



Rainbow Snakes

Slithery snakes taking shape

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Summary

- Rainbow Snakes is a transformative product made by Yurlunggur, a Slyveren researcher.
- Single variant, only needs one use, comes with choices.
- Purchasable from Dr Lessau on Uveto

Rainbow Snakes [Item]

Max stack size: 10

Short name: R.Snakes

Long name: Rainbow Snakes

Description: A colorful glass tube with a snake-shaped injector head, filled with an otherwise odorless, clear liquid.

Tooltip: Colloquially known as “Rainbow Snakes”, this potent transformative is the key to achieving serpentine grace - effortlessly! It can be set to one of four variants with a simple twist on the injector head and comes in a small, elegant black box with a beautiful, silver snake etched onto it. With it comes a clear and concise instruction sheet which advises use in a safe and quiet environment, such as your ship, among other things.

Price: 9000

Consumption

As it is slow-acting and transforms the entire body, the drastic changes require a safe environment.

If not on ship: You recall the warning that came with the small box, that you should only use the transformative in a private place due to the extensive changes. Might be best to listen to your doctor!

If on ship: Deciding to heed the warning - they must’ve been given for a reason - you retreat to your room to open the box and carefully read the instructions.

Apparently there’s a few choices for you! Aah, but which one to pick?

[Viper]* [Rattlesnake]** [Cobra]*** [Constrictor]****[On second thought...]

*/tooltip: A viper suits you well! [if Silly: A VIPer like you!] //change [pc.race] to viper-morph

/tooltip: A rattlesnake suits you well! [if Silly: Nothing rattles you!]to rattlesnake-morph

***//tooltip: A cobra suits you well! [if Silly: [pc.gender] in da hood!]**to cobra-morph

****//tooltip: A constrictor suits you well! [if Silly: You give the best hugs!]**to Boa-morph

Viper/Rattlesnake/Cobra/Constrictor

Carefully you remove the surprisingly fragile tube from the box and twist the head as per instructions to your preferred setting. As you make your choice, a small {ifViper:green ifRattlesnake:amber ifCobra:magenta ifConstrictor:cyan} light flares up in the injector's eyes. You carefully set it against your wrist, as depicted on the instructions that came with it. After a deep breath, you push the injector down, allowing the tiny, sharp needles disguised as fangs to pierce your [pc.skin]. You watch as the liquid contained in the tube drains into you and for a moment, you feel something smooth and cool practically slither through your veins. With the contents spent, you remove the injector and place it back in its box for now.

You'll properly dispose of it later.

[\[Next\]](#)

[On second thought...](#)

//tooltip Not quite yet, after all.

If you think about it, transformatives like this are quite a commitment as you can't pick and choose with cheap products. It might be best to wait until you're absolutely certain; it was expensive enough as is! You place the box back with your belongings so you won't forget about it and return to what you were doing previously.

[Next](#)

//tooltip: 5 hours after consumption

Skin TF

//snake skin (change to tan, black, black and white, brown, green or red if not already; change skin type to scales). This does not overwrite patterns such as Vanae markings, Primorditatts and the like.

Your [pc.skin] has been itching for a while now. As you scratch, you find it coming off more and more, with the ease and texture of shedded snake skin! It's not painful in the slightest, but you'll have to get to cleaning later! Underneath the shedded skin emerges an intricate pattern of {ifViper: smooth, thick scales! ifRattlesnake: smooth scales!! ifCobra: smooth scales! ifConstrictor smooth scales!}. As you peer down your shirt, you realize that part of your front, in a broad strip from your clavicle to your beltline, looks like a snake's underbelly. //if conditions for Slyveren return are met (vanae markings, breast size, feminine score 60+, this last line does not apply.

{ifPCHasBreasts: Mysteriously, your [pc.breasts] have been spared from this and are covered in your normal scales!}

Head/Face TF

//Snake head (depending on TF setting)

A sharp pain in your jaws and a sudden tenseness of muscle is the only warning you get. With a sharp crack, you hear and feel the bones in your skull shift, new joints setting in place where none were before. As the pain subsides and you try to move your jaw, you discover that you've gained far greater flexibility than you're used to! With this, you feel like you could swallow things a good deal larger than before. Best to tell Yammi to rework bite-sized meal portions! A second, dull throbbing at the back of your neck has you worried for a moment. Your neck and throat feel strangely stretched and your skull set further back, with your neck now taking a slight curvature. The throbbing ceases soon afterward and the new position of your head atop your [snake neck] comes to feel natural quickly. As a look in the mirror confirms, your face has become {ifViper: more angular, like a viper's head! ifRattlesnake: broader at the back and slimmer in the front, like a rattlesnake's head! ifCobra: slim and elegant, like a cobra's head! ifConstrictor: streamlined and smooth, like a python's head!}

As you keep looking at your mirror image,{if any choice except cobra: you get an urge to scratch your head. As you do, you are left with entire fistfuls of your [pc.hair] in your hand, rendering you hairless! On the flipside,you'll save on shampoo!}

{ifCobra: you watch as your hair seems to solidify and change in weight and texture. You watch as it melds with the [snake scales] on your neck, with your [pc.haircolor] leaving an intricate pattern on them. You now have a cobra hood!}

{if[pc.race] goo girl before TF: {ifCobra: unlock Cobra hood as future goo hairstyle}

{ifCobra, PC has no hair going in:

{ifany choice except cobra, PC has no hair going in:

Ear TF

//snake ears (change to lizard ears)

A sudden deafness befalls you as your [pc.ears] draw inward. Deprived of sound, you reach up to feel the last sliver of ear disappear. Then, without warning, like you'd just been under water and relieved the pressure from your ears with a mild <i>pop</i>, you can hear again! As you feel around, you find that you've gained fully internal ears instead! You have snake ears!

Eye TF

//Snake eyes (use naga eyes if that's easier)

A mild burning sensation in your eyes causes you to keep looking in the mirror. Your [pc.eyes] seem reddened and irritated, a bit dry, even. You close them and lightly rub at them with the back of your hand, then blink a few times in hopes of keeping your eyes better hydrated. As you look up, you find that your [pc.eyeColor] iris dominates your eyeball, with a prominent, vertical slit in the center! Good thing you're not playing dice, because you got snake eyes!

{ifViper: You blink as a strange array of colors flashes before your eyes. As you open them up again, they're still there - but it seems so normal to you. So this is what a viper's heat vision looks like!}

Tongue TF

//snake tongue (ovir/naga tongue applies here)

While you test out your jaws' new capabilities a little more, you find yourself yawning. As you do, you poke your tongue out as if on instinct - more like a dog would, really - and snap your mouth shut promptly! Good grief, what is that smell? Wait....smell? And why does it linger in your mouth? Congratulations! Your tongue has become a snake tongue!

Teeth

//perk-related detail

Once more, a sharp pain in your general mouth region sets in, causing you to groan and clutch your head. A distinct, metallic taste greets your tongue. As you open up to confirm your worries, you find that {ifViper, Rattlesnake, Cobra: the majority of your teeth have disappeared. In place, a fearsome set of dagger-like fangs has appeared, dripping with a sweet-smelling liquid. The remainder of your mouth is filled with pointy, needle-like fangs meant to hold prey in place!}
{ifConstrictor: all of your teeth have fused together to form a full set of needle-like fangs, none of which are specialized like the prominent fangs of venomous snakes. These are great for holding things in place though! You don't know why you would do so with your mouth, but you also see no reason to complain. It's still neat!}

Limb TF

//Arms and legs (use ovir arms/raskvel feet if that's easier)

Upon closer inspection, you find that your arms and legs have changed, too. While they lost in bulk overall, they feel {ifPC didn't have horse-, dragon-, bovine arms: far more limber and strong than you're used to! ifPC had horse-, dragon-, bovine arms: at least as strong as your old arms, perhaps a little more flexible than before. Your finger- and toenails, you find, have become sharp, vicious-looking claws, the kind that's perfect for climbing! Why a snake would have these, you're not sure, but you won't complain either way - you'll be able to enjoy fantastic grip with these. You have gained snake arms and legs!

{ifPC naga lower body: Upon closer inspection, you find that your arms have changed, too. While they lost in bulk overall, they feel far more limber and strong than you're used to. With an iron grip like this, you're bound to never let go of things accidentally again! Your fingernails, you find, have become sharp, vicious-looking claws, the kind that's perfect for climbing! Why a snake would have these, you're not sure, but you won't complain either way - you'll be able to enjoy fantastic grip with these. You have gained **snake arms!****}** **//PCs coming into this TF with a naga lower body keep it and aren't subject to leg transformation. If the naga lower body isn't from a TF or future starting race that yields a snake lower half, replace that with snake naga lower body..**

{ifPCMultipleLegs: You feel a sense of imbalance and are left with little choice but to flail, lest you crash face-first onto the ground - but you topple over anyway, only saved by your reflexes! Catching your fall with your arms, you take a moment to calm down and look back behind yourself. In place of your strangely unmoving **[pc.legs]** you find a **naga's lower body** instead!**}****//only if [pc.legs] configuration was tauric (but not naga and otherwise came with multiple legs) going into this TF. Comment placed for clarification.**

Tail TF

//Growing a new or changing an existing tail (snake tail)

{ifPCtail: Your tail tenses and tingles as it becomes more sluggish to move. If you had to choose a comparison, it feels a lot like the aching satisfaction of a successful gym workout. As you try to move your appendage again, a shattering noise behind you lets you know in no uncertain terms that this new, thick and muscular appendage will take some time to get used to! As you peer at it, you realize the tingles were the result of more shedding, replacing your old **[pc.skin]** with a matching set of scales. A mirror confirms that its underside has the same soft scales as a snake's belly. And it's as long as the rest of you!**}****{ifPC chose Rattlesnake:** On top of that, as you try to wiggle it, a distinct rattling noise confirms the success of your choice!**}**

{ifPC multiple tails: Your tails tense and tingle as they become more sluggish to move. If you had to choose a comparison, it feels a lot like the aching satisfaction of a successful gym workout. A hissing noise from behind startles you; good thing you weren't holding anything fragile. You turn to try and see what's happening when you suddenly find yourself so off balance that you tumble onto your bed, butt first. With the landing stuck, you reach behind you. Where there were formerly **[pc.tail count]** **[pc.tails]**, now there's only one thick, muscular appendage of amazing length! As you keep touching it for a while because it feels pleasant to do so, your old **[pc.skin]** comes off in big, dry flakes, leaving you with a matching set of scales. A mirror confirms that its underside has the same soft scales as a snake's belly. And it's as long as the rest of you!**}****{ifPC chose Rattlesnake:** On top of that, as you try to wiggle it, a distinct rattling noise confirms the success of your choice!**}**

{ifPC no tail: A pleasant sensation spreads through your body all the way to your tailbone, like a good stretch after a long day of sitting still. Unlike an actual stretch though, the feeling doesn't go away quite yet! You reach back, only to feel the thick, muscular exterior of your newly elongated spine! As you try to move your new tail for the first time, a shattering noise behind you lets you know in no uncertain terms that this will take some time to get used to! A mirror confirms that its underside has the same soft scales as a snake's belly. And it's as long as the rest of you!}{ifPC chose Rattlesnake: On top of that, as you try to wiggle it, a distinct rattling noise confirms the success of your choice!}}

{ifPC naga lower body: {ifPC chose rattlesnake: On top of that, as you try to wiggle it, a distinct rattling noise confirms the success of your choice!}}//as snake tail and naga lower body are mutually exclusive, this option takes care of that instead. Refer to {ifPCMultipleLegs above for clarity, if needed.

Breast TF

//Snake-appropriate chest pillows. (shrink breasts above DD to random value between B and D; use different TF to gain any breasts in the first place)

{ifPCHasBreasts: You admire your {ifPC skin not scales: newly scaled form, {else: newly re-scaled form, but as you contour the form of your [pc.breasts], you shudder in delight. Strange, you didn't think you were that sensitive or pent up! As you carefully examine your chest further, you recognize the reason for the change: your [pc.nipples/pc.dickNipples] have disappeared! Where they used to be are only smooth, soft scales left - but your [pc.breasts] feel more sensitive than ever! It's not like you won't benefit from this down the line, after all.}}

{if[pc.breasts] larger than DD: A sudden, tight sensation in your chest and a distinctly less firm and tight feel of your appropriately sized [pc.upperUndergarment] gives you pause. You cup your [pc.breasts], only to realize they're a much better fit for your hands now, at {n}[pc.breastSize]!}}

Genital TF

//gain snake-appropriate genitalia; change color to purple (use different TF to gain genitalia in the first place if genderless); add "Genital slit" trait/alternately, replace with naga genitalia if easier to implement

{ifPCHasPenis: Your [pc.cock] springs to life as the effects spread to your groin, feeling like it's being stroked by a firm, invisible grip. There's even pre beading at the tip already! Just as you deign to reach down and help yourself, you recoil as it withdraws inside your body! All that's left is a small slit in your scales, barely noticeable unless you know what you're looking for. As you poke and prod, your cock rises once again, {if PC has non-lizard cock: though it looks nothing like you remember it! You have gained a snake dick!}}

{if PC has lizard cock: though there's an odd sense of tightness involved, along with a feeling of pressure, as though something was expanding within you. As you prod further, you see a perfect copy of your old [pc.cock] arise! You have gained a second dick! Now you truly feel like a snake!}

{if PC has two cocks: though they look nothing like you remember them! You have gained a pair of snake dicks!}

{ifPCHasVagina: A stirring sensation emanates from within you, like a slippery, slithering appendage snaking its way to your fertile core. Your [pc.vagina] keeps bombarding your mind with delectable pleasure, so much so that you can't help but try and feel for the source while your inner walls clench firmly around the phantom invader. You recoil as your fingers fail to touch the familiar [pc.vagina] you've grown so accustomed to! Instead of your labia, all you feel is a smooth mound formed by your scales. As you frantically poke and prod, your scales part, revealing to you your brand new snake pussy!}

Wing TF

//remove wings

{ifPCHasWings: As you try to move your [pc.wings], there's no response! A brief look in the mirror confirms they're still there, but they appear to be shrinking! The tissue that composed them previously melts into your form, repurposed to strengthen your back. Snakes are pure bundles of muscle in a sleek form, after all!}

Horn TF

//remove horns, except for vipers (change to horned viper)

{ifPCHasHorns: {ifRattlesnake, Cobra, Constrictor: You suddenly sneeze as dust tickles your nose. Strange, where did that come from all of a sudden? A second sneeze follows the first, and then a third until you're barely capable of forming a coherent thought beyond "Not again!" A glance at the mirror tells you all you need to know, albeit a little late: your horns are harmlessly falling apart into dust, leaving your head smooth and distinctly hornless once more.}

ifViper: A pinch atop your head alerts you to yet another shift in your physique. Since you have every reason to know the pinch originated from where your horns are, you reach up. With a yelp, you yank back your hand as you pricked yourself on something decidedly pointy above your eyes. A glance at the mirror tells you all you need to know: your [pc.horns] have turned into thorn-like protrusions just above your eyes, giving you a fearsome appearance!}

Antenna TF

// remove antennae

{ifPCHasAntennae: A pinch atop your head alerts you to yet another shift in your physique. Since you have every reason to know the pinch originated from where your antennae are, you reach up. With a yelp, you yank back your hand as you pricked yourself on something decidedly pointy above your eyes. A glance at the mirror tells you all you need to know, albeit a little late: your [pc.antennae] are harmlessly being reabsorbed into your skin.}

Size TF

//let it grow if it's shorter than 5 feet (set to random value between 7 and 10 feet)

{if[pc.size] shorter than 5 feet {ifConstrictor: You always knew constricting snakes were some of the largest snakes out there, but short as you are, you're not exactly ready to play with the big serpents! It comes as a bit of a surprise for you when you start to feel like you're going up an elevator as muscles and bone rearrange to accommodate your new, constrictor-worthy height!}}

Related Perks:

King Cobra:

- check for cobra hood

Rattling the neighborhood:

- check for rattlesnake tail

Ex-squeeze you:

-check for constrictor

This is the pits!

- check for viper

Serpent's Grace:

- Flexibility (Catnip perk applies)

//Lost if Snake score falls below 4

//only obtained by getting all snake features (either snake legs or naga lower body)

Serpent's Kiss:

- only {ifViper, Rattlesnake, Cobra: gain MyrVenom effect} //If the player already has Myr venom, replace Myr venom perk with this. Since it's functionally the same, it should still allow for Myr venom-specific scenes.

//Lost if Snake score falls below 4

Racial Score

Snake Head/Face +1//not compatible with Naleen snake fangs

Snake Eyes +1

Snake Ears +1

Snake Arms +1

Snake Legs +1 //also counts {if[pc.legs] Ovir

Naga "Legs" +2

Snake Tail +1//Also counts {if[pc.tail] Ovir

Scaled skin +1

Snake Vagina +1

Snake Cock +1

Genital Slit +1

Balls -1

Breast size(larger than DD) -1

snakeRace

If snakeScore () >=5

 If has perk (King Cobra) and perk (Serpent's Kiss) return "cobra-morph"

 If has perk (Serpent's kiss) and (Rattling the neighborhood) return "rattlesnake-morph"

 If has perk (Serpent's kiss) and neither (King Cobra) nor (Rattling the neighborhood) nor [pc.horns] return "viper-morph"

 If has perk (Serpent's kiss) and neither (King Cobra) nor (Rattling the neighborhood) and if has [pc.horns] return "horned viper-morph"//also apply after the fact if non-snake horns are added via other TF and snake score is above 5

 If has perk (Serpent's kiss) and perk (King Cobra) and Perk (Rattling the neighborhood) and perk (This is the pits!) and [pc.horns] return "rainbow snake"//doable via editor, gains no extra traits. Mostly for the giggles. Also applies in silly mode (overdose from using Rainbow snakes three times in a row.)

 If has perk (Serpent's kiss) and perk (King Cobra) and Perk (Vanae markings) and [pc.breasts] are at least D (or larger with other TFs used after this) and if [pc.femininity] equal or larger than 60 return "Slyveren"//Wsan allowed this.

 If has perk (Ex-squeeze you) and neither perk (King Cobra) nor (Rattling the neighborhood) and size is above 5 but under 7 feet return "python-morph"

 If has perk (Ex-squeeze you) and neither perk (King Cobra) nor (Rattling the neighborhood) and size is between 7 and 9 feet return "boa-morph"

 If has perk (Ex-squeeze you) and neither perk (King Cobra) nor (Rattling the neighborhood) and size is minimum 10 feet return "anaconda-morph"

Appearance blurbs

Snake head/face appearance

{ifPC viper/horned viper: You have an angular, viper-like snout, with a small gap between your jaws to allow your tongue to flit whenever you please. Below your nasal holes sit a few smaller openings - your pits! Hidden within your mouth is a pair of venomous, dagger-like fangs.

Your serpentine snout is covered in armor-like, spiky scales. Hidden within your mouth is a pair of venomous, dagger-like fangs.

{ifPC Constrictor: You have a streamlined, smooth **[pc.race]** //(boa, python etc.)-like snout with a small gap between your jaws to allow your tongue to flit whenever you please. Hidden within your mouth is a full set of needle-like fangs.

Your serpentine snout is covered in smooth scales. Hidden within your mouth is a full set of needle-like fangs.

{ifPC Cobra: You have a slim, smooth and glossy-scaled, cobra-like snout, with a small gap between your jaws to allow your tongue to flit whenever you please. Hidden within your mouth is a pair of venomous, dagger-like fangs. In place of your hair, you have a cobra hood you can retract or extend as you wish with the twitch of a muscle, though you prefer to keep it on display for all to marvel at.

Your serpentine snout is covered in smooth, glossy scales. Hidden within your mouth is a pair of venomous, dagger-like fangs. In place of your hair, you have a cobra hood you can retract or extend as you wish with the twitch of a muscle, though you prefer to keep it on display for all to marvel at.

{ifPC Rattlesnake: You have a smooth, rattlesnake-like snout with diamond-patterned scales and a small gap between your jaws to allow your tongue to flit whenever you please. Hidden within your mouth is a pair of venomous, dagger-like fangs.

Your serpentine snout is covered in smooth, diamond-patterned scales and a small gap between your jaws to allow your tongue to flit whenever you please. Hidden within your mouth is a pair of venomous, dagger-like fangs.

Snake arms appearance

Adorned with powerful but subtle muscles that give you fantastic grip, your scale-covered arms and claw-tipped fingers seem like all the defenses you need.

Your arms look fairly normal, but your nature as a [pc.race] makes their deceptively slim appearance, combined with the sharp claws, every arm wrestler's nightmare.

Snake legs appearance

Your fairly normal, plantigrade legs end in human feet tipped with sharp claws that give you fantastic grip!

Adorned with powerful but subtle muscles that make kicks from you a terrifying thought, your scale-covered legs and claw-tipped toes seem like all the defenses you need.

Snake ears appearance//if more feasible, use existing reptilian ear blurb

{if[pc.skinColor] black/onyx/sable: Although barely visible, an earhole sits on each side of your head.

{if[pc.skinColor] anything else: A reptilian earhole sits on each side of your head.

Snake eyes appearance//if more feasible, use existing naga eye blurb

Your [pc.eyecolor] eyes are snake-like in every aspect, sporting vertical, slitted pupils.

Your eyes appear fairly normal, though your [pc.eyecolor] iris dominates the majority of them, with a prominent, vertical, slitted pupil at the center.

Snake tail appearance

A long, scaled, prehensile tail hangs from your backside, snaking along the floor as you walk.

A thick, muscular snake tail sits above your [pc.butt], right where it belongs.

Horned Viper horns appearance

Your pointed, upward-facing horns give you an air of regality, like a king/queen of the desert.

A pair of thorn-like horns sits just above your eyes, indicating you're one not to be trifled with, like a king/queen of the desert.

//descriptors for all these things: serpentine, snake-like