

City of Anam

V0.2.5

Objective: To Introduce a second city. Slowly but surely. Ideally, this version is able to be implemented now: Further updates will add more to it, like sex scenes, choices, etc/

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Prerequisites: Randomly Choosing Explore between 12:00 and 15:00 after having found Lethice's Stronghold

Finding Anam

Prologue (50%)

Needed: Yes Option [Sex] , No Option

After yet another trudge in the wasteland, looking for another foe to defeat, you see a twinkling light in the distance. Getting excited, you start running towards the light, picking up the pace when the sun starts to fade. Not long after the sun finally set, you finally run in past the gates, finding yourself in the middle of a new city. You're quite surprised that there were no guard to stop or greet you this time, and there's all kinds of people walking around casually...Are they not worried about the demons?

Oh, Hello, you must be new. You turn around and see a human woman. She has blonde hair and pale white skin, and wears a navy blue office suit, with a red tie. *Welcome to the City of Anam. I am Colu, Junior Senator.*

Junior Senator? What's that? Some kind of Princess? At this Colu giggles. *No sweetie, Anam runs things differently here-no Monarchies.* You feel silly being laughed at, but you forgot about that when she traces a finger from your [chestdescript] to the side of your face. *Let me give you a tour, [(if face feminine) beautiful] [(if face masculine) handsome]...*

You and Colu walk through Anam, with Colu jovially narrating the beauty of the city, and the power of the Chancellor, Mana. You instinctively {(has weapon)reach towards your [weaponname]}/(no weapon) clench your fists}] a couple times whenever a seeming looking enemy walks by, but by the fifth demon you saw that was just walking down the road without a care, you stopped. This city is quite strange.

See, our glorious Chancellor was once a lowly mage, when she was hounded by a demon obsessed with her body.... Colu says, not skipping a beat, not even noticing the times you previously paused, ready to defend her and yourself. *When everything seemed lost, the goddess Marae came and filled the Chancellor with immense strength! She sealed the demon and siphoned his immense power. She then built this city, as a testament to Marae, and her goodness.*

You tell Colu that the Chancellor sounds amazing, and you want to meet her one day. Collie smiles and nods at this. You notice that it's getting a bit late, and you try to excuse yourself, but before you can – *Hey [yourname], would you like to go somewhere and have sex?* Some things never change. You look to the blushing girl, who even now exudes a bit of confidence from being a Junior Senator.

You tell Colu you are interested, but you're busy at this time. Colu smiles sweetly at this, and walks up to you, giving you a kiss on the cheek. *Well*, - She points to a bubblegum pink building with a sign in neon red that says "Fornicatr" - *I'm usually busy, but you can find me there when I'm off work*. You playfully ask Colu what her times she's at Fornicatr, but she only blows you a kiss as she walks towards the establishment. It seems you're going to have to check the place out and find out then. Strange girl. Truly.

Looking around, you see various shops and buildings, and decide to check things out.

[Whatever time you had previously, changes to 19:00]

Start (40%)

Needed: Jara's Cumdumps, Fornicatr, Fitness Guild of Anam, House of Representatives, and The Tavern

The city of Anam is unlike any other place you've ever been. It's a bit unsettling how demons and uncorrupted citizens just walk around the city so nonchalantly. You even see a muscle bound incubus flirting, and then casually being shot down by a couple cat-morphs, and instead of attacking them, just walks away without a care...

Looking out into the distance is a high tower, where Colu works at - "The House of Representatives" she called it. A bit closer to you but still farther away is a massive granite white temple. A sign pointing in that direction says "This way to Flowing Stream." Looking around, you see a building with sign that has a picture of a bunny boy reading. The book is titled "Suo'Jure." Must be the store name. A distance from Suo'Jure, you see a tavern with very sober patrons going in, and slightly drunk patrons coming out, and across from it, another shop. Walking to the shop, You hear heavy banging, and the sign says "Anima." Further down from Anima is a taller building, with a sign that says "Bilae's Bookstore"

A slight whiff of sex enters your senses and you look in the directions smell, you see two competing shops. There's "Fornicatr"-the bubblegum pink building Colu mentioned, and another, horribly foul colored brown building called "Jara's Cumdumps".

(at 09:00)

Lastly, you see a sight of about dozen figures, drinking water, doing stretches, and overall, prepare to be getting ready for an outside workout

Suo'Jure

86% Complete

Needed: Sex Scenes (Lance)

(Open 8:00 - 16:00)

Walking through Suo'Jure's front door, you hear the sound of an automated bird chirp, and at the same time you're immediately hit with a pungent odor that smells of mothballs and ink. The lights are so dim inside the store you almost trip over your own [feetdescript]; Looking around, you see the sealed remnants of items that you've come across on your journeys, from bee honey to shriveled tentacles. The only problem are the high prices.

Welcome to Suo'Jure, the Shop of Little Miracles. A sluggish, slow voice calls to you from the register counter. *My name is Lance, how can I help you today?* You turn around, focusing your eyes intensely to see

[(if first time)

a giant scorpion morph, running the register and counter. He gives you a very cold smile as you walk up to him.

[(If repeated time)

Lance, running the register and counter. He perks up immediately when he realizes it's you. *Oh, hey [yourname], what you're looking for?*

[Appearance] [Talk] [Bargain Bin] [Aisle One] [Aisle Two] [Other] [Flirt] [Leave]

Appearance

As your eyes adjust under this light deprived store, you are able to fully see Lance for what he truly is. He is tall with big broad shoulders, and he seems to be completely covered with the outer sand-cream shell of a scorpion. He has a cream colored rabbit-morph face, but even that is threatening to be assimilated into the scorpion transformation. Finally behind him, his tail has a stinger on his end. He's a Scorpion-Morph. You've seen all manners of beings and transformation items, but nothing like this. He is wearing a white tank top that barely covers his chest, and an apron. You can only assume behind his apron he's wearing a pair of shorts or pants

Talk

[About Lance] [About Yourself] [About Suo'Jure] [About Mana] [Prices]

About Lance

You politely ask Lance about himself. His eyes perks up at this, and he actually looks interested in something for the first time.

Well, I'm Lance. This is my shop. I inherited from my Pops, Red. He's...well he's no longer with us. I got the shop from him about 5 years back. I like experimenting with the merch, as you can see., I used to be a bunny boy, really lean and sissy-looking, but after enough minotaur blood, bro brew, and scorpion juice, I'm a goddamn brickhouse now!

He starts to flex outward, causing you to elicit a chuckle. He stops flexing, scratching the back of his head. You ask him what are his interests. *Interests? Well, like hobbies or fucking? I don't really have any interests. I'm always in this shop. When I'm not in this shop or sleeping, I'm hunting for more materials. When I get too pent up, I go spend a few hours at Fornicatr, whoever or whatever comes in to my room, I get some then, and only then.*

About Yourself

You introduce yourself, and start to tell Lance about your adventures. He doesn't seem too interested at first, but by the time you mentioned the demon factory, he was hooked. He starts to ask questions, chuckle at funny and weird moments, slightly shiver when your tales got scary, and blushed when things got a bit erotic.

Wow [yourname] you're really sticking it to the demons. Lance says when you finally finish. You should talk to Mana, you two could be one hell of a team!

About Suo'Jure

You ask Lance about Suo'Jure. *Before I was born, Pops built the original Suo'Jure. It wasn't a transformation shop then, before the demons, it was a simple book store. But things changed quickly. Our town fell. Mom, the rest of my siblings...well, they didn't make it. I don't know how Pops and kid me made it, but we did, and eventually found Anam, and remade Suo'Jure. I really found that I liked the transformation stuff that seemed to accumulate but Pops wouldn't have none of it...Until he wasn't around anymore to make that decision... He looks at the supplies he has under his glass counter, with a forlorn look. ...Anyways, when I started changing things, people really took a liking to changing themselves. I may have less free time, and I never have time for myself because it's always the store or hunting, but my favorite customer is a dragon-spider morph. Seeing him always makes my day, helps me realize this is all worth it in the end.*

About Mana

You ask Lance about Mana. Lance smiles as he seems to reminisce. *I don't know much about her except what the records say, but I've met her once. Gorgeous, and tall. Taller than me even! She came in asking for 20 vials of pure bee's honey, the one thing I was fresh out of. I spent days scouring the forests until I had the vials, but she never came back.* He sighs dejected, but he still has a small smile on his face.

Prices

After looking around, you politely question Lance on the pricing on most of everything in the store. After all, a bunch of these you can find quite easily. Lance smiles, and answers:

Most of the price is based on convenience, [yourname]. Before I had fully switched Suo'Jure into the shop it is now, I spent months in the wild, gathering materials, fighting imps and spiders, running afoul of basilisks, harpies, gnolls, salamanders and onis and every night I went to sleep wondering "Will I be awoken by a tentacle gangbang again?"

I endured all that, -and I didn't have this rocking body to keep me safe at the time-Then I come back here, half worn, pelvis aching, in dire need of a bath, and some guy who's lucky to never have seen what I've seen or did what I did comes up to me and says "Oh is that Drake's Heart?! That stuff is really rare! How much?" like it's so damn easy to ask...so I say 10,000 gems, because dammit if I'm going to go back out there again to gather more supplies, I need the convenience to be well compensated for my trouble!

You mention to Lance he makes a good point, and ask did the guy pay up for the Drake's Heart. *He ended up buying 10 Drake Hearts and 30 Black Gossamers over the period of two years-He's a dragon-spider now- My best customer.*

No Black Market?

(Unlocked after choosing 'Other')

You ask Lance about how he's nonchalant about selling incubi drafts and other highly corruptible items. Isn't he worried about anyone becoming a demon because of him? Lance shakes his head. *Demons are welcome in Anam.* Your eyes widen at this, confused, and worried. But Lance only starts to smile and grin at this. *[yourname], demons don't make trouble in Anam. Any that do, they quickly are made into an example.* You still seem unsure and unbelieving, so Lance continues.

When Anam was still being settled, a huge band of demons came to do what demons do. Everyone was freaking out, especially since not too long before, Chancellor Mana made the decree that everyone is welcome. Mana went in front of them, they attacked...And she slaughtered them all. I was just a boy at the time, but my father told me everything. First they were there, laughing and leering. And then there was screaming as Mana hacked them apart using only her hands. The demons who were in the city thought they were next, and the rest of everyone there not a demon were ready

to start a lynching, but Mana stopped them. She explained that Anam will always be welcome to everyone, as long as they follow one rule: Don't Fuck. Up. And then she picked up an Imp, kissed him on the lips, and asked everyone to get back to what they were doing previously.

You asked Lance if that deterred any future problems. Well, no. But, Chancellor Mana always seems to know whatever is going on in her city. I've heard stories of her appearing in front of a would be rape and ending it one blow, as well as demon uprisings within the Anam, she would just appear, and kill everyone there. Don't fuck up, and you can have anything you want in this city, [yourname].

Bargain Bin

You walk towards the end of Lance's counter and look towards a giant nondescript brown box. It has a musky smell, and it's damp where the sign says '1000 gems.' Peering inside, you see a lot of either very common or very dangerous items you've seen through your journeys. It seems that these drops have trouble being bought. Still, one man's trash is another man's treasure.

Black Pepper
Bulbous Pepper
Canine Pepper
Double Pepper
Knotty Pepper
Large Pepper
Wet Cloth
Equinium
Neon Eggs
Golden Seed
Minotaur Blood
Goblin Ale

Aisle One

You walk towards the left end of Suo'Jure to see a bunch of items on the wall, with a sign that says '5000 gems'. Grumbling at the price, you walk down the aisle. You have to admit there is a good selection.

Clovis
Mouse Cocoa
Fox Berry
Ringtail Fig
Sweet Gossamer
Satyr Wine
Reptilium
Pure Honey
Pink Gossamer
Fox Jewel
La Bova
Minotaur Blood
Trap Oil
Shark Tooth

Aisle Two

You walk into the middle aisle of Suo'Jure, taking a look at the items available. These are some really good items. You then look at the price listing-your mouth can't help but drop: 10,000 gems?!!

Boar Truffle
Golden Rind
Ferret Fruit
Purple Fruit
Whisker Fruit
Bee Honey
Black Gossamer
Dry Tentacle
Imp Food
Kanga Fruit
Fox Jewel
Rizza Root
Shark Tooth
Snake Oil
Tigershark Tooth
Trap Oil
Wolf Pepper

Ectoplasm
Drake's Heart

Other

[First Time]

You turn to Lance and ask him if there's anything else. For example, Any Grey Market Items.

We don't have a grey market, or really a black market. Lance says, pulling out a box from under his register. *I keep these things close to me so kids won't get into them. But if you want something and got the gems, it's yours.* You look in the box, and see a demons smorgasbord of corruptible fluids, each under an individual price.

[Repeat Time]

You turn to Lance and ask to see the good stuff. Without missing a beat, he pulls out the box from under his register and waits patiently as you sift through it.

Incubi Draft (1000 gems)
Succubi Milk (1000 gems)
Bimbo Liqueur (5000 gems)
Bro Brew (625 gems)
La Bova (1000 Gems)
Succubi's Delight (1000 Gems)

Flirt

You place a hand on the glass counter and look into Lance's face with your most winning disarming smile, and you tell Lance you would like to see if he's all scorpion

everywhere. Lance sputters at this as he perks up surprised. *Oh wow, believe it or not, I haven't heard that one before. Listen [yourname], you definitely look like a good lay, but I honestly don't have time between the shop and supplies.* He shrugs his shoulders, as if there was nothing he could do about being out of a supply. You nod, understanding.

Flowing Stream

40% Completed

Needed

Flowing Stream - Expansion, Talia, Suso

Joby - Monk Training, Martial Arts Training, Fortify, Sex Scenes

Closes at 20:00

Prologue: First Time

If Corruption > 10

You take a moment and look up at the Temple in front of you. It is on a giant boulder, with by your count 10,000 steps from its doors to the ground where you are. You start walking...

...After about twenty minutes you drop on top of a step, heaving and sweating heavily. This is taking forever! And you look back up at the temple. It feels like there's no end in sight. As you swallow large gulps of air, you see a rat-morph walking towards you. Only a smirk betrays him as he confidently walks past you. When you turn around, you see he's already at the doors of the Temple. When you look back at yourself and the step you're on - -you're on the first step! You get up, flabbergasted, realizing magic is working against you. You feel your anger rise, but there is nothing you can do. You walk away.

If Corruption =<10

You head up the temple steps without a care, even whistling a bit as you do so. A cowgirl leaving the temple sees you, and has a look of surprise on her as you enter past her. Is entering Flowing Stream actually a lot more difficult? [From now on, can enter Flowing Stream no matter the corruption level]

Flowing Stream is far larger on the inside than outside. You find yourself staring at the pure white pillars that hold the temple stable, and the murals on the ceiling. The smell of peppermint flow through the air, and just being in this place makes you feel content. You see monks of all ages and races meditating, practicing katas, and reading scriptures. Speaking of meditation, as you walked through the temple, you see a spot in a sea of pillow, bathed in a pale yellow sunglow. Looks peaceful.

[(If haven't met the Lizan)

As you contemplate the meditation, you take notice of a green lizan who is carefully watching you. Looking to her, you see she is met by a group of young adult members. The way they defer to her, it seems she's a high ranking member of the order here. She should be able to answer your questions.]

[(If met the Lizan)

Looking around, you see Joby meditating with a small group of kids, who honestly look like they're sleeping. You're sure you can tear the Lizan away from them if you wanted.

Of course, with such a welcoming atmosphere and spacious design, why not explore Flowing Stream, and see where the path take you?

[Meditate] [Lizan / Joby] [Explore][Leave]

Meditate

After a quick deposit of your [armordescrpt] and your gear in a locker, you grab a cotton robe and head over to the sea of pillows. The sun never felt so good as it entered from the temple's ceiling and radiated upon you and the pillows.

You close your eyes and sit in the meditative pose. Your mind stills and calms as you push your frustrations and anger away, and focus on clearing your head, and maintaining your body posture. After an hour, you open your eyes refreshed. After a period of stretching, you head back to your locker, change garments, grab your things and leave while whistling a jaunty tune.

[Corruption - 2]

Lizan

(changes to Joby after meeting her)

[First Time]

You walk towards the Lizan, trying to ignore how well endowed she is in her form fitting white robe. As the other monks finish and walk away, she looks at you. *Hello, may I help you?* You explain who you are, and that you wanted to know about this place.

Well [yourname], My name is Joby, the leader of this sect of Monks. You query about potential services the temple provides. Well, besides a potential defense force-though the Chancellor is strong enough to handle whatever else that demon Lethice sends here-we provide various studies of the divine and sacred arts, and training of the body, mind, and spirit. So...how can I help you? She says with a smile

[Appearance] [Talk] [Flirt] [Meditate Together] [Leave]

(Repeated Time)

You walk up to Joby who opens her eyes and looks bemused to see the children napping. She silently gets up and tiptoes towards you, not wishing to disturb them.

So, [yourname], she says with a smile. How can I help you?

[Appearance] [Talk] [Flirt] [Meditate Together] [Leave]

Appearance

Joby is a 5'6 green- skinned female Lizan with blue spots at her eyes, and presumably spots in other places, but you wouldn't know with the white robe she wears. Something you never expected to see, there is a frill that goes around her head, that for now is folded back to her neck. Though you can't see through the robe, the figure of her body is unmistakable: She has curvy hips and a wide bottom, and her breasts would be between C and D cups if she wore a bra.

Talk

About Joby

You ask Joby about how she ended in Anam. *Well, she starts, Before the demons came I was part of a sect of Lizan priestesses in my village. But I was always curious about the rest of the world. I often took undisclosed trips out, which is how one day I learned of the corruption as my first fight to the death was against an imp. I told everyone in my village, but as it was forbidden for members of the faith to even leave without permission, I was immediately punished and shunned. It wasn't long before the village was attacked. However, the leader of the group was not without "mercy." They demanded a sacrifice to use for their pleasure. Having been the one punished, and even seemingly blamed for the sudden misfortune, I was selected.* Joby closes her eyes and stops speaking. You tell Joby she doesn't need to say any more, but after taking a few deep breaths, she continues.

My body took the abuse and punishment for what seemed like ages, but eventually through the pain, debauchery and humiliation, I learned to detach my mind from my body. As I learned to leave my shell for longer and longer periods of time and for longer distances, I met Chancellor Mana. She found my ability to astral project for long distances interesting and wished for me to meet her. When I told her of my condition, she flowed some of her essence into me. I awoke stronger than ever before, broke my chains, and escaped. I left the demons, and my village behind: It's been 15 years since.

About Yourself

You introduce yourself, and start to tell Joby about your adventures. She listens intently, amazed at what you are capable of.

Growing up I heard of heroes, but I never thought I'd meet one for myself. Joby says honestly. *Maybe if you were around when the demons got started, things would have gone differently.* A sad look developed on her face, and you decided to quickly change the subject.

Flowing Stream

You ask Joby about the City of Anam, from when she got here, to building Flowing Stream.

It was originally just a small settlement. But it wasn't long before we grew into a group of one hundred. Things got tense when demons settled. I trusted Mana's judgement, but after what happened to me, I knew I couldn't put all my trust into her, though I knew I could wholeheartedly. I went from religious member to religious member of Anam of different races and religions, and those I could not convince to join my mission, I

learned of their Gods and creeds, and borrowed their manuscripts and letterings. I got lucky when one of the more reclusive members of Anam grew up and trained in a monastery. It wasn't easy to convince a rat to train a lizan, let alone a female in his ways, but he gave in. After a few years of intense study, I went on a spiritual path in my mind, where with my accumulated knowledge from my life, the religions of others, and the training of a monk, I created the Flowing Stream sect.

You mention that is amazing. Joby smiles and thanks you. *I started taking in subjects immediately. It's been 5 years since I founded Flowing Stream.*

Chancellor Mana

You ask Joby about Chancellor Mana. Joby's brightened face seems to take on another ray of light as she looks up, wistfully thinking of Mana. *When my tired legs finally found Anam I was greeted by Mana and a few others. After what she did for me, saving me when my gods would not, I believed in Mana with all my heart and soul. As time went by, refugees came and joined, but so did demons. A lot of us were worried, but Mana promised that we were safe as long as she was there. Sure enough, an army of demons who had no intention to live in peace came. Mana went out in front of them. It was a bloodbath. There was nothing left but meat when she was done.*

You ask how anybody can destroy an army of demons as easily as she did. *The Chancellor is a mage. She told us that she was attacked by a demon, where Anam stands now. But Marae came to her, and gave her the power to defeat the demon. Mana then captured the demon, and uses its power with her own. With her power, we will always be safe.* The way that Joby's eyes glowed as she spoke of Mana, it seems Joby truly admires her, and perhaps has more feelings for her beyond admiration.

(Choosing Talk after meeting Joby once adds one more conversation)

Bowing

You ask Joby why is it she bows first, if she's the leader of this monk sect. *For humility.* Joby responds. *The monks of my village, especially our leader, was very arrogant. It was that arrogance that punished me when I told them evil was coming, that gave me as a sacrifice, and what eventually led to my villages ruin... There's nothing left there now, hasn't been for years. By bowing to our subordinates, though we are superior, is to remind us that we are all still learning. We all can make wrong decisions, and be foolish, no matter how high in status or power each of us are.*

Flirt

You tell Joby you are interested in learning another kind of training-behind closed doors. Joby smiles sweetly, too sweetly, and immediately changes the subject, asking about your recent adventures. It seems she's not interested.

Meditate Together

You ask Joby if she would like to meditate with you. With a smile Joby nods, and points you towards her favorite spot: an area with five pillows, without any sunlight. She heads there, and waits on you to change out of your [armorname] in the locker room and put on a robe. The two of you go to the pillows and get into cross legged position side by side, and the two of you begin.

After two hours you feel a great weight has left you (corruption -4) Joby then guides you over a period of stretches, before she waves you off with a smile.

Explore

[Needed: Monks 69, Monks Frot, Monks Trib, Kids Playroom]

Choosing Explore sends you a location randomly

You decide to take time out and explore the massive temple. You go through the hallways, up and down the stairs, and past all the passageways, taking in the utter beauty of the stone white walls. You skip past the smiling faces of children and nod politely to the adult monks as you press deeper and further beyond what you had originally intended.

Garden

After what seemed like an endless trek through you multiple corridors, Eventually you took a left turn and went through a white door where upon you're instantly bathed in sunlight. Squinting, you barely register, that you're now in a hallway with only a stairway going up. Going forward and up the stairs it only takes a minute until you find yourself on top of the roof. Just walking there and smelling the clean, almost purified air makes you feel amazing! Gazing around, you see a beautiful garden of various fruits and flowers. You walk towards the garden and inhale the scent of the bounty. As you do so, you notice that on one of the trees is a pure ripened peach. No one would mind if you take one, right?

[Take Peach] [Don't Take One]

As you start to take another deep breath, you see a monk tending to a vegetable patch. She seems polite enough as she gives you directions back to the front of the temple. What a great day.

[Corruption -1, Libido -1, Intelligence +1]

Sermon

Let us pray... Your ears perk up at this and you stop walking. You find yourself in front of a built in chapel, and being curious, you look in the window of a door, seeing monks of all ages and sizes being led in prayer by a catgirl. Intrigued, you slowly enter the chapel when the catgirl completes her prayer. Ignoring your entrance, the priestess resumed her lecture, of how the light of Marae is in all good things, how by working together, the demons cannot win, and surprisingly enough, how passion and sexuality is not necessarily pure and corrupt, and that too much or too little can degrade one's physical and mental faculties.

Just a slight touch in your lives, mediated by the day to day of worship and goodful acts, will keep your life, completely fulfilled. So it shall be?

Verily! Answers back the congregation, startling you a bit. Along with the monks, you leave the chapel, and head back to camp, thinking much of what you heard the catgirl priestess preach.

[Fatigue -10, Libido -1, Intelligence +1]

Juice Bar

After what seems like an endless trek through multiple corridors, Eventually you take a right turn and go through a blue door, where suddenly you are hit with the sound of bongos and a smell of pineapple and candied apples. The room you're in is full of monks, all drinking shakes of some kind. There seems to be a tropical theme going on, you hear the bongos stronger now, along with the sound of a flute playing lackadaisical.

[Never met Talia]

Hello~ yodels a voice. You instantly see and walk up to the called out the bartender, a big bear of naga, with the face of a dog and butterfly wings coming from his back.

Welcome to Mortimer's. Would you like a drink? Sitting down at a stool, you look through the menu and select an exceptionally fruity and sweet drink. As you wait for your drink, you suddenly feel a deep killing intent. You grab your [weaponname] and turn, to see a wide grinning tigershark, who raises her arms up in defense.

Whoa there warrior, I was just checking you out, seeing if you have any potential. She shrugs her shoulders, *Not bad, but I shouldn't have gotten so close, my eyes were on you from the other side of Mortimer's. Derek, get me a Red!* The tigershark orders to the Naga as she sits down in the stool next to you. He grumbles, but pulls out from the minifridge under his register, a clear container, full of raw meat. *If this was for real, I would have already ended you, and from afar.* She says, looking back to you. You suck in your teeth and point out to the tigershark, there is no need to keep your guard up in the temple: This is a safe place.

Safety? There is no place that is safe. Not even here. The tigershark says. Derek passes you your drink. You grab your gems pouch, but the tigershark shakes her hand at you. *I got him Derek.* She looks to you, with a serious face. *The name's Talia, kid. And I teach martial arts. And if you ever want to stand a chance against Lethice, you'll ask Mistr-* She coughs, a blush forms on her face in embarrassment. *-You'll ask Joby about learning.* She turns away from you, allowing you to drink in peace. The drink goes down easy, but you feel a tingly numbness, as if your physical character was becoming harder, and firmer. When Derek passes the tigershark her drink, a concoction of raw meat, watermelon, grapefruit, and dragonfruit. She throws down twenty gems and walks away without another word to you

You think about the words she said to you. Not even here is safe...What did she mean by that? Finishing up your drink, you thank the bartender, and head to the temple's exit.

[Satiety +10, Sensitivity -1, Corruption -1]

[If met Talia]

Hello~ yodels a voice. You instantly see and walk up to the called out the bartender, a big bear of naga, with the face of a dog and butterfly wings coming from his back. *Welcome to Mortimer's, my name is Derek. Would you like a drink?* Sitting down at a stool, you look through the menu and select an exceptionally fruity and sweet drink. As you wait for your drink, you turn to look to all the monks overall having a great time. Especially some cute girls looking at you and giggling. You wink at them, and they blush, giggling a little bit more.

You're a hit it seems. Derek says, passing you your drink. With a chuckle and shrug, You pull out ten gems and put them in his hand. The drink goes down easy, but you feel a tingly numbness, as if your physical character was becoming harder, and firmer. *It's good right?* You nod to the bartender, finishing it completely, and decide to head back to camp. You blow a kiss to the girls as you leave. Two of them giggle and turn away, but the boldest of the three ([if face masculine] suggestively mimes herself giving you fellatio, her eyes looking straight at you as she does so. You chuckle at this and keep walking.) [if face feminine] suggestively mimes herself giving you cunnilingus, her eyes looking straight at you as she does so. You chuckle at this and keep walking.]

[Satiety +10, Sensitivity -1, Intelligence +1, Corruption -1, Lust +1, Gems -10]

Empty Bedroom

It slowly dawns on you that you're completely and utterly lost, as each hallway and each corridor you enter and leave look exactly like the previous one you were in before.

Feeling a bit disoriented and dizzy, you look through the door windows for anywhere you can sit. By some kind of cosmic luck, the first room you look into is an empty bedroom-you must be in their dormitories. With a smile you enter the room. It's very pink, with a smell of springtime and roses, but you don't mind one little bit, as you strip off your gear, and land on the bed. The pillow feels as soft as feathers, and the mattress feels as firm as an oni's tit. Or perhaps, as you drift to sleep, as firm as your bed back in Ingnam once was...

You wake up from your nap, quite refreshed and feeling a bit better as the smell of roses is all around you. Getting up and dressed, followed by making up the bed, you exit the bedroom and follow a crowd of monks that were going in the direction you were originally coming from. Asking for directions, it doesn't take you too long before you reach the temple exit, and head back to camp.

[2 Hours Elapse, Fatigue -30, Corruption -1, Health Regen 10%]

Anima

(Closes at 18:00)

66% Complete

Needed: Femboy sex scenes, femboy flirt options, femboy entrance options

You walk through the open doorway, hearing the clanging of a hammer on steel, and smelling the musky, hefty odor that surrounds this surprisingly clean weapons and armor forge. As your eyes attempt to attune to all the sunlight coming from the open roof. You look to the shopkeep who is a giant horse-man. He is clad only in a dirty white apron, and he's currently at a bench battering out a shield's imperfections with a hammer.

Without even looking to you-

Welcome to Anima. My name is Noc. I'm a tad busy, so let's forgo the pleasantries alright?

[Appearance][Flirt][Equipment][Leave]

Appearance

Noc is a white male horse-morph with a medium fit build and a blonde mane. He looks to be about 7 feet. He wears nothing besides a dirty apron that contours nicely around his waist, but poorly hides his stallion cock; the, the apron is so sheer you can clearly make out its outline.

Flirt

[If Female]

You bat your eyes and ask Noc is there anywhere in his shop you can see his personal weapon. Noc sniffs his nose insultingly long, gargles a bit, and spits a loogie of phlegm on the floor. You look at the greenish spoilt saliva, and look back at him, with a complete loss of words.

Buy something or get lost. Noc says, before going back to his shield.

[male, not a femboy]

You give Noc your most dashing playful smirk, and ask Noc is there anywhere in his shop you can see his personal weapon. Noc takes a long look at your figure, but continues beating on his shield. *You're not really my type.*

Equipment

Taking a look at Noc's wares, you find gear you're not sure you'd find anywhere else. But the price on some of these things! You look to Noc who already has an answer for you. *Shit ain't cheap, I had to hire people out to find me the material, and they charge an arm and both legs! But let me tell you this: what, with my years of forging experience, I can guarantee you my equipment is second to none. The price is well worth it.*

Crossbow

This weapon fires bolts at your enemies.

- Base Attack: 11
- Cost: 800 Gems
- (Already coded in game)

Halberd

A massive two handed weapon. A must for headhunters.

- Base Attack: 11
- Cost: 500 Gems

Kunai

Throwing blades in sets of 3. Strikes Opponent up to three times. Unequipable.

- Base Attack: 15 - 40 each strike (up to three)
- Cost: 50 Gems

Blunderbuss

Boomstick Great at close range, horrible at long range.

- Base Attack: 16
- Cost: 2000 Gems
- (Already coded in game)

Slime Shield

A highly durable shield made of a blue substance. Absorbs all fluid attacks.

- Base Defense: 14
- Cost: 2000 Gems

Greatshield

A large metal shield. It's a bit heavy

- Base Defense: 12
- Cost: 300 Gems

Kiteshield

An average-sized kite shield.

- Base Defense: 8
- Value: 150

:Spider Silk Armor

This armor is as white as the driven snow. It's crafted out of thousands of strands of spider-silk into an impenetrable protective suit. The surface is slightly spongy, but so tough you wager most blows would bounce right off.

- Base Defense: 25
- Value: 2000 Gems

Bee Armor

A suit of armor cleverly fashioned from giant bee chitin. It comes with a silken loincloth to protect your modesty.

- Base Defense: 18
- Value: 1000 Gems

Scandalously Seductive Armor

(Changes to Uncursed Scandalously Seductive Armor after dialogue exchange)

A complete suit of scalemail shaped to hug tightly against every curve, it has a solid steel chest-plate with obscenely large nipples molded into it. The armor does nothing to cover the backside, exposing the wearer's cheeks to the world.

- Base Defense: 10
- Value: 500 Gems
- (Already coded in game)

(Before Bought - One Time Occurance) You look to Noc and point out you've seen armor like this before, a gift from a demon who -

(if worn cursed Version)

Put you through hell before you were able to get it off.

(if wearing cursed version)

Has been putting you through hell since you've put it on.

(if never worn cursed Version)

Tried to get you into the thing, luckily you weren't a fool.

Noc nods, knowing who you're talking about. *Have you met Lance, yet? He owns that shop Suo'Jure down the road, but anyways as he tells it, He had a couple run-ins with*

some succubus awhile back. He sold me the armor he got off her, and I keep it around as a template. Believe me, there's no curses in the version I'm selling.

(If wearing Ceraph's version) Noc eyes you up and down, seeing the predicament you're in. He sniffs. *Sucks to be you. Maybe there's a deal or something you can make to get that off you?*

Jara's Cumdumps - A couple versions away

Fornicatr - A Couple versions away

Bilaie's Books

66% Completed

Needed: Sex Scenes

[First Time]

Walking through the merchant district, you see an unexpected sign: A bookstore. Feeling a bit lucky, you decide to see if there's anything here worth checking out. Entering the building slowly, while you hear the sound of a bird chirping in your ears, you are immediately hit with the fresh smell of lemons and oranges:

((If haven't drank Scholar's Tea)

Interesting aroma.

)

((If drank Scholar's Tea)

Someone here must really love Scholar's Tea.

)

As you take a full view of the building and the hundreds of books you see, you hear a booming, but polite voice directed at you: *Salutations traveller. Thank you for coming into my store!* Surprised, You look into the back of the store, to see a hulking minotaur. He's wearing a two piece suit with a pair of reading glasses, holding a book in one

hand, and a small cup of (presumably) tea in the other. He grins wide as you stare at him.

Yes, yes, I am in fact, a minotaur., I am not attempting to rape anyone, and I am speaking in complete sentences. My name is Bilae, and this is my store. Can I help you find anything? You shake your head no, you're just browsing. *Well, if you need anything, I'm here.*

[Repeat Time]

Making a beeline towards Bilae's Bookstore, you enter the building quickly, anticipating the whiff of Scholar's Tea again. You see Bilae currently shelving some pamphlets. He looks to you with a smile.

Ah, good eve [yourname], are you looking for something in particular or just browsing?

[Brainy Minotaur][Books] [Leave]

Brainy Minotaur

You ask Bilae if he has a moment to answer a question.

Is it how I'm not a mindless beast? Bilae chuckles as you rub the back of your head. *Well to be honest, I don't remember much of my life before my "lobotomy" but I do remember the day everything changed. I was in a lust filled rage, ambling after some escaping minitaur I was trying to fill, when I got lost in the deepwoods and I was attacked by some kitsune before I escaped. Horny. very enraged, and now completely lost, I ended up in a Scholar's Tea refinery, where I was attacked yet again. After fighting through the poor employees, creatures who were just trying to protect their product mind you, I tripped while running on a scaffold, and I fell into their testing vat. I drank large amounts of the concoction, and well, it turned out I have a brain as it dawned on me to move my hands in a waving motion, swimming to the edge of the vat, and climbing out.*

You say that is an amazing story, and you notice that it seems he's still drinking it.

Indeed I am. Bilae says. I don't know about anyone else, but it seems for Minotaurs, the Scholar's Tea effect is temporary. If I don't drink a gallon of Scholar's Tea once a day, my mind slowly deteriorates. He takes a sip from his cup. Luckily, I love the taste.

You mention to Bilae that the few minotaurs that haven't tried to rape you, were capable of acting more than a beast, though none of them seemed as smart as Bilae. He nods. *I'm sure they drink Scholar's Tea as well, but at least for myself a large amount of the tea will keep me as I am now.*

Books

You ask Bilae if he has anything related to combat or keeping safe in Mareth. Bilae nods and heads through a couple aisles of booklets and manuals, before coming back.

A bit expensive, but what I have brought out will make any previous issues you've had in this realm nothing more than a paltry annoyance.

[Advanced Weapons Manual] [Archer Efficiency Booklet] [Magic Improvement Tome]
[Tantric Dancing Manual] [Ultimate Finisher Pamphlet] [Thieves Guild Tome] [Battle Scholar Booket] [Deep Survival]

Advanced Weapons Manual

- Perk: The Legendary Beast - When strength is 75 or higher, Reduces enemy armor by five on each hit, and Damage dealt by regular attacks in combat is increased by 5%. Stacks with other related perks.
- Cost: 1000 Gems

Archer Efficiency Booklet

- Perk: Master Archer - Reduces Bow Fatigue Costs by 5%, Increases bow base strength by 5% Stacks with other related perks.
- Cost: 1000 Gems

Magic Improvement Tome

- Perk: Spellbinder - Reduces Spell Fatigue Cost by 5%, Increases Spell Base Power by 5% Stacks with other related perks.
- Cost: 1000 Gems

Tantric Dancing Manual

- Skill: Dance - Must have Slutty Seduction Perk or it auto-fails. Player loses control for 2 to 5 turns, increased evasion ; Enemies will gain base lust over course of turns (2 - 7 lust a turn) Hard enough strike stops Dance
- Cost: 3000 Gems

Ultimate Finisher Pamphlet

- Skill: Combo - Does 3 Strikes of full damage for 33 Fatigue Points for 100%. Low Accuracy, one, two, or all three strikes may miss if opponent isn't stunned.
- Cost: 3000 Gems

Thieves Guild Tome

- Skill: Steal - 50% chance steal enemy drop. Defeating enemy after stealing doesn't net another item.
- Cost: 3000 Gems

Battle Scholar Booket

- Skill: Shield Throw - Throw Shield for 25 Fatigue Points, if connects, it comes right back, if it doesn't connect, it misses and must be retrieved after the battle. If opponent is stunned during Shield Throw, the strike crits. Can only be done if not carrying weapon.
- Cost: 3000 Gems

Deep Survival: A Wilderness Guide

- Perk: You're able to avoid random encounters with anyone 15 levels or lower from your current level.
- Cost: 10,000 Gems

Fitness Guild of Anam - A Couple Versions Away

House of Representatives - A Couple Versions Away

Tavern - A Couple Versions Away

What Comes After V1?

V2

Main Quest of Anam: The Truth

Sidequests

Further Expansion of sex scenes with Jara's Cumdumps, Fornicatr, and the FGOA

V3

Fighting Pits

Theatre

Elite Social Gatherings