Bane of Gluttony

Design Document

**Summary**

Bane of Gluttony is a text adventure game designed specially with those with fat fetish in mind. Besides that, demographic the game also aims to attend to the vorephile, inflatophile and macrophile crowds while being reasonably interesting to any other regular passerby. Bellow you will find information about features, the world and design of the game.

**Key Features**

**Persistent World**

Bane of Gluttony aims to differentiate itself from similar games in the past by having a persistent world filled with characters and content that acknowledge the world they live in. Characters should be aware of one another when applicable, and large events in the world shall have an effect on the way they behave, as well as in the world itself.

**In-Depth Main Arc**

To take you through this world, we are creating an in-depth main storyline that will take you through most of the known world and present you to several characters and features of the game. This storyline will take you trekking through the world of Karthund, passing through each of the five main zones of the world. Throughout this quest, you will also be helping the people of the many towns and ultimately solving the mystery of how the plague of abundancy that covers the world came to be.

**Progression through Description**

When your character begins the game, it is nothing but a blank slate with a very basic description available in the Appearance Tab. As you move through the game, and complete various quests, the game will start learning more about how do you want to play, and change your description accordingly. With this, we plan to make the player experience the content more thoroughly in their goal to make their character reflect their fantasies perfectly.

E.g.: say you want to play a purple fox character and you really like vore, specially having a big squirming belly. You will begin the game as a generic character, until you go through the quest that will make you are a fox, then you will be able to drink a potion that says you are “tinted purple” and finally you will be able to gain the ability to vore through our Perk System, and show your preference for squirming bellies in an ancillary quest.

**Community Content Submission**

With Bane of Gluttony, we want to take the process of content submission by the community one-step further. With our own content creation tool, we plan to automatize the process of creation and submission of new quests, weapons and monsters, and wrap it all in an interface that is easy and intuitive to use by the nonprofessional. Sister to this tool is our hierarchy of editors that will check the new content for quality and propriety before integration into the game. With those two systems in place, we plan to largely expedite the content creation process, creating a world shock full of content with minimal effort.

**Welcome to Karthund**  
Karthund is not the planet itself, but the name people of this region use to refer to all known lands including and surrounding their isolated home. We are talking about 100 square kilometers, which while small, is still traversable in about a day, which we need in game terms. The land is boxed in by several geographic accidents, which protect and isolate the people from the menace of the rest of the world. Most of the land is self-sufficient, with only a handful of ships leaving its border every year. The land is also home to wild fantasies: giants roam the land below mountains, mice fight civil wars in Myseer shores, and power lies hidden in deep and forgotten caves. This is a land of awe and mystery. All it needs is to be explored.

* Karthund is boxed on the north by the great Iroshan mountain range that covers most of the land several miles to the north, where the climate turns frosty and desolate. While the mountaintops aren't largely populated, a few pockets of civilization still spot the land, mostly in the form of organized groups that value their privacy and peace enough to live in such a harsh terrain. The largest settlement in the range, and aptly named as well, is Irosha, a city-state theocracy maintained by the Disciples of the New Age.
* On the west, the Nahaaran desert makes travel to further lands almost impossible, but that did not stop people from trying! As their lives where filled with despair by the Great Famine, people started looking to the desert with hopeful eyes. Soon, a handful left in search for a brighter future beyond its sands, only to settle around an oasis as further travel proved itself madness. Despite being surrounded by endless sand, the natural gifts of the desert were still better than competing for what little food was left in the central lands.
* In the south, the seemingly endless, twisting paths of the Harrowed Woods haunt Karthund. These dark and hostile lands mean certain death to all but the most experienced travelers while its fogs mask any vision with illusions and nightmares. Within its depths, you can find the secluded town of Tarboro, lost for so long their citizens still live in a perpetual monarchy. Surviving by pleasing their nobles and only living for this survival.
* Finally, the east is coasted by the endless Serulean Sea, stretching for months on end, whose only land within traversable distance is the island chain of Myseer. In these strange and exotic islands lay a single civilized outpost, the dictatorship of Elyndar. Blessed by their natural treasures, the islanders have very little to worry their minds and can spend most of their time dedicating their lives to art, music, and, of course, indulgence.
* These four lands surround the main city of Staphshire, the largest city in the known world. Where people of all kinds congregate and enjoy life protected against the worries of the wild. Artists, chefs, artisans and independent contractors, with the occasional passing farmer, mostly populate the town. Situated in a temperate prairie, most of the populace can simply focus on planting, harvesting, and spending their spoils in town. All of this contributes to make Staphshire a haven for furs of all kinds, sizes, and weights.

**Governments**  
All cities in Karthund represent individual city-states that have their own separate political body. While they used to be a single realm long ago, ages of divergence made them into unique societies in their own right.  
**Staphian Democracy**  
Staphians place great value in individuality and voice amongst its populace. They believe a government can only flourish while their people flourish as well, so their leaders are democratically elected.  
**Diraquian Anarchy**  
Moving away from Staphshire also meant a shift into an idealistic form of communism that soon collapsed into anarchy as the plague started changing people's minds. Now it is survival of the fattest out there, the desert sands ruled by the strong. The closest thing to authority, yet still far from it, is represented by the self-proclaimed Sheriff, a vigilante that took the onus of cleaning up the senseless voring in town with his own jaws. More recently, however, he has been driven mad himself, a volatile and uncontrollable fate to anyone who so much as looks at him the wrong way.  
**Tarboro Monarchy**  
The Tarborean monarchy is still in power years after the collapse of the realm, partly due to the price of information and partly due to their sheer lack of diligence to incite change. Remaining in power for several generations, isolated from the pressures of the outside world, the royal family has quickly degenerated into a lineage of fat and lazy slobs more akin to massive, heaving blobs of flesh and fur than anything else has.  
**Elyndar Dictatorship**  
Normally an oligarchy, the Elyndian government permits the institution of a dictatorship regime in times of crisis, entrusting all the power of the government in a single citizen to speed them through their trials. Sadly, as the plague began to exacerbate their mental laxness, the dictator himself soon declared a perpetual state of party throughout the island, leaving most, if not all, of their problems unresolved.  
**Iroshan Theocracy**  
The city of Iroshar started as a simple monastery that grew too large to contain as the number of their followers swelled in times of famine, the masses praying for divine intervention. They call themselves Disciples of the New Age. They absorbed surrounding villages into a veritable fortress ruled by the Council, a group of elders that organize the theocracy. However, once the famine subsided and the plague took hold, a peculiar essence emanating from deep within the mountains had taken hold of the Iroshan people, gradually turning their once-hallowed theocracy into a cryptic cult.  
 **Organized Groups**  
**Disciples of The New Age**  
originally with only the best of intentions at heart, they foretold of a hero who would end the years-long famine. Unfortunately, they were only technically correct. While the famine had certainly ended, the plague had brought upon their world an age of abundance never before witnessed in history but with untold consequences. As a result, the plague seems to have grabbed hold of their leaders’ minds, turning the Council secretive and elusive. With their power and influence, the Council has brainwashed the rest of their people to follow in their commands to feed the source of this mysterious power.  
**Earthshakers**  
A group of pacifist warrior monks that live in secluded monasteries deep in the mountains. They believe that strength comes from without. That perfection is achieved through consumption of great things. Moreover, in taking in that which is great, you become greater.  
**Children of Thorestein**  
Lead by the fanatic Dr. Thorestein, his Children are certain that the world only progresses through trials and tribulations and that the populace is brought together by hardship. To that end, they seek to clean the land of this plague of abundance by any means possible – more specifically, by taking this burden unto themselves through the mysterious art of lipomancy. Under the guidance of Thorestein, they think themselves the only ones sane enough to endure the plague of gluttony and clean the world of this disease. **Wyrmstead Guild**  
The Wyrmstead guild is a group of independent hunters that roam the lands in search of adventure and increasingly large prey. While they are a diffuse group by nature, they can always be found during the beginning of each month, gathering at the Wyrmstead, which gives them their name, to boast of their hunting stories, eat exotic foods, and greet prospective adventurers.  
  
**Magic**  
Fat is power. Or, more accurately, favor is power, but the only god currently in the land, known of only by the Disciples of the New Age, is Vlofgant, the God of Gluttony and devourer of all. That means that power is gained by overindulging on the many earthly delights of the realm, and fat is the physical manifestation of God's favor itself. When properly channeled, adipose tissue can be used to achieve incredible feats of might and magic beyond that of any mortal man.  
**Arcane**  
The magical energies that flood the land can be used to bend the laws of nature itself, as long as the caster knows to how call upon them properly. While most of the population makes use of the "cantrips" sold at exorbitant prices at mage shops, very few of them have either the inherent talent or the years of practice required to make a functional mage. Lying at the very border between mundane and dangerous, magic is seen by many as a blessing and by others as a perversion of nature by dark men.  
**Martial**  
A lost art, now found only amidst the ranks of Earthshaker monks of the north, Kai-ar is the ancient practice of channeling power through the user's own body, expressed as feats of incredible power and agility. With their sheer size and mass as the source of their power, they are able to perform supernatural feats. If arcane magic is the expression of power through mental prowess, Kai-ar is the expression of body through power. There is a point, however, at which even their forms become too great for their own good.  
  
**Areas**  
**Farmlands**  
The areas surrounding Staphshire are formed of windy plains and lush farmlands. Quite peaceful most of the time, a few predators still lurk the land, especially those who capitalize on the farmer's recent abundance.  
**Desert**  
The Nahaaran desert is an apparently endless expanse of dunes and sand. Stretching as far as the eyes can see. It is completely devoid of all but the most resilient forms of life.  
**Savannah**  
As the farmlands start to dry westward, this stretch thrives only due to the Vohltic River that flows through it from the mountains. Straddling the line between arid wasteland and lush prairie, the savannah is home to unique species, not found anywhere else in the world.  
**Forest**  
The Harrowed Woods are a dark and dangerous place. The canopy of trees is dense enough as to barely let any light through, and the mists that lie within confuse the senses and blur the line between waking life and nightmare. None but the most courageous of adventures know what lives here, and even they do not want to talk about it.  
**Swamp**  
Where the Harrowed Woods meets the sea it forms muddy marshes and ghastly bogs. Here the atmosphere itself is poisonous, and the fog from the Woods hides the creatures that lurk in its murky waters.  
**Mountain**  
The mountains are relentless. Cold, unmoving, and absolutely enormous. They are also the source of life to most of the land, as the snow melts from its frozen alps, creating the two main rivers that flow through the land. Amongst the sparse pine trees and deadly crevasses, caves hold hidden knowledge, forgotten eons ago.  
**Hills**  
Before the might of the mountains lay a series of rolling hills. Too steep for planting but not steep enough for security, a few people make their homes here, along the alpine trees and the fresh northern wind.  
**Island**  
About a few hours sail from the mainland is the last plot of land east of Karthund: a chain of volcanic islands, land to exotic beaches and awe-inspiring fjords. Isolated from the rest of the world, the island has a unique habitat with interesting plants and peculiarly colorful animals not found anywhere else.  
**Beach**  
Straddling the eastern coast and surrounded by either boring or dangerous loci, the beach is the preferred vacation location for all Karthund.  
  
**Culture**  
**People**  
All people in Karthund are humanoids similar to several animals found on earth, sharing their work and forming a society of diverse people all under the same name. Here, primates never happened, and species evolved from their feral ancestors collectively. While they recognize ancestry to their feral counterparts, it is not more than we humans would consider ourselves related to monkeys. After practically being starved to death, the people recently found themselves becoming plump in their abundance. The average fur is about 180 pounds as the plague has only recently taken hold of the land. Height, however, varies greatly depending on their species.  
**Power**  
As the plague took control, the ravenous population caused a shift in the aristocracy of the land. Artisans (primarily chefs, tailors, and carpenters), mages, and food merchants represent the aristocracy, while farmers and independent contractors represent the lower classes despite their vital function in society. Adventures are outside of this spectrum, as they find success or demise in the wilderness in equal amounts.  
**Customs**  
• As the plague affects the citizens, multiple meals a day became the accepted standard for all but the destitute.  
• When clothes ripping became more of an issue at inns and eating establishments, the owners started the tradition of giving customers the tablecloth when they outgrew their clothes, both so they would not have to walk home bare, and as a mark of distinction for managing such a feat of gluttony.  
  
  
**History**  
**The Great Famine**  
The land laid dry, the soil hard, and the stomachs empty. The Great Famine was a five-year period of consecutive droughts, disease, and mismanagement that meant the death of many and while leaving the rest for dead.  
**The Plague**  
The plague is a very recent event in Karthund’s history, having put an end to the Great Famine only a few short years ago. As such, the people of Karthund are still growing accustomed to the sudden, massive influx of abundance, overindulging without a second thought as respite from starvation. However, this mindset compounded with the mind-altering effects of the plague has led to the widespread epidemic of insatiable gluttony, fueled by none other than the God of Gluttony himself, Vlofgant. While symptoms are still relatively mild, they will grow more and more extreme as time passes.  
**The Deathless Prophet**  
The prophet has foretold its own death, as the death of the world itself. The prophet also foretold the coming of a hero, to save the land from the curse of bounty, rising from the unassuming to godlike power. That was two millennia ago, and now as the curse rises from its ashes, it is time for the prophet to rise anew again.  
**The Hero Foretold**  
Amongst the simple people and common folk, is said in ancient legends, long forgotten, to lies the salvation for this world. The only capable of imbibing in dark powers without falling prey to the insatiable insanity that hides within, and the only capable of turning this dark power against its source. The coming of this hero is lost to the people's memories, but not to its fate, and the time to rise has come again.

**World Hooks**

* A procession of cattle and farm animals are moving towards the mountains.
* Amidst a forest of giant corn stalks, lay an ancient well.
* Some “thief” in the town of Staphshire has been adding food to pantries instead of taking it.
* Vegetables have become sentient around a farm in the Farmlands.
* Some beat and drumming can be heard beneath a hill in the outskirts of the lone hills.
* A head shaped cave breathes in a crevasse on the Lone Hills.
* A forgotten manor lies abandoned on a cliff near port town.
* No ships are leaving the port town for unknown reasons.
* Bridges following the main river have recently collapsed due to flooding in the region.
* A lone hatched sits on a stump in the middle of nowhere.
* A complete section of the Lone Hills is blocked off by a magical barrier.
* Roads to the Mountain have been blocked due to recent landslide.

**Design Archive**

**Combat**

Combat in Bane of Gluttony is comprised of a single player fighting a single mob (even when that mob represents a collection of individuals). Players are able to attack the mob through various means, be it a normal, using the equipped weapon, using a special skill, or an inventory item. Mobs have similar abilities, with a reduced arsenal, and their decisions on what to use are dictated by luck.

**Adipose Points**

Besides the health bar, players have one AP bar that serves as mixed mana/energy bar. All abilities that have activation costs drain those points from your AP bar. AP is refilled every hour you spend overfilled, by the amount you are overfilled with during the end of the hour. If at any point you try to cast an ability and do not have enough AP to pay for it, the ability will fail, and a constant amount of 50 will be deduced from your fat reserves and converted into AP points.

**Dungeons**

When entering a relevant area with high density of content, the world map is replaced by a zoomed in map of the location. We call these areas “dungeons” as the idea stemmed from creating individual maps for regular RPG dungeons. The idea then expanded to encompass any place where it would be particularly useful to have a greater sense of positioning.

Since this kind of content takes longer to produce, it will probably not be all-encompassing, and be limited to key areas in the world. The caves and castles might be depicted in such a manner, while most of shops, inns and might be more vaguely depicted.

Another factor in determining whether the location receives of not this treatment is whether it contains puzzles that would require positioning as a mechanic, such as may often be found in lost ruins and castles full of secret passages. Splitting the map also automatically increases the density of random encounters per in game time unit, so separate caves and actual dungeons might be expected to be represented in such a manner.

**Dungeon 01**

* Set somewhere around the main farmlands.
* Supposed to lead players into Myseer by unlocking sea travel.

**Mobs**

Mobs are enemies that can enter in combat against the character. Generic enemies are usually summoned as part of a random encounter, and are supposed to roam the world normally outside of specific event-related conditions. Unique enemies are summoned as part of specific quests or events, are are often tied specifically to that quest, and do not exist during gameplay outside of it.

**Generic**

Bloated Bees

#000

Boisterous Hunter

#001

Boulder Rhino

#002

Bramble Dryad

#003

Crazed Cattle

#004

Fat Boar

#005

Floating Drake

#006

Frost Witch

#007

Giant Enemy Crab

#008

Giant Mole

#009

Heavy Cheetah

#010

Hide-Behind

#011

Honey Vine

#012

Malicious Looking Vegetables

#013

Rambunctious Rabbit

#014

Regular Sea Lion

#015

Rotund Snake

#016

Satyr Herder

#017

Slime (Several Flavors)

#018

Snow Pixie

#019

Stuffed Lion

#020

**Unique**

**Perks**

Perks are abilities gained through play, be it from items, quests or random events that add certain descriptive pieces to the game. Most perks will add description lines to the Appearance tab, but some can be tested during events to add specific lines and branches to quests and events. All perks can be toggled on or off at any time by going to the options menu.

**Regular**

**Gamechangers**

The following perks unlock or lock specific aspects of gameplay, beyond their descriptive flavor. These perks must have two boxes. One that disables/enables their ingame behavior, and another that enables disables their context descriptions.

* Attentive

Unlocks extra dialog on events where applicable. Allows to see hidden objects like traps or environment elements that other people might miss.

* Bottomless Pit

Adds 20% of stomach capacity, and reduces the chance of being knocked out by 50%.

* Feeder

Enables the feeding attack skills as well as their respective descriptions on applicable enemies. Triggers a test when talking to applicable NPCs.

* Food Addict

Has 30% less chance of resisting feeding attacks and locks. Gains a 5% debuff to all attributes if hasn’t eaten anything for more than 24 hours.

* Inflation Addict

Has 30% less chance of resisting inflating attacks and locks. Gains a 5% debuff to all attributes if hasn’t used a inflation item for more than 24 hours.

* Inflater

Enables the inflating attack skills as well as their perspective descriptions on applicable enemies. Triggers a test when talking to applicable NPCs.

* Iron Gut

Suffers no penalties from eating poisonous enemies. Has 20% less health penalty when overfull.

* Magic Awareness

Unlocks extra dialog on events where applicable. Allows feeling magic in the environment.

* Mana Addict

You automatically absorbs five mana for every attack you are hit with. You get a 40% debuff if you have not cast a spell for more than 24 hours.

* Pacifist

Gains 200% EXP when defeating an enemy without use of regular attacks or martial skills. Receives only 50% of monster EXP when using them.

* Perpetually Fit

Creates a hard limit for Fat attribute equal to the current fat when this perk is gained. Any fat that would otherwise be gained is automatically converted into AP.

* Prey

Unlocks specific end game descriptions on applicable enemies. Unlocks specific tests when talking to certain NPCs.

* Quick Metabolism

Lose fat at twice the normal speed.

* Rapid Digestion

Unlocks Rapid Digestion Skill that clears 500 stomach capacity instantly.

* Rubber Body

Has 60% less health penalty when overfull. If defeated due to fullness, unlocks event specific descriptions of popping.

* Soul Eater

Adds a soul item to the inventory every time an enemy is defeated.

* Sponge

Fat can be gained from water.

* Taur

Enables a second toggle able stomach and applicable descriptions. Doubles initial weight.

* Vore

Enables the vore attack skills and their respective descriptions. Triggers a test when talking to certain NPCs.

* Vore Addict

Gains a 5% debuff to all attributes if has not eaten an enemy for more than 24 hours. Triggers a test when talking to applicable NPCs and end game scenarios.

**Affiliation**

Affiliation are perks that do not have descriptions, but enable or disable certain content in the game. Different of other perks, affiliation can only be removed in game, through potions of clearance or quest lines.

Items

Alpha Features

NPC Keeping

Multiple Enemy Combat

Online Multiplayer