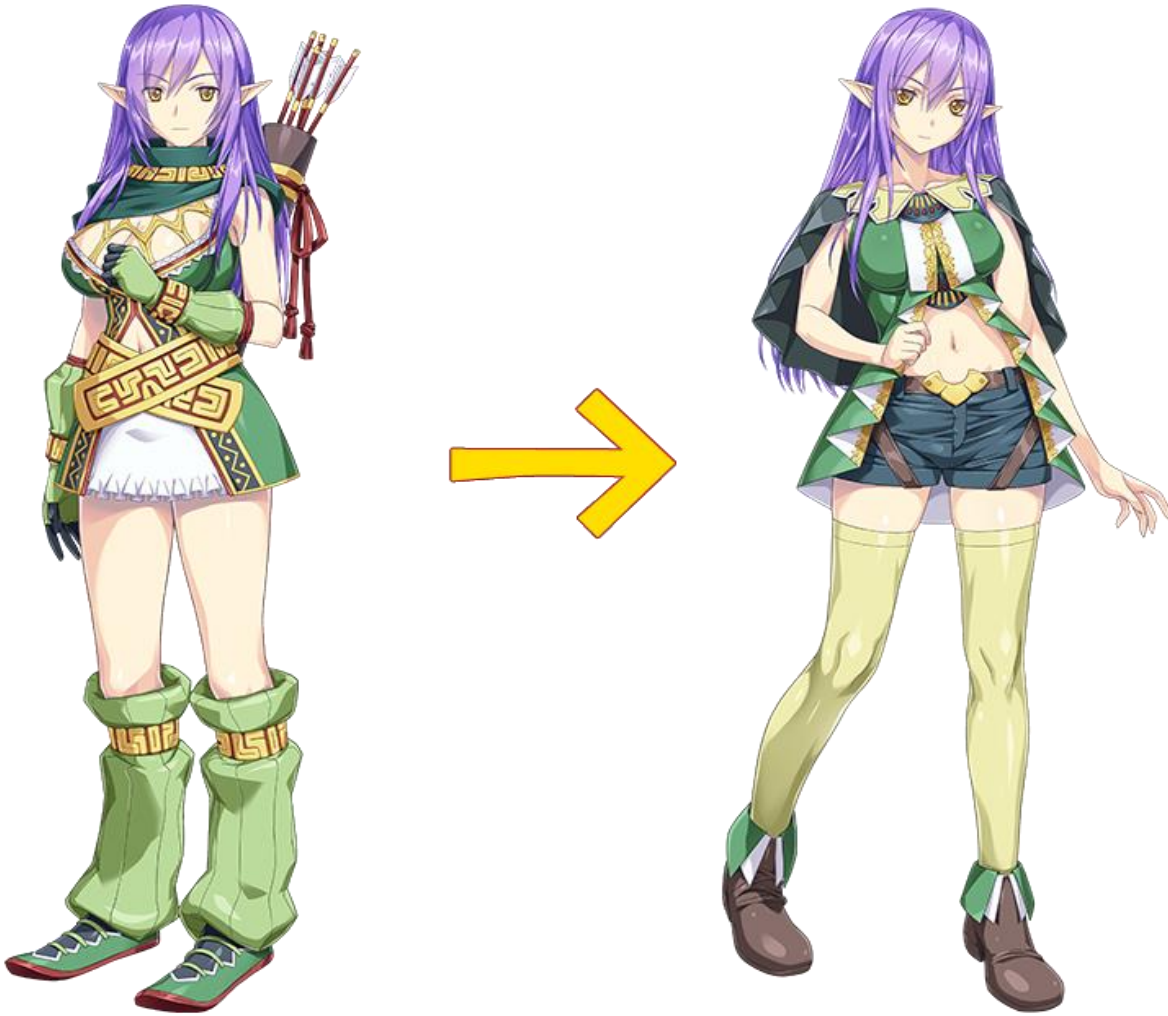


## About the Character Design Change of Some Heroines



Among the sub-heroines, I was really wondering if Ariel's outfit was a little outdated, or unsophisticated in design, so I took the plunge and changed her character design.

There is no particular concept, but I tried to design it with as much awareness of modern designs as possible, and to eliminate the country-bumpkin aspects of her being a forest dweller.

Also, in general, there are a lot of characters in miniskirts, so I thought that shorts would be good for her, and I went with that.

What do you think?

Personally, I think that it's cuter than the previous design, and slightly rejuvenated.

I also think that her eroticism has increased, as well as the feeling of her as a suitable elven girl.

Speaking of which, there aren't many characters with shorts in Poison works.

I mean, this is the first time a Fukayama character has ever had shorts...!?

There's a reason for this, as shorts, as opposed to skirts, are, in the natural progression of battle... more difficult to remove to commit rape, right?

I thought a rape scenario where something like shorts are forcibly peeled off wouldn't be aesthetically

pleasing, so that's why skirts, which are easy to remove, are so prevalent.

However, when I saw Ariel's new character design, I was like, 'Ah, this girl makes my erotic delusions play out,' and now I can't stand how quickly I wanna peel her shorts off and fuck her.

I think that some people will say "the previous design is better!", yet please understand that we will proceed with production using this design.

By the way, her weapon will remain as a bow, and there will be no change to Ariel's role in "Imperial Knights."

With that, stay tuned for her in-game activity!

### Bonus



Yes, it's quite nice to get a glimpse of Ariel's eroticism just from her battle stance (\*´д`\*)