Central Hub Descriptions

**Player bedroom**

**Default description:**

Basic room. Queen bed in one corner, bedside table and dresser next to it. On the nearby desk sits the gridboard for the golems

**Variable descriptors (rolling group of randomly selected flavor descriptions to add to the room)**

* The sounds of cars driving by outside the window
* The muffled sounds of the roommate watching tv in the other side of the house
* Construction across the street
* Annoying person talking loudly on speakerphone irritatingly close to the window outside

Others can be added as desired/considered.

**\*If Golems are allowed free roam\***

**Variable descriptors only available if free roam for golems is on.**

* **Occasionally seeing a golem dart across the floor**
* **Golems can be seen climb up/down the desk**
* **(If evil) Golems cower under the bed/dresser hoping you haven’t noticed them**
* **(If good) Some golems stop what they’re doing on the floor to wave or bow**

**Others can be added as desired/considered**

**Golem Area Description**

**Static description:**

Atop the old executive desk from a thrift shop sits a large wooden folding mat with intricately carved runes around its edges.

**Dynamic description: (In addition to static)**

Dynamic description changes based on what state and/or development level the golems are at. Such as whether or not the golems buildings have been destroyed by your recent evil acts.

***Proposed development stages***

**These would be one-time, linear upgrades unlocked when certain milestones are reached such as a certain amount of golems/resources/Influence. Not all need to be available at launch and later stages can be saved for future updates**

1. None: The golems mill about their area without direction, only moving with purpose when you direct them
2. Autonomous: At your direction the golems now act as individuals and a group rather than individual automatons
3. Primitive: The golems have constructed the most basic of shelter for themselves. Little more than tents or lean-tos.
4. Simple: Their improvised shelter has been replaced with simplistic housing. Small huts that are little better than their previous shelter but are sturdier and built to be used long term
5. Medieval: Their simple shelters have been replaced with small cottages loosely centered around a market. At one side of their area a primitive but impressive castle now sits overlooking the rest of the settlement.
6. Industrial: Their pseudo civilization has advanced to an industrial level society. Most of the streets are lined with multi-story homes with tiled roofs with paved roads between them. One section of their space is now dedicated to several factory and warehouse-like buildings that produce tiny whisps of smoke from their chimneys.
7. Modern: The golems have reached a stage of advancement seemingly indistinguishable from your society. Glass skyscrapers tower over parts of the golem’s space with suburbs spread out along the outer edges of their area. They even seem to have small cars driving through the streets, though it is unclear what is powering them.
8. Futuristic: The golems have surpassed what your society is capable of. You can see small shuttle-like vehicles flying around the towering constructs that loom even higher than skyscrapers from their scale. Occasionally you can see tiny glimmers of light on some of the sides of their space where what seem to be teleporters allow the golems to travel instantly from one section of their space to another.

**Hub Options**

*Consider mouse-over text where when mousing over one of the options within each action ‘tree’ a small description of the option is shown*

**Personal Actions**

* Go to sleep *- Rest and pass the time by X hours*
* Exercise – *Work out and pass the time by X hours*
* Take a Bath *– Relax in a hot bath and pass the time by X hours*. (Option to bring golem(s) for bath-specific activities)
* Go to work – *Go to your job and spend X hours earning money* (or resources.)

**Interact With Golems**

**Construct** (Sub Menu) – *Command your golems to build something*

* Upgrade Golem Community – Advance golems to the next stage of development. (Requires sufficient resources)
* Build Gathering Hub – Golem Construct that improves basic resource generation
* Build Market – Golem Construct that improves complex resource generation
* Build Library – Golem Construct that improves mana regeneration
* Build Factory – Golem Construct that improves complex resource generation
* Build Clinic – Golem Construct that improves golem spawn rate

**Interact** (Sub Menu) (alignment changes are off-the-cuff suggestions and should be discussed further at time of implementation)

* Inspect Golems – Get a close up look at the golems. (If neutral, golem will look curious. If evil golem will cower. If benevolent golem will try to get closer and wave. More varied responses can be added to varying degrees of good/evil)
* Pick Up Golems – Pick up golems to inspect more closely. (Option to drop or set down at end, drop increases evil)
* Play With Golems – Pick up golems and play around with them in your hands. (Option to be rough which increases evil)
* Taste Golem – Mouthplay tag. Play with a golem in your mouth.
* Eat Golem – Oral Vore tag. Pick up golems to swallow. Option for soft or hard vore.
* Step on Golems – Footplay tag. Scoop up several golems to step on. Option near end to return them safely or crush them (With Crushing tag). Crush increases evil. Return safely increases good.
* Put Golems in Shoes – Go for a walk with Golems underfoot
* Put Golems in underwear
* Masturbate with Golems – Use Golems to get off.

**Command** (Sub Menu)

* Do Tricks – Order golems to perform for you. (Would be stuff like golems being told to do flips or stand on one foot, etc. Basically showing how the MC can control the golems through commands)
* Back Massage – Lay down and have the golems massage your back
* Foot Massage – Prop your feet up and have the golems rub them
* Rub your stomach – Massage belly, extra options/content if you just ate a golem
* Kiss your toes
* Worship your feet
* Climb into your mouth – Option to eat them or let them out
* Climb your bulge – Climb up your crotchbulge to get you hot and bothered
* Get you off – multiple golems rub against and lick your dick until you release
* Worship your body – Combination of foot, body, and cock/ball worship

**Check Spellbook**

* **Convert Golems – Replenish mana by sacrificing golems**
* **Research – Research new spells and upgrades**
* **Cast – Use one of your known spells**