* Protagonist is assumed to be the player’s fursona, so he’s just some normal guy. Nothing is special about the player.
* No one knows/cares about the plague in the beginning, everyone just takes its effects in stride.
* Player gradually learns more and more about it by accident/coincidence as he progresses through the beginning/introduction/prologue before actually deciding to try and save the world

Introduction

You are rudely awoken in the morning (or afternoon, since everyone is becoming lazy) by obnoxious knocking on your door. Getting up and dragging yourself out of bed, you go to answer the door to find a Child of Thorestein here to solicit you. This is the first time you’ve encountered something like this though because the Children of Thorestein have only recently become a thing and started soliciting people with their beliefs, so you don’t know why he’s here. He preaches to you about the evils of the plague and the sloth and gluttony it’s brought upon Karthund. Unlike almost everyone else, this intrigues you rather than annoying you.

Once he leaves, you figure you might as well get up and go about your day. Walking around town, you notice a surprising number of Children (of Thorestein) in town doing the same to other homes as well as preaching in the streets. They are distinguishable by their peculiar garbs. However, you notice most everyone either ignores them or are disgusted/annoyed/offended/etc. by their claims. The citizens of Staphshire would run the Children out of town if they could, but they are still protected of free speech under Staphian law (reference to crazy soliciting religious nuts). Curious, you continue exploring town to see/hear more of what’s going on.

Eventually, as you enter a restaurant (because the restaurant is, without a doubt, one of the first things the player will look for) you notice a Child sitting alone at a table in the back corner, as far from those hostile to him as possible and likely being served reluctantly. You approach him and sit across from him, a gargantuan plate in front of him. Looking around warily and in a hushed tone, you curiously strike up conversation with him about the Children and what they’re preaching. He tells you all about his people and what they believe will happen if Karthund continues down the path it’s currently on. At the end of the conversation, he leaves you with some information about where to go if you want to learn more.

Thorestein is a façade. “Thorestein” is just a pseudonym/euphemism for the god of gluttony himself. The Children of Thorestein are tricked by “Thorestein” to collect fat from the fattened people of Karthund and return to him in the mountains once themselves are fat enough to give their newfound fat to him.