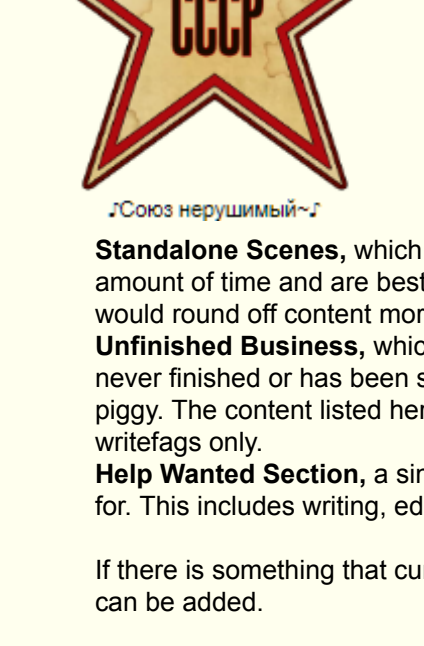




„Союз нерушимый“

The Bounty Board And How it Works

This post exists to document unfinished or otherwise devoid of substance content that exists in the mod, be it from us, Revamp, or vanilla (**spoiler**: it's almost all vanilla). With said documentation, potential writers can at their discretion work on creating this content. Standalone Scenes are much easier to approach for an aspiring writefag than starting their own project, it also helps to show that they are capable of putting out good content.

It is *highly* recommended that you familiarize yourself with the content you intend to write for first, starting with something from Standalone Scenes is the best way to start out.

The post is split up into three categories:

Standalone Scenes, which is for the small additions and mostly single scenes, these take the least amount of time and are best suited for people to show what they got. This also includes scenes that would round off content more exactly where something is still lacking.

Unfinished Business, which is exactly what the name implies. There is a lot of content that that was never finished or has been seen to completion before Jewnoxo dropped CoC in favor of his new money piggy. The content listed here are mostly medium to larger sized projects. Recommended for dedicated writefags only.

Help Wanted Section, a simple category that has projects on it that other people could use contributors for. This includes writing, editing, and more.

If there is something that currently exists in the game that should but is not listed here, point it out so it can be added.

Standalone Scenes (small-medium)

Mostly single scenes that are easy to pick up and write. Any aspiring Writefag should start out here.

PC Milking Scenes

Currently there is no option for the player to milk themselves to keep their milk output steady or as a simple masturbation scene.

What needs to be written:

- A simple scene where the player can milk themselves by hand as a masturbation option. You can go wild with variations due to all the different kinds of boobs possible.

Bizarre Bazaar Tooltips

Quite some things in the Bazaar still don't have tooltips. The following ones are just a few examples, there are more. These ones also have need for more tooltips after entering their menu, keep that in mind.

What needs to be written:

- Tooltips for Benoit's shop Buy, Sell, Talk, etc.
- Tooltips for the Food Tent Check Menu, Staff, Patrons, etc.
- Tooltips for Lizans/Roxanne, Everything associated with this content is missing tooltips.

Kiha & Helspawn Cooking

Kiha is known for her awful cooking, but luckily [Amily can teach her](#) to not be so deadly with her culinary arts. There are two scenes that involve Kiha cooking, but neither accounts for Amily having taught Kiha how to cook. This bounty is for writing variants for both existing scenes to reflect Kiha having a basic understanding of how to make a meal that's both edible.

What needs to be written:

- Variations after Kiha knows how to do some basic cooking without killing anyone in the [Kiha Hangout Dinner](#) and [Kiha & Helspawn Cooking](#) scenes.

Helspawn

Helspawn is an ambitious character on her own, with two versions of her and more than a handful of variables to it. The two versions that exist of her, and depending on how you raise her, are Chaste and Slutty. Each has a different personality compared to the other, so it's important to write from the correct perspective of the personality.

Chaste: Helspawn's Virginity

As the more daddy's girl of the two, it's only appropriate that she gives you her first time in an intimate fashion.

What needs to be written:

- Chaste Helspawn losing her Virginity to the player. This needs to be a special scene with proper emotion behind it, capturing the love and moment properly.

Current Scene Rework

Helspawn currently has a singular sex scene that is obscenely long. Aside from that, the quality is also very much lacking, so it will require proper quality control if adapted and not outright replaced.

What needs to be done:

- Rework her [existing scene](#) to be consistent with our quality. Ideally there would be a chaste and slutty variation to account for her personality.

Erking/Gwynn

The Erking is a deer-morph who repeatedly hunts the player down. There is an option to take away his cane, thus stripping him of his powers and turning him into a sissy (named Gwynn), but there are a few things that need to be added for this route.

No Sex Gwynn

Currently, when turning the Erking into Gwynn, you are railroaded into have sexual things happen to you no matter your preferences.

What needs to be written:

- [Turning Erking into Gwynn without sex](#). It must account for obtaining the Golden Antlers and Cane still.

Written by Yuribot: <https://pastebin.com/raw/q2F4m8aM>

Enough, Boot Gwynn

Currently the only way to get rid of Gwynn is killing him. Ideally, the [Kill] button is replaced with an [Enough] button, which leads to a menu with the usual [Kill] option in addition to [Go Away] and [Back].

What needs to be written:

- [Go Away] scene for Gwynn that removes him from the game without bloodshed. Think of [Taman's \[NO MORE!\] option](#) that is a similar choice between sparing and killing her.

Tooltips for Gwynn

As is right now, Gwynn has no tooltips for any of his options. These aren't hard to write, an easy job for almost anyone.

What needs to happen:

- Writing tooltips for his buttons. It's that easy.

Amarok

The Amarok is a large wolf found in the Glacial Rift. Not much interesting about it, as it has very little content and even fewer scenes associated with it. Originally added by Revamp, with sex scenes done by /hgg/ as the original author had something against bestiality, even though he wrote a wolf encounter for a text based sex game. Go figure.

Amarok's Young

Since the Amarok is so light on content, it can't hurt to throw in another sexual scene or two. One of the few things in its content are its young who you get brought to when losing the battle, but are ultimately inconsequential.

What needs to be written:

- A scene after the Amarok [defeats and brings you to its young](#) where you get the choice of being fucked by them or walking away as usual.

Quality Control & Rewriting

The few sexual scenes the Amarok has are very much in need of quality control, as in some cases the wording is poor and the scenes anatomically impossible. These were done by our natives before we had an actual structure or established people to proofread, it is unacceptable to have content written by our own to be in such a state.

What needs to happen:

- Rigid quality control on all the the Amarok's content.

Child Player Scene Variants

Like Tel'Adre has an [alternate intro for players who are children](#), not much else in the game reflects you being so. Writing variants of existing scenes for child players should be done with an example in the previously linked scene.

What needs to be written:

- Small variations to any scene you can image to make them more cutesy and account for you being a child.

One-off Scenes

When it comes time to expand on the early game and the storyline/progression in general, having a bunch of new one-off encounters/events would be helpful. They would preferably be little scenes (they *can* contain combat, but it's not necessary) that contribute to the atmosphere and flesh out the world. Examples of this are [a scene in the forest](#) and [encountering an abandoned wagon](#).

Unfinished Business (medium-large CoC)

Larger content projects that never made it into CoC before Jewnoxo dropped it. These are *not* recommended to be worked on unless you are sure that you can handle the size of them.

Minerva

Minerva is a weird morph amalgam (half harpy, half tigershark, with an anemone dick) who lives at the top of the high mountain. There were a few planned expansions to her that never got finished.

De-Dicking Minerva

Minerva has an anemone dick that would make sense character wise for her to want to have removed via safe means. Depending on how her corruption works, this can happen before or after her purification (or eventual corruption).

What needs to be written:

- Go where no Kittel has gone before: get rid of that blue parasitic dick.
- Adapt her sex scenes to not mention her dick if she has none where relevant.

Corruption Route

There seems to exist a [Corruption Route](#) for Minerva in code, but it's non-functional.

What needs to happen:

- This should receive quality control to be properly implemented.
- Fill in any potential content gaps and fix blatant issues with inconsistencies.

Birthng Scenes

[Minerva's birthing scene](#) isn't of sufficient quality (something not-Revamp quality), and needs a complete rewrite from the ground up. This also includes the [player giving birth](#) to Minerva's children.

What needs to happen:

- Rewrite Minerva and the player's birthing scenes for their children together.

Minerva's Firstborn Daughter: Leira

Minerva has a long estranged daughter who's name is [Leira](#), she is only acknowledged in game via Minerva talking about her and the name from a source outside of the game.

Leira is a character that can be written almost from scratch due to there being so little established on her. it is important to put a focus on interactions between her and Minerva, especially with what they've both been through. Minerva ended up having sex with Leira much to her regret before she left, and is afraid she knocked up Leira in the process. While a granddaughter for her is one way to go, it would exponentially increase the project size, while it could also simply be that she didn't end up pregnant.

What needs to be written:

- Leira as a character. She can be made almost from scratch as the only thing that is relevant to her is the singular image she has, only dictating her looks and personality from her stance.

Dominika

Dominika is a character that tickles a very specific kind of fancy. The author's writing style is because of that hard to emulate properly. It's also hard to plan out the content for Dominika as most of her character so far has been mysterious at best, and it's obvious that the people who like her want to see the original vision of her character make it in instead of the gaps simply being filled up. Destroying the barrier around Tel'Adre is a big part of her character arc, and the Covenant is heavily involved with her content.

What needs to be written:

- [to be decided]

Ember

Ember has always been three characters folded into one with planned personalities.

Unfortunately, only her Tainted personality was ever "finished", with information about the Pure and Corrupted versions of her left up in the air.

Ember - Tainted

This is the current Ember that exists in the game and everyone knows. She's your standard tsundere character that ends up more than liking you the higher your affection with her is. She is pretty much feature complete, minus her children.

- Tainted: Has just "vanilla" sex options (oral/anal/vaginal), but needs increasingly high Affection to unlock more subversive sex scenes from her (for example, you can suck her off when Affection is Low, but you can't fuck her butt until it's High).

Ember - Pure

- Pure: All vanilla sex options are available to begin with, but raise her Honesty and you will unlock extra, kinky stuff, like 69ing, morning blowjobs/butt-fucks, and whatever else we come up with.

Ember's author explaining pure Ember:

For the justification... it's true that Corruption heavily focuses on Sex, but that doesn't mean Sex is automatically Corrupt. It's possible for a 100% Pure character to be a nymphomaniac (hello, Urta); the difference is, a pure character actually cares about her partner(s). A corrupt character, meanwhile, is the embodiment of selfish desire; her lover is nothing more than a tool for her to get off, one with the irritating habit of believing it actually has value outside of that specific role and which needs to be made to understand it's place (heh; I've just realised that the traditional "protagonists" in futa/male fiction are very corrupt by CoC's definition).

This, then, is Pure Ember's dilemma. On the one hand, she's comfortable with her body and her sexuality and enjoys making love. On the other hand, because she values her partner and cares about him and his opinions, she's worried that he might disapprove of some of her ideas. So, she starts the relationship deliberately toning herself down; the more a player shows her loves her and admires her kinkier side, the more of that side she will show, until they've reached a truly Honest relationship, in which she feels free to flaunt herself for him and enjoy any sign of love the two can snatch.

Live, laugh and love with all your heart today, for tomorrow we may be dead; that is Pure Ember's motto.

Ember - Corrupted

- Corrupt: All sex options are available to begin with. Ego measures just how forceful and dominant she is; low Ego may allow for more subby options on her, like bondage, if we get someone in to do that, but it basically measures how often she'll try and make you sex her and just how much of a queen/slut she is in bed.

Children with Ember

Currently Ember can birth live young or eggs, but both are merely a statistic which will be changed to the following:

Ember/you will give birth to babies that are appropriate for how you've hatched her, so if Ember is a dragon-morph they'll have snouts, if she has a human face so does the offspring.

Your children with Ember are born as babies, and will stay that way for roughly a week's time in-game where Ember will be hyper-protective of them. This stage of life will involve doting and childcare, among other things like you/Ember breastfeeding your babies.

What needs to be written:

- Eggs of your babies with Ember, e.g. [birth](#) with [your babies](#) and in your arms, etc.
- ~~Egg-hatching (Ember egg-laying and live birth & player egg-laying and live birth are done).~~
- ~~Ember breastfeeding the babies.~~
- ~~The player breastfeeding the babies.~~

Written by Yuribot: <https://pastebin.com/raw/9qXxpR4Z>

After some time, the children will grow up from babies to the early loli stage of life. This content should focus primarily on Ember teaching your children what it is to be a dragon, and the player whatever it is you can teach them.

What needs to be written:

- Basic mentions in the camp menu of Ember interacting with your children such as Ember trying to coax one or more into blowing flames.
- The player reading to their kids, with Ember getting heated and upset if you chose to read lewd stuff to them.
- The player and Ember taking the kids on a mock hunt.
- More personal interactivity in addition to seeing them interact with Ember or each other.
- One of your children sneaking in bed with you at night. You fall back asleep and wake up to find Ember and the rest of your dragonlings sleeping with you. Specifically happens if you don't sleep with Ember. If you do sleep with her, the dragonlings should always sleep with you two.

Anything beyond this and later stages of life should be put off until the first and then second stages are finished.

Ember's Quest

A quest that focuses on Ember, dragons, and kobolds was worked on by Ember's original author, but was never finished. These are the [Ember Quest](#) and [Ember Quest Dialogue](#) design docs detailing what was already written before the project was dropped by Ember's author.

What needs to happen:

- Taking the two unfinished documents and finishing them. This is easier said than done depending on just how unfinished those docs are. It'll require a lot of lore know-how and coordination with others to make sure nothing will conflict.

Loppe

Loppe is another of Fenoxo's favorite type of character—a futa furry (horsecock, as is tradition) whose dick you must accept if you want to be in a relationship. She's the daughter of Uma (the horse who runs the clinic) and some bunny guy named Usagi that never got written in. She also owns a kimono, in case you were still interested.

There is an old [design document](#) that has something on both the following topics, but depending on how bad the writing is, it may be best to disregard it and start from scratch.

Getting Loppe Pregnant

- Unfinished preg content that was planned for her.

De-dicking Loppe

- [De-dicking her](#)

Gwynn

After turning the Erking into Gwynn, he seems ecstatic about becoming more feminine. The natural progression of anything in Mareth is to of Gwynn is to have the possibility to take this further by making him a doe completely. As the current Gwynn is rather barebones as is, it's recommended to add onto him first before attempting this project

Turning Gwynn Into a Full Doe

This will require multiple scenes to make it worthwhile, otherwise it will leave yet another character unfinished. How exactly Gwynn should change gender should be discussed first, as transformations for Marethians are supposed to be a lot harder compared to off-worlders.

What needs to be written:

- Several new sex scenes/adapting the current scenes.
 - [Suck Me](#), [Assfuck](#), and [Eat Me](#) can be adapted to work for him as a girl.
 - A vaginal penetration scene. Several i.e. doggy style and missionary can be done.
 - Tribbing scene for the Yuri audience.
- Adjustments for the current interaction dialogue where needed.

Priscilla

Priscilla is a goblin NPC added by Revamp. If the previous sentence was not enough explanation, she has very subpar writing. In addition to just general grammatical/tonal/taste issues ("There was no attempt at foreplay. Without even an 'itadakimasu' Priscilla had already downed half of your cock, causing you to yelp painfully as going down, her teeth awkwardly nipped your penis' opening, though a wave of pleasure washed over you as Priscilla's throat started to squeeze your cock like a vice, begging for your cum."), her writing frequently slips into the past tense (also seen in the preceding passage).

Rewrites

- Most of her content needs a pass through to correct various problems. She doesn't really need any in-depth reworking, as her content is fundamentally sound; it just needs to be brought up to snuff. There is a decent chunk of it, however, so this would be a somewhat involved project.

Joy

This part of Jojo has been problematic from its first inception, it's riddled with grammar mistakes, uncharacteristic actions from Jojo, ridiculous lore inconsistencies just to keep a dick, and more. The best way to update this character to be in-line with the rest of the game's quality is by completely rewriting it from the ground up instead of taking what is there and fixing that. Things like sex scenes can be adapted to not be shit (depending on just how bad they are and minus the dick if done via bimbo liqueur), but everything else should be redone completely.

Obtaining Joy

The part in most dire need of a rewrite is the [scenario where you get Joy](#). It makes less than zero sense for Jojo to drink the liqueur to stop it from being stolen, for reasons that should be immediately obvious to anyone who should actually bother trying to fix this garbage. Also, the mysterious thief doesn't make much sense or have any reason to exist past being a plot device, so the entire Joy recruitment process should be rewritten from the ground up.

General Character Traits

If you're planning on rewriting this character, don't make the same mistakes the original has.

- Bimbo liqueur removes dicks, but LukaDoc is a fag, so that didn't happen. Make it happen.
- Jojo's aspects of Jojo's character, such as making him always having had dick-just for the player.
- The writing quality here is not the absolute worst that Revamp has on offer, but it's still subpar. Be sure to proofread your own shit and post your work in the thread as you go along for others to as well.

Aiko

Revamp's latest character addition that as all their content needs *extensive* proofreading, and this time it even has placeholder scenes. She's unfinished and many corners have been cut with her motivation and character, overall it needs to be looked over thoroughly with a critical eye. However, it's not unsalvageable.

Any major changes or content additions for Aiko should not be attempted yet though, the author/Revamp are "actively" working on her, and it's always a better idea and time investment to start changing and adding only when it's finished or the content is dropped.

Here is a link to [Aiko's design document](#) to see what you're working with.

- Replacing the furry babble speak from her tooltips would be a good start.
- General proofreading of this mess.
- Padding out the sections where the content progresses much faster than it should personality and content wise for Aiko.

Help Wanted Section (varied)

Projects from people actively writing/working on content for the mod that could use a helping hand. These can range from retrofitting existing content to writing scenes for the project.

Help Wanted: Combat Overhaul

Koraeli!KMFMBbzJw

Koraeli is planning on doing a complete overhaul and rebalance of the combat in the mod, and this will include being able to take camp companions into battle. To do this, all enemies will need to have their attack descriptions ("Monster punches X" instead of "Monster punches you") amended to fit this.

Lethice's Stronghold Rework

Chronicler

TBA

Will require a lot of work and character development pre-stronghold in the early game, lots of both big and small things for people to pick up in the future.

Completed Bounties

Sections that have previously been completely cleared out.

Bee Leave Scene

Currently as you press "Leave" when encountering a bee, it immediately throws you to camp.

The menu with Leave ends on *"You barely stop yourself from gleefully booting yourself into her arms. You realize the harmonic buzzing of her wings and the unearthly scent of her honey briefly robbed you of your reason. Feeling momentarily more clear-headed, what do you do?"*

You can use this as a simple jumping board from where to start when writing a small and to the point scene.

What needs to be written:

- ~~A small scene that builds from the previous excerpt where you leave the bee to her own devices and head home.~~

Written by Anonymous: <https://pastebin.com/agQTa9YN>

Written by Chrysomallos: <https://pastebin.com/UtT3qNzxt>

Leaving Rubi's Home

As it is right now, when you press the Leave button in his home you are whisked away to your camp without any goodbyes.

What needs to be written:

- ~~A small scene that shows you heading home and saying goodbye to Rubi. You can reference the text in his menu where to leave button is as a jumping point.~~

Written by Zhufag: <https://pastebin.com/YzbpIDGf>

Alices

Alices are loli succubi created via an alchemical concoction made as punishment for and by demons. They often struggle with having a body that is unappealing to most Marethians, making it so that finding "food" is often far harder than it used to be.

What needs to be written:

- ~~Sometimes you just want to headpet a loli, and for that a scene that allows you to do so without fighting her would fill in that void. There is an existing headpet scene for them after defeating them, this can be used as reference for headpetting and/or adopted.~~

Written by Lesbianon: <https://pastebin.com/lqabDekH>