

**Slime race:** My goal is to have the race a little more “solid” than slimes in previous Coc, they will resemble the slimes in Tits more, by having actual legs and more intelligence and a little more gello-y than slimey, however there will still be wild slimes out there in the wilderness but my main focus is on the subspecies I’m making now, The [Slimosian]

### **History/Codex:**

These slimes at first were just Low intelligent blob monsters with the base instinct to consume fluids to survive, they were easy fodder for novice adventurer to take down, and had a very acute weakness to fire. No one knows exactly how or why but some strange magic had affected some of the areas Slimes resided in, its magics infusing into them, giving them increased intelligence and the ability to better mold their bodies than before.

As their intelligence grew so did their curiosity of understanding the many people in the world. The slimes learned that instead of attacking people, they could simply offer release or simply buy their Cum with Coins, as a way of benefit for both parties and eventually they had established their own homes and villages where they live peacefully.

**Hierarchy:** Currently they only have a small settlement not far from Hawkthrone, they roles are in similar fashion to an ant colony.

- Queen - Their Job is to ensure the safety of their village and transform the willing into slimosians.
- Guardsmen - Their job is to defend not only the queen but their homes from violent invaders, despite their looks they are very deadly, and not not use seductive methods as typical slimosians do.
- Scouters - to gather as much fluid they can from people they meet on their travels whether it be bottled or stored directly inside them.
- Commoners - Slimosians they live lives similar to average humanoids, their job is to take care of smaller and younger slimosians as their pseudo parental unit.
- Vagabond - Slimsians they have left the village and decide to live independently, they are still allow to come and go from the village as they please, some work as scouts for EC.

### **Slimosian features:**

Slimes Heights, age and appearance usually depends on the amount of fluids they have.

- Up to 2 sets of arms, the amount of legs depends on the race they morph into.
- Most if not all Wings/tail/horns/etc TFs are possible
- Up to 3 rows of breasts, insertable
- 1 vag/anus(?) TFs possible
- 5 dicks/balls sets max, Length/width/girth changeable
- Their sizes can range from 30in to 96in, with their queen able to be as big as 120in or more

- While their colors vary they tend to match the hue of their parents, some can change by simply eating a lot of a certain colored liquid.
- They are able to morph into any humanoid form they desire as long as they have enough fluids to do so, this also allows them to appear as male, female, and anywhere in between as they desire. [you have to have seen the race before to transform, A.K.A Codex entry or eating the TF pot]

### **Slimosian Combat:**

In the off chance that they actually do need to fight they have many ways of doing so. Their way of combat is to seduce to opponent into submission.

- Constrict - it coils around the user pleasures them, lowering their will to fight
  - This move can last from 2-4 turns
  - Lowering their will each turn
- [Passive] Lusty body - 50% resistance to melee attacks, 50% debuff against lust based attacks.
- Slime show - Appeals to the opponents tastes and seduces them with a seductive dance.
  - It does bonus 50%(x1.5) to the target and 50%(x.5) of normal lust damage to the others
- Slime whip - Lashes them with a whip infused with aphrodisiacs, lowers will. AOE

Encounters: Slimosians tend to be peaceful but if they are starving they will return to their baser instincts and attack on sight, in a horny frenzy.

- Though there are so Vagabond variances of Slimosians that also request cum from "Only the the strong".
  - These Vagabond slimosians tend to be very strong and travel alone.
- Scouts, Slimosians looking for food for their villages, they are usually well geared and carry a sack of gold.
  - If you refuse to accept payment or a free fuck, there is a chance they will attack you, depending on how many times you refused beforehand.
  - Their level varies from 8-15
  - Groups range from 2-5 slimosians
  - If you lose they will rape you silly.

How-To-Become[WIP]:

My goal is for the TF itself to be an optional questline where being turned into one is one of the rewards(or penalties.) as you can't really be half slime and half something else. (I mean you can by Coc/Tits standards but why would you when a full slime can look like anything?)

Quest reward(s)

- Queens Jello
- 1500 EC

- Access to the Slimosian Queens Chambers