

Another Inner World

Patreon Scene List (Season 1 Episodes 1-14, Season 2 Episode 1-5)

Last warning! The list below spoils each and every vore scene in Another Inner World and is intended for players looking for a completionist experience, or those looking to avoid particular content.

Scenes are assumed to be optional/skippable/missable unless specified as 'mandatory.'

Scenes highlighted blue are new additions to old episodes.

Season 1

Episode 1: Crash Course in Biology

1. Post-oral vore; alraune predator; observed; unknown prey; mandatory
 - a. Shortly after waking up in the forest, you encounter a strange woman.
2. Oral vore; alraune predator; player prey; sex; fatal
 - a. Fail to recognize a number of violently red flags and approach the alraune.
3. Oral vore; bunnygirl pred; player prey; fatal
 - a. When first meeting Naomi at the Hungry Hare tavern, accept her offer.
4. Anal vore; bunnygirl pred; player prey; observed oral vore; post-vore sex; fatal
 - a. After a close call with an angry patron at the Hungry Hare, stay to watch the ensuing fight.

Episode 2: A Warm Welcome

1. Oral vore; catgirl pred; player prey; potentially fatal; mandatory
 - a. Mira will eat the player while drunk, regardless of any efforts to stave off her drinking.
 - b. For a fatal outcome, fail to get Mira's attention the morning after she eats you. The simplest way to accomplish this is by doing nothing at all, though you can also waste your energy the previous night and early in the morning, before she's able to be woken up.
 - c. For a far quicker variant where the player drowns, encourage Mira's drinking during the night.
2. Unbirth; human pred; player prey; fatal
 - a. After Mira leaves to get you a change of clothes, flee, then press your luck with the loiterer in the alley.
3. Oral vore; Mira pred; observed; fatal; mandatory
 - a. Shortly after grabbing a late breakfast during your tour of Icilia, Mira gets a bit peckish for something more lively.
4. Oral vore; human pred; player prey; fatal
 - a. Flee when Mira ducks into an alley during your tour of Icilia, then brush aside any pesky second thoughts.

Episode 3: Prophetic Pursuits

1. Oral vore; human pred; player prey; observed unbirth; fatal

- a. Attempt to “borrow” a book from the library.
- 2. Oral vore; human pred; player prey; non-fatal
 - a. After acquiring a sheep, a weapon, and poison for your monster hunt, return to Shana and accept her offer for a drink.
- 3. Oral vore; harpy pred; player prey; potentially fatal; **mandatory**
 - a. As the player begins to prepare their trap, they are ambushed and eaten by a harpy.
 - b. For the fatal variant, select either “plant” or “wolf” for your poison.
- 4. Oral vore; Mira pred; observed; fatal; **mandatory**
 - a. Mira will eat the harpy after it regurgitates the player.

Episode 4: Trail Mix

- 1. Oral vore; Mira predator; player prey; non-fatal; mandatory
 - a. Mira finds a creative solution for keeping the player safe while Vanille is out buying supplies.
- 2. Oral vore; mermaid predator; player prey; fatal
 - a. While taking a break, attempt to help the strange woman out of the river.
- 3. Oral vore; Mira predator; observed; fatal; **mandatory**
 - a. After narrowly escaping the surprise attack at the river, Mira spots an opportunity for seafood. Well, river-food, in this case.
- 4. Oral vore; beegirl predator; observed; non-fatal; **mandatory**
 - a. The party runs into a harried pair of travelers. One has a particularly close call with a drone.
- 5. Oral Vore; alraune predator; player prey; observed oral vore, observed unbirth; post-vore sex; fatal
 - a. During a nighttime visit from a familiar face, attempt to negotiate your way out of trouble.

Episode 5: The Hunt for Hawthorne

- 1. Oral vore; human pred; player prey; fatal
 - a. Lie your way into investigating Amberglen on your own, then suffer the inevitable consequences.
- 2. Oral vore; dog demi pred; unknown prey; observed; implied fatal
 - a. Team up with Mira in the morning to encounter a tavernkeep tidying her establishment.
- 3. Oral vore; Unbirth; dog demi pred; cat demi pred; Mira prey; player prey; fatal

- a. While at the above inn with Mira, agree to search the missing patron's room.
- 4. ??? vore; unknown pred; player prey; fatal
 - a. Ignore a plethora of warnings and press your luck while investigating Gloom Hollow.
- 5. Oral vore; mimic pred; Mira prey; observed; non-fatal; **mandatory**
 - a. Mira makes a very impulsive decision while investigating ancient ruins.
- 6. Oral vore; human pred; player prey; macro/micro; fatal
 - a. Fail to stall for time during a surprise encounter in the evening. This can be accomplished several ways, though all lead to the same scene.
 - i. Fail to abide by your host's rules.
 - ii. Be particularly boring during the conversation.
 - b. A near-vore scene can also be achieved by only narrowly succeeding.
- 7. Oral vore; Mira pred; player prey; macro/micro; fatal; **relationship-locked**
 - a. After being released by Ashlyn, attempt to run from Mira
 - i. Mira will only eat you at low relationship levels

Episode 6: Whispers in the Wax

- 1. Oral vore; beegirl pred; player prey; fatal
 - a. While fending off a swarm, defiantly ignore Ashlyn's unreasonable demand.
- 2. Oral vore; Mira pred; beegirl prey; macro/micro; observed; fatal; **mandatory**
 - a. Despite your insistence otherwise, Mira endangers all life on the planet.
- 3. Slime vore; slime pred; Mira prey; player prey (optional); accidental vore; non-fatal
 - a. While exploring the archives with Mira, investigate the western hallway, then the north room; Mira will attempt to make a new friend.
 - b. For the player prey variant, attempt to help her out of the situation.
- 4. ??? vore; human pred; slime prey; fatal; **mandatory**
 - a. Where most encounter a slime and see an obstacle to be overcome, Ashlyn sees a refreshing drink.
 - i. There are three variants of this scene, depending on when you visit the common room. However, the outcome is identical.
- 5. Oral vore; unknown pred; player prey; fatal
 - a. Ignore the warning signs in suspicious corridors, and wake the entire hive.
 - i. Two separate paths in the hive lead to this scene, but the outcome is identical.
- 6. Tail vore; beegirl pred; player prey; fatal
 - a. When debating how to deal with the patrolling drone in the hive, choose violence.
 - b. Alternatively, get wigged out by creepy crawlies, and leave your hiding spot too soon.

- i. Both versions have identical outcomes.
- 7. Unbirth; beegirl pred; player prey; sex; fatal
 - a. Attempt to seduce the patrolling drone
- 8. Unbirth; beegirl pred; player prey; fatal
 - a. Panic and turn around after escaping the nightmare cubby.
- 9. Oral vore, Tail vore; beegirl pred; player prey; tug-of-vore; fatal
 - a. After encountering the queen, immediately run towards the source of an ominous buzzing noise.
- 10. Anal vore; beegirl pred; player prey; fatal
 - a. After encountering the queen, skip the hiding spot in the sticky cubby and step into the light.
- 11. Oral vore, Unbirth, Tail vore; bee queen pred; entire party prey; observed (partial); fatal
 - a. Take matters into your own hands and demonstrate your lacking athletic skills as the queen charges your group just before reaching the vault.
- 12. Oral vore; Mira pred; player prey; nonfatal; relationship-locked
 - a. After licking you in the vault, Mira makes a request at the Famished Fox.
 - i. This scene triggers based on your friendship with Mira. The simplest way to check if conditions are met is via the relationship checker at the start of the episode. Mira should read “Perilous introduction aside, you and Mira have become fast friends...” Note that you can be pushed back below this threshold if you upset Mira during the episode.

Episode 7: Murder on the Orrault Express

- 1. Oral Vore; deer girl pred; player prey; fatal
 - a. Pair up with Mira for the night watch, then venture off on your own to retrieve a misplaced object.
- 2. Oral Vore; Ashlyn pred; deer girl prey; size difference; observed; fatal; mandatory
 - a. Survive the night watch, then observe as Ashlyn finally spots an opportunity to recharge on mana.
- 3. Oral Vore; worm girl pred; player prey; fatal
 - a. Overestimate your combat capabilities when grabbed by a subterranean predator.
- 4. Oral Vore; Mira pred; worm girl prey; macro/micro; observed; fatal; mandatory
 - a. After a successful bout against an ambush predator, Ashlyn gives Mira a new toy to play with... and the demi immediately eats it.

Episode 8: A Trick of the Tail

- 1. Unbirth; Mira pred; player prey; fatal; relationship-locked

- a. Before you get a chance to bathe, Mira makes an appearance. *There are two versions of this scene. Each is triggered differently:*
 - i. Experience the relationship-locked scene with Mira toward the end of Episode 6.
 - ii. Have a stronger relationship with Mira than you do with Vanille at the start of this Episode.
2. Unbirth; Vanille pred; player prey; fatal; relationship-locked
 - a. Before you get a chance to bathe, Vanille suddenly makes an appearance.
 - i. To trigger this scene, you must have a stronger relationship with Vanille than you do with Mira at the start of this episode.
3. Oral Vore; Vanille pred; Ashlyn prey; fatal
 - a. When forced to pick between two Vanilles, choose the imposter (*continues below*).
4. Oral Vore; demi pred; player prey; fatal
 - a. (*Continues from above*) After choosing the imposter, you are hunted down and ingested.
5. Oral Vore; demi pred; Vanille prey; potentially fatal; mandatory
 - a. Vanille does her part during the plan to free Mira and escape the temple.
 - i. *For the fatal version, choose poorly in the subsequent encounter (see below).*
6. Oral Vore; demi pred; Ashlyn prey, player prey; fatal
 - a. When asked to buy a few extra seconds for Ashlyn, choose poorly. Two variations of this scene exist depending on which option is chosen.
 - i. If you attempt to start a fire, Eury pins you down and forces you to watch with great interest as Ashlyn is devoured before your eyes... shortly before it's your turn.
 - ii. If you attempt to bluff, Eury will engage in a bit more extended teasing using the guises of your companions.
 1. Two smaller variations of this scene exist where you receive special attention from Eury impersonating whichever companion she used to ambush you in the bath.

Episode 9: The Price of Entry

1. Oral Vore; demi pred; human prey; mandatory
 - a. While eating a late breakfast at the tavern outside Orrault, you witness a bit of drunken flirting and a deeply confusing response.
2. Oral Vore (partial); Human pred; player prey; non-fatal
 - a. Spend the day with Mira, then choose to steal money. While thieving, stay a bit too long with the mark.

3. Oral Vore; Mira pred; animal prey; fatal
 - a. Spend the day with Mira. If you improve your relationship with her en route, she eventually spots a live chicken and eats it.
4. Oral Vore; Ashlyn pred; human prey; macro/micro; fatal
 - a. Spend the day with Ashlyn, then choose to help the mage solve her mana deficiency.
5. Oral Vore; centaur pred; human prey (multiple); fatal; **mandatory**
 - a. Before your group rejoins and enters the city proper, marauding centaurs suddenly appear and start eating people.
6. Oral Vore; centaur pred; player prey; fatal
 - a. During the centaur attack, attempt to rescue a woman in danger. This proves fatal for you if you either:
 - i. Spend the day with Mira **and** your relationship got worse.
 - ii. Spend the day with Ashlyn **and** decline to help her recover mana.
7. Oral Vore; Ashlyn pred; centaur prey (shrunk); macro/micro; fatal
 - a. Spend the day with Ashlyn and help her grab a snack (scene #4). During the centaur attack, attempt to rescue a woman in danger.
8. Oral Vore; Mira pred; player prey; non-fatal
 - a. After your group comes up short for Orrault's toll, you devise an unorthodox workaround. In order to arrive at this scene you must **both**:
 - i. Spend the day with either Vanille or Ashlyn.
 - ii. Ignore a woman in danger during the centaur attack.

Episode 10: Just Beneath the Surface

1. Anal Vore; demi pred; player prey; fatal
 - a. While searching for your companions in the morning, ask the nearest barmaid for some personal help.
2. Oral Vore (partial); frog girl pred; player prey; potentially fatal; **mandatory**
 - a. While alone with Vanille in the sewers, you are ambushed by a frog with a very long tongue. The scene can play out in several different ways based on player choices
 - i. Choosing to dodge the tongue lands you partially in the frog girl's throat.
 - ii. Failing to fight back properly causes you to be fully ingested, then promptly digested.
3. Oral Vore; Mira pred; frog girl prey; fatal; instant digestion; **mandatory**
 - a. Following the frog encounter, Mira and Ashlyn have some neat things to show you...
4. Oral vore; mimic pred; Mira prey; observed; non-fatal; **mandatory**
 - a. Mira makes an impulsive decision while investigating the catacombs.

5. Oral Vore; myconid preys, croc girl prey; player prey, entire party prey; fatal
 - a. While exploring the catacombs, follow the trio of myconids' advice and pull the lever. There are three variations of this scene.
 - i. You can choose to digest alongside either Mira or Vanille.
 - ii. You can attempt to flee and find help, only to be devoured on the way to the surface
6. ??? Vore; naiad prey; frog girl prey; observed; implied fatal
 - a. While traversing the catacombs, take the upper route to receive an impromptu PSA in water safety
7. ??? Vore; naiad prey; player prey; fatal
 - a. While traversing the catacombs, take the lower route, then choose to go for a swim in the perfectly safe cistern
8. ??? Vore; naiad prey; player prey; fatal
 - a. During the encounter in the channel room, attempt to help Mira and Vanille with the lever
9. Oral Vore; ogre prey; entire party prey; observed (partial); fatal
 - a. Lose the encounter with the ogre. This can be achieved in two ways:
 - i. When directing Ashlyn, tell her to go all out
 - ii. Fail to bring down the final column by choosing to either:
 1. Have Ashlyn sling spells
 2. Throw the firebomb (only if it was not used previously)
10. Oral Vore; Mira prey; player prey; fatal; relationship-locked
 - a. After the party is eaten by the ogre, Mira will eat and digest the player based on one of two factors:
 - i. Befriending Mira. Kissing her in the previous episode will guarantee this threshold, but the scene can still occur if the player has spent enough time with Mira otherwise
 - ii. Letting Mira eat you at the end of Episode 6

Episode 11: A Glimmer in the Dark

1. Oral Vore; Mira prey; bat girl prey; observed; fatal; mandatory
 - a. While passing through the gatehouse of the bridge to Niverdene, Mira spots an opportunity for a snack
2. Oral Vore; bat girl prey; Ashlyn prey; bat girl prey; observed; fatal (implied)
 - a. During the fight with the bats, attempt to cover for Ashlyn
 - b. Part of a larger scene
3. Oral Vore; bat girl prey; Player prey; fatal
 - a. During the fight with the bats, attempt to cover for Ashlyn
 - b. Part of a larger scene

4. Oral/Anal Vore (see below); Ashlyn pred; bat girl prey; observed; fatal; **mandatory**
 - a. Toward the end of the bat encounter, Ashlyn decides to grab a meal of her own
 - b. The specific method of ingestion depends on whether or not Ashlyn knows about the player's fetish:
 - i. Oral Vore if she knows
 - ii. Anal Vore if she does not
5. Oral Vore; electric eel girl pred; Player prey; fatal
 - a. While exploring Niverdene, choose to enter the ruined tower, then choose to wade through the shallow water
6. Oral (?) Vore; scylla pred; Mira prey; potentially fatal; **mandatory**
 - a. During the fight with the scylla, Mira is eaten by the monster's lower mouth
 - b. This scene can prove fatal based on player decisions (see the scene below)
7. Oral/Oral (?) Vore; scylla pred; Player prey; potentially fatal; **mandatory**
 - a. After Mira is eaten, the player resolves to rescue her
 - b. The player has the option to enter via the scylla's upper or lower mouth:
 - i. The upper mouth will result in a successful rescue
 - ii. The lower mouth will end in failure
8. Oral Vore; Mira pred; Player prey; potentially fatal
 - a. Accept Mira's invitation for the evening. It does not matter when the player accepts as long as they wind up going to the bathhouse with Mira
 - b. When Mira offers to give the player a blowjob, decline. The specific choice provided will depend on your relationship with Mira, but all versions lead to the vore scene
 - c. The fatal version of this scene simply requires the player to overstay their welcome in Mira's stomach
9. Mouthplay; Ashlyn pred; Player prey; non-fatal; **relationship-locked**
 - a. Something of a complicated scene to unlock. The player needs to meet the following requirements:
 - i. Do **not** return Mira's kiss during Episode 9 (at any point)
 - ii. Do **not** agree to grab a meal with Mira while talking on the bridge during this episode
 - b. If **both** conditions are met, the player will have the option to spend the evening with Ashlyn. All versions of this interaction lead to the mouthplay scene

Episode 12: Civil Serpent

1. Oral Vore; maid pred; player prey; potentially fatal; **mandatory**
 - a. While speaking to a shy, but peckish, maid in the manor, you become an unwitting part of her lunch break
 - i. An appeal to pragmatism will convince the maid to release you

- ii. If you make two incorrect options when trying to negotiate your release
- 2. Oral vore; demi pred (fox); player prey; fatal
 - a. While investigating the marquis' room, press Gwen a bit too hard on the possibility that her former boss had a mistress.
- 3. Oral Vore; demi pred (sheep); player prey; fatal
 - a. Fail the first part of the trial
 - i. The player loses if they choose three incorrect options (indicated by red text from the magistrate)
 - b. To be digested by Ciala, decline her offer to participate in a strange threesome with her girlfriend.
- 4. Oral vore; Unbirth; demi pred (sheep); human pred; player prey; sex; fatal
 - a. A more involved variant of the above scene. After being eaten by Ciala, accept her offer to participate in a strange threesome with her girlfriend.
- 5. Oral Vore; Mira pred; demi prey (sheep); post-vore; **mandatory**
 - a. While the player speaks with Sherine, Mira decides to take bold and decisive action
 - i. If the player is in a relationship with Mira, she prompts a bit of post-vore kissing belly contact
 - ii. If the above scene occurs, Mira will also prompt the player for more belly rubs before bed
- 6. Oral Vore; human pred; player prey; fatal
 - a. Fail the final part of the trial. This can be accomplished two ways:
 - i. Select three incorrect options
 - ii. Chose to give up when Sherine suggests a witness
- 7. Oral Vore (partial); lamia pred; human prey; observed; **mandatory**
 - a. After winning the trial, the defendant seduces and devours the prosecutor. Unfortunately, the player is pulled away before they can see the deed completed.
 - i. Sherine returns for a bit of post-vore taunting toward the end of the episode

Episode 13: Creature Comforts

- 1. Oral Vore; Mira pred; demi prey (mouse); fatal
 - a. While purchasing a new set of clothes, a mouse demi looking for lunch corners you. It doesn't go the way she expects
 - i. Choose to spend the day with Mira at the beginning of the episode
 - ii. If you promised to spend the day with Mira in Episode 11, you always spend this block with her
- 2. Oral Vore; Ashlyn pred; player prey; potentially fatal
 - a. If the player chooses to spend the day with Ashlyn, they play a dangerous game

- i. This sequence is highly dynamic with many slight variations in outcome (both fatal and non-fatal). Try them out!
 - b. The non-fatal version of this scene has several win conditions and slightly different endings:
 - i. The player can pleasure Ashlyn to be let out early
 - ii. The player can choose to masturbate three times, after which they're let out
 - iii. The player can pleasure Ashlyn **and** masturbate three times (doing so will require one rest turn)
 - c. The game over occurs if the player fails the minigame. There are two main ways to accomplish this, with a few minor variants:
 - i. Immediately struggle after being eaten
 - ii. Opt not to pleasure Ashlyn and fail to masturbate three times quickly enough
3. Oral Vore; ??? pred; player prey; fatal
 - a. On your way to meet with Maven Maurion, the player can choose to investigate something strange
4. Oral Vore; Sherine Pred; wolf girl prey; fatal; **mandatory**
 - a. During a particularly tense moment outside the city, Sherine grabs and gulps a beast woman
5. Oral Vore; cow-taur pred, bear demi pred; goblin prey (multiple); fatal (implied) **mandatory**
 - a. As your party flees the monster horde, you witness three stray goblins being eaten by their own allies
6. Oral Vore (all); cow-taur pred, wolf girl pred, satyr pred, goblin pred; party prey; fatal (all)
 - a. In a bid to survive the monster horde, you can choose to make a stand and fight. This goes disastrously for your group. Everyone is eaten by a different predator, specifically:
 - i. A cow-taur eats Sherine
 - ii. A goblin eats Mira (post-vore only)
 - iii. A goat satyr eats Ashlyn
 - iv. A wolf girl eats Vanille
 - v. A cow-taur eats the player
7. Oral Vore; alraune pred; goblin prey (multiple); fatal (implied)
 - a. When given a choice on how to evade the a trio of goblins, attempt to hide in a nearby clearing
 - b. Note that there are two variants of this scene based on the player's previous choice:

- i. If the player approached Allie earlier, she lets you go after she eats two goblins
 - ii. Otherwise, Allie eats all three goblins before the player gets the scene below
- 8. Unbirth; alraune pred; player prey; fatal
 - a. If the player chooses to leave Allie alone just after entering the forest, then later attempts to lose the trio of goblins by hiding in the forest clearing, the alraune will decide she wants to keep the player all to herself
- 9. Oral Vore; goblin pred; goblin prey, player prey; fatal
 - a. When given a choice on how to evade the goblins, choose to stand and fight
 - i. One of the goblins eats another (implied fatal) before MC is swallowed by a third
- 10. Oral Vore; satyr pred; goblin prey; fatal (implied)
 - a. When given a choice on how to evade the goblins, choose to lead the trio into another monster girl, then watch the fireworks
- 11. Oral Vore; Sherine Pred; centaur prey; fatal; **mandatory**
 - a. After escaping the forest, the player is grabbed by a surprise centaur. The monster doesn't get far before she's ambushed by Sherine
- 12. Oral Vore; Mira pred; goblin prey; fatal (implied); **mandatory**
 - a. Just after Sherine finishes her centaur meal, Mira appears with a less ambitious target in mind

Episode 14: Monsters at the Gates

*Disclaimer: this is a **very** busy episode in regards to vore content. We've attempted to list the scenes as thoroughly as possible, but there's bound to be a squirming belly or brief mention of ingestion that we missed.*

- 1. Oral Vore; Mira pred; player prey
 - a. If the player spends the evening before the battle with Mira, she will eat them after sex
 - i. If you have a very strong relationship with her, you can choose to cuddle instead
- 2. Oral Vore; Ashlyn pred; player prey (shrunk); macro/micro; **relationship-locked**
 - a. This scene is only available for players who are **not** in a relationship with Mira, meaning you cannot:
 - i. Kiss Mira in Episode 9
 - ii. Spend the evening with Mira in Episode 11

- b. When visiting Ashlyn the night before the battle, she shrinks the player and lowers them down her throat for a bit of stomach spelunking. There are two variants of this scene based on a previous choice:
 - i. In Episode 5 while shrunken by Ashlyn, certain choices can allow the player to pick a doodle from Ashlyn's notebook. If a player chose "string," the string breaks and the player ends up staying the whole night inside Ashlyn, only to be spat back up at full size in the morning.
 - ii. Otherwise, the player is let out after a short while
- 3. Oral Vore (partial); Sherine pred; player prey; relationship-locked
 - a. This scene is only available for players who are **not** in a relationship with Mira, meaning you cannot:
 - i. Kiss Mira in Episode 9
 - ii. Spend the evening with Mira in Episode 11
 - b. If the above condition is met and the player chooses to spend the evening before the battle with Sherine, she will give them a vague option for some kinky sex, during which she partially devours them
 - i. Sherine also ate someone prior to this scene, though they are only briefly mentioned
- 4. Oral Vore (partial); wolf girl pred; Mira prey; mandatory
 - a. Mira has a close call with a particularly ferocious wolf during the main street encounter
- 5. Oral Vore; wolf girl pred, rabbit girl pred; player prey, Mira prey; fatal
 - a. During the main street encounter, choose to charge with the spear
 - i. Mira experiences a close encounter with the rear of an opportunistic rabbit girl during this sequence as well
 - ii. The player is swallowed by a wolf girl shortly after
- 6. Oral Vore; Sherine pred; wolf girl prey; fatal; mandatory
 - a. After Sherine helps rescue Mira, the lamia grabs a bite to eat
- 7. Oral Vore; Mira pred; rabbit girl prey; fatal; mandatory
 - a. After being rescued from the wolf girl, Mira returns the favor and saves the player from a rabbit girl
- 8. Market Random Acts of Vore
 - a. The market scene features numerous quick vore and post-vore moments. We've listed them below for completion's sake.
 - i. Oral Vore; worm girl pred; human prey; fatal (implied)
 - 1. As you're approaching the market, a worm girl ambushes a pair of guards and quickly swallows one before the party can intervene
 - ii. Post-Vore; harpy pred (multiple); unknown prey (multiple); fatal (implied)
 - 1. Shortly after arriving at the market, you observe numerous harpies attacking a nearby inn

- iii. Oral Vore (implied); satyr girl/fox girl pred (ambiguous); demi prey; fatal (implied)
 - 1. Shortly after arriving in the market, you observe a woman being chased by a pair of monster girls
- iv. Post-Vore; bear girl pred; unknown prey; fatal (implied)
 - 1. Shortly after arriving in the market, you and Mira fail to stop a monster girl from escaping with her prey
- v. Post-Vore; deer taur pred; unknown prey; fatal (implied)
 - 1. This moment only occurs if the player chooses to help Vanille and Sherine at the market
 - 2. The player witnesses a stuffed deer taur escape with her prey
- vi. Post-Vore; dog girl pred (multiple); unknown prey; fatal (implied)
 - 1. This moment only occurs if the player chooses to help Vanille and Sherine at the market
 - 2. The player witnesses a pack of post-vore dog girls, the majority of whom escape with their prey
- vii. Post-Vore; human pred; harpy prey; fatal (implied)
 - 1. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - 2. After rescuing the civilian from the boar girl, the player notices another townspeople who claims she ate a harpy
- viii. Oral Vore; harpy pred (multiple); harpy prey (multiple); fatal (implied)
 - 1. This moment only occurs if the player chooses to help Ashlyn at the market
 - 2. Ashlyn uses a spell that causes an entire flock of harpies to devour each other
- 9. Oral Vore; Sherine pred; mouse girl prey; fatal
 - a. This moment only occurs if the player chooses to help Vanille and Sherine at the market
 - b. Before reaching the barricade, Sherine intercepts a mouse girl and devours her
- 10. Oral Vore; demi pred; dog girl prey; fatal (implied)
 - a. This moment only occurs if the player chooses to help Vanille and Sherine at the market
 - b. Vanille and the player rescue a bird demi from a dog girl. Afterwards, the bird demi decides she wants some revenge
- 11. Oral Vore (partial); boar girl pred; human prey
 - a. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - b. Shortly after entering the inn, the player and their companions rescue a civilian from a boar girl

- i. If the player spent Episode 9 with Mira and chose not to steal, they will recognize the man as Errol
- 12. Oral Vore; Mira pred; harpy prey; fatal
 - a. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - b. While investigating the second floor of the inn, the player and Mira run into harpies attacking a pair of townspeople. Mira decides she's hungry
- 13. Oral Vore; human (Sari) pred; harpy prey; fatal (implied)
 - a. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - b. Shortly after rescuing the citizens on the second floor of the inn, a woman decides she wants the surviving harpy for herself
 - i. If the player spent Episode 9 with Vanille, they will recognize the woman as Sari
- 14. Oral Vore; harpy pred; unknown prey; fatal (implied)
 - a. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - b. After rescuing the two civilians upstairs, the player and Mira are too late to save a third
- 15. Unbirth; harpy pred; player prey; fatal
 - a. This moment can only occur if the player chooses to help Gwen and Mira at the market
 - b. If the player chooses to chase after the full harpy from the above scene and hang on when she jumps out the window, they wind up being carried off and eventually unbirthed by a different harpy
- 16. Oral Vore; Gwen pred; monster girl (unknown) prey; instant digestion; fatal
 - a. This moment only occurs if the player chooses to help Gwen and Mira at the market
 - b. Shortly after finding a blanket upstairs, the player runs back down to find Gwen finishing off an unknown monster girl
 - i. When the player finally arrives back at the brewery, they watch Ashlyn use her magic help Gwen instantly digest her prey
- 17. Cleavage Vore (magic); Ashlyn pred; harpy prey; unknown fate
 - a. This moment only occurs if the player chooses to help Ashlyn at the market
 - b. Shortly after choosing to help Ashlyn, the mage uses her magic to pull and push a harpy into her cleavage
- 18. Oral Vore; Anal Vore; lion girl pred; Ashlyn prey; player prey; non-fatal
 - a. This moment can only occur if the player chooses to help Ashlyn at the market

- b. While attempting to keep Ashlyn safe, the player can choose to rescue a wounded townspeople from a lion girl. Unfortunately, the lion girl finds Ashlyn and devours her instead
 - c. While attempting to rescue Ashlyn, the player is shoved up the monster girl's rear
 - d. The two meet inside the lion girl's stomach where Ashlyn devises a plan to escape
19. Oral Vore; lion girl pred; human prey; fatal (implied)
- a. This moment can only occur if the player chooses to help Ashlyn at the market
 - b. While attempting to keep Ashlyn safe, the player can choose to abandon a wounded townspeople, leaving them to be devoured by a lion girl
20. Oral Vore; Mira pred; monster girl prey (varied; shrunken; many); macro/micro; fatal; mandatory
- a. On the way back from the market, the party runs into a large group of monster girls. Ashlyn decides to make them a bit smaller, and Mira does her thing
21. Oral Vore; Ashlyn pred; monster girl prey (varied; shrunken; multiple); macro/micro; fatal
- a. After Ashlyn shrinks the group of monster girls, she devours a few to restore her mana
 - i. The player has the choice to feed these to Ashlyn personally
22. Oral Vore; Mira pred; fox girl prey (shrunken); macro/micro; fatal
- a. If the player chooses to feed Ashlyn the shrunken monster girls, Mira asks them to do the same with her
23. Oral Vore; Sherine pred; dog girl prey; fatal
- a. When arriving back at the brewery, the party encounters a group of looting monster girls. Sherine grabs and devours a fleeing dog girl
24. Oral Vore; Mira pred; cat girl prey; instant digestion; fatal
- a. Just after arriving back at the brewery, choose to help Mira pursue and devour a fleeing cat girl
 - i. Later, the player watches Ashlyn use her magic to help Mira instantly digest her prey
25. Oral Vore; mouse girl pred; Mira pred; player prey; mouse girl prey; instant digestion; fatal
- a. Just after arriving back at the brewery, choose to help the townspeople outside deal with an unknown threat
 - b. Once outside, choose to chase after the fleeing (potentially familiar) civilian
 - c. The player is devoured by a mouse girl who is subsequently devoured by Mira
 - i. Mira is not aware of the player's presence
 - d. Both the player and the mouse girl are instantly digested with the help of Ashlyn's magic
26. Oral Vore; bear girl pred; demi prey; non-fatal

- a. Just after arriving back at the brewery, choose to help the townspeople outside deal with an unknown threat
 - b. Once outside, choose to fight the bear girl, who finishes off her current meal as the player approaches
 - c. After defeating the bear girl, Mira helps the player retrieve the townspeople from the bear girl's stomach
27. ??? Vore; human pred; satyr prey; fatal (implied); **mandatory**
- a. After either fighting the bear girl or assisting Mira, one final (and potentially familiar) surprise awaits the player at the brewery entrance
 - i. If the player spent Episode 13 with Vanille, they recognize the woman and her weapon
28. Oral Vore; cow taur pred; Gwen prey; player prey; Sherine prey (implied); human/demi prey (many); fatal
- a. During the cow taur fight, choose to attempt to free Sherine while Vanille and Gwen distract the monster girl
 - i. The player is eaten first, followed by their companion and several other townspeople (implied)
29. Oral Vore; cow taur pred; Gwen prey; player prey; Sherine prey; fatal
- a. When grappled during the latter half of the cow taur fight, choose to stab the beast in the hand
 - b. Gwen is eaten first and sent to some distant stomach below; then the player is swallowed; Sherine comes down afterward to join you in the same stomach
 - i. If the player is not currently in a relationship (or the initial stages of one) with Mira or Vanille, they have sex with Sherine before passing out.
 - ii. Otherwise, the lamia eats the player (see below)
30. Oral Vore; Sherine pred; player prey; fatal
- a. When grappled during the latter half of the cow taur fight, choose to stab the beast in the hand
 - b. After the player and Sherine have been devoured, the lamia offers to eat the player
 - i. This is the alternative to the above scene and only occurs if the player is in a relationship (or the initial stages of one) with Mira or Vanille
31. Oral Vore; cow taur pred; Gwen prey; **mandatory**
- a. Gwen gets grabbed and gulped in front of your eyes during the battle with the cow taur. Thankfully, you and Sherine work together to perform a daring rescue
32. Oral Vore; Sherine pred; cow taur prey; fatal; **mandatory**
- a. At the end of the brawl with the cow taur, Sherine finally claims her prize
33. Oral Vore; Mira pred; lizard girl prey (shrunk); macro/micro; fatal; **mandatory**
- a. While en route to deal with a house fire, Ashlyn shrinks a lizard girl and Mira spots an easy meal

- i. This is implied to happen several more times with assorted monster girls within the same sequence, though only the first is described in any detail
- 34. Oral Vore; dragon girl pred; human prey; fatal (implied); mandatory
 - a. While retreating from a terrifying threat, said threat makes a quick snack of a nearby guard
- 35. Oral Vore (partial); griffon pred; Vanille prey; mandatory
 - a. Right after impaling the mud elemental with the magic straw, Vanille is partially ingested by a ravenous griffon
- 36. Oral Vore; Vanille pred; player prey; mandatory
 - a. *“I promise I will do anything to keep you safe...”*

Season 2

Episode 1: Lost and Found

1. Oral vore; demi pred; player prey; fatal
 - a. When approached by the kindly stranger at the tea house, accept her generous offer for assistance
2. Oral vore; Sherine pred; demi prey; **mandatory**
 - a. After wisely choosing to not leave the tea house with a stranger, Sherine steps—err, *slithers* in to save the day
 - i. There are several minor variations of this scene based on whether or not the player had sex with Sherine in Season 1 Episode 14 and if they choose to be honest with Sherine here. If both are true, Sherine gives the player the option to let Juliet go. Otherwise, she’s presumably digested.
3. Oral vore; Yuki-onna pred; player prey; fatal
 - a. Keep your distance during the Yuki-onna encounter, even when things look to be taking a turn for the worse

Episode 2: Dog Days

1. Oral vore; Mira pred; Sherine pred; multiple prey; fatal; **mandatory**
 - a. During the trek to the quarry, your group encounters a band of deeply unfortunate bandits
2. Oral vore; Ashlyn pred; multiple prey; micro/macro; fatal
 - a. In the aftermath of the bandit ambush, choose to watch Ashlyn get a little creative with her victims
3. Oral vore; Sherine pred; multiple prey; fatal
 - a. After the bandits are easily overwhelmed, choose to help Sherine manage her ‘storage space’
4. Anal vore; demon pred; player prey; fatal
 - a. Seek therapeutic help from the stranger in the darkness
5. Oral vore; demi pred; demon prey; fatal; **mandatory**
 - a. Avoid the stranger in the darkness long enough for help to arrive
6. Tail vore; demon pred; Ashlyn prey; **mandatory**
 - a. Negotiations with the succubus become complicated
7. Oral vore; Unbirth; Sherine pred; demon pred; human prey; player prey; fatal
 - a. Kiss the succubus
8. Oral vore; demon pred; Mira prey; Vanille prey; player prey; fatal

- a. While negotiating with the erinyes, choose to direct your anger at Aria, or claim you have none
- b. The erinyes will eat and rapidly digest either Mira or Vanille in front of the player, depending on which companion the player is closer to
- 9. Oral vore; unbirth; Sherine pred; demon pred; demon prey; multiple prey; instant digestion; fatal; fatal (implied)
 - a. Choose to ally with the succubus
 - b. Mutually exclusive with the below scene, though one of these must be chosen to progress
- 10. Oral vore; demon pred; demon prey; instant digestion; fatal
 - a. Choose to ally with the erinyes
 - b. Mutually exclusive with the above scene, though one of these must be chosen to progress
- 11. Oral vore; hellhound pred; demon prey; multiple prey; demi prey; fatal (implied); size; **mandatory**
 - a. The plan to slay the hellhound does not go well
- 12. Oral vore; hellhound pred; player prey; fatal; size
 - a. There are two variations of this scene
 - i. If the player attempts make the hellhound heel, they're subjected to a bit of extra mouthplay before being devoured
 - ii. If the player makes a break before the side passages, they're quickly grabbed and devoured

Episode 3: Life of the Party

*Disclaimer: this is a **very** busy episode in regards to vore content. We've attempted to list the scenes as thoroughly as possible, but there's bound to be a squirming belly or brief mention of ingestion that we missed. Also, every scene listed is safe vore; there is no digestion in this entire episode.*

- 1. Oral Vore, Post-Vore; various preds; unknown prey; observed; **mandatory**
 - a. On the way into town, you witness a few acts of friendly, casual predation
- 2. Post-Vore; demi pred; unknown prey; observed; **mandatory**
 - a. At the start of the festival, you meet the VIP, Rabine. She has a 'guest'
- 3. Oral Vore (partial); Ashlyn pred; player prey; **relationship-locked**
 - a. This scene is only available for players who are **not** in a relationship with Vanille, meaning you cannot have kissed her at any point prior
 - b. If the above condition is met, Ashlyn will propose sex when you meet her in the town square, and will partially devour the player mid-coitus if you accept
- 4. Oral Vore; human pred (first-timer); player prey; **mandatory**

- a. During the party, the player will need to enter a ‘couples lounge’. Thankfully, you meet a young woman named Auri who’s willing to take you in, but you’ll need help her first
5. Oral Vore; mermaid pred; player prey *or* demi prey; **mandatory**
 - a. While exploring the river near the sandlots, you play a game wherein someone gets dropped off a platform and into the water—and then is eaten by a mermaid named Ines waiting below. There are two ways this scene can resolve:
 - i. You can win the game and drop someone else into the water
 - ii. You can intentionally lose and get dropped into the water yourself
6. Oral Vore; cyclops pred; various prey, player prey; **mandatory**
 - a. At the sandlots, the player will come across a game of tug-of-war being played against a giant
 - i. If you abstain, you watch as the participants are eaten by the giant
 - ii. If you volunteer, you are eaten alongside the participants instead
7. Oral vore; demi pred; human prey, player prey; **mandatory**
 - a. While at the sandlots, you decide to check out a game called *Blind Man’s Buff*. Upon your arrival, you watch as a contestant is caught and devoured. After being press-ganged into playing yourself, you will be eaten if you either:
 - i. Make a break for it at the start
 - ii. Continue trying to sneak after the crowd goes silent
8. Oral Vore; demi pred; player prey; **relationship-locked**
 - a. This scene is only available for players who are **not** in a relationship with Vanille, meaning you cannot have kissed her at any point prior
 - b. If the player has collected 1 or 3 Bucks by the end of the sandlots sequence, they’re presented with the option to participate at a kissing booth. This goes exactly as expected. 1 Buck can be acquired from each minigame as follows:
 - i. Win *Blind Man’s Buff*
 - ii. Dunk the attendant at the dunk tank
 - iii. Try to best the cyclops in tug-of-war
9. Oral Vore; human pred; player prey
 - a. En route to regroup with your companions for dinner, an aggressive predator will hit on the player
 - i. If you tell her you’re alone, she eats you on the spot
 - ii. Alternatively, the player can avoid being eaten by calling for help from a nearby companion, though *who* comes to your aid varies based on a series of cascading conditionals. Any companion except Mira can appear here. Priority goes to whom you’ve engaged most romantically, then most sexually
10. ??? Vore; puppet pred; puppet prey; observed; **relationship-locked**

- a. If the player chooses to avoid the predator in **Scene #9** **and** subsequently meets up with Vanille, you and the knight will watch a performance of puppet theater. You witness one of the puppets eating the other, and doing so drains most of your remaining sanity
11. Oral Vore; human pred; human prey; macro/micro; observed; **relationship-locked**
- a. If the player chooses to avoid the predator in **Scene #9** **and** subsequently meets up with Ashlyn, the mage will eventually shrink a heckler and toss them into someone else's mouth
12. Oral Vore; human pred; Aria prey; observed
- a. During the dance sequence, Aria is swallowed whole by another partygoer looking for the buffet. There are three ways to witness this scene:
 - i. Dance with Aria (only available if you chose to avoid the predator in **Scene #9** **and** subsequently meets up with Aria)
 - ii. Try to sit out (only available if you **did not** avoid the predator in **Scene #9** **and** subsequently meets up with Aria)
 - iii. Dance with Vanille while you aren't in a relationship with the knight
 - b. Otherwise Aria's devourment happens off screen and is merely implied
13. Oral Vore; Sherine pred; player prey; **mandatory**
- a. After a disastrous outcome of an innocuous card game, Sherine becomes laser-focussed on devouring the player. When she eats you, your night at the wedding will end, and you will skip any subsequent optional scenes. Of course, you don't have to take this lying down... While Sherine cannot be avoided entirely, there are five different points at which she can catch and devour the player, each with their own variations:
 - i. Choose to submit right away and simply let Sherine eat you. Doing so grants a more luxuriant ingestion
 - 1. If the player is **not** in a relationship with Vanille (you cannot have kissed her at any point prior), then Sherine proposes sex before swallowing you whole. The subsequent vore scene is more sensual than if you simply submit
 - ii. When first making your escape, choose to cause a commotion. Sherine catches you and carries you off
 - iii. When first making your escape, choose to find someone to hide inside of **and** turn them down. Sherine catches you... and she's pissed
 - iv. Later during your escape, choose to help Auri find someone to eat **and** stick around to watch the deed. Sherine catches you and banters about how delicious you are
 - v. No matter how hard you try to avoid it, Sherine always catches you at the end of the night, tucking you into bed without much ceremony

- b. Regardless of when you're eaten, you will be pushed down into her tail. At the very bottom you meet someone Sherine had swallowed earlier in the day
- 14. Oral Vore; human pred; player prey
 - a. While escaping Sherine, choose you find someone to hide in, and then accept their offer
 - b. *Note: you're warned about it in the moment, but this scene is pretty gross*
- 15. Post-Vore; human pred; unknown prey; observed
 - a. While escaping Sherine, choose to lose her in the crowd. Once you've put a comfortable distance between yourself and the lamia, you meet someone trapped in the stomach of a passed out partyer
- 16. Oral Vore; mermaid pred; demi prey; macro/micro (foodplay); observed
 - a. After the initial escape from Sherine, choose to bring Ines, the mermaid, a slice of cake. Then, while cutting a slice, choose to be a bastard and bring the shrunken demi along. As a reward, you'll witness Ines enjoying a 'special piece.'
- 17. Oral Vore; human pred; satyr prey; observed
 - a. After the initial escape from Sherine, choose to help Auri find prey, then choose to overstay your welcome once you introduce her to the perfect candidate
 - b. Getting the full version of this scene always leads to Sherine catching you a la Scene # 13, but it's worth it
- 18. Oral-Vore; Ashlyn Pred; human prey; macro/micro (foodplay); observed
 - a. Midway through evading Sherine, you encounter Ashlyn playing a heavily modified version of a drinking game
- 19. ??? Vore; fairy pred; Ashlyn prey; micro/macro; observed
 - a. Immediately following the previous scene, Ashlyn attempts to eat the party hostess; it does not go well
- 20. Oral Vore (partial); ??? pred; player prey
 - a. Near the end of the evasion sequence, choose to hide out in Plume's tent for a while. This scene is purely for research purposes...
- 21. Oral Vore; demi pred; player prey
 - a. Near the end of the evasion sequence, choose to sneak into an unmarked tent. In addition to the vore scene, you receive a fortune-telling which spoils the entire rest of the story

Episode 4: That Which Binds

- 1. Oral Vore; Sherine pred; harpy prey; fatal (implied); mandatory
 - a. You and Sherine hatch a plan to deal with a particularly pesky tollwoman
- 2. Oral Vore; harpy pred; player prey; fatal
 - a. During the harpy attack, choose to try and pull Sherine up the cliff yourself

- b. After being abducted by the familiar harpy, choose ‘No, just eat me already’
 - i. Note that the other option leads to the below scene
 - c. Lloriel will also be snatched up (orally) early in this scene
- 3. Unbirth; harpy pred; player prey; fatal
 - a. During the harpy attack, choose to try and pull Sherine up the cliff yourself
 - b. After being abducted by the familiar harpy, choose ‘What the fuck does that mean?’
 - i. Note that the other option leads to the above scene
 - c. Lloriel will also be snatched up (orally) early in this scene
- 4. Oral Vore; axolotl pred; player prey; fatal
 - a. During your standoff with the axolotl, choose any option except ‘Use the bullroarer to disorient her’
 - i. While there are different paths to the game over, all three ultimately lead to the same vore scene
- 5. Oral Vore; drider pred; player prey; fatal
 - a. Fail to escape the drider at one of two specific opportunities. Both ultimately result in the same vore scene, though there are differences during the lead-in. You can either:
 - i. Attempt to free yourself with the knife while stuck in the web
 - ii. Choose to stay in the cocoon room and search for Mira
- 6. Tail Vore; drider pred; player prey; fatal
 - a. While being pursued by the drider, ignore the narrow tunnel and choose to sprint out in the open
- 7. Oral Vore; Mira pred; player prey; non-fatal; **mandatory**
 - a. Enjoy this, you’ve earned it
- 8. Post Vore; Sherine pred; unknown prey; fatal (implied); **mandatory**
 - a. Your companions find some snacks while off on their own
 - i. Choose to ask Sherine, and you’ll get a slightly closer (if not any more informative) look
- 9. Post Vore; Ashlyn pred; mouse girl prey; fatal (implied); **mandatory**
 - a. Your companions find some snacks while off on their own
 - i. Ashlyn may have more to show you if you elect to ask...

Episode 5: Monsters in the Morass

Disclaimer: this is a wide and dynamic episode. There are many ways to advance the episode and many branches that change depending on choices made. We’ve attempted to list the scenes as thoroughly as possible.

1. Oral Vore, Unbirth; Ashlyn pred, Sherine pred, frog girl pred; mostly fatal (implied); **mandatory**
 - a. A fight scene that involves a number of vore moments, roughly in order:
 - i. A frog girl eats a lizard girl (not necessarily fatal, see Frogs Section)
 - ii. Ashlyn UB-tentacle-shenanigans pulls a lizard girl into the void
 - iii. Sherine grabs a lizard snack during the brawl (mostly implied)
 - iv. A lizard (Zalla) partially eats Vanille during the brawl
2. Oral Vore; Sherine pred, animal prey; fatal (implied); **relationship-locked**
 - a. Feed your supper to Sherine
3. Anal Vore; Ashlyn pred, player prey; non-fatal; **relationship-locked**
 - a. If you decline sex with her after she appears at your door, Ashlyn gives you a place to sleep for the night
4. Unbirth; harpy pred, player prey; **relationship-locked**
 - a. If the player attempts to explore Walst, they are found and “rescued” by one of the harpy attendants, who then takes them back to their room
 - b. Note that triggering the relationship thresholds for either Vanille or Sherine’s nighttime visit scenes will lock the player out of choosing this option
 - c. A fatal variation of this scene will occur if the player keeps distracting the harpy

{Lizard section}

5. Oral Vore; (1 same-size, 1 shrunken); party pred; lizard girl preys; fatal (implied)
 - a. Sherine and Ashlyn “deal” with the lizard guards at the gate
 - i. Sherine is same-size; Ashlyn is macro/micro
 - b. Alternative with Mira (if lizards are visited second); she gets the shrunken prey and has a brief mouthplay scene
6. Oral Vore; lizard girl pred; party member prey (only one)
 - a. The lizard guards before the champion’s hut demand one of the party members is kept as “collateral”
 - i. Vanille, Ashlyn, and Lloriel are the viable options; each has their own retrieval scene after speaking with the champion
 - b. Only available if the player enters Crest with their party by “dealing with” the guards
 - i. Note that a similar scenario occurs if Vanille bullies her way past the gate guards; Vanille will default to choosing Ashlyn, though if the player is in a relationship with Vanille, they can persuade her to choose Lloriel instead
7. Oral Vore; Mira pred; lizard girl prey; fatal
 - a. Mira eats the lizard that ate Vanille
 - b. Only available if **all** of the following conditions are met:
 - i. The player enters Crest with their party and reaches the champion’s hut
 - ii. Vanille is chosen as collateral

8. Oral Vore; Tess pred; player prey
 - a. The player is smuggled into Crest inside Tess; this can either be chosen at start or used as a backup plan after being run out of the village
 - i. The player is technically eaten twice, since they're re-swallowed by Tess after meeting with the champion
 - ii. This can also occur a third (and fourth) time if the player visits Crest before visiting the dryads
9. Oral Vore (post); Tess pred; player prey; fatal
 - a. A fatal variant of the above scene can occur if the player makes enough incorrect choices during the gate hazing sequence, resulting in Tess being forced to imbibe a concoction that accelerates her digestion
10. Oral Vore (post); lizard girl pred; lizard girl prey
 - a. The lizard guard in front of the champion's hut takes advantage of her former partner's vulnerability
 - b. Only available if **all** of the following conditions are met:
 - i. The player visits Crest before visiting the dryads
 - ii. The player enters Crest with their party and reaches the champion's hut
 - iii. Lloriel is chosen as collateral
11. Oral Vore; lizard girl pred; player prey
 - a. Upon returning to Sazelle with Tess, the champion begins to eat the player
 - i. If the player calls out to Tess, they are eaten and digested
 - ii. Otherwise, they are partially eaten, then let free
 - b. Only available if **all** of the following conditions are met:
 - i. The player visits Crest before visiting the dryads
 - ii. The player is smuggled into Crest inside of Tess

{Frog section}

12. Oral Vore (implied/post); frog girl pred; frog girl prey; fatal
 - a. Schem Rabbeth'oa has a meal that doesn't seem to be doing too well
13. Oral vore (post); Mira pred; animal prey; fatal (implied)
 - a. While navigating Tolun'moa, Mira purchases and eats a local delicacy
 - b. Only available if Mira isn't already digesting a meal
14. Oral Vore (post/rescue); frog girl pred; lizard girl prey
 - a. Technically a continuation of **Scene #1**
 - b. The player attempts to negotiate with the frog girl. The lizard girl is always saved, though there are several ways the rescue can play out based on the player's decisions
 - c. The lizard girl is presumed digested if the player never follows up on this quest
15. Oral Vore; gorgon (and snake hair) pred; party prey (sans Sherine); fatal

- a. While being attacked by Athy's snake hair, attempt to push the heavy box with Ashlyn and Lloriel

{Dryad section}

16. Oral vore (partial); plant pred; Lloriel prey
 - a. During the plant ambush, Lloriel is briefly eaten by a pitcher plant
17. Oral vore; dryad pred; Sherine prey
 - a. A large dryad manages to eat Sherine, but she doesn't keep the lamia down for long
18. Oral Vore; Anal Vore; dryad preds; party prey (sans Sherine)
 - a. The party is eaten by dryads so they can be brought to the matriarch
 - b. The party is also eaten for the return trip
 - c. Ashlyn is consumed via Anal Vore (implied for the first trip; explicit for the return)
19. Oral Vore; multiple crocodile girl preds; party prey (plus Tess)
 - a. Try to hold down the fort during the crocodile ambush
 - b. There are two variations of this scene: when asked to choose who is more full, the player is then eaten by the other crocodile

{Other}

20. Oral Vore; Mira pred; animal prey; fatal
 - a. The party encounters a goatherd on their travels. Mira purchases and eats one of the goats
 - b. This scene will only occur if the player spends the maximum amount of time possible navigating Lurram
21. Oral Vore (post/rescue); Snake pred; Lloriel prey
 - a. Lloriel gets got by snek; nothing else complicated or interesting happens afterward