

Everstone Guild

This world takes place in the far future of the Explorers of time, darkness and sky, long after the current members have passed.

Despite the name, the guild is still technically Wigglytuff's Guild and kept the name out of honour of its founder for many generations but after an incident where luminous spring was damaged and pokemon were unable to evolve, the guild was stuck with many first form members.

Even after the luminous spring was restored and pokemon were able to evolve again it had almost become a tradition and while not a rule most members of Wigglytuff's Guild chose to remain in the first forms. This led to the nickname of Everstone which ended up sticking.

The Guild has generally become far more laid back, it has been years since any major incidents happened, and most missions are simple and low risk. This has given the guild an almost lazy feel. Members will relax and take days off without worry, only taking missions when they need the money, there are enough members to cover all the missions they have anyway.

This laid back attitude of course leads to other activities. Finding themselves with more free time and leisure time than the guild in the past, sexual activity in the guild is at an all time high. Although this could also be down to the Guild master's carefree attitude as well as the fact he is no innocent mon himself.

That is also to say sex is effectively no big thing in the guild or well the town or even world itself really. Many members of the guild have mates, but mates are those who they love, and to the members of the guild sex is not an expression of love (for the most part), it is merely having fun. Sure some mates choose to only mate with each other exclusively or save their most intimate sex for them but it is not shunned on to mate with other mons especially with the ever useful gorge seed.

So while like humans the pokemon of this world are entirely sentient and have human levels of intelligence, they have different morals and ways they perceive things. While they do live in communities, but they don't dwell on many things humans would such as the as forementioned act of sex.

Members

Guild Master: Kosa the Mew is the current Guild Master who lives at the guild.

Deputy: The current deputy in command is Gau the Umbreon, who lives nearby with his mate Lyka the Espeon but will often stay at the guild for business.

Other Members: The other members come and go on as they please, few live there full time anymore.

Teams

Team Genso:

Kosa the Mew, Dart the Shaymin, Allium the Celebi, Sol the Victini, Mewt the Mew(Not my character).

Team Twilight:

Gau the Umbreon, Lyka the Espeon, Priar the Leafeon, Rime the Glaceon, Azure the Vaporeon, Naga the Jolteon, Zeal the Flareon, Lithe the Sylveon, Rein the Eevee

Team Plasm:

Jaze the Shinx, Pyre the Litten, Spore the Litten, Yoru the Purrloin, Buki the Rinrin, Orin the Rockruff, Rose the Poochyena, Rue the Skitty

Team Netsu:

Shabu the Vulpix, Kano the Growlithe, Floe the Alolan Vulpix, Rashi the Vulpix, Kitsu the Fennekin, Rosa the Houndour, Tafu the Riolu, Kai the Nickit

Team Chisai:

Gush the Raichu, Lust the Pikachu, Cache the Pachirisu, Suma the Shinx, Feron the Cyndaquil, Taber the Mincinno, Drift the Emolga, Sparky the Emolga.

Team Shoto:

Razo the Rattata, Rina the Rattata, Doku the Nidoran, Dara the Minun, Suki the Plusle, Zephyr the Noibat, Frond the Pacham, Rita the Teddiursa. Shiki the Deerling, Durba the Chikorita

Team Endeavor:

Arc the Luxray, Nova the Liepard.

Non Guild members

The horny Buizel (Lifes neat the beach, yeah I need to give him a name..)

Mei the Ribombee (The Shugi Trio), Spire the Meowstic (The Shugi Trio), Shisa the Arcanine (The Shugi Trio)

Tia the Mightyena (local resident), Hina the Minccino (local resident - works at the daycare), Tobi the Mienfoo (local resident - works at the dojo)

See more details about each character here:

https://docs.google.com/document/d/1c_9iZNkUg42gJw0KxUxwCcCzTiNU3KqISdV1YTZh8A/edit?usp=sharing

The Inner Workings

The workings of the Guild are more or less the same as they always were, other than perhaps being a little more laid back.

Teams: although they will usually explore with their teams, members of one team are allowed to explore with others, sharing any rewards between themselves.

Training and Graduation: Both the training of new recruits and graduation are more or less the same. Training is on the job, they explore with the team that recruited them and it is down to them to watch over them on missions until they are more experienced.

Graduation: Graduation is pretty laid back, when the guild leader feels a member has become experienced enough and done their part for the guild, they will 'graduate', which in itself means little other than they will no longer have to share their rewards with the guild although given the friendly laid back nature of the current times most do anyway.

Living Quarters: As treasure town and the surrounding area has become more populated over time most mons live nearby so the use of the living quarters has also been made freely available to all member. While it was previously exclusively for new members, any guild member, in training or graduate is welcome to stay given a room is free of course.

If stretched out with added nests, the guild can comfortably hold up to 50 members at a time. However there are usually only a pawful at any given time as again most members have their own homes. Generally the newer members stay at the guild so they can get a pawhold into the guild life, but only the guild master and those who have travelled from far away and have nowhere else stay at the guild full time.

So since many of the rooms are often empty they are commonly used for other fun activities.

The Guild Layout

The Guild Layout has remained pretty much untouched.

The entrance is still the same, showing the face of the first Guild Master Wigglytuff.

The entrance leads to the first floor which remains the same, with boards advertising various missions and bounties for teams to take. The first floor also has the recruitment stand where chimecho used to work, which is worked by guild members on a rotation basis. Members can ask for their team members to be contacted when they are wanted for a mission, contact is usually passed on to resident flying and psychic types who can travel or pass on messages quickly.

On the right side of the first floor is a restroom with three cubicles with rock holes filled with water for members to relieve themselves. There is also a flowing waterfall to one side of the room where

they can wash or well take a #1. The water leads to the underground river that they leads into the ocean.

This then leads to the second floor which still holds a trading booth where Crogunk used to work. The booth is also worked on a rotation basis. It trades and sells many items, from the effective items one can wear into dungeons to some more fun 'toys' and useful berries and seeds.

Then on the left side of the second floor is the dining area where the guild will eat together, on the right side there is the guild master's quarters and then three further rooms used as living quarters.

Then there is one big change in an entirely new floor dug out below.

The third floor was not there when the guild was first built. It simply leads to a corridor, off which leads to 8 more rooms used as living quarters which were used more in the earlier days of the guild when it became famous around the world and an influx of members came in. It found itself growing, but overtime their use has become less frequent as Treasure Town itself expanded too and most members live around the area and no longer sleep at the guild.

Items

There are some interesting items commonly used in the guild and mons of the world. These are not really new discoveries, but more something that was, or could not be covered in the games ;3.

Seeds

Amorous Seed (Previously sold in Kecleon shop but discontinued due to pranks):

When consumed the amorous seed puts the pokemon into an almost instantaneous highly aroused state (although the effectiveness differs from pokemon to pokemon).

The seed gives the pokemon insatiable lust which will no fade until attended to and if left unattended can even cause pain, especially for males which will find themself with larger than usual throbbing hardon.

However even if attended to quickly, the pokemon will find it much harder than usual to find release. Many pokemon say it is impossible to deal with a the effects of a amorous seed alone, and that pawing off merely takes the edge off for a moment before it comes back raging more than ever.

Mating seems to be one of the only good methods to deal with the effects, the other is the paccid seed

Paccid Seed (Sold at the Kecleon shop and at the guild swap shop):

The opposite of the amorous seed, the paccid seed can reduce arousal greatly when consumed.

It is most commonly used when mons are in heat or rutting and needs to take the edge off. As well as by male canine pokemon after orgasm, consuming a seed after release can reduce the size of a swollen knot in seconds rather than the usual 30 or so minutes. This allows for a quick separation from their partner, or just to cover up their quick pawing session.

The second most common use would be for mons who are foolish enough to eat a amorous seed unaware. It completely counters the effects of the amorous seed, much to the relief of the many a mon who has waddled up to the Kecleon shop with a raging hard on or dripping along the floor to the smirks and laughs of those around as they hope they have one in stock (The Kecleon store stocks them in large quantities as despite discontinuing the amorous seed they still get poor mons who have consumed the seed who need help).

Gorge Seed (Sold by the Kecleon shop and the guild swap shop):

The gorge seed is another popular seed, and an even better seller than the paccid seed. It is unknown how it was discovered, some curious experimenting from the past perhaps.

The gorge seed is a seed that prevents pregnancy. If a seed is consumed by the female within a day before mating or shortly after climax it is said to prevent pregnancy and the production of an egg.

It is said that it kills the male's seed before it can fertilize and produce an egg. More so it only does so for a short period and once out of the females system (said to be within a couple of days), they are once again able to produce eggs, which is both convenient for the horny female and for the shops that sell them.

It is said before this was discovered there were also experiments of using leaves and other things as a sort of condom, but as you'd expect these were not very effective.

A convenient seed for sure (I can't explain how they would discover it but I need this guys, I hate when pregnancy is ignored for the sake of porn, so all the mons in the guild use this ok!).

Belue Berry Juice (Sold by the Kecleon shop and the guild swap shop):

Belue berries are infamous for their misleading glossy and delicious look. Their taste is known to be very sour making them inedible.

They are also infamous for their juice, which has an incredibly slippery property. Many an adventurer injury when they step on one by mistake.

Thought to be useless it was actually the original Kecleon brothers who found a use for it. They had all sorts of Pokemon visit their store, of all sorts of sizes and needs, and of course they heard many the stories and rumours and gossip. Much of it sexual in nature, and one thing they learned that many mons struggled with having partners of different sizes, natural juices just weren't enough which led to much sexual frustration. It was on one fateful day when the brothers were gathering supplies that one of them slipped on one of these very berries, but they had never given them much

thought. It was only then on his back he had the thought. A berry so slippery you are always sure to slip when stepped on....

So from then on they started to collect the berries, being careful not to step on them of course. They then sold them as the first 'manufactured' lube. Far more effective than your natural fluids, the berry juice was instantly a hit, selling out within a day. They have since made sure to stock it heavily as it is one of their biggest sellers who were soon followed by other merchants in the area and around the world.

Purge Seed (Sold by the Kecleon shop and the guild swap shop):

Purge seeds are well known for their simple property. That is their laxative affect.

While useful for any mon that finds themselves a little backed up, the seed has also been less than a fortunate experience for many a mon.

Sometimes eaten by mistake, a mon will find themselves 'purging' themselves for most of the day.

This seed is also the weapon of choice for some of the nasty pranksters who like to trick some poor mon into eating one.

Other Items

Many other seeds, berries and gummies exist in the world with various effects, most of these remain the same as you'd expect but it is worth noting the Wander Gummi which usually gets mistaken for a Wonder Gummi and has no positive effect. However it has been discovered to have a powerful diuretic effect meaning after consumption the user will quickly find themselves with a desperate need to urinate. This effect is still potent when made into a gummi shake. So since Wonder Gummis are known for their pleasant taste while Wander Gummis are known to taste foul it is said if you even consume a bad tasting Wonder Gummi you better look for a safe place to find relief before you embarrass yourself for trying to ignore the effects is ill advised as the effects are known to only increase in intensity until you have no choice but to relieve yourself.

In the PMD world there isn't the vast array of materials we have, but the pokemon of this world are not as materialistic as we are. They live simple lives and do not need anything fancy to be happy.

That said they have over time managed to create simple items. Most of these items however were not invented by the pokemon but are said to have come from relics of the ancient world.

There are legends of a great war when creatures known as 'humans' existed but no one knows for sure. The humans left behind many strange relics, most lost to time or of little interest to a passing pokemon.

There have been many pokemon who have researched the past, and later many 'craftmon' who took up the task of creating things of both their own invention and those based on the ideas of the humans of the past.

Building Materials

While they do not really need buildings, over time since the ancient past they have become a bit more civilized and build communities. Over time some craftmon learned to adopt some of the techniques of the humans, to use wood and other basic materials to build. This eventually led to buildings, and towns.

Clothes

The clothes many guild members wear is an example of this. Some clothes found in dungeons are old relics of the past, while others are made by pokemon who took up the task of researching the past and tried to recreate some of the relics.

One of the most curious things about the old relics were they often contained special properties such as boosting the wearers power. It is rumoured these properties were added to the items as 'weapons' for the war. Over much time, Some psychic pokemon have actually managed to recreate this process of passing certain properties onto clothes, which they sell to shops and guilds.

Sex Toys

While the pokemon of the world have little needs for the creations of the past, they have their own needs. It was only a matter of time before some mon(s) decided to craft something lewd. It was the infamous 'Shugi Trio' that become most well-known for this. Made up of a male Meowstic named Spire, a male Arcanine named Shisa and a female Ribombee named Mei. They began to travel together to research the past and to learn the crafts of the past. With Spire's psychic, Shisa's fire and Ribombee's ability to find plants and materials and utilize them they were a natural at crafting.

They traveled for a long time and became famous craftmon around the world. Most things they made were pure experiments, they took substances, moulded it with psychic and fire and saw what worked. After much traveling they were resting in a forest. Spire was thirsty and as there was no water nearby he cut a hole in a nearby tree to drink some of its sap. He found it flowed out freely and was rather sticky doing little for his thirst but it peaked his interest. He gathered a ball of the sap

with his psychic and called over to Shisa 'Hey try heat this for me'. Shisa widened an eye but did as he was asked. They found the sap could be moulded into a very soft bouncy material.

Spire sat playing with the ball of what we would call rubber, he held it in his paws and casually said 'You know.. This feels really soft, maybe it could make a nice sex toy'. The other two laughed at him a little asking how pent up he was to be thinking of that first, but they stopped and pondered. They had crafted toys before, but they had never been anything too special. They found when they needed some extra money, selling some sex toys was a quick seller when passing through a town. Clothes and such were commonly crafted by others but no one else wasted time on something so depraved as a sex toy, but the trio didn't care.

After some thought Shisa found himself being given questionable looks by his two partners. Shisa was a handsome arcanine and he was a very prominent male, he always had his fair share of fun with the local females when they visited a town though he rarely found one who could take him fully. Whenever they revisited a town he would be swarmed by females which Spire and Mei would look on at with a mix of amusement and annoyance. But this was why they started now. This would be their best seller yet.

Shisa quickly found himself pinned on his back with psychic as Mei masterfully fondled his sheath. His view of Mei was quickly blocked as his huge knotted member towered over her. She may have been small but she was a master with her tiny hands and it took little time before he found himself climaxing, splashing the three of them in his huge load. After it subsided Spire quickly cleaned up the mess and took the ball of rubber moulding it around the member, looking at Shisa he murmured 'Fire please'. He grunted half lost in pleasure half in annoyance but he let out a jet of flame all the same. He then found his member coated in hot latex. They patiently waited until his member went down and finally returned to its sheath, the latex dropping on the floor.

Spire cleaned off the left over fluids and held it up 'I think we have a new best seller'.

With the help of Mei's affinity with plants they discovered more of the trees and began their new business, specializing in latex.

They continued to make them, but they took time and effort. So they made a lot of simpler options using previous methods they had used too. They then went on to travel around selling their products to shops and guilds.

Penetrables

The Shugi Trio of course created a variety of different sized penetrable toys. With the help of some willing volunteers they managed to make sizes for all sorts of mons from the Rattata's to the Arcanines (which Shisa was a more than happy tester).

However their latex products were expensive because of the time and effort required, although even so they could not keep up with the demand.

But they also made some cheaper products.

The cheapest option was simple carved rocks or wood they coated with moss or other foliage.

The mid-range were made the by harvesting the sack of a sprout plant. Named after it's similarity in look to a bellspout head (or more accurately the Nepenthes plant). These are significantly softer than the rocks, and can also be stuffed with moss or other foliage for extra padding.

Dildos

Their best sellers. Like the penetrables with the help of many volunteers they moulded dildo of all sorts of shapes as sizes, The Arcanine XXL remained one of their best sellers, but most mons found it a little big, only being topped by the Rapidash XXXL. Their best seller was the Umbreon XL, moulded from Gau at the guild. He hasn't been keen on being 'moulded' but his mate Lyka gave him little choice as she helped Spire with the moulding.

These too were very expensive, only wealthy explorers could really afford them, so they also created cheaper options.

The cheapest option were made of common substances such moulded rocks or soft wood which would be sold with a lot of belue juice. While cheap, these required the mon to be very careful, so usually mons would save up with hopes of getting their paws on a latex version.

Other alternatives

For those who can't afford the expensive toys or just would prefer the real thing, they may choose the alternative.

While some mons joined guilds, some learned to craft, there are many a mon who would sell their 'services' for the right price, although these are not 'sold' at the kecleon shop or the guild swap shop, they aren't usually too hard to find if you ask in the right place.

Dungeon Pokemon

They are Wild pokemon largely wild. they don't lack intelligence but rather live largely on instinct and don't live like those in normal society. they are very territorial.

Mystery dungeons themselves are still unexplained in the world and it is still unclear if their existence themselves effect the pokemon who live there, making them more hostile and primal.

Although there are exceptions.