrollable arousal and suggestibility. Other strains

can have physical transformative effects. Certain mixtures can increase aggression and male potency; others, contrastingly, imbue males with docility and feminine bodies over long periods of ingestion.

For free you get a flask of a rather concentrated version that will be replenished a month after use. For 100 you will instead get a garden full of different plants containing it as well as a large supply of different versions that will all also replenish a month after use.

Healing Salve - 100

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

Red Hood - 100

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

Basic Getup - 100

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

Polite Garb - 100

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

Potion Collection - 100

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

Little Garden - 200

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

Castle Jumper - 200

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

New Way - 200

Try as they might, the beast savages cannot stop the march of progress, and in your hands is proof of this. This flintlock rifle packs an extremely strong punch, being able to shoot a human fist-sized hole through an armored Orcine like it's made of nothing as well as having an extremely sharp bayonet that can cut through one just as easily attached under its barrel. It's gunpowder and ammo that replenish after each shot, and it never requires cleaning or other maintenance.

Universal Antidote - 200

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

High-End Estate - 400

An opulent building of incredible size as well as a similarly large estate that surrounds it, with only royalty being able to boast homes of similar size and quality. Staffed by people of races and looks that you will find attractive,

with them being extremely receptive to your advances. It has a rather large sex dungeon underground that only those you want to can exit and leave.

Inquisitor Armor – 400

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

Wolf Cult – 400

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

Shaman's Staff – 400

Whether it is an old holy book or a divining set of animal bones or a stick with a gemstone on top of it, this artifact is incredible at channeling any sexual powers, abilities, perks, skills, and so on that you have. Even just having regular sex holding it feels better for both parties, and any spells cast using it or potions made in its proximity will be much better.

Divine Altar – 600

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

Personal Army – 600

This group of completely loyal warriors is always at least two-thirds as strong and skilled in battle related areas as you and possesses any of your

combat and war-related perks that you want them to have. Their number scale with your place in the local society; if you are just a bum or a drop-in, for example, there will be only half a dozen of them, but a ruler of a nation might see thousands if not tens of thousands of loyal warriors under their command. Each respawns a day after death.

Sobriety – 600

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

Ancient Arch – 600

Structure made from ancient stone, with carvings that have long since been eroded by time. When two people stand at opposite sides of it and touch each other through the entrance of the arch, one of them can choose to change their race into that of the others.

Companions

Companions can't take drawbacks.

Original/Import – 50 for 1, 200 for 8

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

Canon – 100

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

Drawbacks

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

Verse – Free

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

Other Works – Free

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

Crossover – Free

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

Supplement – Free

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

Self-Insert – Free

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

Extended Stay + 100 per

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

#1 Mom + 100

You are incredibly fertile, like to an absurd degree. Expect to either get pregnant or impregnate someone with quadruplets at the minimum any time

you and your partner aren't completely dozing on the strongest anti-pregnancy potions.

Smelly Savages + 100

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

Hooked + 200 per

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

Religious Fervor + 200

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

Sensualist + 200

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

Old Ways + 200

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

Instilled With A Rank + 200

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

Low Opinion Of Human Intelligence + 200

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

Marked By The Wolf God + 200/300

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

Just An Animal + 300

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

Watched Everything From The Closet +300

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

The Final Choice

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

Now Choose

Stay Here

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

Go Home

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

Next Jump

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

Notes

Changelog

V 1.0 Release