

# Corruption of Champions II

Design Draft 8

## Corruption of Champions II: Spread of Corruption

Alpha Build 0.1.10

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This is an adult game meant to be played by adults. By playing, you confirm that you are 18 or older. CoC2 contains many weird and exotic fetishes, including but not limited to: sexually invasive tentacles, overly-amorous monstergirls, furry futa femdom, uncontrollable breeding urges, and horny demon sex-wizards. **You've been warned.**

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# Introduction & Game Themes

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Hello and welcome to the *Corruption of Champions II* design documentation. This document and those linked from it are intended to help prospective backers, creators, and players understand more about the game's mechanics, story, and the writing that goes into it.

## The Premise

Our hero is a wandering adventurer who has recently arrived in the Frost Marches, a region in the world of Savarra roughly analogous to the real-world Alps. A freak autumn blizzard snows you in at rural thorp of Hawkethorne, where the player witnesses a young catgirl cleric stumble in begging for help to rescue her sister. You accompany her into the hills surrounding the village, battle a cult who throw her sister through a portal, and are confronted by a towering demonic presence that comes through from the other side.

Kasyrra, a demon from the world of Mareth, has arrived. She senses something *unique* about the PC's soul, and swears to come back and steal it. In the meantime, she'll be corrupting the countryside and making more demons. What are her plans, and how can you stop her from stealing your soul?

Let's talk themes.

## Corruption

In *Corruption of Champions*, the most obvious theme on display was the "loss of humanity." Since the player doesn't necessarily start out as human, I'm going to put a twist on that here:

*Corruption of the Soul.* This is less a physical thing than CoC's corruption was, or the "oh, you can't TF back to being human" business. Remember that demons aren't a force of physical destruction, *especially* with Lethice not in the picture. They strip out everything good and compassionate and empathetic in a person, leaving nothing but a hedonistic husk that's obsessed with its own selfish pleasure. Addiction, sexual self-gratification, and domination without compassion. Demons are a force of *moral* destruction, and I want to emphasize that.

The PC is not, and never will be, an ally of the demons outside specific bad-ends. You can become a demon-morph, and in the story's conclusion move towards a commanding presence as a demon lord (as in CoC), but during the story's course you will actively oppose the demon faction within Savarra.

Even Corrupted PCs recognize that a demonic invasion means an end to their freedom and way of life. If you're corrupt, you want to spread corruption and hedonism on your terms -- whether that means working as a humanoid or striving towards True Demonhood -- but you will not ever

surrender to Kasyrra's control outside of a bad end. Thus the conflict ensues between the PC and Kasyrra, regardless of alignment.

### **Romance**

One of the most important aspects of CoC and TiTS has always been "collecting waifus," which is to say, building romantic and sexual relationships with the NPCs of the world. That's going to be front and center here as well.

One of the ways we're emphasizing that is by allowing you to bring **Companions** with you on your adventures. Each of your companions will have a fairly thorough relationship, whether its romantic or purely sexual (or master/slave, domme/sub, whatever), or even just friendship if that's the route you choose to pursue.

Note that *unlike* TiTS, we aren't going the route of having every shopkeeper being a sexable waifu/husbando. Townsfolk are meant to be vendors and quest-givers; we don't need to spend months fleshing out every blacksmith with his own tragic backstory and romance arc. I'd rather save that time for interesting creatures and characters the player finds out in the wilderlands.

### **Adventure** (Sexual and Otherwise)

The game starts in a small, frontier village on the edge of civilization. But once you go outside into the wilderness, shit gets *weird*. I think one of CoC's biggest hooks was front-loading a lot of weird shit into the Forest: Tentacle Monster assaults, bee girl ass-egging, and the like. That's interesting thematically and for drawing in and hooking new players.

Things inside uncorrupted towns should be relatively tame, but also safe. Civilization is what you come back to, a bastion against the strange and sexual things outside. Similarly, though, it doesn't offer as many opportunities for fetishistic sex -- most people in town won't be fuckable at all. If you want to experience the sexual thrills you found Out There, you *have* to go back and seek them out. Of course, you can end up bringing some of that strangeness back with you...

## Save Importing; What Comes Forward?

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Astute players may have noticed the option to export a save at the end of CoC1. You will be able to import this into a new playthrough of CoC2, which will establish some facts about the Champion of Ingnam in your previous playthrough as well as the world state of Mareth at the end of CoC1.

**Note** that you are *not* playing the same Champion in this game. CoC2 does not take place in Mareth. Few if any NPCs from CoC will be coming forward to appear in this game.

### What Gets Imported?

Good question. Here's the answer:

### Champion Information

- Name
- Gender
- Corruption
- Appearance (maybe? Couldn't hurt!)
- # of kids, and by whom
- The Ending
  - Whatever you did with Lethice -- killed, banished, or purified?
  - Did you stay in the Demon Realm or go home?
  - Did the land end up Purified or forever Corrupted?
  - What became of the PC at the end?

### Events & NPCs

- **Factory Dungeon** -- Sealed or Destroyed
  - By Extension: Marae's Corruption status
    - Is Holly alive?
  - Omnibus's Status: alive or Dead?
- **Zetaz's Lair**: Zetaz alive or dead?
- **Tower of the Phoenix**:
  - Completed or Not?
    - Queen: alive or dead?
    - Who KILLED her, if applicable (and if CoC tracked that)
    - Valeria status -- acquired or not?
- **Ceraph Status**: follower or enemy?
- **Owca Status**, and **Vapula's Status**: Slave, Free, or Dead?
- **Urta Quest**: Completed or Not?
  - Who gave birth to Taoth, if anyone?

- **Sand Witch Dungeon:** Completed or Not?
  - More Cum Witches?
  - Did you make peace with the Sand Mother or rape her into submission?
  - Freed Bath-Slut? Shrunk her tits?

### **What If I Don't Have a Save?**

Players who don't import a save from CoC1 will be treated to the "default" world state: a **Tainted** futa champion eventually **purified** Lethice, and did all the quests so that the demons lost, but **didn't kill any of them**. Marae is alive and well, since the **Factory was Destroyed**. **Taoth** was rescued from Urta's balls.

# Getting Down & Dirty: The Mechanics of Sex

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Let's be honest, we're all here for one thing at the end of the day. Still, there's more to a porn game than *just* writing lots of hot smut. So let's talk about that!

## What's Fuckable?

First and foremost: **The same rules as in Fengames applies here for content allowable**, obviously. No loli, piss/poo, corporeal undead, whatever. Angels still verboten for lore-reasons (whatever those are, ask Fen). Werewolves and dragons also okay now. Handle with care.

Out of necessity towards getting anywhere with limited time each week to work on this project, I want to get away from TiTS's current standard of having almost every shopkeeper and random townsfolk be fuckable. We're never going to get past the starter town like that, so I'm gonna go ahead and say that:

- **Most vendors won't be sexable, or even well developed.** Sorrynotsorry!
- Questgivers and Major NPCs may or may not be, as applicable.
- **Most, but not necessarily all, mobs will be sexable.** It's okay to have elementals, golems, beasts, etc. running around in addition to monstergirls and furies and tentacle abominations. Again, I want to get the game done literally *ever*, and those help quickly fill out zones.
- Companions and Waifus, as applicable. Obviously not everyone who joins the PC's retinue needs to be fuckable, eg. Jojo and Rathazul 2.0s., though most should be.
- Bosses. Zone and dungeon bosses will all have their own unique set of sex scenes, plus probably bad ends as well.

## The PC's Sexual and Physical Arrangement

I've learned my lesson after writing for several transformation-heavy games now. As with all things, the point to consider is that "if we can't do it well, we shouldn't do it." To that end:

- The PC will always have a sex of some sort. **No genderless.** If an item proc would leave you with no sex, either that TF will not proc or the character will refuse to use the item at all.
- The PC will always have some clothing on, and be equipped with a weapon.
- The PC will always be bipedal, with their primary genitalia in the forward crotch region. This means **no centaurs/nagas.**

These can all be done away with in end-game scenarios (eg. Bad Ends), but otherwise the above are hard and fast rules. We've proven that doing otherwise results in a sub-optimal experience for both writers and players, as much as some may try to argue otherwise.

The presence of tail genitals, fuckable breasts, and multiple cocks should be considered. Support is appreciated, but not necessary. **There will not be multiple vaginas, nor wombs** to go along with them.

The PC may become pregnant during the game, in either or both her vag and ass. PCs may or may not be fertile or virile at any time.

**The player character will be able to acquire a magical strapon** (called the *Ghostlight Strapon*), attached to the clitoris as a piercing, which functions as a cock in scenes. You may choose to reference it specifically when disrobing/etc., but it will function in all ways like a cock and respond to its parser calls. Unless you specifically state otherwise, it will **always allow the player to get pc.hasCock scenes**. It can ejaculate and everything, though its virility is nil.

## Pronouns and Sexual Preference

CoC2 will follow TiTS' system of pronoun assignment, with the player able to lock in a certain pronoun regardless.

The player *will not* be able to assign a sexual preference (eg. gay/lesbian, straight, etc.). That's between you and your mouse, player.

## Fertility and Virility, aka Breeding

[See its own documentation here.](#)

## Buttslut Mode

Through a bit of informal questioning, I've pretty much narrowed down *why people play Genderless at all*: to get more butt scenes. Since this is obviously relative to *my* interests, too, I've devised this optional mode to alleviate peoples' desire to play neuters. At least to some degree.

There will be a **Buttslut Mode** that can be activated (via a toggle or a perk), and will direct all [vagOrAss] scenes into the ass, so keep that in mind for [pc.vagOrAss] scenes -- **don't assume a player doesn't have a cunt in vagOrAss scenes when referencing buttstuff happening.**

Should be relatively easy to account for on the author's parts: just make sure any [vagOrAss] scenes don't reference the lack of a vagina, or gate such references behind a check.



# The Champion: Designing the Player Character

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Beyond mere sexual arrangement and reference, there's still a lot to know about the player character.

The PC, much like in CoC, starts out as a *NOBODY*.

But I don't want the PC to be a *total* scrub like in CoC, who doesn't matter and gets no recognition until after the endgame, but you're nobody special to start out. You gotta earn this shit, yo. During the course of the game you'll meet powerful people, forge alliances, and grow in power until you have made yourself into a force to be reckoned with. People will know you by reputation by the time you're in the late-game zones, and your deeds will truly shape the world's future.

When creating your PC, you choose a Race, Class, and Background. At CharGen, each ability score starts at 2, and one score can be boosted by +1 for each choice of Race, Class, and Background choices. These form your "minimum values" for the various attributes, which can't be changed through retraining.

## Starting Races

### Human

Starting Boost: Presence +1

Affinities: Presence, Toughness, Cunning

*Heirs to great Belharan Empire of ages past, humans have spread across the world in spite of their short lives. Theirs is a race that is ever expanding, ever growing and learning. It is no wonder some of you came to the far reaches of the north, seeking new land and new adventures. Humanity's boundless ambitions lend to greater Presence.*

### Wyld Elf

Starting Boost: Willpower +1

Affinities: Willpower, Agility, Cunning

*A fey race possessed of an otherworldly grace, wyld elves have a preternatural connection to nature and magic. They all have a feminine appearance, regardless of actual sex (with some males even sporting breasts), and each elf manifests a Mark of the Wild, such as animalistic ears or bestial tails. Their inherent grasp of magic grants wyld elves a bonus to Willpower.*

### Catfolk

Starting Boost: Agility +1

Affinities: Agility, Cunning, Presence

*Lithe and agile denizens of the endless forests of the north, catfolk are the most sociable of the beast-kin and were eager to join elves and men in society when they were first met in the great deserts of the Southlands. Catfolks' friendliness often underlies a cheeky mischievous streak. Their grace and dexterity give them a naturally higher Agility.*

### **Lupine**

Starting Boost: Strength +1

Affinities: Strength, Toughness, Cunning

*Tall and powerful, the lupines of the north are descended from lycans and bear thick body fur resembling that of a grey or arctic wolf. Natives of the region, lupines spent several years fighting against the encroaching human presence before being forced to accept defeat, and their new neighbors. Their physiques lend them to higher Strength than other races.*

### **Orc**

Starting Boost: Toughness +1

Affinities: Toughness, Strength, Willpower

*Towering, brawny barbarians with green skin and bestial tusks, orcs are savage raiders that hail from the craggy foothills of the north. Few of them voluntarily join civilization, preferring their tribal lives under the command of powerful warlords. Their naturally thick hides and an ingrained warrior tradition grants them bonus Toughness.*

## **Classes**

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The classes themselves are a major factor in how the game will be played, as is the way they deliver abilities and perks. As I'm continuously redrafting and designing on them, they'll be contained in their own document until I'm happy with them.

[The most up-to-date Class & Powers document is here.](#)

In CharGen, each class gets a +1 to its "primary attribute."

## **Backgrounds**

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### **Noble Scion**

Starting Boost: Presence +1 // Any Class

Affinities: Presence, Cunning, Willpower

*You're the youngest child of a noble family, with all the pampering and prestige that entails -- not to mention training in arts of magic or battle to your hearts' content. As the youngest child,*

*though, you had little hope of inheriting power and so now seek your own fortunes on the frontier. Your noble upbringing imparts a bonus to Presence.*

### **Minstrel**

Starting Boost: Presence +1 // Dancer

Affinities: Presence, Agility, Willpower

*Once apprenticed to one of the greatest bards in your homeland, you struck out on your own to share your songs and stories across the far frontier. Your career in showmanship has taught you to inspire people and bring them to believe your words and songs, imparting a bonus to Presence.*

### **Soldier**

Starting Boost: Strength +1 // Warrior & Thief

Affinities: Strength, Toughness, Agility

*The life of a soldier in the ruins of the Belharan Empire is hard and brutal, requiring constant physical fitness and training. You've served in conflicts against monsters and barbarians, and now bring your skills and experiences from the frontlines to the frontier. Your rigorous training has given you a bonus to Strength.*

### **Arcanist**

Starting Boost: Willpower +1 // Black Mage

Affinities: Willpower, Cunning, Agility

*You were apprenticed to a hedge witch, a powerful and beautiful enchantress living in the depths of the wilderlands southwest of the Frost Marches. You split on bad terms, forcing you to seek your own fortunes. Your tutelage under the witch has given you a mastery of magic, boosting your Willpower.*

### **Barbarian**

Starting Boost: Toughness +1 // Warrior

Affinities: Strength, Toughness, Presence

*You're a barbarian, a savage wildling from beyond the borders of civilization. Though your tribe exemplified the warrior's code of honor and bravery, that did not save them from the orcish raiders who wiped them out. Only you survived, forced to seek out a new life beyond your clan's homelands. Your barbarian prowess grants a bonus to Toughness.*

### **Scholar**

Starting Boost: Cunning +1 // White Mage, Black Mage, & Dancer

Affinities: Cunning, Willpower, Presence

*You were trained in the highest institutes of education in the south, which emulate the legendary colleges of ancient Belhar. The constraints of academia grated against you, however, and eventually you had to strike out on your own. Your rich classical education covered the basics of all manner of scholarly pursuits and the secrets of magic, granting a bonus to your Cunning.*

### **Slum Rat**

Starting Boost: Agility +1 // Thief

Affinities: Agility, Strength, Cunning

//Lose vaginal/penile virginity

*You were born in the gutter. Your mother was a whore, and you've been existing in the dregs of society ever since you took your first breath. You've stolen, seduced, and fought tooth and nail to survive. Tiring of life in the city of your birth, not to mention the growing demands of the Thieves' Guild, you've set out to make your fortunes in the Frost Marches. Your thieving experience gives you a boost to Agility.*

### **Acolyte**

Starting Boost: Willpower +1 // White Mage

Affinities: Willpower, Toughness, Presence

*You were raised in a monastery of the Living Gods, trained in religious ceremony, scholarly pursuits, and the ways of healing magics. You eventually left your order to bring your knowledge and skills to the frontier, eager to help those far from the light of civilization. Your magical training grants you a bonus to Willpower.*

### **Hunter**

Starting Boost: Agility +1 // Any Class

Affinities: Agility, Toughness, Cunning

*You were born and raised in the wilderness of the northlands, surviving by your skill with a bow and your attunement with nature. Like you, your parents were adventurers, and left early in your life. You're used to living alone -- you're quick, quiet, and fleet of foot after years of living in arboreal solitude. Your life as a hunter has given you greater Agility.*

### **Courtesan**

Starting Boost: Leadership +1 // Thief or Dancer

Affinities: Presence, Cunning, Agility

//Lose all virginities

*You were a high-class escort in one of the up-and-coming metropolises of the south, always in demand and paid handsomely for your services. You've done it all, with everyone. However, an affair with a powerful noble whose spouse turned against you caused you to flee the city and seek the anonymity of the frontier. Your charisma and manipulative skills increase your Presence.*

## Personality Types & PC Dialogue

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The player's personality is measured by Corruption. Particularly high (75+) or low (25-) will automatically move your personality type, but certain events can also trigger movement on the scale. If your Corruption score moves within the 26-74 zone, it won't change your personality type (though specific corruption gates can impact individual scenes at the author's discretion).

**The Dark Knight:** High corruption brings in dialogue that is much more selfish, hedonistic, and aggressive(ly sexual). You don't mind stepping on others to get what you want, and nothing matters more than your own pleasure. **The Dark Knight has little empathy for others** or care for their desires. A mix of Brute and Hard from TiTS.

Please for the love of God **don't make it Corrupt = Domme, Pure = Subby**. A corrupt submissive or a pure dominant should be just as possible; Corruption is more about whose needs come first, consent, and empathy. A corrupt PC gleefully demands others do what's uncomfortable for them, even if that's power-bottoming an NPC into throwing the PC over the edge of the bed and railing her until she's a cummy mess.

**Champion:** Low corruption is not necessarily chaste, but is compassionate and good-natured, much like the "Kind" of TiTS, though they may have a slight snarky streak. Champion PCs are more eager to help people, even at a cost to themselves, and are more willing to engage with lovers in mutually-beneficial ways rather than demanding their needs be met first and foremost.

**Bimbo.** A feminine, cum-hungry sex addict with a vapid vocabulary and an incredible lust, but also empathetic and fun-loving. Bimbos are a middle ground, as sex-fueled as Corrupt PCs are, but much more about taking pleasure whenever and however they can get it: they don't need to get people to do what they don't want to; the Bimbo wants to do whatever *they* want to instead!

The Bimbo personality overrides Corrupt/Pure in many situations. It's removed either by moving past an alignment barrier, or by specific actions or items that clear it. Bimboism isn't a curse you can't get rid of (by default...), but it's not easy either.

Bimbo is feminine-gated (ie, female, herm, shemale only). Any TF/event that needs to impart Bimbo also needs to shift/lock femininity.

**So long as the PC has a relatively consistent voice for their alignment (shouldn't be hard), I'm 100% okay with PC-dialogue.** Don't listen to TDM and others about "Never put words in the PC's mouth" -- do it as often as is appropriate for your writing style and the situation.

### **But I Liked Mischievous PCs...**

Good, me too. The snarky prankster Steele is the best part of TITS, but I don't think it makes an appropriate *alignment* here in CoC2. Instead, Mischievous and Snarky dialogue should be handled behind a 66% Cunning check. See "Cunning" below.

### **Presence and Cunning**

The Champion has two "mental attributes" which will likely be referenced in dialogue scenes: Presence and Cunning. Given that the player has a unified progression (1 or 3 pts. per level), scaling mental attribute checks should be easy.

A high Cunning can be tied to the **Mischievous** personality type from TITS, meaning witty quips and snark, if you like, as well as quick thinking or perceptiveness. Knowledge recollection and critical reading/learning can be tied to Cunning or class/background choices as well. High Cunning can be used to lock/unlock certain choices in puzzles or riddles ala CoC's Sphinx.

Presence can be used for the classic D&D Charisma purposes, though I'd rather it be reserved for instances where actual force of personality would be what's being tested, such as motivating a companion or bending a clump of townsfolk to your will. **Normal persuasiveness should be handled through dialogue options in and of themselves, not checks** -- reward the player for thinking things through and using their judgement, not for stat investment, when major decisions need to be made.

**Never, ever gate non-violent options or seduction behind Presence.**

## Misc. Mechanics

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This section is for various other mechanics writers may need/want to reference, in addition to those described in the PC section above.

### **New Mechanic: Resolve**

Rather than Lust, the Champion of CoC2 (as well as all other NPCs), have a different measure of their mental endurance and resistance to sexual temptation: **Resolve**.

Resolve is the Lust equivalent, measured 1-100. The more of it you have, the better -- meaning that, like Health, it's a shrinking bar rather than an ascending one.

Resolve is drained by tease attacks, mental spells/effects, pheromones... anything that corrodes your willpower and self-control, basically. When Resolve hits zero, you drop out of battle automatically (you're psyched out / having a breakdown / fapping uncontrollably).

You can restore your mental fortitude by doing positive things: masturbating, having sex, meditating, watching the party Bard perform, talking with the town monk about matters of the soul, etc. Companions auto-fill Resolve when returning to the tavern or resting, otherwise gain it back when appropriate (ie, they're present for a bard's performance, sermon, hot springs dip, etc.).

**You do not need a "minimum/maximum Resolve" to have sex. That's fucking annoying and nobody likes it.** It also doesn't make sense given the mechanics of wanting to keep it high. If anything, I'd rather do a *CoC&D*-esque fatigue thing if you have too much sex too quickly.

### **"Conversation Battles"**

Resolve can also be used in dialogue puzzles as a win/loss system: if you're trying to convince someone to do what you want, certain actions or speech options will reduce their resolve until at 0 pts., they capitulate. Of course, they can do the same thing to you... The same system can be used for the PC and an NPC (sexually) teasing each other, etc.

### **The Journal & Monster Codex**

Definitely want to do something between TiTS and FoE here, especially in regards to a very specific questlog. These games get developed over ages, and it's annoying to have to write and code quests from start to end in one go because people will forget shit.

Also the obligatory codexes and world information (major characters & locations, etc.), plus an alchemical recipe book.

I'd also like to have mechanical journal entries -- basically a "rulebook" the player can access, so as to make informed choices when possible and otherwise better understand the game's mechanics.

One cool idea I have for the Codex is to have monster entries separate from racial codexes. You slowly unlock monster codexes by beating that type of monster (beat 10 imps, get imp codex, etc.). A monster Codex basically lays out its character sheet: Health, Armor, Resistances, etc.

### **Retraining / Class Swap**

If you can fluidly change your race and sex more or less at will, why not be able to change your class as well? I argued for this in TiTS: being able to change class makes plenty of sense from a gameplay perspective -- if we encourage the player to grow a dick or a vag to see different scenes, why can't you change your build to see new content for that class, or to tailor your party for a specific playstyle later on. We're constantly adding new content for players to explore, so why not let you play with different character builds, too?

To this end, the PC (and only the PC) can spend time and money "retraining" to reassign their level-up points and change classes, or to unlock additional powers. Each time you wish to do so, you simply must spend the time and coin to work with a trainer.

You can change your Attuned talents and your active class perks any time you sleep.

### **Trainers:**

Garth -- Thief and Warrior

Ivris -- Dancer and Black Mage

Sanders -- White Mage

### **Stat Point Trainers/Items**

No. While it's a common thing in TiTS/CoC to p.much max out all of your scores, that leads to... very wonky balances when some people will do that, others won't.

Instead, I'd like to have **ONLY** the level-up attribute points be permanent. Perhaps also points gained from Permanent TFs, like the Treatment, that increase one stat but decrease another. All other sources, like trainers and items, are **temporary** boosts that last anywhere from a few hours to a few days, or on a per-encounter basis.

These temporary bonuses are called **Boons**. Usually they cost money or resources to get (such as drinking at the tavern), but they will maximize one of your Attributes temporarily. You can only ever have one boon at a time.

### **Corruption**

It wouldn't be CoC without Corruption, our dear old friend. Let's spend a minute talking about what it does, how you get it, and how it interacts with various gameplay systems.

Corruption is the darker side of Libido. While **Libido** represents your sex drive and sexual stamina, **Corruption** is your sexual empathy, your shamelessness, and hedonism. It's a measure of your descent into the sexual madness of the demons, obsessed only with your own self-gratification.

Corruption is measure in 4 brackets:

<b>Pure</b>	<b>Tainted</b>	<b>Corrupted</b>	<b>Demonic</b>
0-24	21-74	75-99	100



## How Do I Get Corrupted?

The most direct way to gain Corruption is to partake of demonic fluids: that's a big +Corruption right there. Having demon cum or femcum splatter on you is a smaller +Corruption, but it's still there. Sexual abusing someone, forcing them to do things they don't want to do, and working to bring out their hidden fetishes grants you both +Corruption.

Generally speaking, you get Corruption by:

- Wallowing in demonic juices
- Being a rapey asshole
- Getting sexually assailed beyond your limits
- Devolving into rampant hedonism

## How Do I Lose Corruption?

That's a harder question.

While the player is still Tainted or below, they will slowly bleed off Corruption over time (~1 pt. per day).

You can also lose Corruption by **Meditation** and by various acts of kindness and purity. Helping your friends and selfless sacrifice are a good way to restore your character's empathic tendencies.

Generally speaking, **there will be more ways to gain corruption than to lose it.**

## What Does Corruption Do?

When you reach the higher points of Tainted, Corruption shifts your personality type to **Dark Knight**, which impacts your PC's dialogue. Writers can also use Corruption to gate choices or special reactions, of course.

Corruption also makes you more vulnerable to demonic influence. The higher your score, the more easily demon-type enemies can use their special abilities on you. However, it also improved demonic abilities you master and use. Further, having a Corruption above Pure will cause your Libido to grow faster: any time you gain a +Libido event, Libido increases by an additional +1 per category above Pure.

Speaking of demonic abilities: PCs at 100 Corruption (**Demonic**) will actually be susceptible to becoming demons. This is a Game Over event, in which the PC cums their soul out (as a lethicite crystal) and then does whatever that bad end entails. This particular event should only happen in bad ends caused by demons or other highly corruptive sources.

While **Corruption is at 100**, the PC is in what I call the "demonic danger zone" until the PC returns back to 99 Corruption or lower. While Demonic, writers are free (but not required) to write bad ends during sexual encounters with corrupt beings in which the oversexed former

Champion cums her soul out and becomes a demon on the spot. What might be a normal blowbang from a gang of incubi that gives a bunch of Corruption to a normal PC has the potential to cause a near-Demonic PC to cross the line and jizz out her soul. Fucking Kasyrra or any other archdemon is a real and present danger to your soul when you're already at the edge.

In order to get off the "danger zone" players need to incite an event that grants -5 Corruption or more at once (a fairly rare thing), which will push them down to 99 again. You're never "hard locked" into demonhood, but the further down the corruption path you go, the more difficult it will be to come back to the light.

When you enter the Corrupted bracket, you can start outright influencing the people around you: writers can feel free to have sexual interactions between Corrupted PCs and purer NPCs shift that NPC's alignment (see Sheila). This is also the minimum score at which the PC will have the option to hard rape NPCs.

### **Attribute Checks**

There are no "random" ability checks, by default, and there's no skill system like in D&D. Instead, we use a *Fallout: New Vegas* or *Pillars of Eternity* style "threshold" system. There are two ways you can express this:

#### *By-Level Percentage*

This is generally how TITS handled ability checks, but it's a lot more consistent since every level, the PC's attributes will either go up by +1 or +3; no "never level Reflexes lol" situations where you're Level 10 and have a big fat 2 in a score.

In this mode, you check the PC's current Attribute score against the maximum score for the PC's current level (eg. 2+ (Level x 3)). You'll generally just specify either 50%+ or 75%+ for a check to succeed; it's as easy as that.

#### *Flat Number Threshold*

This is generally best for things the PC can come back to at a later level, like picking a complex lock in a dungeon or scaling a huge statue in the wilderness. This method is level-agnostic: you specify a number between 3 and 30 that the given Attribute must be equal to or over.

Remember that there is a level-cap on Attributes (Level x 3) so you can use this to level-gate things.

### **Conditions**

There's no permanent +/-Stat effects for things in CoC2, as opposed to CoC1 where just walking around or fucking people could grind up your stats.

Instead, you can apply Conditions to the player after certain events. [There's a list here.](#)

For example, if the PC fucks like 30 bitches in a row, you might apply **Fatigued** to them. If your waifu cooks them PC a special meal, you might become **Well Fed** afterwards. If you get bukkake'd by demons, the PC becomes **Cum Covered** and gains **Corruption**. Granting the PC a **Boon** (a temporarily-maximized Attribute) is a powerful benefit for completing an event, but it does wear off.

### **Sense**

Sense is a combat special ability all PCs have. It can be used to detect weaknesses and kinks on your enemies.

When you use Sense, your character will make a Libido and a Cunning check.

The Libido check reveals the enemy's Likes and Dislikes, and any other sexual information of use.

The Cunning check will reveal the enemy's stats (resistances, vulnerabilities, etc.).

# The Party: Adventuring with your Fuckbuddies

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Throughout the course of *Corruption of Champions II*, the PC will be able to recruit a variety of characters to help on his or her quest. While many of the people you find in the world can provide services or support for your mission, an elite handful may actually join the PC in the adventure themselves.

## Party Composition

The Champion will always be the party leader, travelling alongside between 0 and 2 Companions. **Meaning the PC could be alone or accompanied at any time.** There are no requirements for party composition other than this size restriction.

In addition to the 3 PCs, two bonus slots are open on the player's side: a **summon**, a creature conjured up through spell or item, of which only one can exist on the party's side at a time, and a fourth slot reserved for **guest characters**, eg. temporary Companions who might be working with you on a quest or dungeon, but won't stick with you to interact with the rest of the world.

## Summoning / Special Followers

At base, we'll have 3 characters on the player's side: the PC and up to two named companions. However, we've determined there's room on the UI for two more portrait slots. We've decided to use these extra slots as follows:

### Summoning

Certain items or Talents will allow the player to create temporary summons. You can only have one; conjuring another will replace the current summon. Typically, summons will be low-level and minor additions to the fight, but higher-level or rarer abilities can bring in more powerful creatures. Since enemies' abilities are written with no specific target, they can **totally** be used as summons.

For example, the Zone 1 boss, the Alraune, creates Effigies of herself from corrupted seeds. These are Level 1 mooks, basically plant girl tease-babes. After beating her, the player can get Alraune Seeds, which you can use to summon Effigies. Since the player will probably be Level 3+ after defeating the Alraune boss, getting a Level 1 summon isn't a huge deal, but it's a cool power to have!

Black Mages have a talent dedicated to creating elementals and conjuring spirits as well.

### "Guests" aka Special Followers

On certain quests or in certain areas, you might gain special followers. These are generally PC-level (or area-level) NPCs. You don't get control of them, but they'll fight as well as they can.

Examples might include picking up a golem in a dungeon that follows you around as long as you have its control rod equipped, or a travelling merchant who you're escorting through a mountain pass fraught with peril. Not to mention companion NPCs you're in the process of recruiting.

## Designing Companions

Writing a Companion is going to be a huge undertaking -- **I'm not going to allow CoC bubble waifus here**. Every Companion needs to be integrated with the story and the world, and hopefully with other companions; eg. Arona constantly teases and doms Etheryn, and treats Cait like her pet kitten. Having your characters interact with the world and other protagonists is critical.

Because of this, **I'm limiting each writer to at most one Companion** of their own design. Additionally, **non-Creator writers will *never* be able to submit a Companion**.

That said, every Companion is a special snowflake and will inevitably do their own thing -- it's hard to have a template to work from on that front.

## Handling Party Members

This is probably going to be a little controversial, but I (Savin) am going to be No-Fun Hitler about combat companions. All companion concepts must go through me first, before you even start writing them. That's for a number of reasons, including lore and deciding their role in the story and mechanically in the party, and also to make sure I know enough about them to be able to write for them at-will.

Each party member is going to be a pretty huge endeavour, and I want them all to have their own storylines and a role in the world around them. No being isolated little bubble-people who never interact with each other or the world like in CoC. I also don't want them to be over-complicated messes that make them difficult to impossible for me to write for them, which I *will* be doing often.

That said, I don't mind "non-combat" followers who just sit at the Frost Hound Tavern (or later, at Hawkstone Castle) and provide sex/services/etc. at-will. That's fine, as they're less in the player's face and don't need to be as interactive with literally all of the things.

## Party members & Equipment

Party members won't be under the player's influence as to their equipment. Each one comes with their own armor, weapons, accessories, etc. which make up their equipment. These can be changed through tactics or story progression (ie, having Arona switch between a two-handed hammer and an axe and shield), but the player won't be able to give them items from his own inventory.

## Party Combat

A central dynamic for the game, lifted more or less from *The Silence*/Combat 2.0 in TiTS, though we could learn a few things from FoE. Changes include:

- Only two bars, Health and Resolve, which circle around the character's bust as in *Silence*.
- Companion AI. The PC's party will behave in an automated fashion, meaning **you only end up controlling the Champion herself**. (*We may change this later, but it'll be the default!*)
- A system where actions resolve in a semi-random "initiative" order, intermixing the party's actions with enemies during the turn order. Keeps things exciting!
- No Stamina/Mana/Energy bar. Like in *Silence*, abilities function on a "recharge" system, or else are toggled on/off.
- Party Member Personalities. To make parties more manageable in terms of them actually DOING things in victory/loss scenes, and out of combat without having to write individual scenes for EVERY NPC, there will be a "Personality" system every NPC slots into -- Aggressive, Submissive, Slutty, etc. When things happen, we can have asides about certain Persona types doing things, like in a victory scene against a bunch of catboys one of aggressive girls grabs one and femdomms the shit out of him, or a slutty NPC in a party-loss gangbang taking cocks for days and just loving the hell out of it. If two NPCs of the same type are in the party, randomly roll off between them to see who gets mentioned.
  - Basically an extension/co-op of the sexual preferences system: "if party contains member that is of type X (and optionally has Y feature or Z genitals etc) etc"

# Exploration: The Mechanics of Adventuring

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We're doing something relatively different for CoC2's exploration, a hybrid of *Corruption of Champions/Fall of Eden's* menu-based exploration and the MUD-lite maps of *Trials in Tainted Space*.

Exploration is divided into two types of maps: the **Overworld Map** and **Exploration Maps**.

## The Overworld

If you've ever played *Fire Emblem: Awakening*, that's pretty much what the overworld map is going to be. Rather than detailing every zone with a couple hundred room descriptions, each zone (such as the Frostwood or the Foothills) will be comprised of several "**Locations**," similar to those in CoC or FoE.

A Location is a hub, a stopping point connected by pre-defined paths to other Locations. Each zone will be a web of Locations, stretching from one end to the other. Fifteen to two dozen Locations per zone seems about right to me. When the party travels between Locations, there's the obligatory chance for random encounters and discoveries.

When the party is at a Location, they'll be given several options, including the ability to **[Explore]** and **[Set Camp]**. Some Locations will have Exploration Maps within them, such as Hawkethorne or a dungeon -- when applicable, an **[Enter]** command (or similar) will be available, and transition the party into the area map. Of course, individual Locations can have special commands, such as a hot spring allowing the party to bathe, or an abandoned farm letting you harvest plants.

## Exploration

Exploring a Location functions much like in CoC/FoE: the player rolls on that Location's encounter table, and either wanders around and finds nothing, bumps into enemies, or makes a discovery of some sort.

Exploration can be used to find items ala CoC, to unlock new pathways between (new or old) Locations, and perhaps to find hidden area maps within a Location. One can easily hide small dungeons or areas all over the place in this system, which helps to reward exploration.

## Set Camp

When setting out into the wilderlands, the party can stock up on **Camping Supplies**. When on the Overworld Map, the party can expend a unit of Supplies to **[Set Camp]**. This creates a (temporary or permanent, based on the "danger level" of the Location; ie, how close to a

dungeon or boss area it is) camp, and allows the party to sleep, craft alchemical items, and have sex in the privacy of their camp.

Of course, without the safety of a city, night time encounters can always happen...

Sleeping in the wilderness otherwise imparts the same benefits as doing so in town: a full recovery of Health and Resolve, and Ultimate powers are recharged.

## Exploration Maps

Exploration maps are basically the same as TITS' normal map: several interconnected rooms, with NSEW navigation and additional interaction options presented along the button rows. Random encounters may or may not occur here, as appropriate, but these areas will generally be much smaller than a comparable TITS area: usually about the size of Kressia or a dungeon.

Generally, towns, dungeons, and special locations like Evergreen's manor or the grove of great flowers around the Alraune, will have Exploration Maps. **Most Locations, however, will not have an attached map.**

## Resting

There's two kinds of resting in CoC2: **Wait** and **Sleep**, which as in its predecessors, have different effects.

**Waiting** passes a handful of hours, restores a small amount of Health (but no Resolve by default), up to a maximum of 75%. It provides no other benefits, but can allow you to wait for shops to open up. If you're in a Location, **there's no chance to trigger a random encounter unless it's night time** (in which case, use the Night Encounters random table).

**Sleeping**, on the other hand, provides full Health/Resolve recovery, as well as recharging Ultimate powers. **Sleeping also allows for level-up, as in TITS.** Sleeping prompts a menu which allows you to select the recovery period, rearrange Attuned talents for the PC and Companions, and generally to prepare yourself for the adventure to come -- or wait a hell of a long time.

The PC and each NPC has a unique ability or benefit that triggers when the party sleeps. Dancer puts on a show to restore focus, priestess leads everyone in prayer for a stat boost, etc. These are called "Camping Skills." (Hi, *Darkest Dungeon*).

## Travel via Warp Stones

*Obviously much later in development, but good to keep in mind:*



The game world is connected via series of Warp Stones, with one unlocked at the end of each zone you "clear" (eg, beat the boss of). For example, a stone might be found in the back of the Minotaur King's throne room, or in the ruins just beyond the Old Forest where the alraune is hanging out. Most stones are inactive, but can be brought back online by the PC through your mary-sue portal magic -- an item called the Warpstone Key, which you get via Kasyrra.

Basically the exact equivalent of the Taxis in TiTS, but with *~MAGIC~!* Keeps things nicely paced, since once you whoop a zone's ass, you don't need to revisit it again -- the next warpstone is basically a foothold into a new zone. Stones are an interconnected webway: you can take one active Warp Stone to any other active one you've unlocked.

This is meant to save IRL and in-game time for moving across the world map.

# Alchemy and the Science of Transformation

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One *BIG IMPORTANT THING* I really, really want to do different compared to TiTS/CoC: have a stable of generic transformations that items can call on. I don't think anybody furiously faps over their skin changing from scales to fur from eating doggy treats in a different way than they do from it being from kitty treats. Things that aren't super arousing, or that are generic as hell, like breast size change, skintype changes, etc. should come from the stable. Unique things about each TF item instead get written with lush detail.

Build up a stable of X -> Y bodypart mods, losing or gaining things, expansions and shrinkages. TFs can then give these in different combinations, plus special ones for the individual item (like only the Fantasy Treatment gives you quad nipples, and then that turns into a few paragraph scene of its own). This way the focus is one what makes a give TF type unique.

TL;DR leave more time/attention for actually INTERESTING TFs and then boot the things that happen ALL THE TIME like titsize change to generic messages. Saves EVERYBODY work.

## Raw & Refined Items

So, there are two kinds of TF items: raw and refined. **Raw items** are CoC-style: canine peppers, dragonscale, whatever. You shove them in your mouth, and they randomly change your body in unexpected ways. A lot of joy in TFing, I think, comes from unexpected results or curiosity, and from seeing what happens when you do things -- from exploring reactions.

**Refined** items are ones you've altered with Alchemy. You take a raw item (let's say Dragonscale) and a Reagent (let's say Mandrake, in this case). When you combine them, you get a refined potion. Refined items do specific things, though you need to experiment to find out what combinations do what (Mandrake affects your skin. Combine it with Dragonscale, and you get a potion that gives you scales! Combine Mandrake with Canine Pepper, though, and you get fur).

You find reagents by harvesting them from plants and looting them monsters, or of course buying them. You **cannot buy TFs in stores** -- that's one thing I think that put a lot of people off of TiTS; there's no real discovery when 99% of items are store-bought and their effects detailed in depth. Explore the world and its effects, then use that knowledge to craft items to make your special snowflake 'sona just right.

Alchemy takes the frustration out of getting your character's appearance just right once you understand the system, but leaves in the sense of discovery and curiosity that new players love.

## Reagents

<b>Reagent</b>	<b>Effects</b>
Mandrake Root	Body
Yew Branch	Limbs
Soft Mud	Face
Laurel Sprig	Head
Tall Reed	Tail
Turgid Mushroom	Cock
Chestnut	Balls
Sweet Cream	Milk
Wild Melon	Breasts
Juicy Peach	Butt
Lush Orchid	Pussy
Musky Sap	Effluvia
Motherwort	Feracity

# Worldbuilding: The Frost Marches of Savarra

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Savarra is an old world, and recently it's seen a cataclysmic upheaval and strife that has severely retarded the progress of civilization. The regions of the world the PC travels through have been reduced to a late bronze age society, with settlements separated by old roads and plenty of monsters and brigands. Remnants of the previous world's majesty can still be found in the crumbling castles and rare magic relics the Champion finds, but they are just that: echoes of a time on the edge of forgetting.

## The Multiverse, Portals, and Travel Between Worlds

There are many worlds, separated by boundaries of reality. Each world is unique, unbound by the laws of the others. New and strange races and magicks exist in each world, tended by their own gods. Passage between them is rare, but possible through portals -- small, fleeting tears in the veil. Most portals are temporary, but some few remain constant, opening each year to allow a single passage each way before they close. One such portal exists near Hawkstone Castle, where a cult of madmen now worship demons from the world of Mareth (much as the elders of Ingnam do), exchanging sacrifices for power and immortality.

## Connection with Other Worlds

Savarra, our setting, is connected through the multiverse to other worlds -- alien places and times. Unlike Mareth, Savarra is not a pocket world, disconnected from all others: it is possible for characters and creatures to come and go between it and other planes, though this is still a rare occurrence.

*Corruption of Champions II* begins in earnest a little over a week after *Corruption of Champions*, with the tutorial taking place concurrent with the Champion of Ingnam's assault on Lethice's fortress. Realistically, we can expect the end-game to take place several months after CoC's conclusion.

We know through Cassidy and Hespawn that the worlds of Mareth and Eden are connected. Alder's ***Fall of Eden* takes place 50-60 years after both CoC games**. Any connections to Eden should keep in mind this time differential.

## The World of Savarra

### Ancient History

//TL;DR imagine if Byzantium reaches its peak in the 1300s, then got hit with the black plague and also the Ottoman Empire at the same time. Bad times, man.

For an age, the Belhar Empire stood united. Humans, elves, and a dozen other races lived under its banner in great cities, as powerful as they were decadent and opulent. Towering castles, sprawling cities, and works of wonder fueled by magic and learning stood testament to the empire's greatness, and the just rule of its leaders. They thought they commanded a divine right to unify the world, and built huge ziggurat-temples to honor the gods and show their empire's wealth and magnificence.

History from that era is scarce, kept by word of mouth and rare written histories written since the empire's fall. Conflicting rumors and opinions abound amongst those who've grown up in the wake of civilization's collapse. Many blame the orcs and catfolk for causing Belhara's fall, as their rising nations and armies rampaged across the land in the years that followed. Others blame the gods for abandoning them, or the hubris of men for thinking the gods favored them at all.

In truth, the fall of Belhara began in the empire's crown jewel: Estelore, the empire's greatest center of learning and magical research. No place like it has existed before or since: an entire island dedicated to exploring the arcane arts. There, a cabal of wizards discovered something: the first portal. One of many, they soon realized, which would soon lead them to explore other worlds. Worlds like Eden... and Mareth. The mages accumulated great wealth, power, and prestige from their discovery and the many worlds they visited, but as is the nature of things, they wanted more. The arch-mages began to experiment, pooling the island's collective lore and arcane mastery towards a way to control the portals.

After many years of ceaseless research and dedication, the mages of Estelore finally succeeded in opening a portal of their own. A portal which, they soon learned, had no destination. It went to a space between worlds: an endless void. From this void came creatures, beings of formless entropy and otherworldly vacuity that inhabited that plane of nothingness. They slipped through the portal in the moments it existed and, being creatures of spirit rather than flesh, possessed the archmages of Estelore. Not a week passed before all on the island were under the creatures' dominion.

These spirits were drawn to that which they had never experienced before: physical sensation. First the terror of the mages, who knew not what they had done. Then the wrath and hatred of the imperial soldiers who came to stop them. And finally, the lust and greed that ran rampant in the decadent, opulent cities in the heartlands.

### **The First Corruption**

What happened to the Empire after that is the subject of rumors. Few even know of what the Estelorian mages brought forth, only of what happened after: the once-magnificent cities of the empire crumbled and fell. Its armies were routed. The citizens went mad, devolving their homeland into carnal pits.

The spirits that slipped through into Savarra came to be called Wraiths by those who fought against them. The Wraiths possessed the mages of Estelore, using them like puppets in order to revel in the sensations of the physical world. Others were drawn to their power: spirits from the mortal world's aether, monsters from the dark and unknown places of the world. Minotaurs, harpies, and other beast-kin began to breed many times faster, create spawn stronger and smarter than ever before, infused with the Wraiths' power.

Where the legions of spirits and monsters that came to serve the Wraiths could not bring down the Empire's defenses, the Wraiths themselves did. Each one radiated a corrupting, mind-altering energy that drove the weak-willed mad with lust and desire. After centuries of decadence and hedonism, there was little willpower left to resist the draw of otherworldly madness.

And so the empire fell, city by city, day by day. Epic battles were fought between geists, man, and monster, but no force Belhara could summon stood fast against the Wraiths. The Empire crumbled from within, unable to cope with the onslaught. They called the Wraiths demons; the dark power they wielded: the Corruption. Armies were broken and cities made to fall until the Wraith-hosts stood on the palace steps, burning away the minds of the monarchs and leaving them puppets for the Wraiths to inhabit.

Only the most remote and xenophobic settlements survived the sweeping chaos, isolating themselves from the invisible horror that brought low their shining empire. In the wake of the Belharan downfall, savage tribes of orcs and a rising desert empire of catfolk descended like vultures on the carcass, propagating their races and unknowingly spreading the Wraiths in equal measure.

The ceaseless spread of corruption continued for decades, twisting man and monster beyond recognition. Creatures once feral and foul took on humanoid guise, and joining the Wraiths in hedonistic pursuit of sensation -- and driven by an almost unbearable urge to breed with other races, creating yet new and more twisted monstrosities: chimeras, manticores, and the like. Even those remote places that escaped the notice of the wraith-host felt the tyranny of these new monsters, all the while never realizing the rhyme and reason for the downfall of their civilization.

## The Godswar

The only force powerful enough to stem the tide in the end were the gods themselves. What prompted them to come down from on high, to finally intervene on behalf of their world, remains a mystery. It is known today that the gods, formerly ethereal entities whose influence was felt only in the visions and portents of oracles, took embodied form and rallied the scattered fighters that still stood against the empire, imbuing them with power: the first paladins. Led by the gods themselves, the races of Savarra for once had the strength to stand against the mighty Wraiths.

The monstrous hordes were broken, and the wraith-hosts found themselves challenged by equals, beings able to resist their influence and combat them on even footing. When the dust settled, the Belhar empire's heartland was a wasteland. Tribes and villages on the fringes and outlands were all that was left, interspersed with bands of monsters and beast-kin races. Orcs and catfolk and elves intermixed with humans in the aftermath, spread haphazardly across the lands in the wake of the war.

What happened to Wraiths, nobody knows -- few enough beyond scholars and sages even realized they existed in the first place, beyond the existence of powerful sorcerers leading the hordes. The gods that survived the conflict took up an active role, spreading their faith like wildfire once again among the survivors. White magic, their magic, came into the world to combat the dark spells the Wraiths taught their acolytes.

Two hundred and fifty years after the opening of the false portal, and people are only just beginning to venture out, reconnect, form nations once more -- now in the ruins of ancient castles and cities, their construction and technology lost with their builders. Castle walls crumble, cities are overgrown with trees and half-reclaimed by nature. Small kingdoms rise up in every corner, fracturing the remains of the once-unified empire into dozens of petty states. The gods, still embodied on earth, have retreated into their churches and sacred groves,

### **The Frost Marches**

The Frost Marches, the region CoC2 takes place in, was once a far-removed Belharan province, home to Castle Hawkstone and its surrounding village, plus a great city carved into the heart of the mountains. The humans here pushed up against the tribal Lupines, who had no interest in joining the empire or surrendering their territory. Violence ensued for decades, until the sudden and unexpected collapse of the Belhar Empire left its citizens either plague-ridden or stranded. Civilization and trade in the region collapsed utterly, ushering in decades of tribalism and isolation. Nobody has seen the Winter City of the pale elves, once the shining jewel of the north, since Belhar fell.

Humanity was pushed back just in time for orcish raiders to come calling on the lupines, hoping to steal the imperial treasures left behind. Orcs and wolf-folk have been having it out for centuries in the Frost Marches ever since, until finally a new wave of humans arrived some 10 years ago and founded the village of Hawkethorne on the ruins of Hawkstone. The lupines didn't have the strength to push the humans back, especially with orcish warcamps in the foothills. So the village has been allowed to stay, and the scattered tribes of wolf-folk have gone to ground, hoping to end the years of violence. The orcs, too, seem content to raid less and less, instead searching for ways into the sunken city the empire left behind. Unfortunately for them, the mountains have proved impassable.

Far north of Hawkethorne lies the Winter City: the kingdom of the pale elves, amazonian fey as beautiful as they are cold. Once staunch allies of the Belhar Empire, they've retreated into

isolation in fear of plague and violence. While other elven races have come north with humanity, like the wyld elves, their pale cousins have not reached out. Many wonder as to their fate after two centuries of isolation...

## Coinage & Wealth

The Frost Marches use small **Electrum Coins** (EP), a hybrid of gold and silver, shaped in rounded-cornered squares with holes punched in the center. Coins bear the face of Belharan kings or queens on one side, and a hawk with wings spread on the other, clutching a quiver of arrows -- they're sometimes called "(electrum) hawks."

For our purposes, imagine 1 EP = ~1 USD when pricing out items and other monetary exchanges. It's rough, but it should keep the economics making some modicum of sense.

Common folk have all manner of other currency: copper, bronze, etc. coins, but the PC will only ever deal in EP. I don't want to be dealing with *Spice & Wolf* money play. As much fun as that would probably be in its own game.

Other wealth comes in the form of gold bars and gemstones, which can be sold for mad profit much like in TITS. Don't think some creature would have money? Could totally have shinies like rubies or emeralds on hand.

## The Pantheon (aka The Seven)

**Lumia** -- Goddess of light and healing. Appears as a voluptuous, dusky maiden with flowing hair of pure radiance. Has a crusader-god aspect, bearing a holy hammer, but otherwise kind and mothering to her "children." She is the chief patron of humanity and fast-breeding races.

**Velun** -- A god of nature and primal forces of the earth. Appears as an old tree-like man, kindly and gentle... but quick to anger, and unimaginably wrathful when provoked. Patron of beast-kin and forest creatures.

**Keros** -- God of trickery and mischief. Appears as a male kitsune with brightly-colored robes, carrying a bow. He's coy and almost maliciously tricky. Is one of the most feared gods.

**Taoth**, if he was released in CoC1, will appear to challenge Keros after following Kasyrra between worlds. The PC can choose to help him, or to ally with the more malicious but powerful servants of Keros.

**Tira** -- Goddess of death and time. Appears as a dark-robed albino human maiden with a headsman's axe. She is cold but playful. Perhaps the most overtly seductive of the gods, though certainly not without danger. Sworn enemy of the undead, and patron to kings and soldiers alike.



**Sorra** -- A goddess of flight, freedom, and the sky -- and of the storms. Appears as a resplendent winged woman, glorious in her nudity and carrying a spear, or as a glorious white hawk. Patron of winged creatures.

**Mallach** -- The god of love and lust, of passion and art and music. Appears as a foppish young catboy bard with flowing dark hair and a solid gold citole. Patron of bards, artists, and lovers.

**Nareva** -- The goddess of lore, knowledge, and secrets. Favors scholars and mages. Appears as a MILFy naga mage with loose-fitting robes of black and white, carrying a staff and a tome. Patron of magic-users and elves.

## Spirits in Savarra

*From "The Binding of the Lost," by Grandmaster Caedwynn of Estelore*

When a creature dies, most of its essence -- what priests would call its soul -- leaves the world as we know it. Some say the gods embrace them, others that death is simply *the end*. We don't know, because the dead don't come back. Not ever.

What we do know is that when it passes, a creature leaves behind a shallow, fleeting echo of itself in our world. These we call **spirits**. The spirits of animals and most folk are impotent, without conscious thought or feeling, mere energy flowing through the aether. Through ritual and spell, we magicians can summon these transient spirits, empower them to take semi-real form so that they can act or even communicate on our behalf. Many young mages learn to conjure the spirit of a wolf or some such creature to defend them against thieves and other miscreants.

But such minor spirits are of little consequence to experienced magi. What this volume aims to deal with are so-called "greater spirits," sometimes called Great Souls or Old Souls if you're keen to listen to elves on the matter. Creatures of great age and power, such as dragons, leave behind considerably more powerful -- and, thus, more useful -- spirits after death. Spirits that can unleash tremendous power into the material world, given the magical spark to summon them. Such summonings are daunting tasks even for great maguses such as I, but through expert ritual and the assistance of arcane artifacts, summoning greater spirits is an art not beyond the reach of an experienced magician.

Now, the question most young pupils ask at this point is: "What can I do with one of these greater spirits?" The answer depends on your skill and command of magic, of course! Great spirits can be commanded to fight or otherwise act on your behalf, as their lesser cousins can, but we mages have in the last few decades uncovered a new science, one that greatly magnifies the potential of powerful spirits. We call it, simply, spirit binding.

Spirit binding allows the mage to permanently seal a spirit of sufficient power within an object of great quality, infusing the item with the spirit's very essence. The spirit of a Flamewing drake

might give a blade a perpetual coating of flame, or proof a robe or suit of mail against flame. The spirits of the greatest, most powerful of creature can sometimes even retain a hint of their former selves: intelligence, even memories, given voice in their master's head.

It makes one think about just how permanent death really is, doesn't it?

## Early Game Characters

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### **Caitriss Zethra**

Female Catfolk, Recruitable, White Mage (Passion Priestess)

The first NPC the player can recruit, Cait is the daughter of a travelling merchant whose cart was coming through the northern reaches. She's rambunctious, high-spirited, and dangerously inquisitive -- but she's also well educated and possesses a flair for magic that she's eager to explore. Near the game's beginning, Cait is wracked by guilt and loss after what happened to her sister, and relies on the PC to help her find out what happened to her.

After leading you through the tutorial, Cait will ask to accompany you for a while -- especially if you intend to track down the demon that took her sister.

Cait's a curvaceous neko-catgirl, standing about 5'6 and packing an E-cup bust that strains her clothing, plus a great big butt. She's blonde with pink highlights, and a fully-dyed tail and ears. Rather than robes, Cait wears a short skirt, knee-high boots, and a tight top that leaves most of her belly bare. Hardly practical up north! She carries a staff with a heart-shaped gemstone at the tip.

### **Princess Etheryn**

//Shemale Pale Elf, Recruitable, Thief (Marksman)

The second child of the Pale Elf royal family, Etheryn's mother died in childbirth, and her father in battle soon after, leaving her to be raised by her elder sister Queen Alissa. Alissa resented her sibling for the death of their mother, which only incensed her natural cruelty. The queen was abusive and manipulative throughout Etheryn's childhood, sexually tormenting her as she came of age.

Etheryn is first encountered posing as an elven outrider, trapped in the ruins of an old town just past the alarune's lair. She first tells the PC that the Winter City is under threat from a slew of corrupted creatures, and that Queen Alissa has secluded herself in her chambers and refuses to take audience or see to the defense of the realm. The city's soldiers are hard pressed to keep out the corrupted hordes, and the people are growing desperate.

Etheryn has lived her whole life under her domineering, controlling older sister's thumb. Ages back, Alissa locked her in a magic chastity belt to make sure the royal bloodline was fully under the new Queen's control, and relegated her "sister" to little more than a handmaiden and sex-toy for herself. Etheryn is meek, submissive, and timid -- the result of decades of her sister's abuse. She's also a kissless virgin whose only sexual experience is orally pleasuring the queen and getting fingered/prostate milked by the same.



## Garth

Male Lupine, Merchant (Bar Tender / Retired Adventurer)

A grizzled white wolf living in town, his leg was shattered a few years ago by an orc warrioress, forcing him to retire from his career as an adventurer. He used what coin was left to him after paying a healer to open up the Frost Hound Tavern in town. **He can serve as a trainer for the PC**, allowing you to reallocate your spent talent points or switch classes into Warrior or Thief (he was the latter).

Garth is a big, burly wolf. Standing about 6'2, he's covered with soft white fur from head to toe. His body bears several scars, and he walks with a visible limp. He may be slow, but don't mistake that for weakness: he's still an imposing fighter, and is as quick with his daggers as he ever was.

Garth has two kids: **Garret**, a tooth-and-claw ranger who helps out the town. He was trapped outside during the snowstorm and hasn't been back since, which has Garth pretty worried. He's also got a daughter, **Gwyneth**, a super-curvy husky girl who's just given birth to her own (huge litter of eight) pups while the PC was KO'd. She'll take care of any kids the PC has and needs to leave behind in her nursery. While the PC doesn't have to pay, what with the cost of upkeep being covered by a fund, donations towards improvements to the nursery are always welcome..



## Brother Sanders

Male Human, Merchant / Healer (Priest of Velun)

The village priest of Velun, Brother Sanders is an older man of perhaps fifty years. He wears white robes and has a beard to match, peppered ever so slightly with brown. **Sanders dispenses healing and blessings for a small donation**, plus he's eager to tell you all about the gods and their lore. He can teach the **Meditation** skill, of course -- and does so readily.

Sanders is serene, friendly, and kindly... though he can quickly grow frustrated with people who don't share his views. He was once a paladin of the Warriors of White, a group of Lumia-worshippers who helped to pacify the southern countryside from monsters.

### Ogrish

Male Orc, Merchant (Blacksmith / Armorer)



A runt by orc standards, Ogrish is about the size and shape of a normal human, if a bit heavier and burlier. He was cast out of his tribe as a weakling, and forced to find a new home -- which happened to be the town of Hawkethorne. He has some skill as a smith and armorer that he's picked up over the years, and he now **runs the local smithy where the PC can buy weapons and armor.**

Ogrish is quick to please and an eager merchant. He tries to avoid the usual orcish stereotypes to fit in better with his human hosts. He speaks fluent German Common, is an avid reader and learner... but he's still an absolute hammer in the sack, open to both genders.

### Ivris

Bearer Wyld Elf, Merchant (Herbalist)



The village herbalist and vendor of alchemical goods, Ivris is a mage and scholar from the courtly capital of her homeland. She was born blind, and wears a bubble-gum pink strip of cloth over her eyes. Having heard of the curative properties of an alraune's nectar, she's relocated to the northlands to find one. **She'll sell potions and alchemical reagents to the PC**, and can teach you recipes -- and probably give you quests for rare ingredients.

Ivris is bubbly and carefree, though thoroughly dedicated to the art of alchemy and magic. She's researched a fair bit into transformatives, though it's not her speciality. She can sell the PC enough to get you started on your transformative path... She's certainly a black mage, more interested in the study and research of the arcane than putting it to good use.

As a bearer, she is indeed the female of her race. She has smallish C-cups, and wears a corset and knee skirt (all colored pink and red). Her Mark of the Wild is a pair of leafy tree-like growths from her brow, kind of like antlers.

## **The Baroness**

Cumpire Aristocrat/Black Mage, Waifu or Antagonist

Baroness Carmen Tatiana Revarra is an ancient entity that has lived in the Frost Marches for hundreds of years, feasting on the spirit energy (read: orgasms) of men and women in the region. She occupies a huge, partially-ruined castle overlooking what would eventually become the village of Hawkethorne, built on the ruins of her former home of Hawkstone (which supplies the ruins of the village church, the temple in the hills, and other nearby ruins). When human settlers arrived in the region a few years ago, she rolled out the red carpet for them, encouraging them to rebuild the ruined village and accept her and her castle's protection and wealth.

Paradoxically for a creature that feeds off of men, the Baroness is violently protective of her village, and an adamant supporter of the village church. Her reasons are entirely selfish, though: she vastly prefers virgin cum, and so strongly attempts to protect the village from rape monsters of the forest and to keep them chaste and zealously devoted to their gods. Thus she's able to feed on a smorgasbord of virginal cocks, sucking them dry in the night before returning to her castle.

In true 'pire fashion, she's secretive but gregarious, rarely seen or heard from by the villagers. Yet when she welcomes guests, they receive truly royal treatment and an insistence that they stay in her most luxurious chambers... if only so she can easily sneak in and feast on their cum. Naturally, she doesn't want any of what the demons are selling, and could be convinced to aid the Champion on his quest to stop the incursion... or could prove a formidable roadblock between the Champion and ownership of a mighty bastion from whence to protect the town.

Expect high-collared black capes, shattered wine glasses, and impaler jokes made about dicks.

## **Amhri**

Female Centaur, Waifu, Encounter

The daughter of chief Talldahs, Amhri is one of the only centaurs to not fall under the demons' influence due to her long-held chastity. She's wandering the plains alone, terrified, trying to avoid her corrupted kinsmen and the monsters of the plains at once -- she's all alone, and growing ever more desperate.

She's randomly encountered by the PC when exploring the Endless Plains, being pursued by several of her clansmen. If you intervene, and kill the corrupted centaurs, she will profusely thank you. The PC can find her again after that, and **either build up a relationship with her or urge the repressed centauress to give into her baser desires**. If the PC deals with her tribe's corruption, she'll ask to marry you (assuming you let her father, the chieftain, live).

Amhri is a white mare, with flowing golden hair and sun-kissed skin. She wears silks and hides, a mix of lady-like garb for her human half, and plainsmen's barding for her bestial side. She has succulent C-cups, a slender frame, and a surprisingly tight virginal horsecunt behind her.

## The Hive Knight

Female Hornet Girl, Waifu / Antagonist, Encounter

A hornet warrior who will begin to be encountered in the Glade after the PC defeats the alraune, the Hive Knight is a handmaiden to her hive's queen, and is tasked with combating a corrupted hive of her kind. **She'll offer a bounty on Corrupted Hornets** to the PC once encountered, and is willing to offer sex as part of the alliance after you prove yourself to her. She can also sell you bottled honey and hornet venom, both useful items.

Corrupted PCs can subdue her, and hand her over to the corrupted hornets for a huge reward.

The hive knight is a raven-haired hornet girl, complete with abdomen and stinger. She lactates royal honey from a pair of big breasts, which are covered with sheer silk (she otherwise wears heavy plate armor). She carries an envenomed longsword, and throws darts in combat.



## Arona

Futa Orc, Antagonist / Recruitable, Encounter, Warrior (Amazon)

Leader of a unique warband of orcish warriors fought in the upper reaches of the foothills, Arona serves as a wandering miniboss encounter before you find and defeat her chieftain. Lose to her, and she and her gang will have their way with you. Put up a good fight first, though, and she may take you captive as her favorite lover. Defeat her enough, and she'll consign that you really are the stronger warrior and surrender to your judgement. The PC can opt to execute her, let her go, banish her, or take her as your companion.

Arona's gruff, tough, and aggressive -- but also surprisingly tender with her lovers. Enemies, though, are doomed to a full-on orcish reaming. She's an amazonian powerhouse, wearing fur-lined hides that leave her belly and upper legs bare -- gotta show off that green skin. Has big

F-cup breasts with black nipples paired with a taut, muscular behind. Wears her black hair braided down her back and shaved on the sides, and has a pair of cute little tusks. Carries a two-handed hammer.



### Master Tollus

Male Human, Antagonist, Black Mage (Summoner)

A demon cultist who has been accepting dark magics from Mareth for several years, in exchange for human(-oid) sacrifice. Cait's sister is his latest victim, which brings the PC and Cait to his remote temple. Escapes after beating him, and continues to serve the demons afterwards. An utter hedonist and sadist. Bald, tall, lanky dude covered in magical tattoos, wearing black robes and carrying a long staff with a wicked-sharp blade at the end.



### Kasyrra

Omnibus, Antagonist, Black Mage (Lust Mage)

[See her own separate doc.](#) One of Lethice's generals and a master of alchemy and transformation, Kasyrra was once trusted with the creation of the dragon guard. However, when Lethice's downfall seemed imminent, Kasyrra stole a copy of the plans to create a stable portal and high-tailed it to where she knew one was about to open. Her notes were incomplete, causing a magical eruption on the other side that sent corrupted magic cascading from the mountaintops.

Once she arrives in Savarra, Kasyrra goes about what she does best: corrupting those around her into breed-hungry monsters while she looks for a new source of power, one that would allow her to open



a stable portal back to Mareth. She intends to recover her many minions from the Demon Realm and bring them forward to lay siege to her new world, creating a new Demon Realm with herself as the queen.

Unlike Lethice, Kasyrra is not an unseen, unknown foe. She is ever-present in the story, an affably evil antagonist whose machinations constantly butt up against the player's goals. She'll happily stop for a chat, maybe even a fuck, between trying to rip the PC's soul out to power her dark rituals. I want the PC and player too get to know her, to be able to develop a relationship (likely antagonistic, but possibly more of a rivalry or some sort of weird corrupted romance).