

Title: Just in the nick of Slime

She has asked if any one can help find their daughter who has vanished hunting Slimes in a nearby Forest. The Father is confident she is alright and simply taking her time to get back but the mother is worried and wants you to investigate as she has never been gone this long before. You enter the Forest and encounter a lot more Slimes than usual (a good way to make a bit of money) at the end of a winding path you encounter the Daughters Bow she uses for hunting on the floor covered in a "purple" slime.

Option 1: (Bad Ending)

You continue on and eventually find the Daughter covered in the Purple slime, converting before your eyes into a beautiful Purple Slime Girl. She begs you to help her but you can do nothing as her transformation completes. Knowing there's nothing to be done you engage in combat to put her out of her misery. If you lose you are converted as well into one of the mindless Purple Slime Girls but if you win she dissolves leaving nothing behind. You return to the family and hand back her bow to her father and mother. They weep for their daughter and eventually thank you for putting her out of her pain.

Option 2: (Good Ending)

You decide to take the bow and purple slime back to the Father who recognises it as an incredibly rare and aggressive Purple Slime who has incredible mutagenic powers, he says if one has got hold of his daughter only a special antidote can save her which he whips up for you and asks you to use on her. You return to the Forest and find her fully transformed, converting another girl into one of her. You rescue the other girl and the two of you battle. If you lose you are converted into a mindless slime girl like her but if you win you use the antidote before she devolves. Confused and fully naked she stands before you but she is alive. You take her back to the Farm to which you are rewarded greatly for saving her from her slimy fate.

Title: Alraune Corruption

Mila ventures further into the corrupted forest near the monastery. As she ventures deeper, she begins to notice that the trees are looking more sickly and some have even died. Just then, a sweet aroma guides her to an Alraune/Plant girl looking monster who

pleads with her to help her cleanse the forest of its recent corruption. She claims that the forest was once home to many more of her kind, which are known to be a peaceful race, despite the fact that most people still view them as monsters in need of purging.

(Bad end)

If Mila declines the Alraune's offer, she can either choose to purge the plant girl herself, or walk away and leave her to her fate (which instigates to Alraune to attack and convert her out of desperation) both of these decisions lead Mila to a bad end where she is converted and assists her new sister in saving the forest.

(Good end)

Mila accepts the offer, and seeks out the source of the corruption. which she discovers are some of the remaining vampire cultists. The cultists intend to wipe the forest of its purity and attempt to try and convert the last Alraune into a vampire/plant hybrid, which they plan on using to quickly attack and convert the nearby towns. Fight ensues. Mila returns to the plant girl, who is overjoyed that she has succeeded and has already begun the process of healing the forest. She offers Mila the chance to join her as a sister in the new garden paradise she has helped to save, offering her a new peaceful life and claiming that it's only right that the hero of the forest get her reward. If Mila accepts, she is converted, but if she declines, the Alraune reluctantly gives her a few stat plants and offers her the chance to come back any time to take her up on the offer.

Title: Gorgon Corruption

You are tasked with rescuing a woman who has been kidnapped. You find statues along a path that look like beautiful women and are leading to a mansion. When you enter you see it is filled with maids and the mistress of the manor. She offers you a bed for the night but you feel uneasy and wake up to see lamia/naga (maids) coming for you. Fights happen and you find the woman you need to rescue is slowly turning to stone. She tells you that there is an anti petrification potion somewhere in the mansion. To obtain it, you must defeat the gorgon mistress and her lamia/naga maids.

(Bad end)

Mila is turned to stone by the gorgon mistress and joins the other statues, becoming a part of her special collection. You may also choose to join her instead of fighting her and be turned into one of her lamia maids.

(Good end)

Mila rescues the woman turning into stone, receiving an accessory that helps prevent status effects.

Title: Building a Better Vampire Hunter

Mila answers a request from an eccentric genius named Professor Edelstein to test his newly developed anti-vampire weapons. Upon arriving at his laboratory, she's immediately attacked by a group of living dolls dressed in lewd maid outfits. Mila recognizes the golem runes used to animate them, but not the mechanical parts that are exposed when she defeats them. Professor Edelstein arrives and confirms that he combined golem magic with his own technology to create automaton warriors. When asked about their outfits, he casually mentions that they might as well serve a dual purpose as sex toys, then escorts Mila through his lab. He shows off various devices and weapons before moving on to his latest creation: a golem core assimilation device that attaches to a host's spine through their neck and merges with their nervous system, essentially making them an "organic golem".

He demonstrates its capabilities by introducing a vampire who's been taken over by the device, in addition to receiving several other implants and prosthetics. He begins geeking out over how the core and its golem magic makes it easier to surgically add and control new modifications, but Mila is unsettled by the soulless drone-like behavior of the "vamborg" (a name which Edelstein doesn't approve of). To help ease her mind, he tells the vampire to enter "Passive Mode", which causes her to revert to her human personality before becoming a vampire - albeit modified to become Edelstein's loyal slave. He then has her switch to "Predator Mode", causing her vampiric personality to surface, and he orders her to attack Mila. Regardless of the fight's outcome, he orders the vampire back into "Drone Mode" and asks Mila for her feedback. She can either tell him that his work is amazing and she wants to help him make the most of it, or that it's an atrocity and she'll dismantle it herself if he doesn't first.

Bad Ending:

If Mila approves of his work, the two of them will geek out together about what can be done with the technology and how it - and Mila - can be improved. She happily gives up her humanity in order to become a better vampire hunter, while also being a robot sex slave. If she disapproves after losing the fight, a confused and frightened Edelstein will respond to her threat by ordering the vampire to subdue her. She'll be easily hypnotized in her weakened state, and begin to mirror the robotic tone and phrasing used by the Drone Mode vampire as it "reprograms" her to be more supportive of the Professor.

This inspires Edelstein to use Mila as his next subject, to which she robotically gives her consent. In either case, we skip ahead to a cyborg Mila dispatching a vampire before awaiting further orders from her master. Edelstein, excited at the success of her field test, celebrates by running her through some of her new modes and features.

Good Ending:

If Mila defeats the "vamborg" and tells Edelstein his work is an atrocity, the frightened and confused Professor will agree to halt any further golemization research and give her her reward. Still oblivious as to what exactly he was doing wrong, he promises that next time he'll make something that Mila will truly appreciate. Mila doubts that.

Title: Beneath the Full Moon

Quinn, a slim, red-haired frontier village guard who placed the contract, asking Mila to investigate a newly built frontier logging settlement. Quinn explains that people have been disappearing lately and no one else in the village is taking the problem seriously. After a discussion with Quinn about the possibilities of vampire involvement, Mila agrees to investigate, at the very least. Mila searches for clues and after each clue is found, Mila will also have a chance to talk to Quinn about her self-confidence as a guard.

Once Mila has identified what's happening, she decides that this has to be stopped. With Quinn, she ventures into the woods, searching for the culprit behind the abductions. The forest itself is patrolled by a werewolf pack, but after fighting their way through the woods, the duo encounters Sophia, the wolf queen. Sophia taunts the two for a moment, claiming that even between the two of them Mila and Quinn have nowhere close to the ability to stop her plan of invading the town and turning all the villagers out of revenge for them invading her territory. She then offers to turn Mila and Quinn into her werewolf lieutenants, even promising Mila that she can return to vampire hunting with the powers of a werewolf once the village has been dealt with. (If Mila supported Quinn's confidence during the investigation phase, she refuses Sophia's offer, but if Mila was more of a grim realist about things, Quinn agrees to become a werewolf and is turned as Mila watches.)

Regardless, Sophia allows Mila (and Quinn if she remained human) to return to the town, telling them that tonight is the full moon, and her plan is unstoppable. Once Mila returns to town, she has an opportunity to prepare for the assault before the sun sets. Nightfall is triggered by talking to Quinn, or a generic guard NPC if Quinn becomes a werewolf. Once night falls, the werewolves attack the town in force. Mila must help several townsfolk fight off werewolves to draw out Sophia's commander, a powerful werewolf enemy or Quinn, if she's a werewolf. Mila must then fight the commander, but

before she can strike a killing blow Sophia intervenes as the final boss of the contract. Once Sophia has been slain, the rest of the werewolves disperse, fleeing back into the woods.

Bad Ending:

If at any point Mila loses to a werewolf, or accepts Sophia's offer of becoming a werewolf, a bad end is triggered where Quinn is turned as Mila watches (if she's not already a werewolf) and then is treated to a werewolf threesome with Quinn and Sophia as she's turned.

Good Ending:

If Mila successfully drives off the werewolf attack and Quinn is still human, Quinn states her desire to fix the problems with the village and make peace with what's left of the werewolf pack. If Quinn is a werewolf, she expresses to Mila that she still wants to help the village before fleeing with the rest of the pack. If Mila later returns to the village, she finds Quinn having become the Mayor of her village and a handful of werewolf NPCs among the townsfolk. Human Quinn explains that she wanted to replace the old Mayor and got the support of the people by promising to prevent another attack like what had happened, while Werewolf Quinn says that people were too scared to stop her when she showed back up and said that she was in charge now. Both versions of Quinn explain that she was able to get the townspeople to make peace with the werewolves and invited any of the townsfolk who were turned to return to their homes if they wanted.

Title: The Hosts

Contract would be posted by a young man searching for his girlfriend who has disappeared after being seen being visited by two of her friends who had previously disappeared. He suspects vampires but it turns out to be something very different. The girls have been taken over by a worm-like creature that resides in their bodies and controls them. The parasite grows in the host's reproductive system as it makes more copies of itself. A host can normally hide her infection, but when the parasite sees a new person to spread to, it begins to stimulate the woman's insides. This forces the host to seduce her prey in order to get close enough for the parasite within her to infect the new host.

While attempting to infect another, a host's eyes turn inhumanly green and their skin a similar pale shade. A tendril from the parasite then uncurls from her privates with a stinger that is able to stab and deliver a shock of chemicals and pheromones. This sting relaxes the victim and delivers an extreme shot of arousal, causing the victim's nipples to go rock hard and soon reach climax. While the pleasure distracts the mind of the victim, the host delivers a kiss that causes a parasite larva to enter the body of the

victim. The parasite swims through the body until it reaches the brain. The parasite then assimilates the mind of the victim as she cums and a new host is born.

Mila goes searching for the missing girl nearby, finding two of the girls who are already hosts in the process of converting the new girl. One of the infected girls fights Mila. The Hosts have enhanced strength and fighting abilities.

Bad Ending:

If Mila loses she is then forced to watch as the girl is turned into a host and then Mila is turned into one as well.

Good Ending:

The canon ending would be her defeating the infected girl. Pulling the host away from the girl and rescuing her.

Title: Hunt for the Vampiric Specter

Mila gets a contract asking for her assistance in hunting an elusive and highly dangerous vampiric specter, a spirit that can only physically manifest for a brief period of time before becoming incorporeal again. Her client is Juliana de Léon, a vampire hunter that has been tracking the specter to get revenge for her family members that had their souls consumed by the specter.

Juliana informs Mila that each time the specter feeds, its strength grows. It cannot be killed by normal means in its physical form, but Juliana theorizes that if they can somehow keep it from feeding before it dematerializes it'll disappear for good. According to notes kept by her family, the time it has to materialize has increased with each feeding. She fears that after consuming enough human blood and souls, the specter will eventually be fully bound to the physical world and be able to freely convert and feed without fear of the sun.

Juliana waits for Mila in an abandoned building in the countryside, the last place the specter was spotted before its last dematerialization. She is armed with dual makeshift firearms that fire bullets imbued with holy water, which have consistently proven capable of stunning the specter in the past and a morningstar made of the same material, Juliana and Mila prepare for the fight while bonding over the loss of Juli's lost older sister/mentor and Mila's best friend Iris. The specter appears, along with Juliana's long lost older sister who was presumed dead, now converted into a vampire thrall. She attacks Juliana, leaving Mila alone to confront the vampiric specter.

Bad Ending:

Mila loses the fight and Juliana returns with her sister, freshly converted into a thrall and Mila is converted soon after as well by the specter. The specter, having fed, becomes a part of the physical world and orders her slaves to do her bidding as she ravages the country-side.

Good Ending:

Mila is nearly defeated when suddenly Juliana reappears in time to stun the distracted specter with a direct hit from her guns, before lending Mila her Morningstar to bind the creature. It's thrall defeated, it rants and raves as it's time runs out before disintegrating, finally dying. Finding closure, Juliana takes her leave. Gifting Mila one of her holy pistols. Juliana tells her she has an ally should she ever need her.