Realm of Multas

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# **Outline:**

You are Lord <Name> of <Realm>. You are the first born son and have inherited a small estate from your recently deceased father. You are not like your father who was satisfied with his loyalty to the king. Instead you are interested in power and dominion over the other lords and even the King himself.

# Game Genre:

Role-Playing, Story, Visual Novel-esque

# Core Game Elements (Outline):

* Slavery: Enslavement, Harem
* Economy: taxes, food
* Market: purchase food, slaves, weapons
* Fighting: conquest, duels, exploration
* Stats: Health, Stamina, Intelligence

# Core Game Elements

## Slavery

Slavery as defined in RoM (Realm of Multas) is the player’s ability to own a denizen of RoM as if though he or she were the player’s slave. The game has multiple definitions of slaveries for both economic and story reasons. There will be female and male slaves. Female slaves will serve the players sexual desires, and male slaves will be used as income revenue for the player. Additionally the player will acquire slaves specifically for his harem. These slaves in particular will have stories and allow for routes of progression for the player.

### Enslavement

The process of enslavement scopes from the lowest point of kidnapping from their own town, to the highest point of attacking the territories of other vassals. Enslavement generates a random slave with random characteristics; these slaves can be male or female, old or young, etc.… Enslavement from their own towns or captured provinces will generate disdain and could result in rebellions.

### Harem

The player along his quest to become the ruler of RoM will acquire and grow an assemblage of concubines of differing personalities, ages, and backgrounds. Almost the entirety of the harem will be rebellious and must be made accustom to her new position by the player through various tools available to the player. Tools include the ability to castigate members of the harem to break them down

## Economy

As lord of an estate you must provide resources to the king in the form of troops, and money. Likewise, as lord of an estate you must provide your vassals with food, shelter, and protection. These are resources that the player must manage to maintain their title, all while preserving a small group of soldiers to defend themselves from the other vassals, raiders, and their own population. Additionally slaves can be used to generate personal income through many means.

### Taxes

Taxes are the primary source of income for the player. The player will be able to set tax rates which would affect the happiness of the population residing under the player’s control.

### Food

The player will also be able to tax for food. Food will maintain the military, slaves and the loyalty of the vassals under the control of the player.

### Slavery

Another source of income of gold and food for the player will be through slaves. Slaves can also be converted to troops.

## Market

The market can be used to purchase practically any resources the player might need, as well as allowing a mechanism for the player to remove excess resources. In this case resources also include slaves. A supply and demand system will be in place to prevent market abuse.

## Fighting

The game will implement various modes of fighting, from conquest all the way down to a one on one encounter with wild animals. Warfare will be the primary method of acquiring new territories to progress the main story line. Duels are a method to gain respect. Lastly fighting will be used to defend themselves from various encounters.

### Conquest

## Stats

# Story

## The Story (Condensed)

### Act One (Beginning)

A fortuitous man, as the sole son you have inherited a realm upon the death of your father. You are the son of a veracious lord who maintained that the only course to power was through loyalty and hard work. Upon his death, the king he served, whom he venerated deeply mocked his death. Your father was a somewhat parochial figure whom you both loved and despised. Your first mission will be to begin repairing your kingdom, you must become a germane lord to your realm. Since their loyalty will be critical to your success. The kingdom is currently entrenched in a state of bitter feelings and ill-will between the vassals, you are no different and wish to conquer the vassals and overthrow the king.

The king is a gregarious personality encircled by hundreds of loyal subjects, living in extreme opulence has left him prodigally inept. These traits are among the reasons for engendering your secret rebellion.

Use the beginning (the first act) to lead your reader in, introducing the main characters, setting up the main conflict and confirming the time of the book.

### Act Two (Middle)

Use the middle (the second act) to develop your themes and reveal more about the main characters. But, make sure you have enough conflict and tension here or it can start to drag.

### Act Three (End)

In the end section (the third act), the story needs to go up a gear; this is where it should reach a climax. Eventually, you should tie-up most of the loose ends, but there's nothing like a few unresolved problems to get your readers demanding a sequel!

## Characters

https://www.linkedin.com/pulse/pride-weakness-disguised-strength-thasia-awadGoal

http://www.stanneshrine.com/liturgy/confession/the-seven-deadly-sins-and-their-remedies/

### Player

#### You are wanting in power, you are an aberration in the realm. Coincidentally the daughters of the seven other vassals are an amalgam of the seven deadly sins. Your decision of perfidy culminated when the king offends you when he intimated to you that your father was weak. When you dare speak back he lambasts your terrible rule of your kingdom and threatens to have you replaced. You are an aesthete with regards to women. You are conspicuous of this aspect of your personality.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Butler

#### The loyal butler is still extant after having served your father. An innocuous, and extremely loyal servant. But something about him is anomalous, cryptic, and obscure. He will provide a didactic tutorial for the player. Seemingly has the ability of prescience and is a great source of wisdom for the player.

#### An intelligent man, any goals outside of serving you are unknown.

### Peria Gloria (superbia -> Latin for “pride”)

#### A rather decorous personality, she ensures that she is the best at everything through meticulous planning. She is voluble and excels at most of anything she tries. Her realm resides within the ancient bucolic lands of Multas. Ultimately, she is a dogmatic personality and demands that those who interact with her be deferential.

#### Motivation

#### Conflict

#### Epiphany

### Vidia Ni(timidis -> Latin for “envy”)

#### Envy’s personality is that of someone amenable by status and power. She holds acrimony towards anyone better than her. Her realm is rustic, adding to her personality.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Gula Gluv (gula -> Latin for “gluttony”)

#### A wasteful person with a glut of decadent resources.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Libia Cupio (libido -> Latin for “lust”)

#### Lust is someone who goes after whatever she wants, going as far as to profligate her gold and even her people. She is more concerned with the aesthetic properties of wanting, desiring only the best.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Ira Furo (furor -> Latin for “anger”)

#### A rather gall personality, and quick to enrage. Impudent and bold. She is a rather dictatorial personality. Quick to give a vociferous response.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Avari Avi (cupiditas -> Latin for “greed”)

#### A character who is parsimonious towards her serfs and town. Greed’s personality is parsimonious towards her people, yet she is prodigal and lives in a mansion fit for the king she rules her people with an iron fist. Even through this brash personality she is gossamer and can be easily manipulated. As a greedy person, she tends to be rather mawkish and hordes many resources.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Dia Igna (acedia -> latin for “sloth”)

#### A reticent woman, who would rather spend her time indoors. Sloth is lazy, she demurrers to any suggestion involving effort. She eschews any interaction with others and shows diffidence on the chance that she must interact with someone. At a glance, she may seem apathetic but that couldn’t be further from the truth. Unfortunately, this exacerbates her reclusiveness as people tend to ignore her.

#### Goal

#### Motivation

#### Conflict

#### Epiphany

## Expanding

## Back to the Characters