

PETHUNTER



English edition

April 2021

Monthly trilingual magazine of the 3DXChat community

Loruna

Creator of heavenly sex poses

Live your dream!

Be a rock star! - Part 2

SamSmexy

Price puzzle winner

**Huntress
of the Month
SweetLovFr**

About BDSM

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A graphic novel



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PETHUNTER



SusanneAAA
Editor in Chief

Hey Pethunters!

Here we go again! The 4th issue of Pethunter is ready on time although we had one week less production time in April. I want to thank the whole PETHUNTER team for all their effort and so many short nights full of work. Editors, layouters, photographers, models, actors, actresses, event-staff and social media moderators worked together to present you the April issue in time. Thank you guys, you are simply great!

But you, our readers, are also fantastic! Our PETHUNTER channel in Discord has grown up to more than 400 members and we get new ideas and feedback every day from you.

Hunt the Huntress

April was all about applications and preparations for our first special event "Hunt the Huntress". Six wonderful, smart and sexy women are competing for the title of our "Huntress of the Month" and to be our cover girls in the next 3 issues.

If you did not yet vote in our PETHUNTER channel, hurry up! The voting is available until 27th April and there is a prize to win for our readers too.

3dxmodz.com sponsored 4 gametime codes for 6 months. 3 codes will be raffled on the day of the event among all those who voted for our candidates. The 4th will be raffled among our candidates. But the challenge for the girls is even harder:

To be one of the 3 winners, they have to face a jury and the audience with 3 more stage performances during our 3dx event on 27th April in our Pethunter HQ. Don't miss it !

09:00 pm CEST Strip Show

09:30 pm CEST Fashion Show

10:00 pm CEST Trivia Hunt

10.30 pm CEST Announcement of the 3 winners

And of course we have a lot of interesting content in this issue again. An interview with **Loruna**. She is one of the creators of the sex poses we are using in 3DX. She explains us why some poses simply can not work and when we will get some more FF poses finally.

We have the 2nd part of our article "**Live your dream, be a Rockstar!**" with the bandleaders of BISH and Rockwitch, a personality interview with **SamSmexy**, winner of our PETHUNTER prize puzzle, with very interesting facts about her room building activities.

Philomena and the Amazons start their 2nd season with a new stunning and sexy adventure in Egypt and of course there is our **Huntress of the Month** and Covergirl, the sweet and sexy **SweetLovFr**.

Last but not least the 2nd part of our article series **About BDSM** is in this issue.

I hope you will have fun with our new issue and have a nice and wonderful springtime !

Hugs and kisses from
Sue



Deutsch sprechende Leser kontaktieren bitte:
BabsiBalys#3514

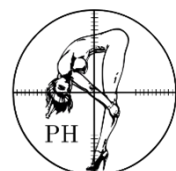


English speaking readers please contact:
SusanneAAA#5461



Les lecteurs francophones sont priés de contacter :
Ulrica#7476

Discord Link: <https://discord.gg/7HE78RBMJt>



PETHUNTER



SamSmexy

Winner of Pethunter prize puzzle

PH: Hi SamSmexy!
Thanks for joining us today!

Sam: Thanks for having me!

PH: You won the 1st prize of the prize puzzle in our discord channel.

Sam: whooop!

PH: What was it about? How did you find the solution so fast?

Sam: It was a question about Ajax



and how it was linked to the magazine. I saw the original flyer posted and the name of one of Philo's friends there. Not too hard (smiles)

PH: Yes, that is what we thought, but you were the first to answer the question correctly!

The 1st prize was a personality interview with you in PetHunter, which is the reason you are here now.

Sam: Luckily it suited my time zone (smiles)

PH: Let's talk a bit about you, Sam! May I call you Sam?

Sam: Sure.

PH: Thanks! Hi Sam, I am Sue (grins)

Sam: Nice to meet you Sue! You look slightly familiar (winks with eye)

PH: Obviously you were very interested in our PetHunter Discord Channel before even the first edition was published. Why was that?

Sam: Well, I know most of the staff involved in publishing it. I cannot remember who invited me to the server now,

one of them. It sounded interesting, so I signed up and joined in the chat.

PH: That's good to hear and we all were very happy that so many people joined our channel that early. But now I'm curious, tell us a bit about you. When did you start in 3DX?

Sam: I started in March last year. Not due to lockdown! Although the timing is similar. I just fancied trying something different for some fun.

PH: And you stayed obviously! What did you expect from 3DX?

Sam: Yes, I am still here (smiles). To be honest, I had no idea what to expect. I did not come from one of the other similar games. I guess I was just expecting a little random casual fun and flirting here. I certainly did not expect to find the whole social scene, with close friends,

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SamSmexy

Winner of Pethunter prize puzzle

great DJ's, the whole building scene and settling down and marrying! (laughs)

PH: Oh, hey, you are married in 3DX?

Sam: Hehe, Yeap! You do not remember my wedding Sue?!? tut tut!

PH: Yes of course I do (grins). But that is always interesting for our readers. Tell us a bit about your love story please.

Sam: Hmmm, where to start? I met my wife Lizz through a mutual group of friends. She was actually seeing another lady who I met a couple of weeks before and had managed to chat up. We got into a bit of a love triangle for a while - typical 3DX stuff! Nothing is ever smooth! But Lizz and I realized we were growing a lot closer, so went on our own. Got married a while after. The rest is history. Married 6 months now (smiles happily)

PH: That sounds really good Sam! An ideal love story in 3DX.

You found your love here in a very short time and you both are still happy. Great!

Sam: Yes, I was really lucky. I met her after around 3 weeks or so! I did not join up for that at all! But you never know how things work out.

PH: Yes of course, that is the way it should be (smiles). But more about you Sam. What do you like in 3DX and what is annoying you here?

Sam: Oooh, good question! I have certainly changed a little since I have been here. In the early days I was all about hanging out dancing and partying until the early hours. God knows how I managed all those 3 am + nights! But just before our wedding, I started dabbling with building, along with Lizz. We wanted to try and make our own wedding room so it would be more special. And I got really hooked on it. We have built a few rooms together now, and occasionally open them up for parties and things.

As for what annoys me here, tough one! I would like a few more outfits to wear! Getting bored of the same old clothes and most of the shoes are rubbish! I am also not a huge fan of some of the room politics and competition between the various groups.



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SamSmexy

Winner of Pethunter prize puzzle

There are only 7 days of the week to share around, so clashes will happen. We just have to roll with it and have fun. I was obviously around through the DDoS attacks and stuff which made the servers quite flakey for a while, but they seem a lot better recently. Fingers crossed!

PH: Absolutely! I fully agree with you (smiles). But if you would have one wish (only one) to be fulfilled by 3DX, what would it be?

Sam: Errr, hmmm, that my in game gold balance was real!! (laughs) Or maybe some more FF poses. The current selection is not that great. Think everyone likes new poses (smiles)

PH: Oookaaaayy, yes same here! (smiles) And I think most of the women in 3DX do have that wish. Let's hope that the makers of 3DX will listen to us, one day.

Sam: Here is hoping! Does Gizmo read PetHunter?! (laughs)

PH: Good question Sam! At least he knows that we are here (smiles) and I think he will read our stuff.

PH: As you were one of the first members in our PetHunter community I am fairly sure that you read our first issue after publishing.

Sam: I did! I read some on the release night at the party, and finished it off the next day.

PH: Great! Sooo, what do you think of it? What do you like or dislike? Be honest!

Sam: Oooo! I liked the overall structure and look, you could tell a lot of work had gone into it. I liked the Interview with Oli - the Old Timer! (laughs).

He was actually the first friend I met in 3DX when I joined! Does anyone in 3DX not know Oli?! I liked the Philo story too - cliffhanger! Not too sure what more I would add. Nothing stood out as needing serious improvement. Just a case of settling down into regular routines now and growing the content a little I guess. Maybe more competitions and prizes! (laughs)

PH: More prizes?? Hey, we are a low budget production! (laughs)

Sam: haahaa, ask Gizmo to sponsor it! Free game time!

PH: I will! Bet on it (smiles). Thank you for the comment Sam. So you think that we had a good start and potential to be better?

Sam: I think it was a solid start for sure. And there is always room for improvement in life. Nothing is ever "perfect" (winks)

PH: What did you miss? What would you like to see or read in our next editions? Feedback and input from our readers is very important for us.

Sam: Good question! Well, I am obviously interested in the building side of the game. So maybe a section to showcase new rooms and things?

PH: You thinking about a report on well-known builders or technical things?

Sam: You could maybe interview some of the popular builders, with some pictures of their favorite rooms. Or just a section for readers to send in their own pictures and creations.

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SamSmexy

Winner of Pethunter prize puzzle



PH: Ok, yes that's a good idea (smiles) A section for readers to show their creations. (Sue makes notes)

Sam: And I'm sure Lizz would like a section for DJ's! (laughs)

PH: That's her favorite hobby?

Sam: Oh NO! Her favorite hobby is me! (laughs)

PH: ah ok yes, I really understand that (smiles)

Sam: But yes, she is hooked on the DJ side now. She is getting really good, and has played in some of the major rooms in 3DX.

PH: You told me that you are interested in room building. Can you tell us a little more about how you got into building and the projects you have done? We would love to add a few pictures for our readers as well.

Sam: I looked at the editor soon after I first joined, but had no idea what all the functions were as it is not really explained in the game. But I quickly heard about the 3DX Modz site where players can share their creations,

and it has a few handy guides as well to explain things. So I downloaded an obligatory AmyLaRouche room (or10!) – everyone has one of her rooms as their first home do not they?!

PH: Oh yes, Amy is a great architect for sure. My first room based on one of her designs too.

Sam: I guess like most players I started off by making a few tweaks to my in game house as I learned to use the editor. Lizz was also dabbling with it and learning, so after we got engaged we decided to build our own room for the wedding. It made the day way more special for us. We both enjoyed making that, so we decided to carry on building together. Lizz already had an idea for a place she wanted to make. The "Winkel van Sinkel"! This is a beautiful neoclassical building that sits alongside one of the canals in Utrecht, Netherlands.



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SamSmexy

Winner of Pethunter prize puzzle

It started as a department store, but in recent years has been changed into a grand cafe and nightclub. I started out making the front of the building as a surprise for Lizz. When she saw it she was blown away, so we carried on and made the inside too. It was a real labor of love, and took ages as I still did not know many of the tricks and shortcuts in the editor!

PH: Aaawww, that sounds like a real great love story. Awesome! And as far as I know you opened that Winkel van Sinkel as a party place for your friends too?

Sam: Yes, but I built a public club with my next project. It was a retro 80s room. A friend of ours wanted a new room to host 80s nights in, so we jumped at the chance. I loved the classic 80s gaming, so many iconic characters and consoles like Mario, the NES and Gameboy. So we used a retro 80s gaming theme for the room and called it "Game Over". It is open regularly, keep an eye out. (Smiles)

PH: I will! Bet on it, I still love PacMan (laughs)

Sam: My current project is a famous Dutch church which I am hoping to finish soon. I hit a bit of a wall with it back around Xmas time,

so I decided to do something else quickly to get some motivation back. Lizz is into DJing a lot now, so I decided to make her a replica Pioneer DDJ-400 as a Christmas present. She loved it, so I was very happy :).

PH: You built a DJ mixer from Pioneer with the 3DX room building tools? Hey, that is incredible must see a pic of that!

Sam: I think that one of the main things I have noticed about building is that I need to be really inspired and passionate about the idea to get motivated. I cannot just make bog standard club rooms, as they just do not interest me. 3DX is already full of them. I like to make unusual things that stand out a little more. Oh, and I made a snowman the other week when it snowed here in London! A rare thing for us. (laughs)



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SamSmexy

Winner of Pethunter prize puzzle



and treat others how you would like to be treated. I think some people forget there are real people with real feelings behind the Avatars, and nasty actions or comments can do real damage to some people. Just treat everyone with respect so we can all enjoy this great place. (smiles)

PH: Don't be so modest Sam! The pics from the "Winkel van Sinkel" and your 80's club do look really very good. I've been in both clubs already and they are looking and working perfectly, the DJ mixer and the snowman are so impressing! (nods)

Finally, can you tell us a little bit about the person behind the AVI?

Sam: Well, I am just a regular person, who wanted a little more fun in the current times. I am based in London and work in the health service here, so it has been a fairly manic year. Hopefully life will get back to normal soon!

PH: thank you Sam and yes we all want our "normal" life back. As my last question I always ask for a last statement to our readers. What is your advice or your wish to the 3DX community?

Sam: Good one! Hm, I think the main thing is be yourself,

PH: "Treat others how you would like to be treated" absolutely yes! I think that is a real good advice for some people in our game. Let's hope they will read it and think about it. Thank you very much for the interesting view on your 3DX life and I hope that you will go on reading our magazine, and say hello to your wife Lizz from me.

Sam: Thanks for having me! Was not too painful! I am still standing (winks) and I will carry on reading for sure. Need to see if Philo survives!

PH: She will! Trust me, more cliffhangers to come (laughs)



Interview by
Sue
Editor in Chief

PETHUNTER



BISH and ROCKWITCH

Live your dream! Be a rock star! - Part 2

PH: How many gigs, let's say per week, do you have in average?

Kim: For Bish we try to limit gigs to once a week, occasionally twice, so 4-6 shows a month.

PH: One per week? Together with all the necessary preparations. That's impressive!

Drea: In the beginning we had even more. But you also have to be careful that people don't get too many times. I think it's better if you don't play too often.

Kim: I agree with Drea, we don't want to burn out the band members. Bish is lucky to have had no turnover in members. So we must be doing something right. A typical week consists of getting song suggestions from band members, creating the set list, getting band equipment and updates to the room owner, checking band availability to see which band members will be there, distributing the flyers, coordinating wardrobe, making sure all my streaming servers are working and paid up, getting some local chat text ready, updating the bus marquee, and working on booking future gigs. Also checking out new venues for space and how we will set up the stage. I need to hire a stage manager too. (smiles)

PH: Huh! OMG, that sounds like work. I mean, REAL work!



Drea: For RockWitch it is also a little more difficult to find the right songs and in order to have variety. We are an all women band, so we can only play songs with women voices.

PH: Good point Drea! Who decides and composes your playlists?

Drea: It's me

Kim: Bish has the same approach. We want every set playlist to be different. We try not to repeat a song within a 3-month window. We make each set to fit the venue. So every show is different and reflects the musical tastes of the band members. I will say that I have the final say if a song makes it into the final list or not. I want to have a consistent rock and metal theme to our shows. So far it has been rare that a song has not made the list.

PH: So, you adapt the style of your music to the event. And do not only play always your style?

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BISH and ROCKWITCH

Live your dream! Be a rock star! - Part 2

Drea: We have our own forum. Every band member can post song requests there, which I put together in a playlist.

Kim: We always play our style, but maybe a little darker for Dark Breeze, and maybe a bit naughtier given that it is kind of a brothel too. If it is more of a dance club, we may add metal covers of pop songs. But one common thing we do is always end our sets with some Maynard James Keenan. His voice just makes me wet! (grins), It has become tradition to end with some TOOL, Puscifer, or APC. Oh my goodness! I am realizing how much goes into this as I talk about it with you. I have just been doing it because I love it. We get such wonderful feedback from the fans and venue owners, so there is that rock star fame and addiction to it maybe. I put lot into it, and get even more out of it. I get to live my fantasy of being a rock star! How cool is that?!

PH: How long are your playlists for one gig usually?

Drea: 2 hours, more or less. Depends on the gig. At the festival, for example, 2 hours would have been too much for 4 bands.

Kim: We usually do two hour sets. Sometimes 90 minutes if time is limited or there are multiple bands.

PH: So, 2 hours more or less basically.

Kim: Yes. Like a concert.

Drea: I think that 2.5 hours of playing time is the maximum. Much longer would become tiring.

PH: Both of you, is that usual with all bands in 3DX?

Kim: There are different kinds of bands. It seems the house bands based in a location or club group play all night with the DJs that cycle through the event, such as the Risque Riders at the 20+ Risque clubs or Phoenix at Red Line and their partners. Though I think Phoenix has been branching out and touring more these days.

PH: On a top list of the 10 hottest bands in 3DX, where would you see your bands, Drea and Kim?

Kim: Definitely RockWitch is on that list! I really like Red Baron and Apothic too. But those are just my opinions.

PH: Drea? How would you rate?

Drea: 1st and 2nd! Everyone can find their favorite by themselves. Or, as I do, like them both.

PH: Do you think there are bands in 3DX that are even more professional than yours?

Drea: More professional?



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BISH and ROCKWITCH

Live your dream! Be a rock star! - Part 2

Kim: Possibly, but I don't know enough about all the bands. I do think Bish and RockWitch are pushing the boundaries of what a band can be, though. I really want to see more bands touring 3DX at this level. I want to experience that as a concert goer, party backstage with them, and learn from them.

Drea: I still know Red Baron, that's a band from Spain. And Fire Angel, a German band like us.

Kim: Oh yes, Fire Angel is really good too!

PH: I have heard of Fire Angel too. And I think two of your band members, Tammi and Safira are in that band as well. Am I right?

Drea: Yes. That's right.

Kim: I was blown away when I saw RockWitch, Fire Angel, and Red Baron for the first time at the Inferno Festival. It was like being at Reading Festival or Glastonbury in 3DX! (smiles)

PH: Ok, it seems to me that there is no real competition between your bands and others so far?

Kim: Right, we support each other, and 3DX is big enough for dozens of bands!

Drea: No! Why should we?

PH: Maybe because of the fame?

Drea: I do not do this for Fame. It's fun for me, and it is fun for me to see other bands too.

PH: That's fair Drea, I love that opinion.

Kim: The little bit of fame part is really fun, but it is really about the music and providing entertainment that people want to come see.

PH: Kim, you told me before: "I get to live my fantasy of being a rock star!" Was that your driving force to start your career as a bandleader in 3DX? Did you want to be a rock star?



Kim: That was a factor for sure. In 3DX we can live our fantasies, not just the sexual ones. But it was also an extension of DJing, too. And yes, I wanted to be a rock star, like Lita Ford or Joan Jett, back in high school when I first got into rock and metal. (smiles)

Drea: I used to play in a rock band myself. I'm already a very little rock star in RL. (laughs)

PH: That's pretty cool, Kim and Drea! I love it (laughs) Being a rock star, yeah! And I can confirm, you are! Both of you!

Kim: Aww, thanks Sue! (smiles)

Drea: Thank you Sue.

PH: But hey! If some of our readers want to join your bands. Do they have a chance? And what qualifications do they need?

Drea: That you are aware of the work behind it. And that you are having fun with the thing. As I said at the beginning, I'm the only one of the founding members who is still there. Now I am happy to finally have the right people who do the necessary things. But it is not always possible that all of us can perform at the same time. We all have an RL too

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BISH and ROCKWITCH

Live your dream! Be a rock star! - Part 2



With Theresa and Jukio we already have 2 members who can always jump in. But we are open for new ones. And if it's just for being able to learn new things, what it is like and what work has to be done, and then maybe found your own band, why not! (smiles)

Kim: Well, I would suggest to them to start their own band and I could mentor them and be happy to help them out. Right now Bish has nine band members for seven stage positions. I don't want an orchestra on stage. That is plenty big and just enough to cover when people are busy IRL. But if we ever have an empty position on stage, join us for that show, and join the fan club. We have done that before. (smiles)

PH: So, is that a promise Kim? If someone asks you for help when starting an own band?

Kim: If they are serious, absolutely! I love mentoring new people joining 3DX, to set them on the right path to be good 3DX citizens. This is just an extension of that.

PH: Hey! Did you hear that folks? If you are planning to form a band in 3DX ...contact BikiniKim or write to our PETHUNTER Reader Support. We will pass it to Kim. Better ask a pro! (smiles)

PH: And if you need a new band member because of any reason, just post your job ad in the PETHUNTER DC channel

Kim: That works!

PH: I think you told us so many new and interesting facts on founding and running a band, some readers will think about that.

Kim: You can put into it as much as you want, as long as it is fun. If you form your own band, do what works for you and share the music to the 3DX world. Music is one of my favorite things about 3DX.

PH: Ok, ladies! Usual last question to my guests is for a "final statement". What is your advice to newbies who are planning to form a band in 3DX?

Drea: I can only tell everyone whether you want to start a band or join a dance group, then do so if you enjoy it, and everyone who wants and doesn't know how to do it, I am happy to help. I would also like to see an all-male band at 3DX. Men are weird sometimes here at 3DX. Some are just idiots and others are far too cautious. Come on guys, nobody will eat you! (grins)

Kim: One point of advice I would say, and I think it is a key to Bish's success, is make sure your band compliments a room and doesn't dominate it. Make sure that local chat flows well and is not overwhelmed by the band. And thank you, Sue, for allowing us to share what being in and running a band in 3DX is like for your readers. I am a reader too and am honored to be interviewed by PetHunter and represent Bish. (smiles)

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BISH and ROCKWITCH

Live your dream! Be a rock star! - Part 2

PH: Your welcome Kim, and I am very happy to have such interesting guests for my interviews! Great statements ladies! Thank you very much Kim and Drea for taking your time and giving us so many interesting facts and insights to the business of running a band. You can be sure that PETHUNTER will call you again on our stage!



Interview by
Sue
Editor in Chief

PETHUNTER



Huntress of the month – SweetLove

Pictures by our partner AD-Photography

Locations for the Pictures are built by Amandine and SweetLovFR

Personal facts:

3DX Name	: SweetLovFr
In 3DX since	: January 2018
Profession	: Dancer for the Pole=^.=Cats and builder
Hobbies	: Reading, listening to music, walking in the forest, cooking, riding
Language	: French
Sexual orientation	: Straight



SweetLoveFr enjoys having a cool appearance.
Exciting Lady on a thrilling car



car manufactured by ProfKazama

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You think SweetLove is a lazy girl?

She likes to wait for her lover's return, lying near the fire, plunged into her books that transport her to other times and places.



She imagines herself sovereign in the Maya Land...

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Ruling over her faithful subjects like a goddess.



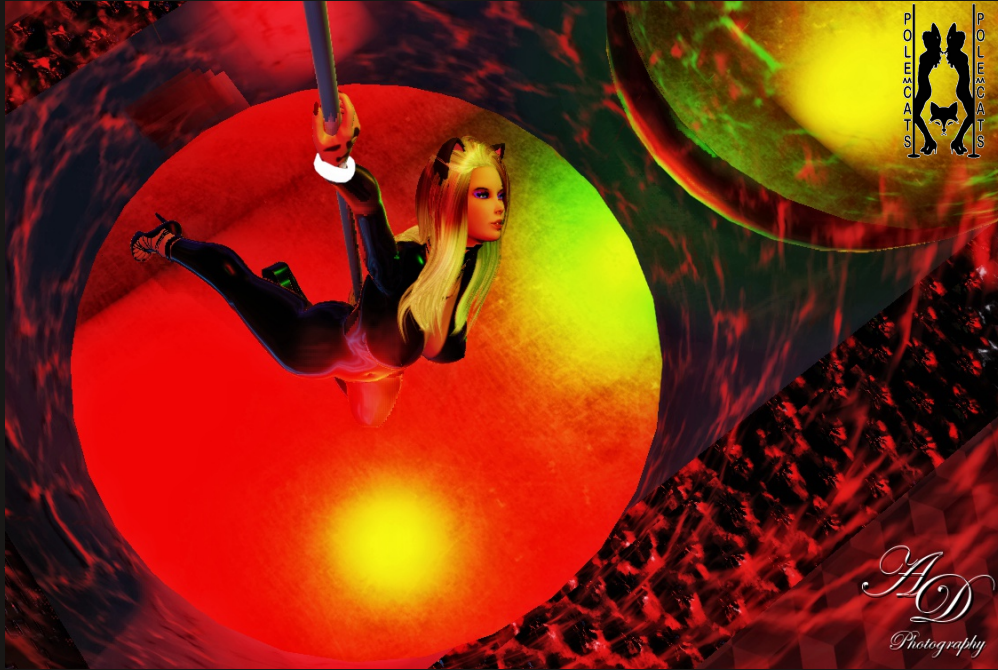
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Or Queen of Egypt, surrounded by slaves devoted to her well-being



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When dancing, what she does often, she sees all eyes fixed upon on her.

Hours pass and she falls asleep on her book. This is how her lover will find her and join her in the land of dreams where everything is possible.



Would YOU join her ?

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Loruna

Devil's Daughter and creator of heavenly sex poses

PH: Hi Loruna! Thanks for joining us tonight and welcome to PetHunter!

Loruna: Hi Susanne! My pleasure to be here. Thank you for the invite!

PH: My pleasure to have you with me. You are a very interesting person. (smiles)

Loruna: Thank you very much.

PH: Loruna, please tell us first about your history in 3DX. When did you start? Why did you start? What did you expect?

Loruna: Well, I do not know the exact date anymore, but it was in August 2016. It was not my first adult game. Before that I was in another world but I did not like it there. So, I searched for another world and found 3DX. When I joined I had barely any expectations. I just wanted to explore this world and living out my sexuality. That is why I started playing adult games, in order to express my naughty and kinky mind. (smiles)

PH: In 2016 already? Hey, that is almost 5 years now! So, you know even the first versions of 3DX?

Loruna: (nods) Oh yes. I am one of the older ones in this world now and I have to say, that 3DX improved a lot compared to the old 3DX times.

PH: Yes, I know. I had some interviews with "veterans" of the game. I heard a lot about the "bad old times" (laughs). I started in 2018 and 3DX was already pretty good. But ok, the story of your start seems to be the same as most of us had. Me too, btw (laughs). But what happened then? What did you experience and how did you find your place in the game?

Loruna: In the beginning I was just roaming around but then I found some guys that guided me into this world. They took me to parties and events. Soon I was starting to dance beside DJs in a very hot outfit, and with the same outfit I also started to do strip shows back then.

I did the strip shows so good (smirks) that some guys called me so I would tease them like the devil. This was how I came to my nickname "Daughter of the Devil". I lived that role until somewhere in 2019.

Then I dropped my devil horns and became human again.

PH: Hey! That is pretty cool (grins) "Daughter of the Devil" great nickname. We should talk about a role in our next Philomena episode. A Daughter of Devil is urgently needed there.

Loruna: (laughs)



PETHUNTER



Loruna

PH: So, you obviously had a very naughty time in your first years in 3DX? Many lovers of course?

Loruna: (smirks) Well, I think yes. I did not have as many as one would think, but I had enough to have fun and staying here, but over the years I valued quality over quantity. I still love to be naughty and have as much sex as I can, but I have my standards now and some random sex in those fuck rooms, just does not do it anymore for me.

PH: I fully agree with you, and yes, I know very well what you mean with "quality over quantity" (smiles). What happened "somewhere" in 2019? Why did you drop your devil horns?

Loruna: In 2019 I started to have two faces. One, the Daughter of the Devil, the other the cute blue kitty. I even have a cute picture of that. Then I started making my AVI look more like myself IRL.



Devil's Daughter and creator of heavenly sex poses

In 2020, I applied for SwingSet. IamTrouble (founder of White Breeze and host of Swingset) asked me to join White Breeze because she knew me because of my pose designing and wanted to have me in there.

PH: And you worked as an escort too?

Loruna: I tried it, but I am not brave enough for it. Mostly I was editing movies and designed some of the banners for ads.

PH: "brave enough"? You have to be brave to be an escort? (smiles)

Loruna: I am a very shy girl but I have my standards. The guys that did approach me did not reach my standards, as an escort you never know what kind of person you get as client.

PH: I understand. I had an interview with a very experienced escort girl from White Breeze few weeks ago. She told me a lot about the "business", and yes, it is not an easy job. Maybe you know her, CharlotteLove, she was the "Huntress of the Month" in our first issue in January.

Loruna: Oh yes, I know her and I read it as well. She is a really nice girl. It is hard job indeed. When I started, I thought it is just giving your body, but it is much more, and with so many escorts out there you have a real competition.

PH: Yes, you must be the right person for it. I think you cannot really "decide" to be a good escort girl. You just have "to have it" somehow.

Loruna: Yes, I think so too! And I think I am not like that. I do have a kink for getting paid for sex, but I still want to enjoy the sex and not just the payment.

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Loruna

PH: Did you find someone to love in that long time in 3DX?

Loruna: (laughs) Ohhh yes. I had my first big love 1 year after I joined 3DX. Her name was xxxLevexxx. It was a perfect match and we fell in love very fast. She was honest and told me that behind her female AVI there was a guy. It did not bother me because I fell in love with the person not with the AVI. I did not care if it is a guy or a girl behind the AVI. After 1.5 years xxxLevexxx stopped playing 3DX because of RL issues. After that, I had a long break from relationships and in 2019 I met my second big love, Michaelwish. That lasted until 2021. He had to stop 3DX because of his RL. Now, I finally found the love of my life - Saksa. She is my friend since 2017. We have such a deep bound. No one was ever able to break it, and now we are married. We both prefer men, but we love each other in a way that no man can give us.

PH: That is what I call a "Love History" in 3DX! Very impressive, many ups and downs and obviously at last a Happy End with Saksa. I really like the way you think about gender diversity and how to treat each other. That is really impressive Loruna. (smiles)

Loruna: Well, I think there is way too much drama about the gender behind the AVIs. Of course there are people fooling others, but for that we have the ignore function. I myself was at the beginning target of so called fake-hunters, they even used apps to collect proofs.

Devil's Daughter and creator of heavenly sex poses

PH: It is the person behind the avatar who really counts. You are perfectly right!

Loruna: Absolutely!

PH: There is one thing that made me really curious, Loruna. I read in your Twitter account <https://twitter.com/loruna3DX>, that you are creating sex poses for 3DX. How did it start?

Loruna: That is a long story. In 2010 I started to show interest in 3D-Animations and graphic stuff. I watched YouTube videos and tutorials and tried it now and then. In 2016, I even asked Gizmo about a kit. I got it from him and with that also the models. So, I tried to create a pose, but failed. It was really bad, I have to admit. But I improved my skills and with the same kit I was creating the same pose again but just way better and sent it to Lisa in 2020. She liked it, but I had to fix some things. After having finished that I received the true dev kit. The previous one was just a "trial" one. And since then I am in contact with the Developers and creating poses for the community. I am really proud to see my poses getting used at a daily basis. It shows me, that my hard work of learning all of this by myself over the years, paid off.



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Loruna

Devil's Daughter and creator of heavenly sex poses

PH: Wow! That is a great story, Loruna! So, did it take you 10 years to learn by yourself how to produce professional looking poses?

Loruna: Thank you! But it did not took me that long. As the interest grew, I started working with Sony Vegas and cutting videos. Then I moved to Photoshop and in 2015 I started to have real interest in animations. Then I started to learn, not each day, only when I was in the mood for it. It took me about 4 to 5 years to be where I am now. I have to say, that Lisa (the Developer) helped me a lot to improve myself. I am really grateful for her help. We did have our disagreements but I guess that always happens in life. Now we are good again and I am working again for the developers.

PH: 4-5 years! And we are now using poses that became reality out of your fantasy. That is pretty fascinating!

How many and which poses did you create?

Loruna: I do not know exactly but I think about 20 poses so far. I can send you a collection of all of my poses if you want (smiles). The pose I love most is the lying blowjob pose in bed with the girl between his legs. I have a great addiction to oral sex and that is why I had to bring that one into life in the game (smirks).

PH: Yesss (grins). That is one of my favorites too! Good job, Loruna - well done! And, yes, of course I would love to see the collection of the poses you created!

Loruna: I will send them to you as soon as I can. Though I have to add some new poses to it.



PH: But I must ask you the two questions that probably nearly every girl in 3DX would ask you: 1. why so few FF poses?; 2. do you have any idea when we will get more shoes?, Lingerie? and clothes? (laughs)

Loruna: (laughs) Yes, I was asked that many times. The problem with the FF poses is, that most of the FF poses I know, would include playing with our breasts, but I cannot do that because of the way the poses work. It would look weird. The pose with the man touching her breast on the sofa shows perfectly why it does not work. If the breasts are too small, when he would kiss or massage or lick it will show in he is doing in the air. If the breasts are too big, his face or hand would be in the breast. So, the ideas for FF poses are really limited. But I have already some ideas for new FF poses. Do not worry girls! I will bring you more poses! Regarding shoes, lingerie and clothes, I have no clue. But if someone is interested in designing new clothes, reach out to Gizmo or Lisa in the 3DX forum. Maybe they will send you a test kit to show your skills.

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Loruna

PH: "Do not worry girls! I will bring you more poses! "Did you hear that girls? Loruna promised to help us soon. (laughs)

I think I can understand the problem with the breasts you mentioned, and you said that Gizmo or Lisa would give talented creators a chance to take part in developing?

Loruna: Of course! They are only two, and developing a game like 3DX is a hard thing to do, especially when you know that Lisa is the only one doing graphic stuff. Means clothes, hairstyle, faces, poses and everything that is related to graphic. So, if you are talented you can reach out to them. Honestly, I do not know if they will give out the test kit just like that, especially because of the recent events of DDoS attacks they became really careful. But if you somehow prove your skills to them, they gladly will take the help I guess.

PH: That is great Loruna! So, if one of our readers thinks he or she is talented or qualified enough may we connect him/her with you to check if there would be a chance?

Loruna: I am not the one who decides on that, but they could reach out to me and ask me about it for sure. They also can send me some of their work to show, what they can do. I can tell them if it could be good enough or not, but in the final decision is taken by Lisa or Gizmo.

PH: I understand, but there is a chance! Because we have so many talented room builders, I think there maybe also a lot of people in the 3DX community who could be talented enough for animation and graphics as well. We will see. Anyway, thanks for granting us the possibility to connect with you. I read in your Twitter account that you will gift us new poses soon (smiles). When will we get them? Or is it still a secret? (grins)

Devil's Daughter and creator of heavenly sex poses

Loruna: Not only one. I am actually working on 4 poses right now. I even posted them already. Some weeks ago I made a picture of all poses I have on my pc right now. Most of them are already done but I am fixing last details now. I cannot say exactly when they will update the game. Today I finished the combinations, because each pose has at least a MF and a FF version. The new ones have MF, FF, MM and FM version. Of course MF and FF anal and vaginal. I also want to add: If someone wants to really try it out to create poses, you should make yourself comfortable with the program "3dsMax". That is the program we use to animate.

PH: OK! Thanks for the advice. Experience in 3dsMax would be very helpful. So, we have to wait for the new poses, but at least we now know that you are working on them and nearly ready. So, it will not be that long until we get them. There is another thing I wanted to ask you: I am really missing gestures and facial expressions / mimic for social interacting. Why are there so few of them? Are they very difficult to create too?



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Loruna



Loruna: You mean within the poses itself, or that you could select a face expression like "moody" or "angry" whenever you want?

PH: Yes exactly! For example to answer when a stranger "contacts" you with the words "Hi, u sexy, wanna fuck ?" (laughs)

Loruna: (laughs) I mostly ignore them, but to answer the question: I do not know for sure. The way the poses work is very strict, that is why the guys still have the boner when they walk naked (laughs). It is in the animation. We would have to rework the walking animation to make the boner go away. It is the same with facial expressions.

PH: Too bad. So, we have to deal with it. At least we can answer with an iggy (laughs). How much time do you need generally from the idea of a pose until the implementation into the game?

Loruna: It depends when the developers decide to bring the update. It may happen that the pose on my recent tweet appears in the game tomorrow. But could be in 2 months as well. I do not ask them directly and if I ask them, their answer to me is "soon" (laughs).

Devil's Daughter and creator of heavenly sex poses

But the pure worktime for a pose? I guess, one day or so. Mostly it works like that: I work on an idea for about 1-2 hours. When I am done I send it to Lisa. Then I have to wait at least half a day for the answer and what I have to fix or if it is good. If I have to fix something, it takes me about one hour and I send it again and have to wait for the reply. If the pose gets approved finally, I mostly post it on twitter (giggles) and then I start to create the other combinations. That takes me about 1-2 hours as well. It is easier to create the other combinations than the pose from scratch.

PH: That sounds pretty difficult and time consuming. But since it is time consuming and you need so spend time on that, is there enough time left for Saksa and you to play the game? (smiles)

Loruna: (giggles) Well, that is the reason why I "only" have 20 poses in the game and not 200. I do not work on them every day. I have to be in the mood because it is really exhausting. I still have enough time for Saksa and to play the game for sure. Most of the time I even work while 3DX is open. I place my AVI at the Havasu Falls mostly, or in my own room, and start working on poses while chatting with my friends and Saksa. I have not that many lovers as you may think.



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Loruna

PH: Ok, that sounds good to me (smiles). Seems you are a happy girl with good friends, someone who owns your heart and a really interesting "job" in 3DX (Sue blows a kiss). As my last question, I usually ask for a statement or advice to our readers, especially those guests who are members of the 3DX community for a long time and/or are doing something special in or for the game. So, as you are doing both, what would you like to tell our readers? (smiles)

Loruna: To actually enjoy the game! People are focusing way too much on the gender. That causes only drama. My advice is, to have just fun. Do not take everything too serious in the game! And the most important: do not play with the others feelings! Yes, it is a game, but there are still real persons behind the AVIs.

PH: Yes, I absolutely agree with you! Ohhh, I forgot to ask you. I know you live in Germany, but your English is impressively good, how did that happen? Where did you learn it?

Loruna: (laughs) Thank you. My English really improved in front of the PC. I am a gamer girl and I am confronted many times with English.

Devil's Daughter and creator of heavenly sex poses

In 3DX I was forced to write and talk in English, so I got more and more used to it. Meanwhile I often think in English and not in German when playing or working for the game.

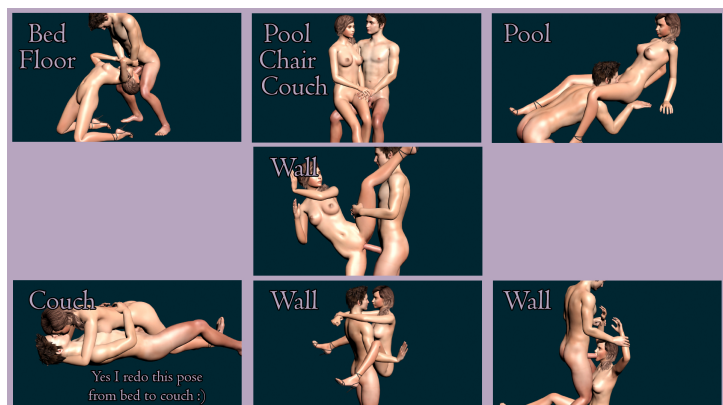
PH: I try hard to learn some German because I have many German friends here in 3DX, but they are all speaking very good English. So, I am lazy in learning (laughs). But, I can say: Vielen Dank Loruna fuer das tolle Interview! (smiles)

Loruna: (giggles) My pleasure! I am really glad to be here. I never got interviewed so I hope I was doing fine for my first time.

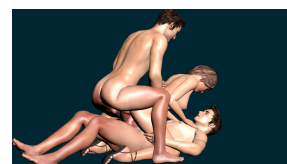
PH: Oh yes Loruna. You did! It was very interesting to talk to you and I learned a lot. Thank you for spending time with us. It is time to say goodbye for now and thank you very much for being with us and sharing so many interesting facts and insights in your life in 3DX and your work as a creator of the wonderful poses we all enjoy so much. (smiles)

Loruna: It was my pleasure to be here. I hope I was able to give some insights in my work and my life in 3DX. And maybe one of your readers will join me in creating poses soon.

PH: That would be really good, yes. We will see if one (or more) of our readers will try to get a chance from you (smiles)



Interview by
Sue
Editor in chief





ADVENTURE IN EGYPT



The adventure starts 2500 years ago on the Greek island of Lemnos, home of the Amazons.

Philomena and Deianera, with the help of the goddess Artemis, defeated the evil Hades and banished him to the underworld. Back in Lemnos, they have confessed their love for each other and are now waiting for Artemis to order them to leave for Egypt. There they are to retrieve a sacred object that was stolen from Artemis by an Egyptian sorcerer named Imhotep.



Ajax was looking for his beloved Philomena for 3 days and was very worried about her. He runs back to the palace hoping to find her. But the throne room is empty.



Finally he finds Philo in her private chamber. But she is not alone.



Surprised and stunned, he watches the two women.



Of course he is happy to have found Philomena, but he is confused with what he sees. He was totally puzzled, he was sure that Philo gave him her heart, love and her body.



Philo and Deianera did not notice the presence of Ajax, they were too busy with themselves and their passion for each other.

Only when they climb happily and relaxed into the water basin, they discover the presence of Ajax.



Ajax approaches the pool and looks at the two women, puzzled and confused.

When Philomena notices him, she immediately gets up and approaches Ajax, knowing the implication of her doings.

"Philomena! Where have you been? I thought I had won your heart and your love, but now..."

Ajax falls silent while his eyes and looks at the floor.





"I was involved in a fight with Hades and was able to defeat him with the help of Artemis and Deia. Yes, you are in my heart with love! It does not change the way I feel about you!"



Ajax does not understand and is totally puzzled and confused. Without any word, suddenly he turns around and runs away.



Philomena turns to Deianera "I love him too, what am I going to do?"

Thoughtfully they go outside. But before Deianera can answer, they both hear the gentle voice of Artemis coming out of her temple:

"Daughters, come to me!"





Philomena and Deianera enter the temple and stand in front of the bronze statue when the white glowing figure of the goddess detaches from the statue.

Artemis approaches them and in a cloud of white mist coming out of her hand, the image of a shiny golden object appears.



"This is the object you need to bring back. It is called ANCH and it has great power. It was a gift to me from the Egyptian goddess Isis and was stolen by Imhotep.

Travel to Alexandria and find Nefertiti. She is the daughter of the Pharaoh and will help you.

Leave immediately!"



Philo and Deia put on their armors, grab their weapons and immediately head for the harbor. They know that the Seahorse will leave for Alexandria tonight.

They do not notice Ajax who is watching them from a bar in a sidestreet.

After seeing Philo and Deia together, Ajax has no clue what to do. Out of frustration he walked to the harbor bar. He loves Philomena and she said she loves him too. But what about Deianera and what should he do?





Ajax sees Philomena and Deianera, both in armor and with weapons, boarding a ship. Are they going to a battle? He thinks for a moment and makes an instant decision. He secretly follows them to the ship. He would never let his beloved Philo go into battle alone! He must protect her at all cost.

Philomena and Deianera stand at the railing, looking into each other's eyes, thinking about the challenge ahead of them.

The dangerous journey to distant Alexandria and a fight against a mighty sorcerer.

Will they make it?



We will accomplish this! With the help of Artemis!



to be continued...

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About BDSM

Part 2

In part 1 (February 2021 issue), I tried to explain the line between vanilla eroticism and BDSM is not clear, *natura non facit saltus*. First I will dive a bit more into what maybe can be called the BDSM side. I will stay with the example of bum spanking, with the view of sadism and masochism, in principal. Please note this is only one detail out of many which make BDSM as such. No way is it something that explains the whole BDSM



philosophy if there is any. So, I will ignore the “occasional slight slap on the bum” thing which many people like and look at serious spanking. Let’s look onto what it is when somebody is really spanked hard, until their bum turns red, until they can feel their hot skin and also the pain that can last for hours, maybe even the next day.

Sadism and Masochism

At first glance, this might look as an abuse, but it is not. I am not a masochist regarding physical pain myself but I learned that there are people that gain sexual pleasures out of physical pain while others, the sadists gain pleasures of causing physical pain. For sure, feeling sexual arousal as a result of these ways is not what the majority of people feel and experience. Those who do not experience or feel it cannot understand it on the emotional level, but I ask them to accept that experiencing those sexual

pleasures exist with others. It is bit like a blind person who never can understand colors but can accept others have excitement about something the blind one will never have.

One might think we are back at the point where people who are involved with BDSM are considered sick and should be locked away into psychiatry institute at once, but the fact is that vanillas feel sexual desires too. These are very deep feelings, so are they all become rapists because of these desires? - NO. So are the people who love BDSM, they are not violent criminals at all. They only have non common desires and they are very well aware about the dangerousness of what their desires. No masochist is an idiot that really wants that injuries not to heal, no sadist is an idiot who really wants to really injure another person.

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About BDSM

Part 2

Common sense

Being very well aware of the dangerousness of some BDSM practices, every person who is practicing BDSM thinks over how to make it safe. It is question of common sense and common sense does not stop in BDSM. In fact there are ways to cause pain without causing serious injuries. E.G. spanking the bum does not cause any serious injury because no organ in the body gets hit and even if one slap is really hard it will heal.

Knowing about risks, causes all people with common sense to be careful, to have security mechanisms wherever is possible. A parachutist will always ensure his parachute is packed correctly and prepared the best way to perform correctly. The parachutist has learned what to do in order to have fun with the parachuting though it has risks. In a way it is the same in BDSM. In case of spanking the sadist knows how to do it without causing serious injury.

Spanking a bum has no risk to hurt body organs. The result of spanking causes reddening of the skin that will vanish over time and even effusions will heal. On the other a sadist is highly aware of the results of any spank over the body, e.g. a kidney spank is an absolutely NoGo.

When having a person tied up, the free person becomes responsible for health and life of this tied person. I did and do bondage in real life. I always have tools nearby to open ropes and even chains within seconds. You always have to be prepared, e.g. the tied person can have a panic attack or what in case of fire. For me it is essential to assure I can abort everything at once. Two people that do not know each other 100%, will always agree in addition on an abort signal. Even a gagged person with covered eyes can hum or use his voice for signals in a kind of Morse code to signal an abort request.



Yes, there are psychopaths who will not abort and continue even though but the majority of all others will stop at once, free the tied up person and give this person physical and mental comforting. A psychopath can always be there, in vanilla situations as well as in BDSM situations. Just because it is BDSM the probability of meeting a psychopath does not increase.

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About BDSM

Part 2

Securing concepts SSC and RACK

The BDSM interested community implemented concepts which help to enjoy and have fun instead of being afraid of serious injury occurs. One concept is: SSC - for Safe, Sane and Consensual, emphasizing any BDSM has to be "safe" and another concept is: RACK - for Risk Aware Consensual Kinks which more emphasizes the individual awareness of risks and willingly accepting them. There are discussion about what concept is the better one. My honest believe is, it does not matter. Both concepts fulfil the same objective: be aware of risks and, most important of all, everything that happens has to be consensual. Together with the common sense, these concepts are a reminder of keeping the awareness of what we do with high level. If you think it over, these concepts can apply not only in BDSM but in any occasion where people come together to do things with a higher level of risk.

BDSM in the virtual and limits of the Dom(me)s

With the virtual environments like 3DXChat, we have the advantage of no physical injury can occur, but for all of us the virtual environment causes real feelings, feelings that can be fun or pain. This effect is called immersion. It makes the virtual world felt as real. I mention it because I want to point out, in 3DX as well, everything that happens has to be consensual.

One could insist "oh click ignore" or "jump away" but let me assure that there are submissive people who stay. The character of these people cause them to undergo everything I do to them with my virtual "playing". In such moments I have gained control over their psyche just by typing chat texts. Especially here, the need of being consensual kicks is also from my dominant side. That means I already aborted sessions because I got the feeling the other person does not enjoy it anymore but does not abort. Need also to say: Yes, even a dominant person does not do everything, and has clear limits too.

Conclusion

Again this article is not meant to step deep into detailed practices and does not want to change anybody in his or her likes, it is more to show people especially the vanilla sex people: You really do not have to like BDSM, but please try to accept there are people who gain pleasures out of feelings which the majority of people do not feel as pleasure. In addition also to understand that those minority of people are neither criminals nor psychopaths, but just everyday people who do their best to live their lives healthy, in freedom and in peace with others. None any serious BDSM loving person, will ever force you to do anything you do not absolutely agree to and even if you agree will never cause you a serious injury, neither physical nor mental.

About BDSM

Part 2

For those who know about BDSM deeper and in more detail: Yes, I left out many aspects. Feel free to ask or leave a comment in our #reader-support channel. PETHUNTER's goal is not to promote BDSM but to support the understanding of BDSM, having the BDSM community a part of the PETHUNTER reader community.



A point of view from
Moon
Editor

We say thanks to **NoirDesire** for support with graphical material and review of the content written by Moon.

