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ALWAYS FREE

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How important is dialogue/narration in a sex scene for you?

YOUR WEEKLY DOSE OF HAPPENINGS AND MORE

AVN TIMES

VOLUME 02 ISSUE 06
MARCH 2024

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PALE CARNATIONS
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+
PALE CARNATIONS
A HOUSE IN THE RIFT
THE LAST CHALLENGE
LITTLE THINGS
ACTUAL ROOMMATES
and more...

ETERNUM

WRAP UP MARCH WITH ONE OF THE GREATEST AVNS EVER



MARCH 2024

EDITOR-IN-CHIEF

Deux von Pervertheim XIII

ART DIRECTOR

Dylan Lei D. Fucher

WRITERS

Cultured Pervs

PHOTOGRAPHERS/ILLUSTRATORS

Devs, Cultured Pervs

GRAPHIC DESIGNER

Stanley

MARKETING/SALES MANAGER

Nika Lodeon, Liam Mobile

CIRCULATION MANAGER

Jake "The Transformer"

PRODUCTION MANAGER

Chris La Moustache



Welcome

EDITOR'S MESSAGE

情に棹させば流される。智に働けば角が立つ。智に働けば角が立つ。山路を登りながら、こう考えた。とかくに人の世は住みにくい。とかくに人の世は住みにくい。とかくに人の世は住みにくい山路を登りながら、こう考えた。山路を登りながら、こう考えた。情に棹させば流される。意地を通せば窮屈だ。住みにくさが高じると、安い所へ引き越したくなる。情に棹させば流される。住みにくさが高じると、安い所へ引き越したくなる。智に働けば角が立つ。山路を登りながら、こう考えた。山路を登りながら、こう考えた。山路を登りながら、こう考えた。山路を登りながら、こう考えた。意地を通せば窮屈だ。山路を登りながら、こう考えた。情に棹させば流される。

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Deux von Pervertheim XIII

avn1.deux@gmail.com

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Q&A

with Pale Carnations



u/avocoladox
Contributor

Pale Carnations is rolling out its Chapter 4 Update 4 release over the next few weeks. I figured this would be the perfect time for a Q&A with TD and GIL, the writer and artist of this phenomenal game. If you haven't played it, it's widely regarded as one of the best AVNs ever and you definitely should check it out!



What about the game are you most proud of?

GIL ✓

The way the game visually flows.

TD ☑

GIL takes great pains with every scene's staging and choreography, so even just flipping through the images feels like a movie. Seeing your characters brought to life is very gratifying as an author, and reviewing GIL's work is often the highlight of my night.

What's the hardest part about making Pale Carnations?

GIL ✓

Time vs. manpower.

TD ☑

Our biggest struggle is striking a balance between all the things we want to do, at the quality we desire, and getting it done within a reasonable window for our supporters. It is the sole source of contention between us, and I try to keep in mind that the enemy of progress is perfection.



What does the workflow for writing, art, and music of a scene look like when working with two people? Is it a collaborative effort before the writing begins on what's going to happen? And what order is the work done?

GIL ✍️

Script first, images later. Typically.

TD 📝

Fundamentally, the workflow is pretty simple. I write first, and then GIL uses the script to create the images. However, lines often get blurred.

Sometimes, I only write a little bit of a scene, waiting for GIL to get rolling on the sequence so I can see the characters in a space to find inspiration and know how to visualize the sequence appropriately. Sometimes, he adds his own

dramatic flair to a scene, and I retroactively go back and write in those details.

Sometimes, I let him work his magic, with the two of us conceiving something out, before turning him loose to make base animations. This is usually the case with a lot of the foreplay sequences in the game, as that is. GIL's bread and butter. Let the master work, y'know?

Even still, before I start writing, he's still critical to the creative process.

We often brainstorm together, and he helps me get "unstuck" when my creative juices get clogged up. The greatest advantage of working with another person is relying on someone to help you get through the creative blocks.

Oh, and sometimes, I can be a tyrant with my notes, forcing GIL to work outside the box to adapt to my painstaking direction. I have chosen to take "Fucking Fellini" as a term of endearment.



The game shows you unavailable dialogue options with how to unlock them as you play through the game. I personally love it, but I'm wondering - what made you design the game this way?

TD 📝

If I'm being honest, it's mostly ego. Contrary to all the branching we do, the thought that somebody might not only miss content but not even know it was there despite our hard work is just too much to bear.

The practical information it provides for people looking to replay is, of course, a bonus.

Special transition renders between scenes does a great job compartmentalizing the game. Can you go into detail about when you use this approach, how you found it, and where the renders come from?

TD 📝

The inspiration comes from Cowboy Bebop. Every episode had a transition title card for the commercial bumps and I

thought it was neat how it split the two halves of the episode. So for Pale Carnations, we throw one up every time the time of day changes or there's a big time gap between scenes.

GIL ✓

The renders used are sourced from bonus art I make for our patrons.



The backstories of each character whether it be professional or scientific, seem extremely realistic. How do you come up with this information? Is it drawing from life experience or you doing your own research into things like modeling, medical research, and city politics?

TD ☑

There's a little research here and there, but for the most part, any resemblance to the truth is incidental. A lifetime of absorbing stories across every medium fuels our narrative engine, plus the occasional drawing from life experience.

When things need to get more specific, I look things up. For example, when the player character recites the medical anatomy of the human ear during a foreplay sequence, I googled ears.

Still, there's plenty of bunk in the game. Our tone aims for a heightened reality, and punchiness tends to win out over veracity.

Can you give me a difficult decision you had to make regarding the game or something you wish you could change but it's too late?

GIL ✓

I want to remake the first half of the game with my current skill, but I know I'll feel the same way about the next half in a few years.

TD ☑

There's quite a bit, but that's the nature of developing a project like this. You want to do a lot, but you've got to balance it with reality. There'd probably be about 10 more sex scenes across the two exhibitions so far if I had unlimited time and didn't have to worry about killing my artist.

Fun Facts:

- Pale Carnations comes from the '60s Japanese Yakuza flick, Pale Flower.
- TD and GIL originally met when making comics using the Illusion engine.
- The characters from Royal Melee, as well as Hana and Mind's designs, come from comics of their previous work.



DISCUSSIONS. MEMES. SHITPOSTING.

COMMUNITY THREADS >>>

How important is dialogue/narration in a sex scene for you?



u/Commander_Ferret
Contributor

I do find it very cringy 98% of the times with very few exceptions. I personally feel like ignoring most of it and try to imagine my own internal dialogue.

I'm asking because i'm developing a project and I don't really feel like I have the skill for writing these specific scenes and make them good enough to be captivating to the reader. I do intend to compensate with very explicit and very graphically descriptive scenes. Or maybe I should also try to write anyways...

WHAT ARE YOUR THOUGHTS?

u/CommunicationHot4102

I asked my pateons if they prefered written text, sound or both and they overwhelmingly preferred both. More than just Hnng and uhs and ahs it's important to get some dirty talk in there, make sure the lovers are connected. The sounds I focus on the chicks sounds, no grunting ogre in the background lol.

u/shyLachi

Regarding explicit and graphically descriptive sex scenes. If your project is mainly a porn game, explicit sex should be fine. That doesn't mean that it's easier to make hot sex scenes with images or animations alone. Check Game of Hearts for good sex scenes.

u/ReekOfThrones

Step Sister Supporter

Well it makes me think of my favorite AVN, Hillside. I fucking love that game and everyone had been waiting for the first sex scene because

it took YEARS for the first one and when it finally came.....it was underwhelming...The dialogue just left me feeling awkward and it just doesn't seem like the dev's strong point.

Out of all the games, I'm most excited to see Charlotte and the MC's first time together. It's got this huge build up between the slowest of slow burns and the trauma Charlotte has been thru to get her to be open to the act of sex. But I'm pretty worried about how it's going to play out dialogue wise, Lucy's and Kayla's scenes were quite flat and rushed feeling even though it'd been years. So depending on the build up, it can be super important to me.

There's also Become a Rockstar, I enjoyed that game until the MC opened his mouth during the first sex scene. I had to laugh it was so clunky. It was like the dev never had sex and just placed in a few lines out of a bad porn.

I won't say it'll kill a game for me as long as it has other great qualities but it definitely hurts it for me personally.

u/Chaotically_Human

Sucker for wholesomeness

For me it's pretty important, the thing I noticed about avns is that either the deus overuse the dialogues in lewd scenes or they put absolutely nothing (with the exception of a few moans and grunts). You need to find a balance between that, let's take BaDIK, Eternum and Grandma's House as examples: In BaDIK, DPC tries to find that balance and it works really well in most of the lewd scenes, but I still think that the MC could be a bit more vocal. The example of the Sage, Bella, and Quinn's lewd scenes + their banter during it, are the ones I really enjoy in this avn.

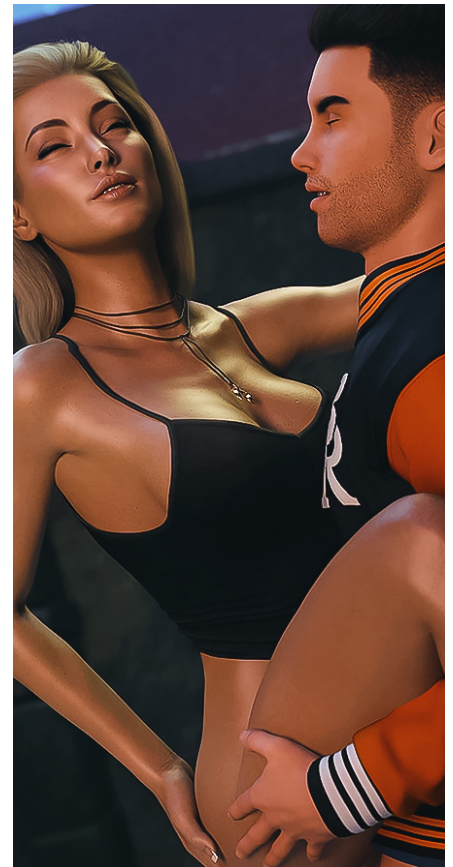
Edit: Yesterday I played the new update of Eternum and I had completely forgotten that Caribidis has also done a incredible job at the dialogues/narration on the lewd scene. Honestly, I don't have any "complaints" about it.

As for Grandma's House, as much as I really like the game, I think that Moonbox could put a lot more dialogues for the MC, the only times he talks are when he is about to cum (which btw, is something I really like, when the person/MC announces they're close or are about to cum) and when there's some banter/roleplay going on. But for the rest them he is silent, almost feels like he is deaf-mute or something and the women is the only one doing the "talking".

There's a interesting quote by Joshua - one of the deus from Race of Life - in regards to dialogues in lewd scenes, that I think it fits perfectly in here and also with the point I'm trying to make:

"Writing lewd scenes is always a weird kind of experience. Too much dialogue and it becomes a verbal diarrhea, too little and it loses all senses of passion, and if it's just filled with <grunt> and <moan> it just seems weird, at least to me. It's definitely something that takes some effort, especially with how it integrates with the renders."

This quote was taken from a dev report from 23.10.2023 on their Patreon page.



MAYA x TREMOLO
Being a DIK



JAYE
Chasing Sunsets

u/Whiskeyrich

I play for the story

Chasing Sunsets is, imo, the absolute best in dialogue during lewds. The dialogue actually adds to the eroticism of the graphic. If you haven't played it, take a look before you decide.

u/tsh_scorcher

Narration is nice, but usually it's pretty boring to my tastes. Pale Carnations does it perfectly for me. Dialogue it needs to be excellent. Dirty talk can break or make a scene for me, and usually I have to refrain from reading the dialogue to enjoy the sex scene. Some authors are really not that good with dirty talking, it sounds too corny.

So yeah, narration is nice, specially when well done, dialogue I prefer only for climax scenes, otherwise it tends to be corny with rare exceptions.

u/Sufficient_Bug1367

I think it's about how the scene make sense inside the story. The best sex scenes in AVNs have a meaning and even kind of a purpose. Like, when you fuck Sage in BaDik it's about FUN. She banter and there's funny things that happen (like when she can't keep quiet). With Jill it's at first very romantic (cause of course), then kinda awkward after the party (cause she has fears). Bella let her walls off and she's as horny and passionate as promised but she never stops bossing around either. And so on. Quinn's scenes are very, very expressive.

So the dialogue/narration will flow naturally from what you want the scene to convey... The state of the relationship or maybe a vibe/feeling. Or maybe the sex scene is another step in a relationship that has a theme/trope? Or how the personality of the girl will influence the scene (is she shy? confident? talkative? she hates MC and want a hatefuck?)

is she a MILF that want to use MC as boy toy? IDK). MC and his LI have little games and banter that will play out in the bed? That sort of thing make the dialoge happen.

At some point a sex scene is all grinding and grunting but it's the build up to that moment that matters.

u/Prudent_Atmosphere_2

It's great when done well. But the whole over the top explanations can really get in the way. I don't need 50 adjectives to describe a penis and vagina. I know it's wet. I know it's hard. I don't need a lot of narration on how sex works. But some cute conversation between the two+ people involved in the scene can really set a mood and describe the type of sex / fucking that we are watching.

Also this might be niche, but I really enjoy audible moans and sloppy sounds during these scenes. I have no idea how much work those are, but it does 100x better what words can describe.

u/Vic_Hedges

Senior Perv

If it's bad it's terrible, but if it's good it can elevate a whole game. One of the things Pale Carnations does so well.

u/noa_is_in_chastity

I think it's super important. If it's done well then it's like any other story: it transports you into the world and mind of the characters. it's like you're roleplaying as them and that's what makes it hot to me. If it's bad then even if the images are super hot I just want to get through the scene and look at the images later.

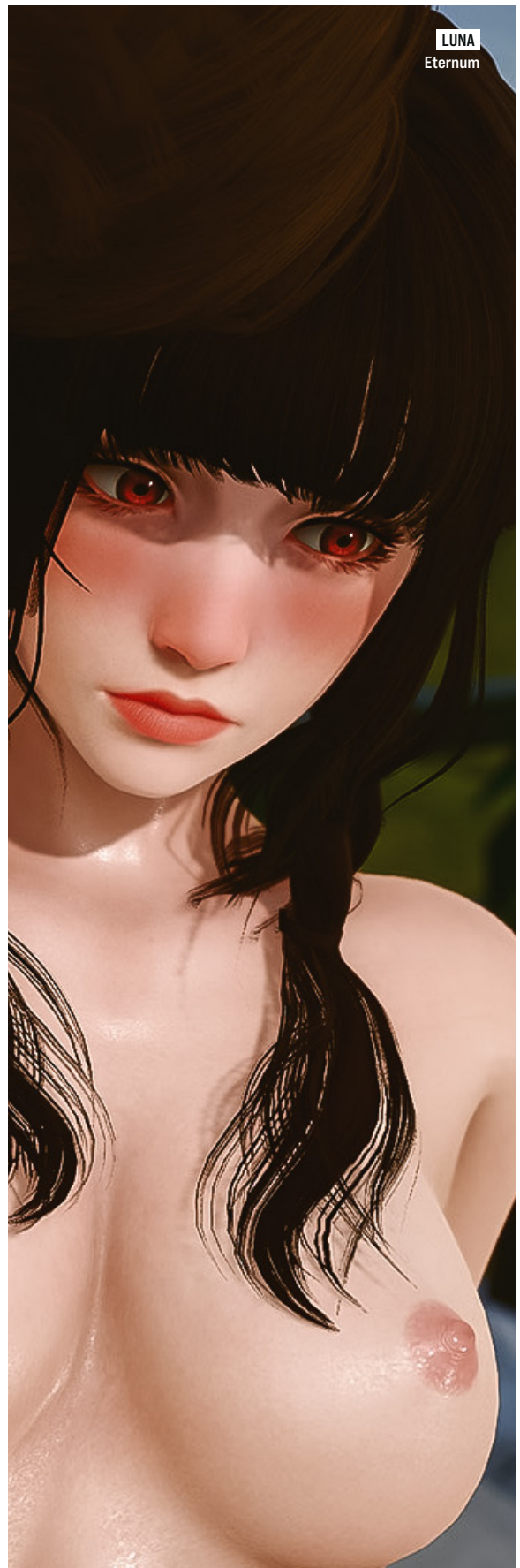
u/Greywarden194

Broken Bird Syndrome

Having dialogue is nice, but just keep it at minimum. MC is having sex, not narrating an audiobook. For me, what's more important is the build up to the lewd scene



Shanlon
City of Broken Dreamers



Eternum subreddit banned. Why?



u/Simple_Bit2580
Contributor

u/imjustthereforpron

Harem Hunter

As others have said it was banned due to lack of moderation. Call me crazy but i actually think this has happened before with this or a different attempt at an eternum subreddit.

Lukewarm take but i'm not sure there is much value in these game specific subs as long as discord exists. Discord is going to serve the same purpose as a subreddit and most games integrate thier discords with Patreon/SS which means you get more functionality. I understand that reddit and discord are two different systems with two different purposes, but i'm curious what people have been doing on this subreddit they can't do on discord.

Not to mention that a good game subreddit would want moderation and participation from the dev team. Since they are already generally much more active on thier discord, seems like just more work.

u/CoffeeCrumbLes01

i had to unfollow and mute the subreddit coz of all the spoilers and now you're telling me it got banned? what in the sht.

u/Shpaan

Dude this pisses me off. Like what kind of process is this that a subreddit with 5k

people just gets banned for essentially no reason? I wouldn't mind moderating it if that's what's needed to avoid completely uncalled for bans.

u/Nennius830

Harem Hunter

Say's it was for being unmoderated, if there's only one mod and they lose their account this happens, the mod could also have abandoned ship upon realizing how bad managing such a subreddit during the release period could be.

u/MinorUnconvenience

It says that it got banned for being unmoderated for me so I guess it probably is because the mods couldn't keep up with all the spoilers and people kept reporting it.

Just sucks in my opinion. It was a wholesome and fun subreddit and the mod(I think it was just a single one) was a pretty reasonable guy from my experience.


u/Stunning-Ad-4830


Harem Hunter

I remember seeing too many people posting spoilers...Demon Lord tier has less than 10 people but many people are posting...so maybe the update got pirated



NEW ETERNUM SUBREDDITS
.....

 [r/eternumites](https://www.reddit.com/r/eternumites)

 [r/AVNEternum](https://www.reddit.com/r/AVNEternum)

What are some AVNs which you can't believe aren't more popular?



u/TuberPotato
Contributor

NEPHILIM

Lets shine some bright lights at AVNs that you think are underrated gems! And help them get the attention they deserve!

Also, please refrain from mentioning ones that only have initial release or just 1-2 episodes, as new games have a lot of potential but it'll be another year before they have substance.

u/IT5R4GE

Serenity and Serenity Ch2. I think that Serenity is criminally underrated. I don't see much (if any) talk about it, and it's definitely one of the ones "off the radar" for most. It's got a great story, in my opinion, and all the characters have different personalities that make them unique.

The only minor flaw I will say about it is that the first game moves very quickly with the storyline. There's no big build-up between certain plot points, which makes it feel a bit rushed. But Serenity's sequel, Serenity Ch2, feels like it fixes that flaw, and N2 (the dev) has improved greatly over time with animation, render, and plot quality and quantity in the sequel. They plan to go back to the first Serenity and re-do certain mishaps so there is that as well.

I'd say it's one of my top 10 if not top 5 AVN's that I've played so far.

u/nick1894

A shot in the dark should be in everyone's top three, it's actually insane that it isn't right up there for basically everyone.

I also love trouble at home and den of the defiant. All should be up there in the "what should I play next" post comments every time.

u/thetacomman2822

Honestly, I'm surprised people don't talk about Tales from the Unending Void more. Actually interesting story, good animation lots of LIs, but most are optional, good writing and emotional connections, and it caters to a lot of different fetishes.

Part 1 is finished and is like 13 episodes or something like that, so hours of play time. Part 2 is in progress but decent play time there too.

u/Bbbllaaddee

I really like Shale Hill Secrets a lot. Nice renders, fun story, decisions and a plethora of LIs.

u/yoongi410

A [House in the Rift](#) is terribly underrated. Great characters with great personalities, and all the girl aren't insufferable anime tropes (Lyriel is a Tsundere but not in the annoying anime way). Great art and

animation also, and there are fun short *dream* sequences kinda like minigames with multiple endings and routes.

u/vheize

Given how much people like games such as Eternum/Pale Carnations in this reddit, I was surprised no one mentioned **Fates Collide** before, a game I found just a few days ago.

Nephilim is also one "kinda", solid game where the story progress each update instead of dragging out the plot, also the game gets updated damn near once a month.

It's a new game but New Horizon is probably up next when it comes to popular AVN games.

u/AustinAVN

Gimme Goth Girls

My top 3 underrated games with a good amount of content are:

- The Neverwhere Tales (Severely underrated for how much content it has)
- Bear Witness (May not seem underrated from how much it's talked about here, but compare its Patreon count to games you consider on the same level.)
- Out of Touch (Criminally underrated, free, 35+ hours of content, 10/10 writing.)

u/Vic_Hedges

Senior Perv

Just finished [Stray Incubus](#) and found it quite fun. It starts a little rough but it's on Chapter 11 now and pretty darn enjoyable.

Not sure if it counts but [Projekt Passion](#) is legitimately one of the best games out there. I think it's really appreciated by some in the community, but you don't see it brought up very often when "top 10" game lists are made and I think it should be.

And I'll throw out [We Were Just Kids](#) which almost never gets mentioned, but legitimately might have some of the best renders I've ever seen, and a story that, while might be kind of over complicated IMHO, is genuinely interesting and the writing/dialogue is top notch. Dev is working on their second game right now, but honestly everyone should give WWJK a shot, if just to be reminded that there are games with the potential to challenge any of the big names in quality.

u/AlterWorldsAVNs Game Developer

My favorite underrated games from my list of recommendations on our Discord server:

Adored by the Devil <https://www.patreon.com/Empiric>
Urban fantasy, lots of large-breasted LIs, solid humor

Alpha Omega <https://www.patreon.com/ezygames>
College setting revolving around mixed martial arts classes, lots of branching, gorgeous visuals



Game of Hearts <https://www.patreon.com/SparkHGStudio>
Urban fantasy and corruption, excellent visuals, great build-up and tension

In A Scent <https://www.patreon.com/domiek>
Corruption and humor, way funnier than it has any right to be

Now & Then [complete] <https://www.patreon.com/ilsproductions>
Zombie apocalypse harem (probably the best-known on this list)

Somewhere I Belong https://www.patreon.com/Mr_Baker95
Another zombie apocalypse, excellent visuals, some mystery

Stormside <https://www.patreon.com/Atemsiel>
School setting, BDSM harem

Toro 7 [complete] <https://www.patreon.com/tora>
Sci-fi mystery with outstanding visuals, relatively short but complete

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ETERNUM

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CARIBDIS

Version: 0.7

Release Date: 03-21-2024

You're moving with your best friend to the city of Kredon, home to some of the best schools and universities in the country, to continue your studies. However, in Kredon, there's only one thing everyone talks about: ETERNUM—the virtual, hyper-reality MMORPG game released a few years ago that revolutionized the world of technology. With a neural implant that recreates the five senses, it becomes impossible to distinguish between the game and the real world.

Thousands of servers form the network of Eternum: from colorful, magic-filled fantasy worlds to foggy sci-fi cities, no world is beyond reach. Nevertheless, looking

beyond the surface, there's a darker side to this pretty facade: black markets, torture, rape, illegal content trafficking, unlawful assemblies, data theft... Eternum follows the rules of no man.

For some reason, governments turn a blind eye to this; there's no regulation and no control. Some say it's because the game is highly addictive, some say it's because the market moves millions of dollars daily, some say those in power have been bribed, and others say... there's something else going on. And you? What's your role in this story? Well... That's up to you now.

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AGENT HORNY

MRCREEPGAMES

Version: 0.7 Act 2

Release Date: 03-11-2024

This game follows the story of a government agent who uses his physical strength, combat skills, and intellect to fight crime and his charm to seduce beautiful women.

The main story line will slowly develop in the currently planned 20 updates, with potential for 10 more. MC will engage in sexual relationships with different women, some focused on corruption and domination, while others will focus on seduction and romance.

CHECK OUT THESE GAMES

A HOUSE IN THE RIFT

ZANITH

Version: 0.7.6

Release Date: 03-20-2024

You were thrown into a dimensional rift and have no idea what to do. Nevertheless, other castaways from different realities join you one by one in order to form an everlasting bond of trust, friendship and physical intimacy.





THE LAST CHALLENGE

LUSTYDONKEY

Version: 1.0.3 Demo

Release Date: 02-01-2024

In 2013 the MC (Marcus Crowley or whatever you decide to name him), his best friend Donnie, and 499,998 other teenagers from around the country left for a college town called Meteor Valley. One week after their departure a global pandemic breaks out named the Crown virus, and it infects the whole world. Except Meteor Valley.

THE LAST
CHALLENGE

CHECK OUT THESE GAMES

LITTLE THINGS

SUSANOO

Version: 0.1

Release Date: 03-20-2024

In 'Little Things,' delve into the world of a 20-year-old protagonist who possesses a unique set of skills—adept at dealing with people and mastering parkour. As he embarks on a daring heist, players will navigate through a world tinged with unexplained phenomena. Set against this backdrop of mystery, our protagonist finds himself entangled in a web of intrigue, facing challenges that test his abilities and cunning.



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FOG OF WAR

STORY MACHINE STUDIOS

Version: Book 1

Release Date: 05-05-2024 *Steam Release*

Rex Richards, born with an enhanced eidetic memory and a natural born soldier becomes the youngest to ever make Delta Force. Aka "The Unit".

After feeling like he is losing his humanity on the battlefield he retires. Rex uses his sciences degree he obtained while serving to attend R. Winters Medical University, where he tries to escape his clandestine operator past.

CHECK OUT THESE GAMES

ACTUAL ROOMMATES

HANAKOXVN

Version: Chapter 2 *Public Release*

Release Date: 03-24-2024

This is a very silly AVN about an over-confident girl that builds herself a lesbian harem by pure chance after moving in a new apartment with 3 other girls.

The story is fast-paced, borderline ridiculous and the people that played it are not cancelling their Patreon subscription, so it probably doesn't suck.



AVAILABLE ON



PALE CARNATIONS

AVAILABLE ON |

MUTT & JEFF

Version: Chapter 4 Update 4

Release Date: 03-23-2024

In Pale Carnations, step into the shoes of a tightly wound pre-med student who, while intent on living on the straight and narrow, is irresistibly pulled into a world of debauchery thanks to the influence of a waning childhood friend. As the newest employee at the Carnation Club, navigate your part in a series of cruel erotic games. Will you forgo your scruples and be enticed by the club's wealth and sex-filled evenings? Or perhaps at the end of it all, a flower of romance will bud, pushing you to leave it all behind.





fan art
special render





とかくに人の世は住みにくい。情に棹させば流される。住みにくさが高じると、安い所へ引き越したくなる。住みにくさが高じると、安い所へ引き越したくなる。意地を通せば窮屈だ。情に棹させば流される。どこへ越しても住みにくいと悟った時、詩が生れて、画が出来る。山路を登りながら、こう考えた。智に働けば角が立つ。智に働けば角が立つ。

NORA & AUBREY

College Kings

FELICIA

Pale Carnations

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SPECIAL RENDER

Den of the Defiant

"I'll be your Model"

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u/purplexel10

Artists Lounge





ATLAS

The Seven Realms

"Atlas isn't new to heroics"

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"Sweat with Kendra"

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KENDRA

Fog of War

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