

Ampela Grapes

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Summary:

Transformative item to give the PC goat-like traits, turning them into a Satyr.

Item Info:

Stats

Max Stacks: 9

Short name: Amp Grapes

Long Name: Ampela Grapes

Description: A group of grapes picked from vines found in the frostwood. These blood red grapes are crushed into a liquid and fermented. Producing a basic wine. On their own they are not recommended to eat due to their bitter taste and seeds. Without a doubt only meant to be wine grapes.

Value: 50

Use Text

Whether you've been lured by the fragrant smell or simply don't want to waste food, you decide to pick a few from the bunch and pop them into your mouth. As expected the skin is somewhat sweet but thick, the rind is soon broken, the pulp and seeds burst across your tongue.

Swallowing, you're left with a bitter impression. These are definitely not intended for raw consumption you summarize – as you spit out the seeds.

Transformations:

Notes:

// The new Satyr race I personally believe should only be activated for male PCs due to the mythology of Satyrs being exclusively male (as they were the male versions of the Nymphs in

Greek mythology). Also I'm extremely bitter about the in-game Harpies (and up-coming Valkyries) being exclusively female even if it made sense.

// The name of Ampela Grapes came from the satyr known as Ampelos (friend/lover of the Greek god Dionysus/Bacchus). Ampelos died while trying to grab a vine in the woods from the top of a tree, via falling off the tree. In his grief Dionysus forced the vine to grow fruit out of Ampelos' blood turning the vine into the world's "first" grapevine. Which he then turned into the "first" wine to give Ampelos' death some meaning.

// The ears of the Satyr are completely up to how the devs want them. As in mythology Satyrs have been known to possess either goat ears or elf ears. It doesn't really matter I just left the option there as I lack the ability to decide for myself without others approval.

// I would also recommend having Senja sell these, as her having these in stock would make sense with how she collects her inventory.

Raw Effects

// If Tone is less than 70
 // Raise Tone by 5
 // Use existing tone increase text

// If has Real Cock
// If Libido is less than 100
 // Raise Libido by 5 or until 100
 // Use existing libido increase text

Face

// If Eye Type is not Goat
 // Eye Type becomes Goat
 // Eye Tags are removed

Your sight suddenly begins to blur, the culprit is identified as tears spilling from your eyes. Surprised you try to blink the problem away. Feeling around in your pack you fetch out some cloth. Using the material you wipe the waterworks till they're gone. Looking around, you notice your peripheral has expanded. Looking into a reflective surface retrieved from your pack, you observe that your pupils have expanded horizontally into rectangular slits. Your eyes now resemble those of a goat!

// If Eye Color is not Amber, Red, White, Brown or Blue
 // Eye Color becomes either Amber, Red, White, Brown or Blue

// Use existing eye color change text

Head

// If does not have Horns

// Grow 2 horns

// Horn Type becomes either Markhor, Oryx or Curled

// Horn Length is 8"

// Markhor

A new weight has been placed atop your head. Reaching up to examine the new burden your [pc.hands] come into contact with new horns. It seems they grew out from the top of your head, [pc.hasHair|parting your hair] without your notice. They feel like a smooth keratin corkscrew that extends out to around 8". The style of horns seen on some goats, how unique. You are now the owner of two markhor goat horns!

// Oryx

A new weight has been placed atop your head. Reaching up to examine the new burden your [pc.hands] come into contact with new horns. It appears these pair of 8" weapons shot out from the top of your head, [pc.hasHair|parting your hair] without your notice. They shape up like a ribbed spear curving backwards at the tip. This new source of keratin is often found on some species of goat. You are now the owner of two oryx-styled goat horns!

// Curled

A new weight has been placed upon the sides of your head. Reaching up to examine the new burden your [pc.hands] come into contact with new horns. Feeling them up you discover they sprouted from the sides of your head. The new 8" of keratin curls downwards then points forward. Enough so if you look to your right or left the tips would just enter your peripheral. This style of horn is commonly found on most goats. You are now the owner of two curled goat horns!

// If has Horns

// If Horn type not either Markhor, Oryx or Curled

// Set Horn count to 2

// Horn Type becomes either Markhor, Oryx or Curled

// Horn Length is 8"

// Markhor

Your head feels different as if the weight distribution changed. Reaching up to solve the new mystery, your [pc.hands] come into contact with a new horn style. It seems like they changed without your notice. They now feel like smooth keratin corkscrews that extend out to around 8", from the top of your head. The style of horns seen on some goats, how unique. You are now the owner of two markhor goat horns!

// Oryx

Your head feels different as if the weight distribution changed. Reaching up to solve the new mystery, your [pc.hands] come into contact with a new horn style. It seems like they changed without your notice. They extend from the top of your head – like a ribbed spear, curving back at the tip. This new source of keratin is often found on some species of goat. You are now the owner of two oryx-styled goat horns!

// Curled

Your head feels different as if the weight distribution changed. Reaching up to solve the new mystery, your [pc.hands] come into contact with a new horn style. It seems like they changed without your notice. The new 8” of keratin curls downwards then points forward from the side of your head. Enough so if you look to your right or left the tips would just enter your peripheral. This style of horn is commonly found on most goats. You are now the owner of two curled goat horns!

// If Ear Type is not Goat

// Ear Type becomes Goat

// Ear Tags are removed

An itch suddenly covers your ears. You attempt to scratch them, only to learn they’ve completely changed. Feeling them up with your [pc.hands], you first feel some fur before the new shape is revealed. They feel like those of an animal, specifically a goat’s. All floppy and around 5” in length. It seems you now possess goat ears on the side of your head!

(Alternative)

// If Ear Type is not Elf

// Ear Type becomes Elf

// Ear Tags are Tapered

// Ear Length is 4”

// Use existing elf ear change text

// If Hair Type is not Hair

// Hair Type becomes Hair

// Hair Tags are removed

// Use existing text

// If Hair Color is not Brown, Black, Gold or White

// Hair Color becomes either Brown, Black, Gold or White

// Use existing text

Limbs

// If Arm Type is not Human

// If does not have Arm Tag Furred

// Arm Type becomes Human

// Arm Tags are removed

// Arm Tags are Furred

// Use existing furred human change text

// If Leg Type is not Goat

// Leg Type becomes Goat

// Leg tags are removed

// Leg Tags are Furred, Digitigrade, Hooves

Pain shoots through your [pc.legs]. Your balance is being thrown off as you stumble around, looking like a drunk. So quickly you would have missed if you blinked – your legs snap and reform into an animalistic shape. Your feet were also swiftly morphed into hooves – cloven hooves. Before you can even review the changes, [pc.furColor] fur quickly grows and covers the entirety of your reformed legs. After all the changes have passed, you've been left with the cloven legs of a goat!

Tail

// If does not have tail

// Grow 1 tail

// Tail Type is Goat

// Tail Tags are Furred

You suddenly feel something pressing against the base of your spine. Retreating to a hidden location, has the unknown variable constantly rubbing between your clothes and body. You pull your [pc.undergarments] out of the way in the relative privacy of a nearby hiding place, twisting to get a good look. You've acquired a [pc.furColor] furry goat tail!

// If PC has Tail

// If Tail Type is not Goat

// Tail Type becomes Goat

// Tail Tags are Furred

Your [pc.hasTails|tails|tail] [p|fall|falls] asleep, before some muscle twitch as your [pc.hasTails|tails|tail] awaken. You find a relatively hidden location before pulling your [pc.undergarments] out of the way, twisting to get a good look. Your [pc.hasTails|tails] have melded together, becoming one and|tail has] morphed into a fluffy, little thing covered in [pc.furColor] fur. You give your new tail a little wag, watching your new appendage shift around. You've acquired a furry goat tail!

Body

Cock

// Must have Real Cock

// If Cock Type is not Goat

// Cock Type becomes Goat

// Cock Tags are removed

// Cock Tags are Sheathed, Tapered

// Cock Color becomes either Red, Cherry Red or Pink

Your cock hardens underneath your clothes. Despite the fact you're not aroused. Suddenly your cock is being pulled on, and not in the way a handjob would feel. Fishing your penis from your [pc.undergarments] and holding it in your hands. It appears like before you managed to release it, its form changed. Now appearing in the shape of a tapered, [pc.cockColor] goat-like phallus. The unnatural erection slowly dies down, then retreats into [pc.hasSheath|your|a newly-formed] sheath. You are now in possession of a caprine schlong!

// If Cock is less than 16"

// Raise Cock by 1" to 3" or until 16"

// Raise Cock by 1.5" to 4.5" or until 17" (if has Well Hung perk)

// Use existing cock increase text

Milk

Balls

// Must have Real Balls

// If Ball Size is less than 10

// Raise Ball Size by 2 or until 10

// Use existing ball increase text

// Must have Real Cock

// If does not have Balls

// Grow Balls

// Raw Ball Size is 4

// Raise Libido by 5

// Use existing ball increase text

Breasts

// If Cup Size is greater than Flat

// Reduce Cup Size by 1 or until Flat

// Reduce Cup Size by 1.5 or until Flat (if has Buxom perk)

Butt

Pussy

// If has Real Cock

// If has a Vagina

// If is not Pregnant

// Vagina is removed

// Use existing vagina removal text

Feracity

// If has Real Cock

// If does not have Rut status effect

// Gain Artificial Rut status effect

// Use existing rut activation text

New Descriptors

Race Name:

Satyr, Caprine

Aliases: Goat, Faun

Adjectives: Caprine, Goat-like

Cute Adjectives: Faun, Buck

Ears:

[char.ears] des: goat ears, floppy ears, caprine ears, ears, etc...

1. A pair of floppy goat ears extend from the sides of your head, covered in [pc.furColor] fur. Flicking around as you listen to the sounds around you.

Horns:

[char.Horns] Markhor des: goat horns, corkscrew-horns, horns, etc...

1. [pc.hasHair|Parting the hair atop your head|Atop your head] are two corkscrew shaped horns. These horns are found on goats, though you now possess the markhor horns.

[char.Horns] Oryx des: goat horns, caprine horns, horns, etc...

1. [pc.hasHair|Parting the hair atop your head|Atop your head] are two ribbed spear-like horns, curving backwards at the tip. The 8" of horns are often found on goats, though you now possess them.

[char.Horns] Curled des: goat horns, curled horns, horns, etc...

1. The sides of your head have two 8" horns that curl down and forward. Not unlike those of a goat or a ram.

Eyes:

[char.eyes] des: goat eyes, eyes, etc...

1. Your eyes bear a horizontal and rectangular slit instead of rounded pupils, surrounded by a [pc.eyeColor] iris. You possess the eyes of a goat.

Legs:

[char.legs] des: goat legs, furry legs, caprine legs, digitigrade legs, legs, etc...

[char.feet] des: goat feet, hooved feet, cloven hooves, feet

1. Your legs are jointed oddly like those of an animal, covered in thick fur, and end in a pair of cloven hooves.
2. Two animalistic legs grow down from the waist, covered in [pc.furColor] fur, ending in hooves. Climbing mountains would be trivial with these.

Tail:

[char.tail] des: goat tail, furry tail, tail, etc...

1. A [pc.furColor], furry caprine-like tail follows behind you. Wagging at a blinding pace when you're happy.

Cock:

[char.cock]: goat-cock, goat -phallus, caprine-schlong, doe-breeder, goat-prick, cock, etc...

1. It's bright [pc.cockColor] in color and slowly tapers out towards the tip.

Drop Event

// event chance in Frostwood

Traversing through the woods, [party.som|you|you and your companion|you and your companions] are hit by a sudden sweet smell, causing you to salivate. Looking around you spot some grape vines – hanging from a nearby tree, with dark red grapes littered throughout the vine. [pc.heightRange 48 72]Though you've spotted the source, it's a bit too high for you to easily pick, though you could still try.[You could easily reach and pick a bunch if you so desire.]

What would you like to do?

[Pick] [Leave]

[Pick]

// Tooltip: Pick some ampela grapes.

[pc.heightRange 48 72][pc.hasWings|With a few flaps, you easily reach the vines and pick a bunch of the fragrant wine grapes. Before descending back to the realm of the flightless|Taking a few steps back you get ready to perform a feat of acrobatics. Running you jump up and [pc.agilityRange 0 66|nearly reach it, though you miss by a hair's breadth and fall face first into the ground. [pc.dcb|How infuriating, annoyed,|How embarrassing, determined,|How embarrassing, giggling,] you try again and succeed.|easily snatch a bunch of red grapes]]|You easily reach up and acquire a family of fragrant grapes.] Getting a closer look, you notice how similar the red looks to blood.

Anyway you place the ampela grapes in your pack, then continue on your journey.

You've obtained some Ampela Grapes.

[Next]

// end scene

[Leave]

// end scene